The Game Boy
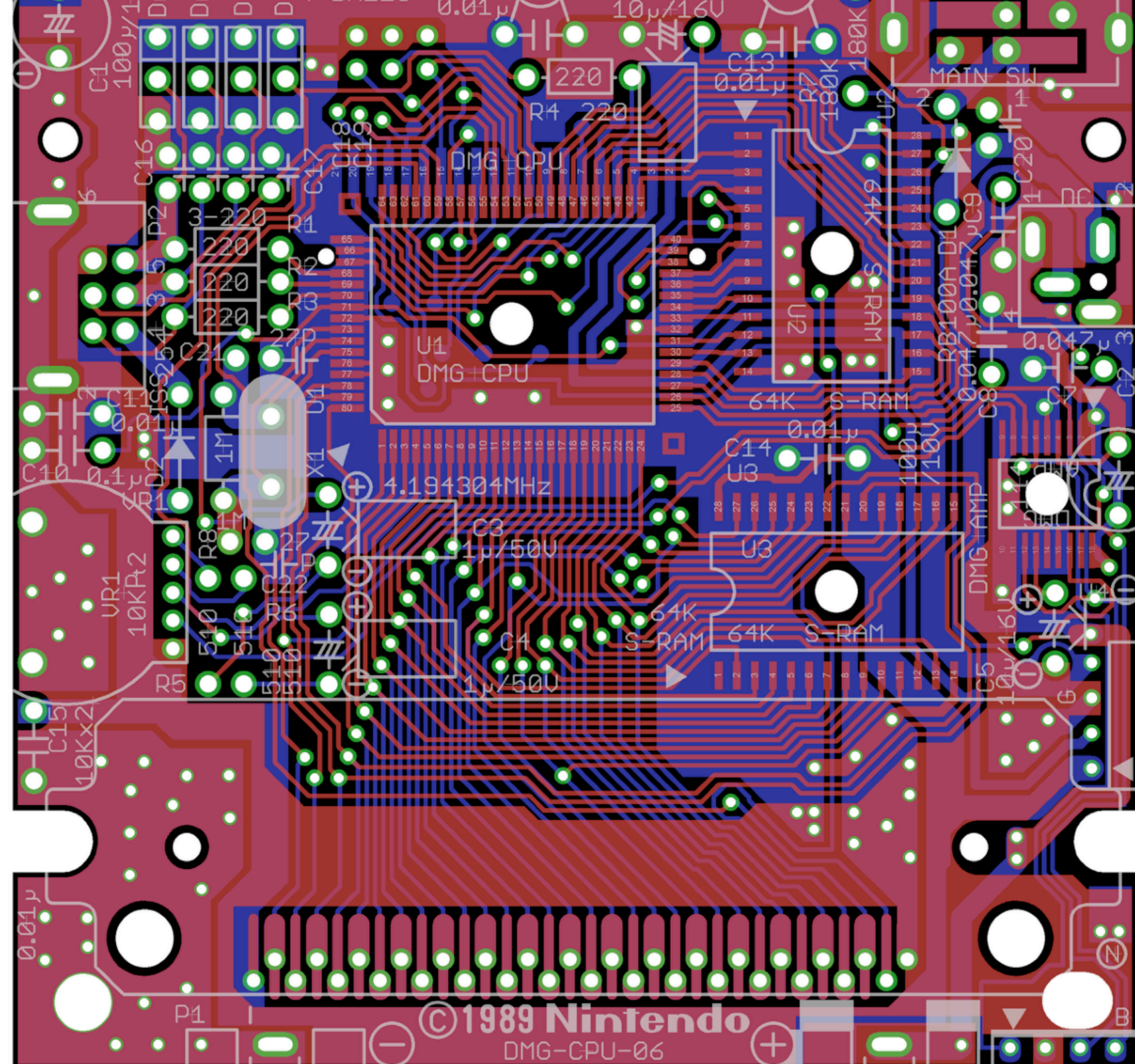
A scan of the main logic board for the DMG* 01 (Game Boy): chipmusic.org/forums/topic/13608/dmg-main-board-schematic-circuit-arduinoboy/

DMG stands for "Dot Matrix Game"

Game Boy technical data

CPU   - 8-bit (Similar to the Z80 processor)
Clock Speed   - 4.194304MHz (4.295454MHz for SGB, max. 8.4MHz for CGB)
Work RAM   - 8K Byte (32K Byte for CGB)
Video RAM   - 8K Byte (16K Byte for CGB)
Screen Size   - 2.6"
Resolution   - 160x144 (20x18 tiles)
Max sprites   - Max 40 per screen, 10 per line
Sprite sizes   - 8x8 or 8x16
Palettes   - 1x4 BG, 2x3 OBJ (for CGB: 8x4 BG, 8x3 OBJ)
Colors   - 4 grayshades (32768 colors for CGB)
Horiz Sync   - 9198 KHz (9420 KHz for SGB)
Vert Sync   - 59.73 Hz (61.17 Hz for SGB)
Sound   - 4 channels with stereo sound
Power   - DC6V 0.7W (DC3V 0.7W for GB Pocket, DC3V 0.6W for CGB)