Memory Map (16-bit address bus)

- 0x0000 – 0x00FF: Boot ROM
- 0x0000 – 0x3FFF: Game ROM Bank 0
- 0x4000 – 0x7FFF: Game ROM Bank N
- 0x8000 – 0x97FF: Tile RAM (VRAM)
- 0x9800 – 0x9FFF: Background Map (VRAM)
- 0xA000 – 0xBFFF: Cartridge RAM
- 0xC000 – 0xDFFF: Working RAM (WRAM)
- 0xE000 – 0xFDFF: Echo RAM
- 0xFE00 – 0xFE9F: OAM (Object Attribute Memory)
- 0xFEA0 – 0xFEFF: Unused
- 0xFF00 – 0xFF7F: I/O Registers
- 0xFF80 – 0xFFFE: High RAM Area (HRAM)
- 0xFFFF: Interrupt Enabled Register

Memory Map

(Simplified)

Region	Address
Interrupt Register	0xFFFF
High RAM	0xFF80 – 0xFFFE
Unusable	0xFF4C – 0xFF7F
I/O	0xFF00 – 0xFF4B
Unusable	0xFEA0 – 0xFEFF
Sprite Attributes	0xFE00 – 0xFE9F
Unusable	0xE000 – 0xFDFF
Internal RAM	0xC000 – 0xDFFF
Switchable RAM Bank	0xA000 – 0xBFFF
Video RAM	0x8000 – 0x9FFF
Switchable ROM Bank	0x4000 – 0x7FFF
ROM	0x0000 – 0x3FFF