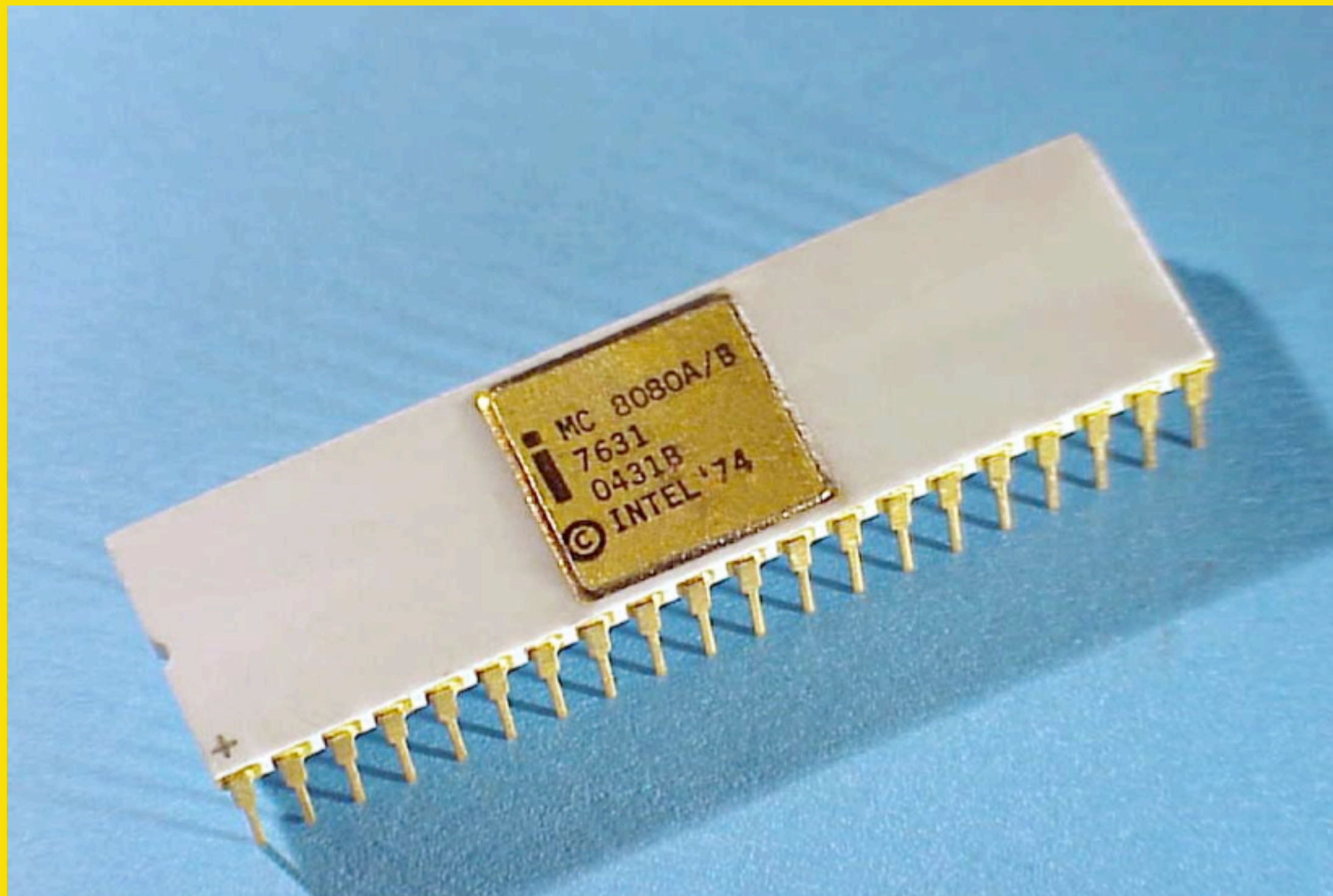


The Game Boy CPU is actually a hybrid between the Intel 8080 and the Zilog Z80.

The Z80 was designed to be binary compatible with the already existing Intel 8080. So, the instruction set found in the 8080 was also implemented by the Z80.

Intel 8080

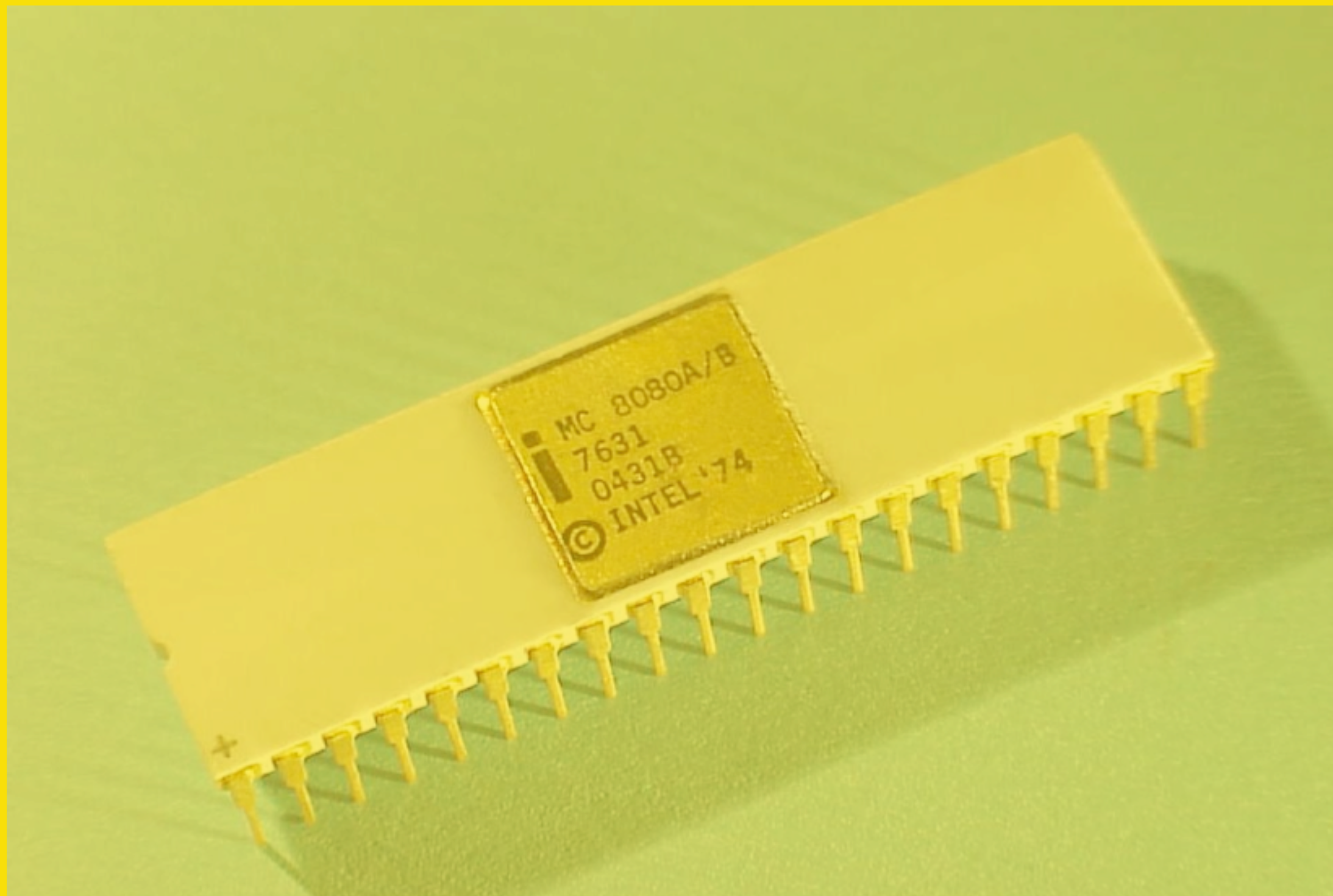


Zilog Z80



Zilog Z80 introduced functionalities and features with binary compatibility to Intel 8080 (of course a lot those didn't make through GB CPU).

Intel 8080



Zilog Z80

