The processor is connected to most of the elements on the board.

It contains a single address space and doesn’t have extended address modes beyond 8-bits.

It also relies on a program counter to read the states of I/O from special places of mapped memory instead of having special instructions to access I/O input.

The Game Boy CPU (as Intel 8080 and Zilog Z80)
have an extremely simple way of executing a program
(in terms of interpretation of instructions for every byte the processor reads)

1. Bytes from memory are read according to the value held by the **Program Counter (‘PC’)** register
2. Eight 8-bit registers: **A, B, C, D, E, F, H, L**
3. Two 16-bit registers: **PC** and **SP (‘Stack Pointer’)**