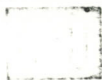


MATTEL VIDEO GAME SYSTEM
MEMORY MAP

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



MICROELECTRONICS DIVISION
GENERAL INSTRUMENT CORP.
HICKSVILLE, NEW YORK 11802

SPECIFICATION NO.

DRAWING NO. 39-148

SHEET 1 of 1

REV.

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