




Game Boy technical data

CPU	- 8-bit (Similar to the Z80 processor)
Clock Speed	- 4.194304MHz (4.295454MHz for SGB, max. 8.4MHz for CGB)
Work RAM	- 8K Byte (32K Byte for CGB)
Video RAM	- 8K Byte (16K Byte for CGB)
Screen Size	- 2.6"
Resolution	- 160x144 (20x18 tiles)
Max sprites	- Max 40 per screen, 10 per line
Sprite sizes	- 8x8 or 8x16
Palettes	- 1x4 BG, 2x3 OBJ (for CGB: 8x4 BG, 8x3 OBJ)
Colors	- 4 grayshades (32768 colors for CGB)
Horiz Sync	- 9198 KHz (9420 KHz for SGB)
Vert Sync	- 59.73 Hz (61.17 Hz for SGB)
Sound	- 4 channels with stereo sound
Power	- DC6V 0.7W (DC3V 0.7W for GB Pocket, DC3V 0.6W for CGB)

Game Boys came in different mainboard models, for example, the DMG-CPU-03, DMG-CPU-05 and DMG-CPU-06.

Their differences are very subtle for the programmers.

G01440210 gekkio				
	Color: OffWhite Assembled: June/1989 LCD panel: May/1989	DMG-CPU-01	DMG-CPU A 22/1989 Sharp	LH5264N4 21/1989 Sharp
G01504387 gekkio				
	Color: OffWhite Assembled: June/1989 LCD panel: May/1989	DMG-CPU-02	DMG-CPU A 22/1989 Sharp	LH5264N4 22/1989 Sharp
G01586549 gekkio				
	Color: OffWhite Assembled: September/1989 LCD panel: August/1989	DMG-CPU-02	DMG-CPU A 37/1989 Sharp	LH5264TN-L 37/1989 Sharp
G02487032 gekkio				