

MATTEL VIDEO GAME SYSTEM  
MEMORY MAP

0-63	STIC
512	
1K	SYSTEM RAM
1.5K	PSG
2K	SCRATCH PAD RAM
6K	EXEC ROM
12K	
14K	GROM
16K	GRAM
32K	USER RAM
36K	16K DYNAMIC
40K	TAPE RAM
44K	TAPE MONITOR
48K	CARTRIDGE ROM
	OR CABLE MONITOR
	CABLE RAM
65K	