



160x144 pixel display

Liquid crystal screen (LCD)



Original Game Boy Game Boy Pocket/Light



The display uses a monochrome 4-shade palette.

Because the non-backlit LCD display background is greenish, this results in a "greenscale" graphic display.

Original Game Boy Hex / Binary	0x0 00	0x1 01	0x2 10	0x3 11
Game Boy Pocket/Light Hex / Binary	0x0 00	0x1 01	0x2 10	0x3 11