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Subject: Animation Cartridge (Vectrex)  
Posted by [gnome](#) on Tue, 28 May 2013 02:29:31 GMT  
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(\*)  
As a followup to Kevin (niveK@CMU) Dowlings entry on the  
Animation cartridge RAM/ROM layout, the addressing for  
ROM (0000h-1FFFh) and RAM (2000h-27FFh) leaves room for  
a 4Kx8 RAM (2000h-2FFFh) using the decoding hardware already in place.

Not that this is all that useful, but in the future, who knows?

Gary