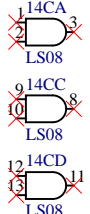
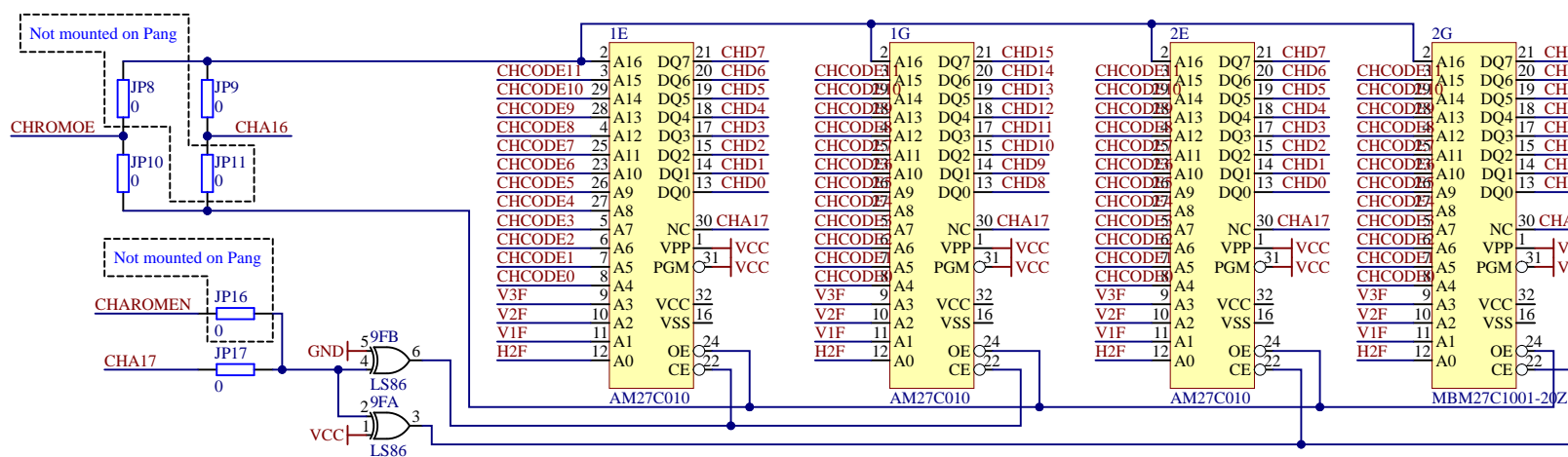


Tilemap:
- 8x8 tiles
- 64 columns, 32 rows

Palette:
- 2048 entries = 2048 x 4bytes =
8192 bytes.



OBJC0-OBJC7: $2^8 = 256$ colors
CHC0-CHC3: $2^4 = 16$ colors.
CHC0-CHC11: $2^{12} = 2048$ colors.

