

Memory Bank Controllers (MBC)

As the Game Boy 16 bit address bus offers only limited space for ROM and RAM addressing, many games are using Memory Bank Controllers (MBCs) to expand the available address space by bank switching.

These MBC chips are located in the game cartridge (ie. not in the Game Boy itself).

Memory Bank Controllers

Is necessary?

Small games of not more than 32 KiB ROM do not require a MBC chip for ROM banking. The ROM is directly mapped to memory at \$0000-7FFF. Optionally up to 8 KiB of RAM could be connected at \$A000-BFFF, using a discrete logic decoder in place of a full MBC chip.

However our game requires more than 32KiB!

Retired from <https://gbdev.io/pandocs/MBCs.html>

Just a reminder that a kilobyte and a kibibyte are not the same.