8K SECTION			1K SECTION			DETAILS			Comparison			BLOCK SIZE
	START	END		START	END		START	END	KIM-1	RC-ONE	RC-ONE 65K	
8K7	$E000	$FFF		$FC00	$FFFF	6530-002			(mirror)	(mirror)	28C64 EEPROM	1 024
				$F800	$F9FF	6530-003						1 024
				$F400	$F7FF							1 024
				$F000	$F3FF							1 024
				$EC00	$EFFF							1 024
				$E800	$EBFF							1 024
				$E400	$E7FF							1 024
				$E000	$E3FF							1 024
8K6	$C000	$DFFF									(free)	8 192
8K5	$A000	$BFFF										8 192
8K4	$8000	$9FFF										8 192
8K3	$6000	$7FFF									62256 Static RAM (optional)	8 192
8K2	$4000	$5FFF										8 192
8K1	$2000	$3FFF										8 192
8K0	$0000	$1FF	K7	$1C00	$1FFF	6530-002			6530-002 ROM	28C64 EEPROM	28C64 EEPROM (mirror)	1 024
			K6	$1800	$1BFF	6530-003			6530-003 ROM			1 024
			K5	$1400	$17FF	I/O2	$17C0	$17FF	6530-002 RAM	6532-002 RAM	6532-002 RAM	64
							$1780	$17BF	6530-003 RAM			64
							$1740	$177F	6530-002 Register	6532-002 Register	6532-002 Register	64
						I/O3	$1700	$173F	6530-003 Register	(free)	6532-003 Register	64
						(free)	$1600	$16FF	(free)	(free)	(free)	256
							$1500	$15FF				256
							$1400	$14FF				256
			K4	$1000	$13FF				(free)	(free)	62256 Static RAM (optional)	1 024
			K3	$0C00	$0FFF							1 024
			K2	$0800	$0BFF							1 024
			K1	$0400	$07FF							1 024
			K0	$0000	$03FF	(free)	$0200	$03FF	1K RAM	62256 Static RAM		1 024
						(stack)	$0100	$01FF				
						(reserved)	$00EF	$00FF				
						(page 0)	$0000	$00EE			62256 Static RAM	
												65 536

EXPANSIONS	4K SECTION		START	END	0.5K SECTION START	0.5K SECTION END	0.25K SECTION START	0.25K SECTION END	DETAILS	DETAILS START	DETAILS END	BLOCK SIZE
(system)	4K0											4 096
ExRAM	4K2		$2000	$2FFF						$2000	$2FFF	4 096
	4K4		$4000	$4FFF								4 096
	4K6		$6000	$6FFF								4 096
	4K8		$8000	$8FFF								4 096
	4KA		$A000	$AFFF								4 096
Game Board	4KC	(A12=LO)	$C000	$CFFF	$C000	$C1FF			VIA #1			512
					$C200	$C3FF						512
					$C400	$C5FF						512
					$C600	$C7FF						512
TMS9918 (Video Display Controller)					$C800	$C9FF	$C800	$C8FF		$C800	$C801	256
							$C900	$C9FF				256
					$CA00	$CBFF	$CA00	$CAFF				256
							$CB00	$CBFF				256
Game Board					$CC00	$CDFF			VIA #3			512
Compact Flash					$CE00	$CFFF				$CE00	$CE0F	512
(system)	4KE											4 096
(system)	4K1											4 096
ExRAM	4K3		$3000	$3FFF						$3000	$3FFF	4 096
	4K5		$5000	$5FFF								4 096
	4K7		$7000	$7FFF								4 096
	4K9		$9000	$9FFF								4 096
	4KB		$B000	$BFFF								4 096
Project Platform (PP 6502)	4KD	(A12=HI)	$D000	$DFFF	$D000	$D1FF			6522	$D000	$D00F	512
Real Time Clock					$D200	$D3FF						512
Sound Interface					$D400	$D5FF			SID #1	$D400	$D41C	512
Serial (ACIA)					$D600	$D7FF				$D600	$D603	512
					$D800	$D9FF						512
					$DA00	$DBFF						512
					$DC00	$DDFF						512
Sound Interface					$DE00	$DFFF			SID #2	$DE00	$DE1C	512
(system)	4KF											4 096
												65 536

Most expansions can be moved between 4K or 8K base addresses, default address specified in order to keep things organized. Multiple cards of the same type can be used within the same system by placing them on separate base addresses (as long as they don't use dedicated backplane pins).