

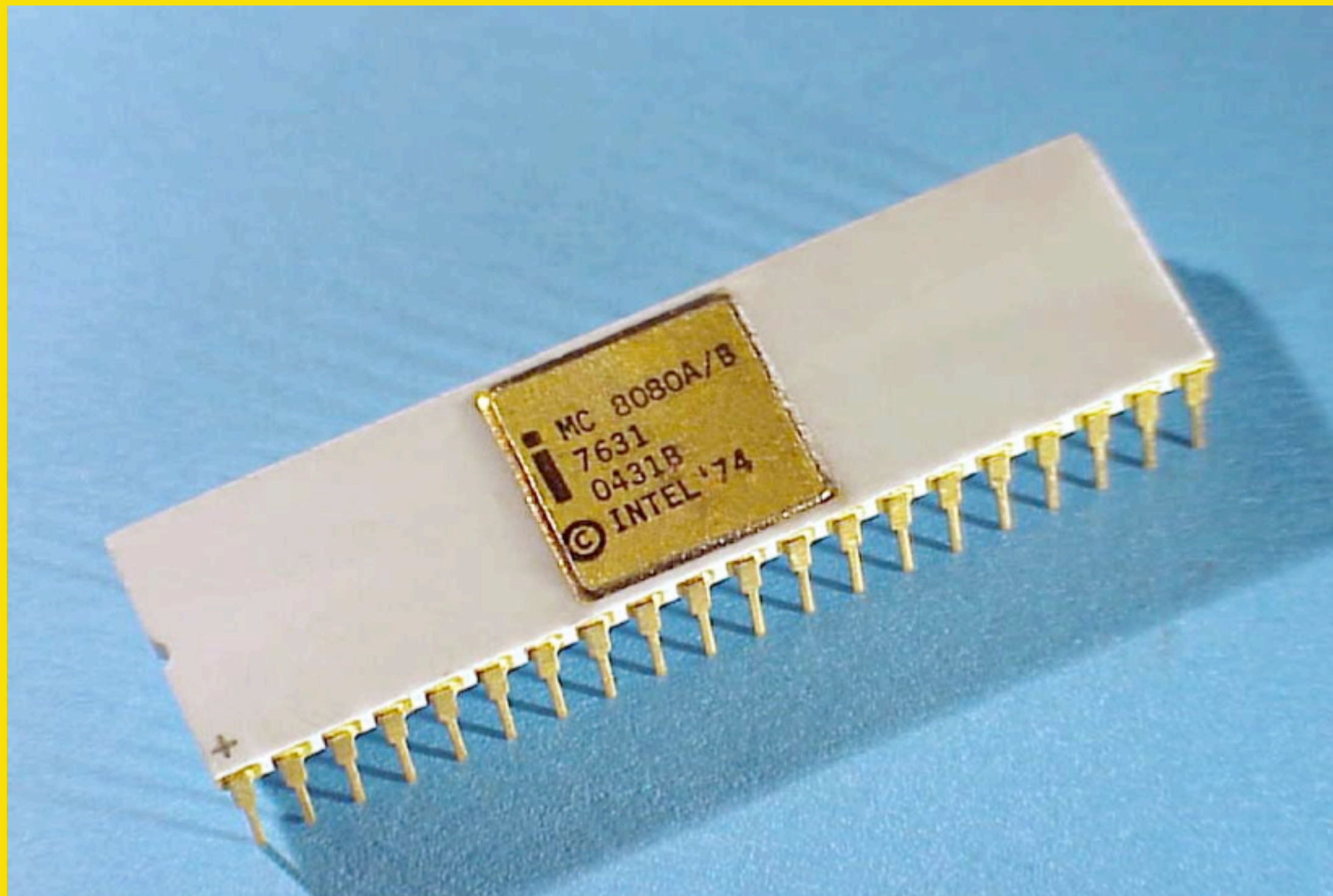
The name for the entire system on chip (SoC) is ***Sharp LR35902*** while the microprocessor name is ***Sharp SM83*** (8-bit CPU core).

* <https://github.com/Gekkio/gb-research/tree/main/sm83-cpu-core>

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

