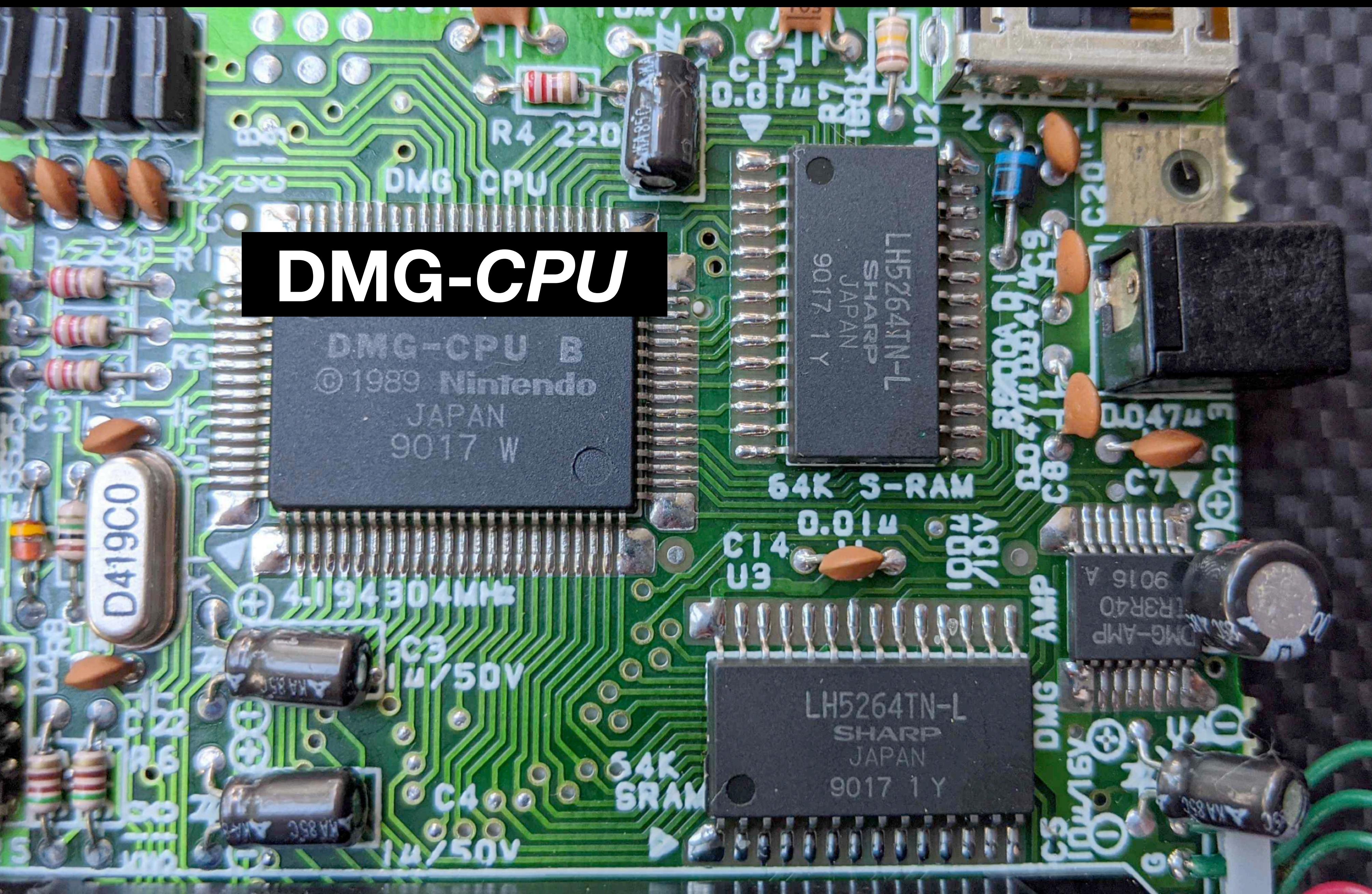


**The next available
MBC for our game is
MBC1.**

We will implement a simple "variant" of MBC1 because in our game we only care about some very specific data from the rom

```
pub struct MemoryBankController {  
    rom: Vec<u8>,  
    rombank: usize,  
    rombanks: usize,  
}  
  
impl MemoryBankController {  
    pub fn new(rom: Vec<u8>) → Self {  
        Self {  
            rom,  
            rombank: 1,  
            rombanks: 8,  
        }  
    }  
    pub fn readrom(&self, a: u16) → u8 { 0xFF }  
    pub fn writerom(&mut self, a: u16, v: u8) {}  
}
```



1. Retired from https://b13rg.github.io/Gameboy_DMG/