

## 160x144 pixel display

Liquid crystal screen (LCD)





## Original Game Boy Game Boy Pocket/Light





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

The display uses a monochrome 4-shade palette.

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

Retired from: <a href="https://en.wikipedia.org/wiki/">https://en.wikipedia.org/wiki/</a> List of video game console palettes