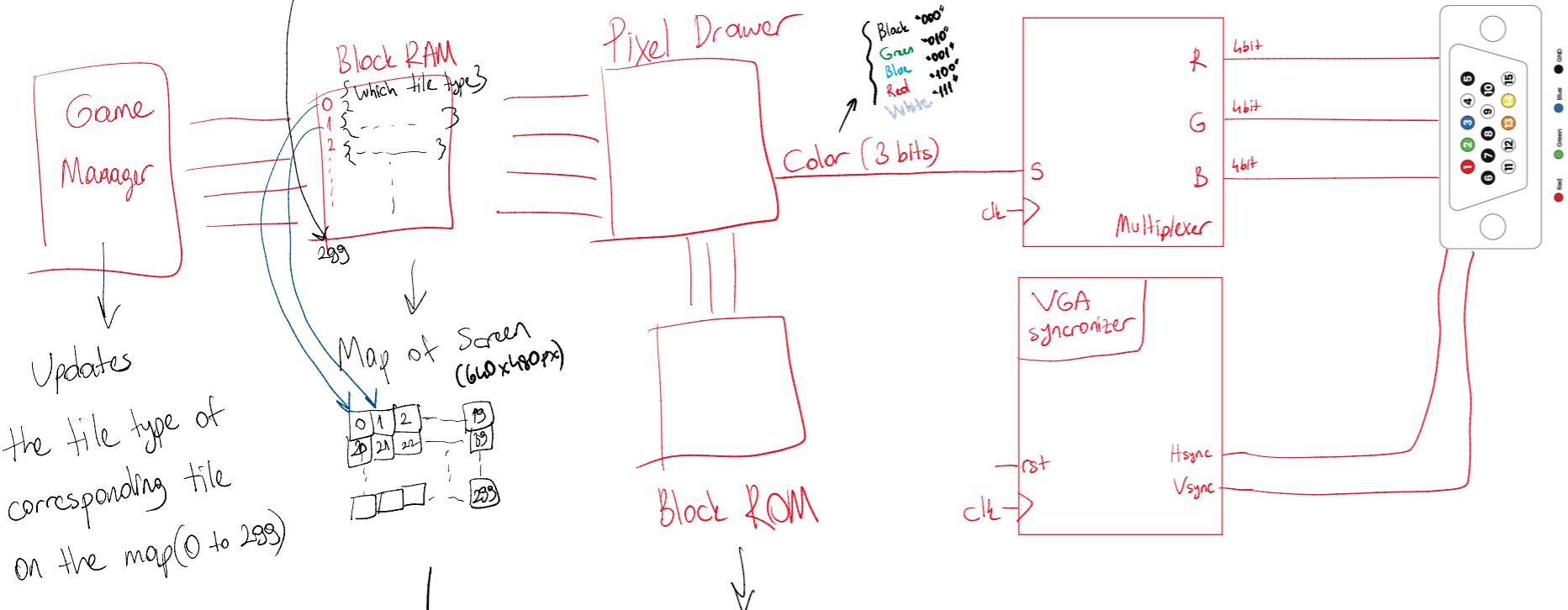
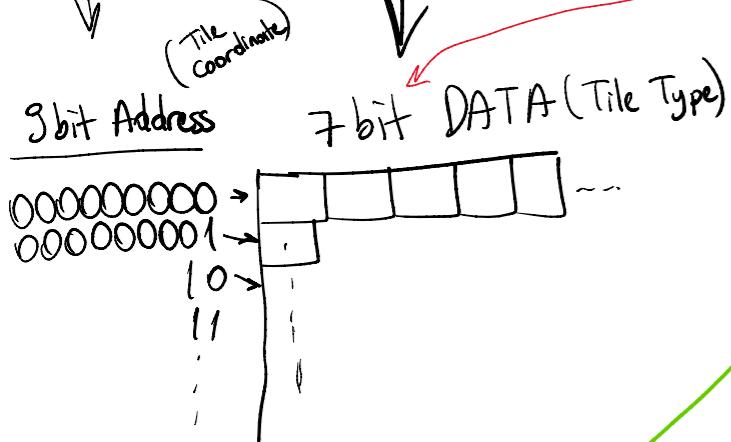


$$640/32 = 20 \times 2 = 300 \text{ Tiles}$$

$$480/32 = 15$$

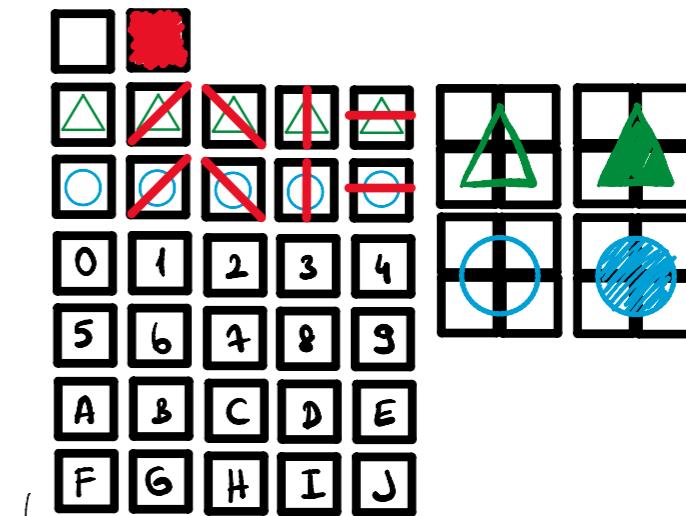


300 coordinates  
9 bit representation



7 bit representation  
example of screen

## Tile Types



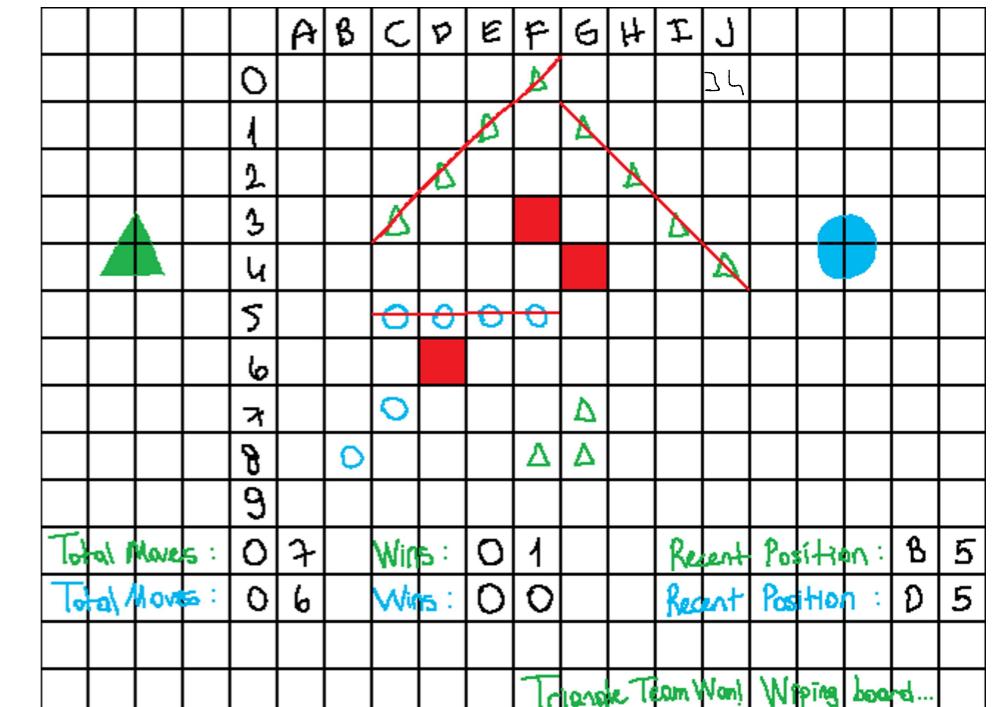
+ Text Tiles

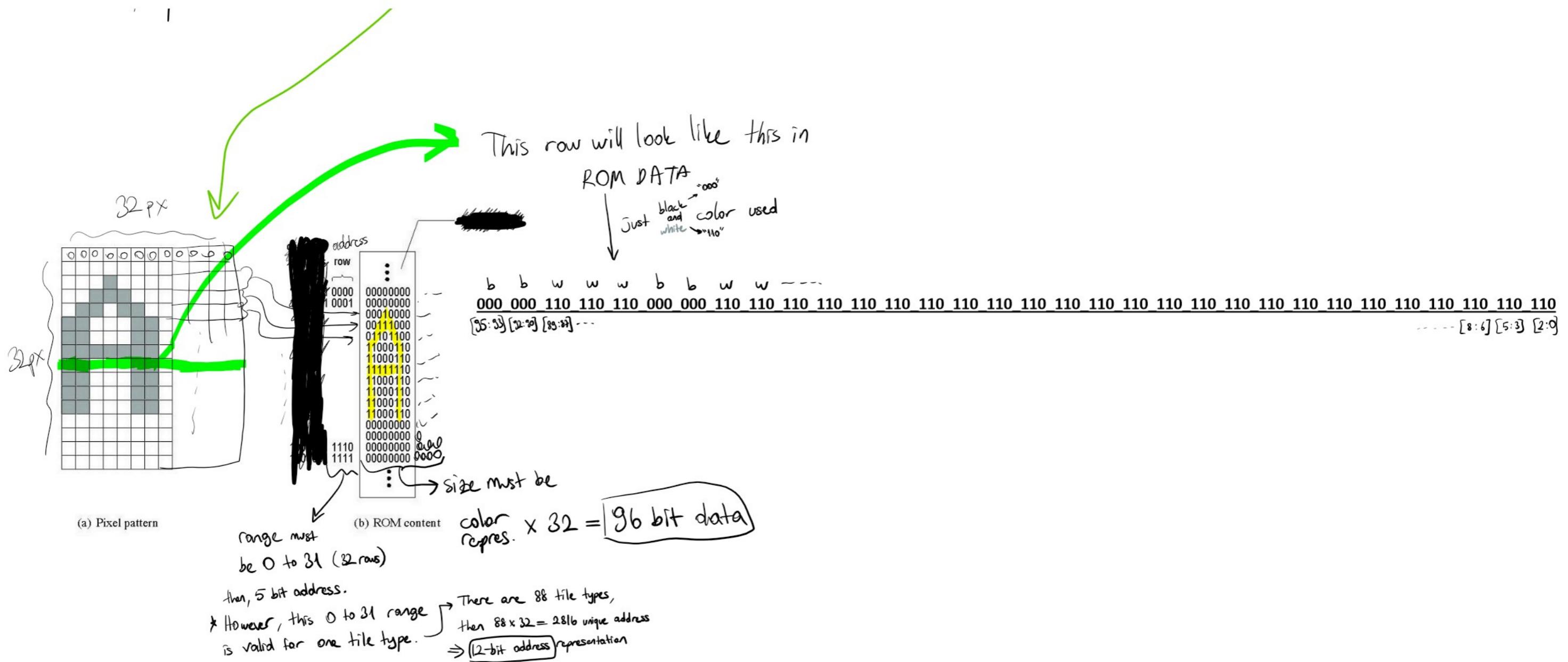
20 Green  
20 Blue

(Total 60 different tiles)

48 Tiles

88 unique Tiles





That is,  $2^{12}$ -by-96 ROM is used. (12-bit address, 96-bit data)