

Late to the Game

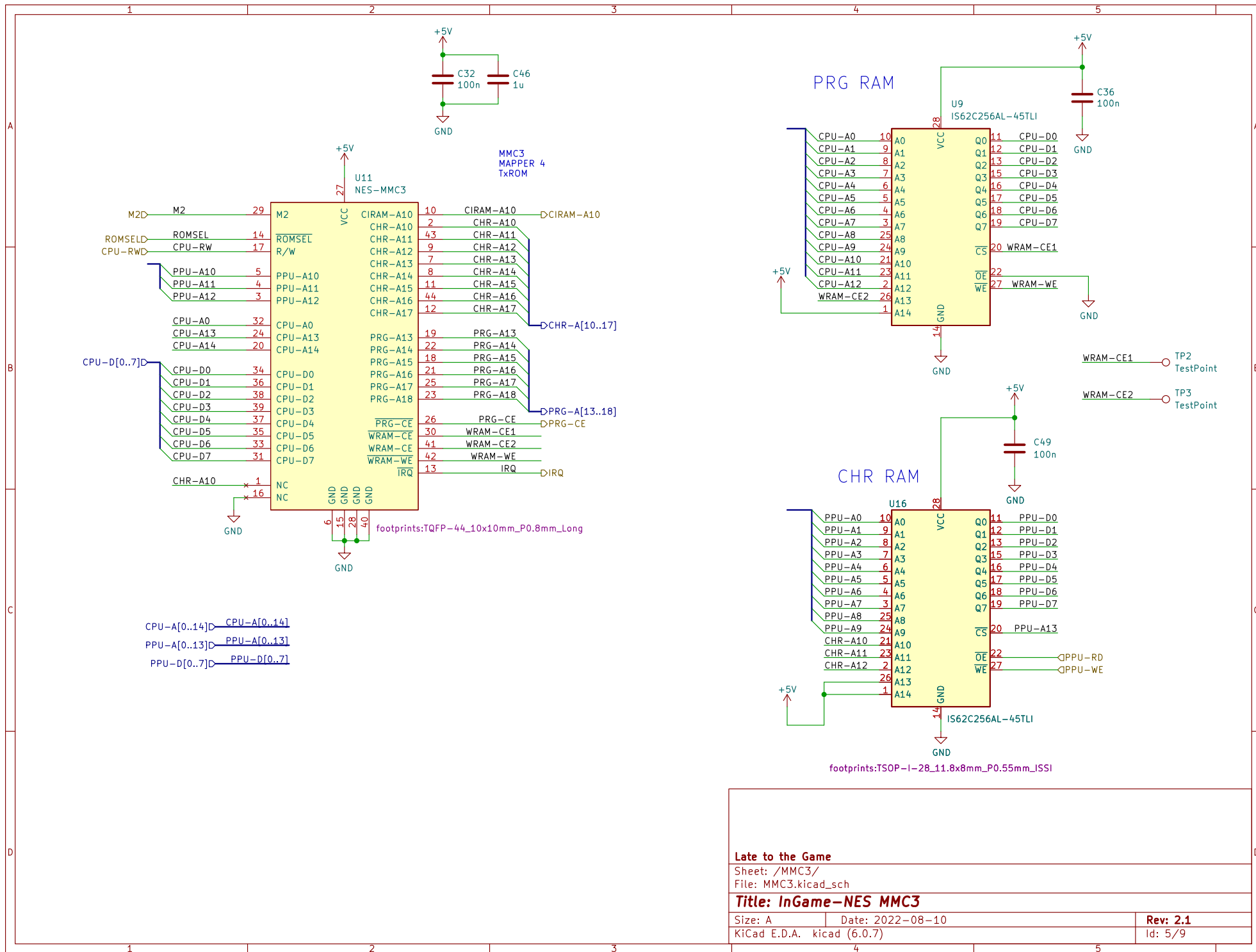
Sheet: /Audio/
File: audio.kicad_sch

Title: InGame-NES MMC3

Size: A Date: 2022-08-10
KiCad E.D.A. kicad (6.0.7)

Rev: 2.1
Id: 2/9





Late to the Game

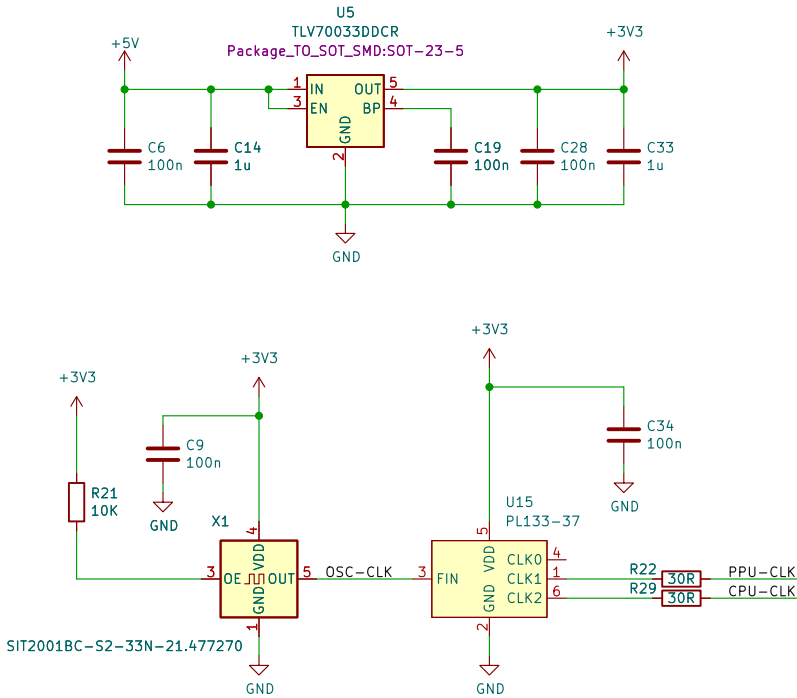
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 File: MMC3.kicad_sch

Title: InGame-NES MMC3

Size: A Date: 2022-08-10
 KiCad E.D.A. kicad (6.0.7)

Rev: 2.1
 Id: 5/9

NTSC frequency (315/88) = 3.57954545
Master CLock = (315/88) * (6) = 21.4772727
NES CPU (315/88) * (6/12) = 1.789772727
NES PPU (315/88) * (6/4) = 5.36931818



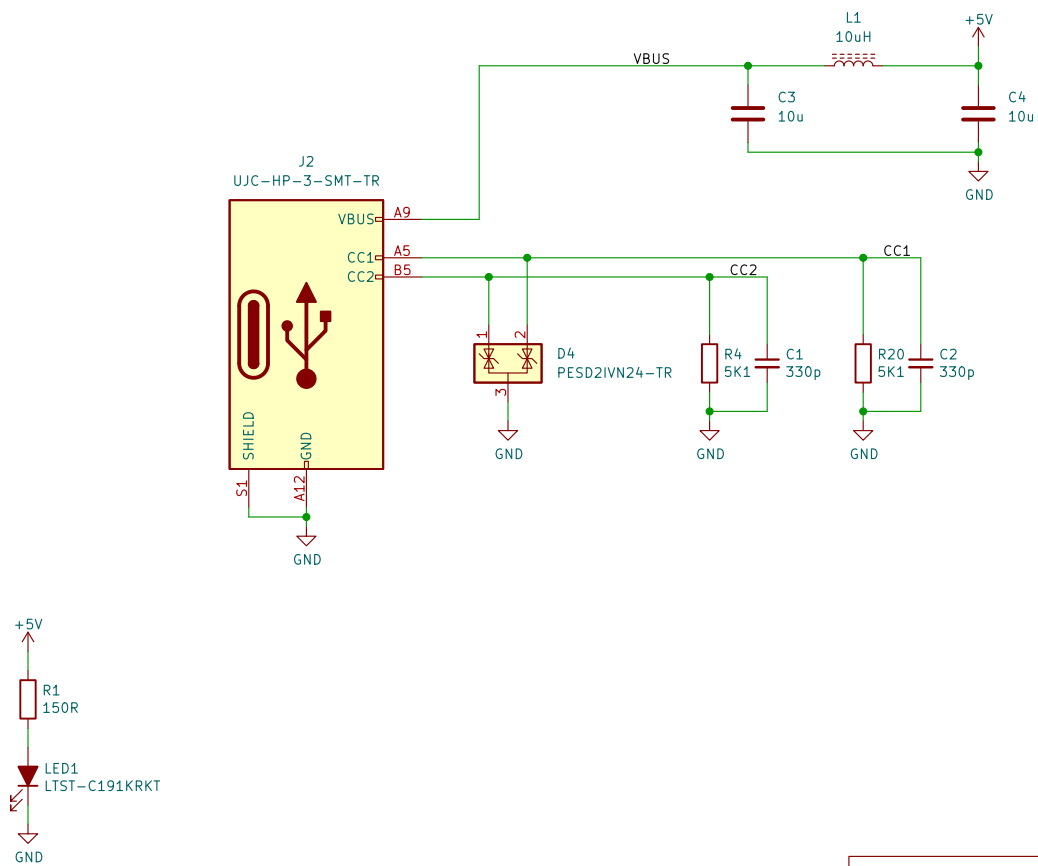
Late to the Game

Sheet: /TIMING/
File: CLOCK.kicad_sch

Title: InGame-NES MMC3

Size: A Date: 2022-08-10
KiCad E.D.A. kicad (6.0.7)

Rev: 2.1
Id: 8/9



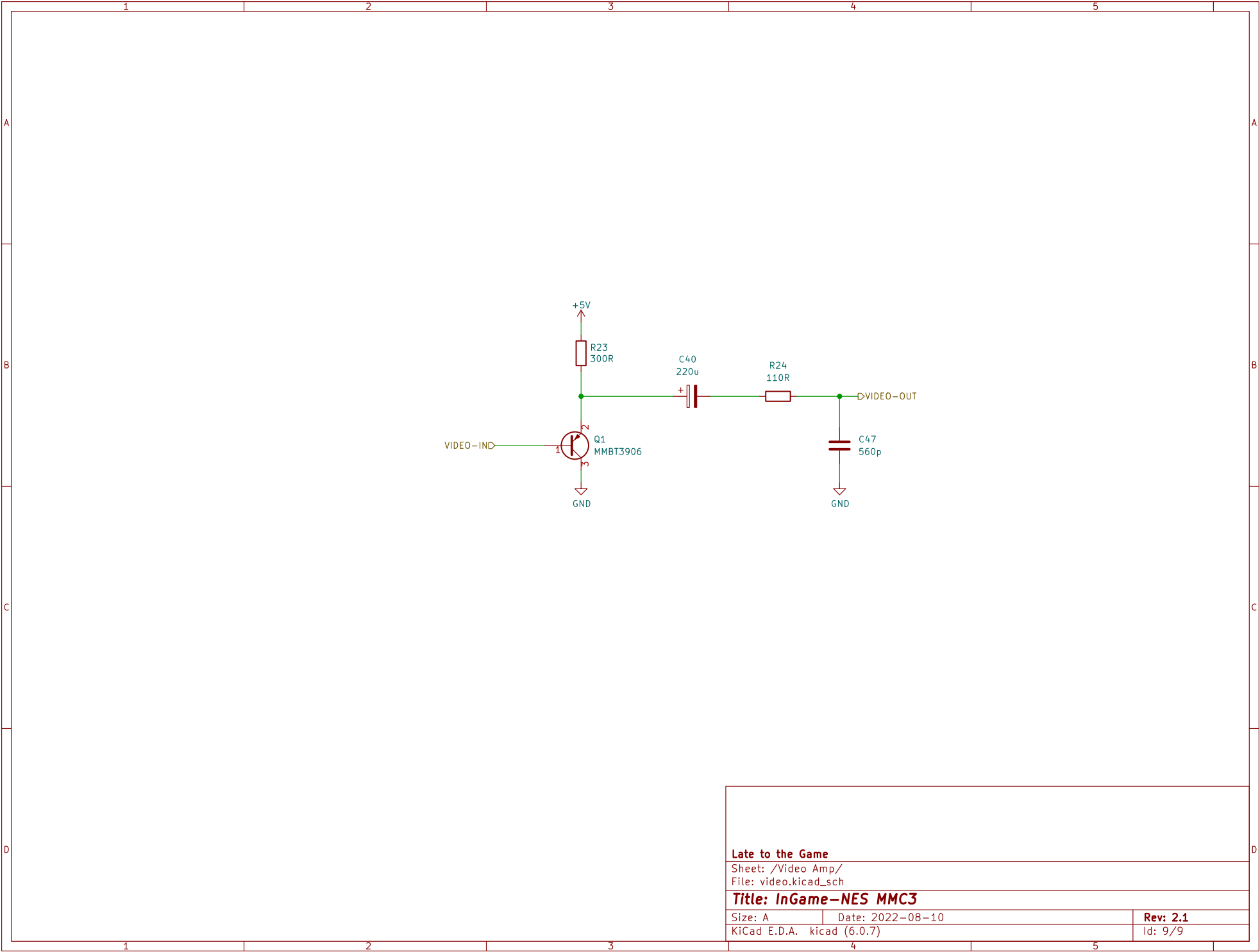
Late to the Game

Sheet: /USB-C-POWER/
File: USB-C.kicad_sch

Title: InGame-NES MMC3

Size: A Date: 2022-08-10
KiCad E.D.A. kicad (6.0.7)

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Sheet: /Video Amp/
File: video.kicad_sch

Title: InGame-NES MMC3

Size: A	Date: 2022-08-10	Rev: 2.1
KiCad E.D.A. kicad (6.0.7)		Id: 9/9