Check these again!

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Mainly for expansion purposes

Memory Map:
$0000 – $00FF = 256 bytes Zero Page
$0100 – $01FF = 256 bytes Stack
$0200 – $023F = 64 bytes VIA (16 bytes duplicated)
$0240 – $02FF = 192 bytes unused
$0300 – $03FF = 256 bytes unused
$0400 – $3FFF = 15K General Purpose RAM
$4000 – $7FFF = 16K Banked RAM (4 banks)
$8000 – $FFFF = 32K ROM (4 banks) and 32K Video RAM

Total of 128K RAM and 128K ROM available.
Separate 32K Video RAM
Expansion available for multiple I/O devices

VGA will be at 640x240 * 2 in MODE1 (PB0 high)
VGA will be at 320x240 * 4 in MODE2 (PB1 high)
VGA will be at 160x240 * 16 in MODE3 (PB0 high and PB1 high)
6502 will run at 3.14 MHz (1/8th speed).
which is safe for 70ns FlashROM.

Peripherals

Sega Genesis Controller

For SD Card Adapter

Expansion