

Memory Map

(Simplified)

Retired from
raphaelstaebler.medium
.com/memory-and-
memory-mapped-i-o-of-
the-gameboy-part-3-of-
a-series-37025b40d89b

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

Work RAM (8 KB / WRAM)

- General purpose usage
- Four times larger NES Work RAM (2KB)

Display RAM (8 KB / VRAM)

- Contain most of the data to render graphics
- Basically tile data and tile maps