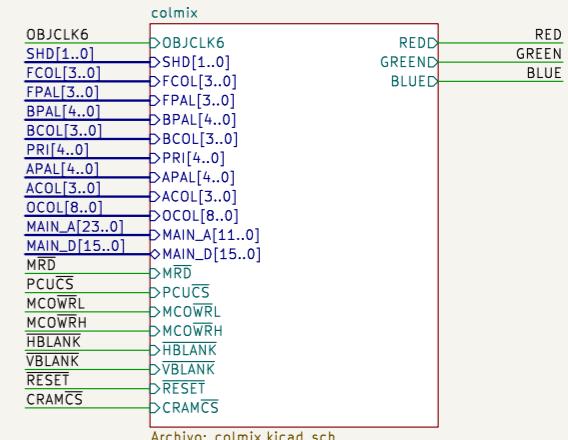
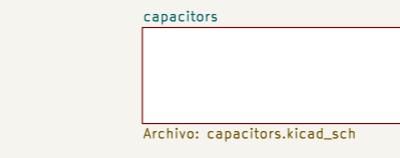
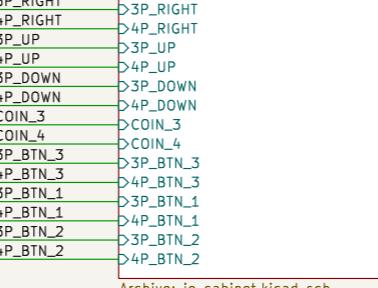
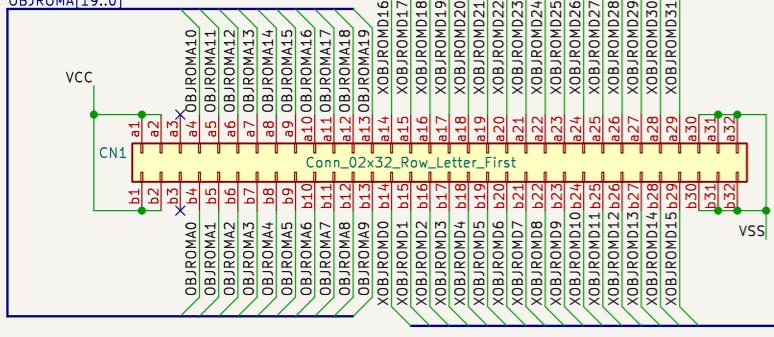
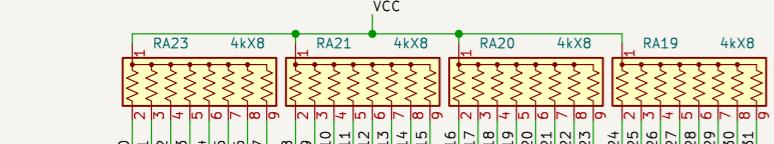
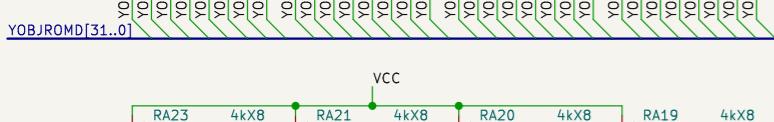
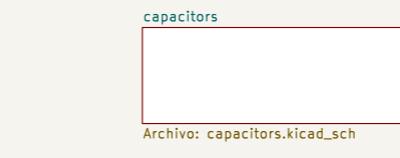
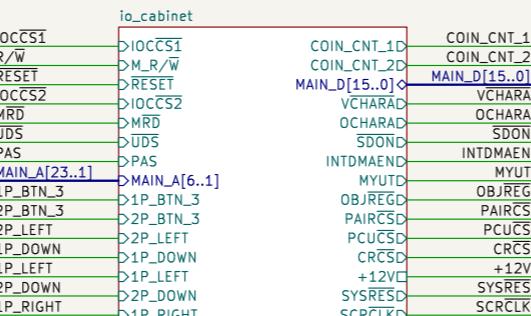
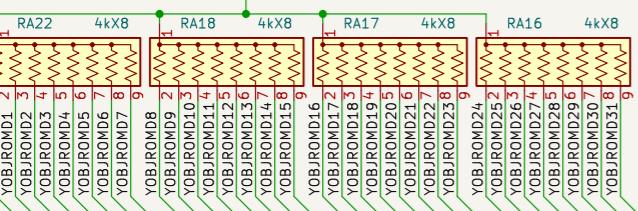


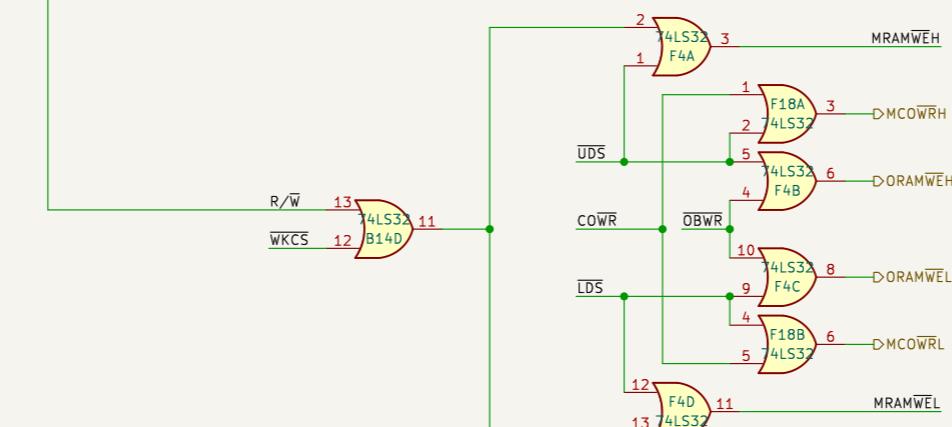
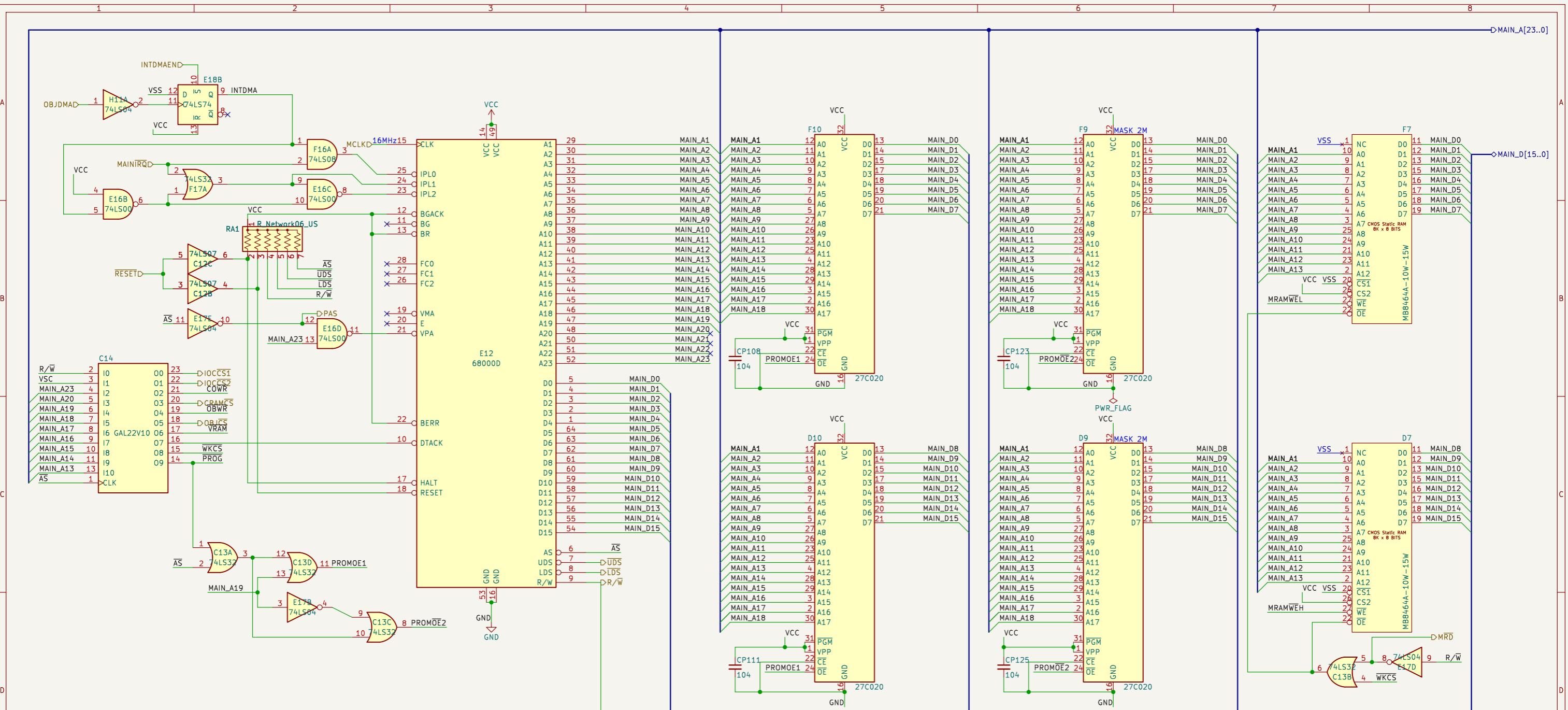
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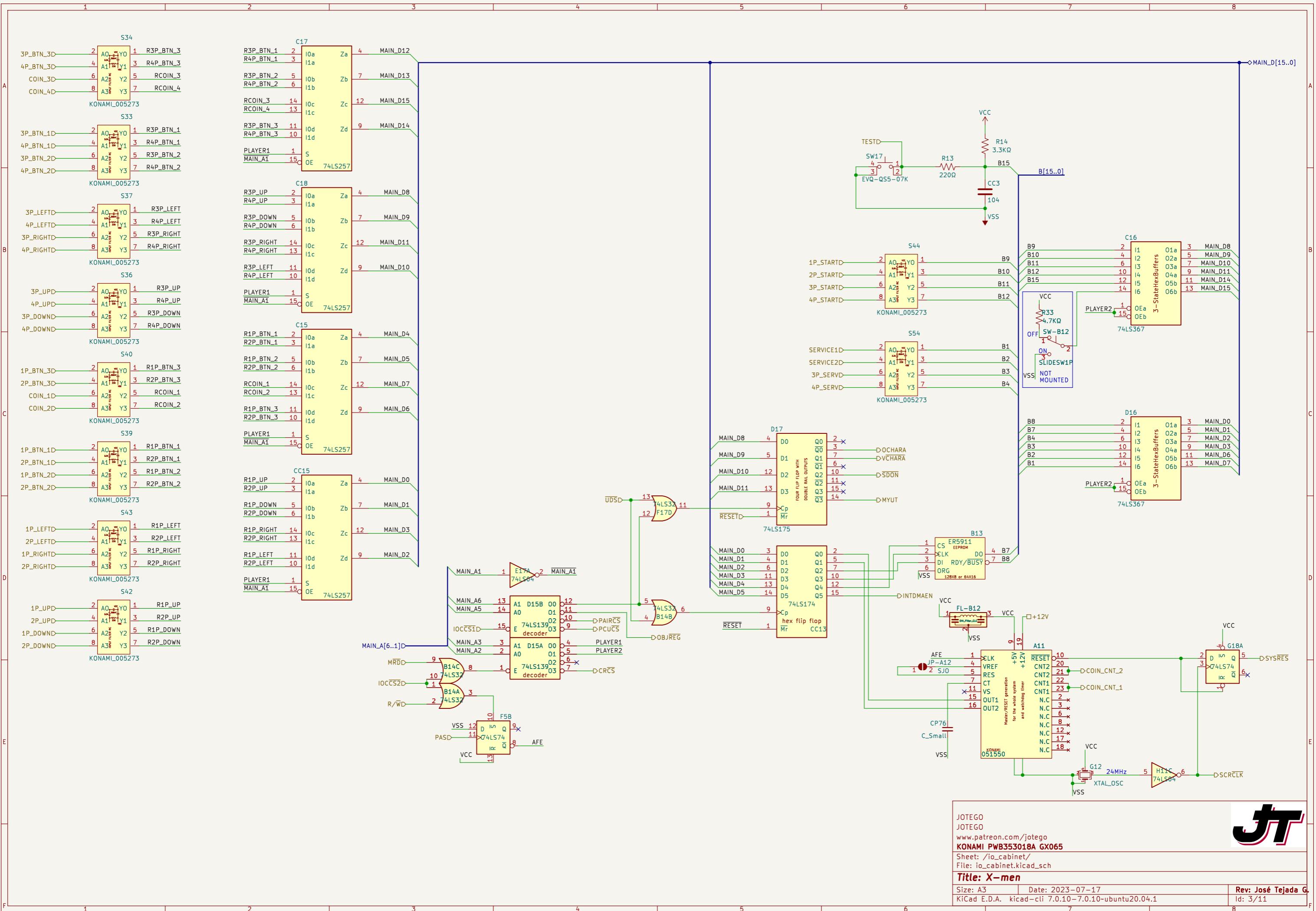


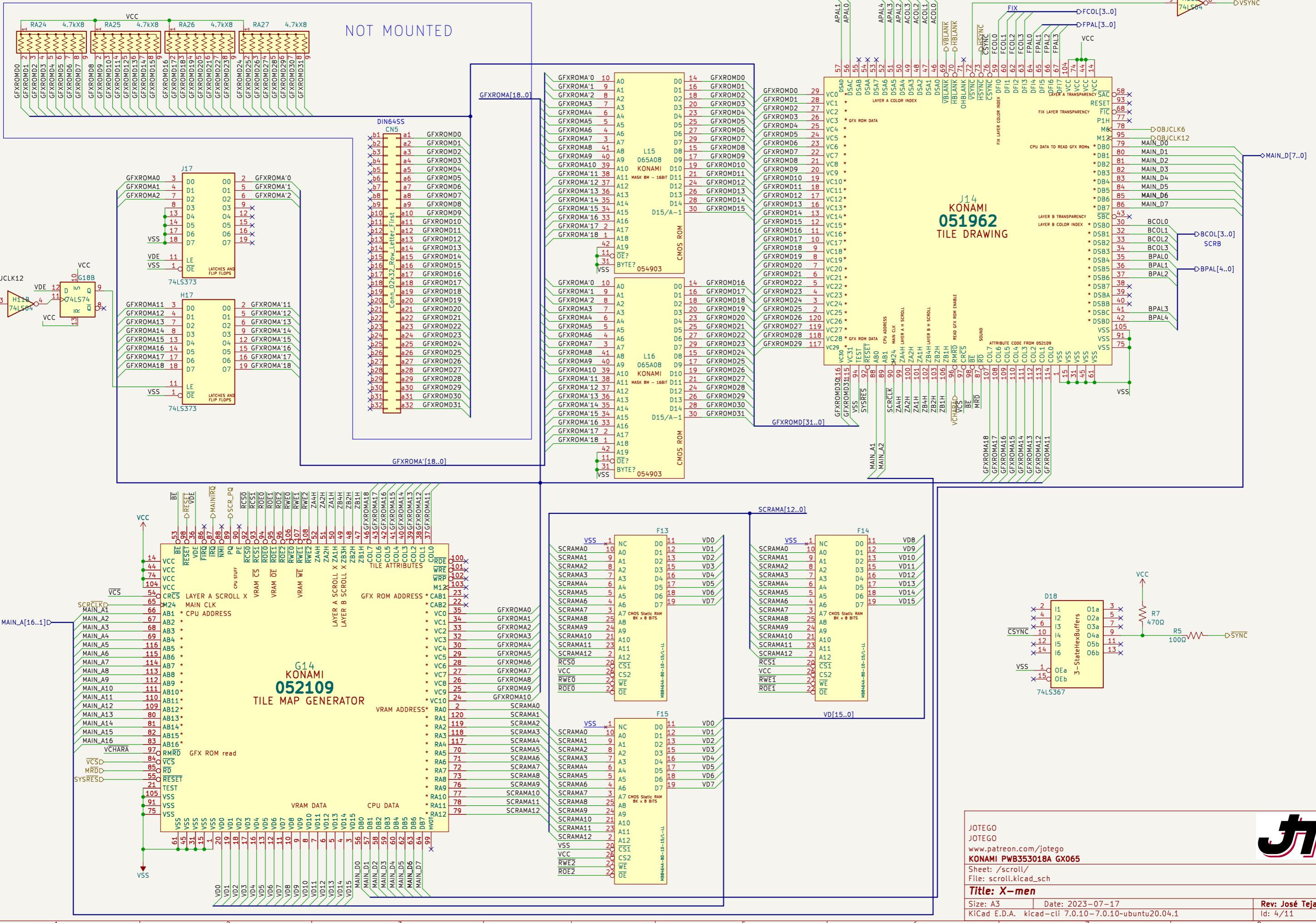
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KONAMI PWR353018A GX065

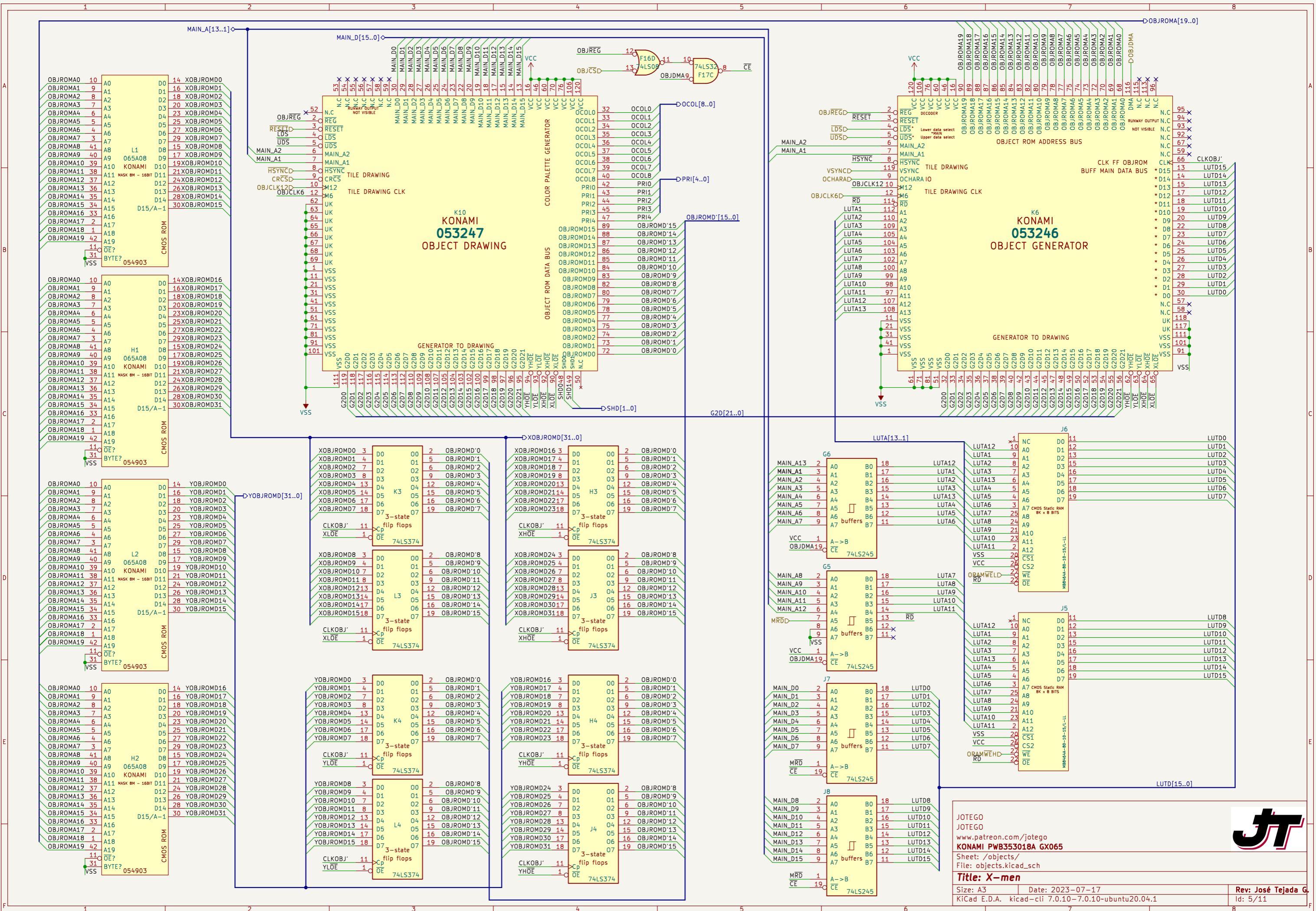
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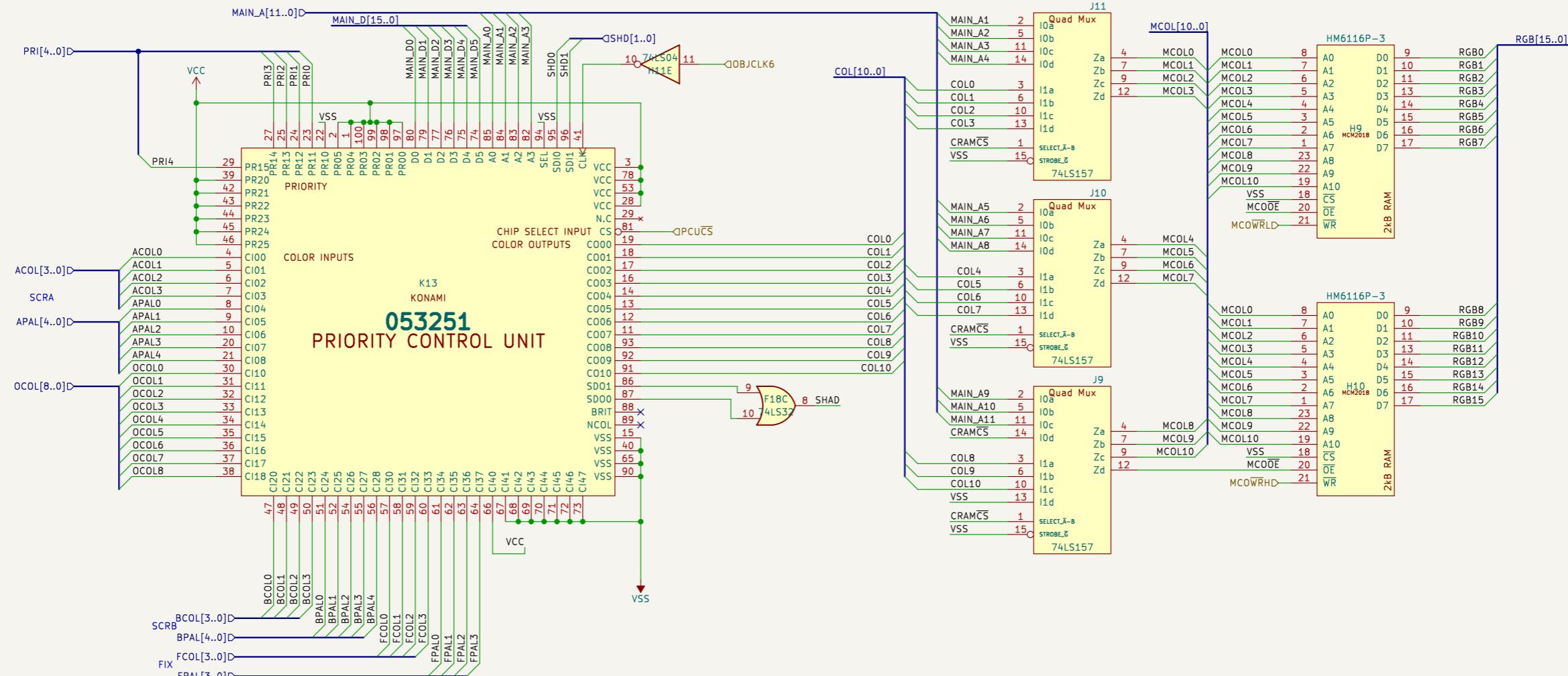
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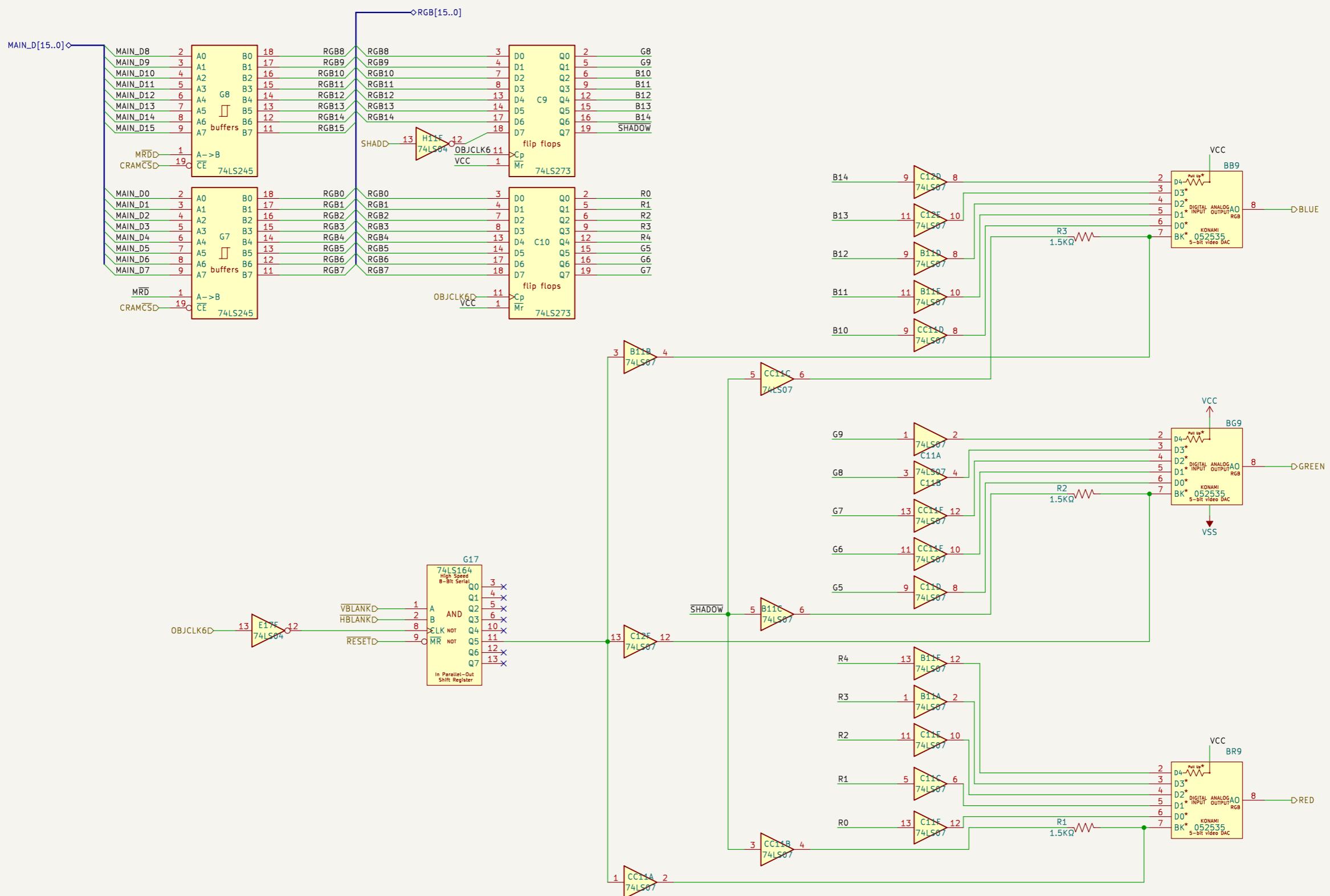


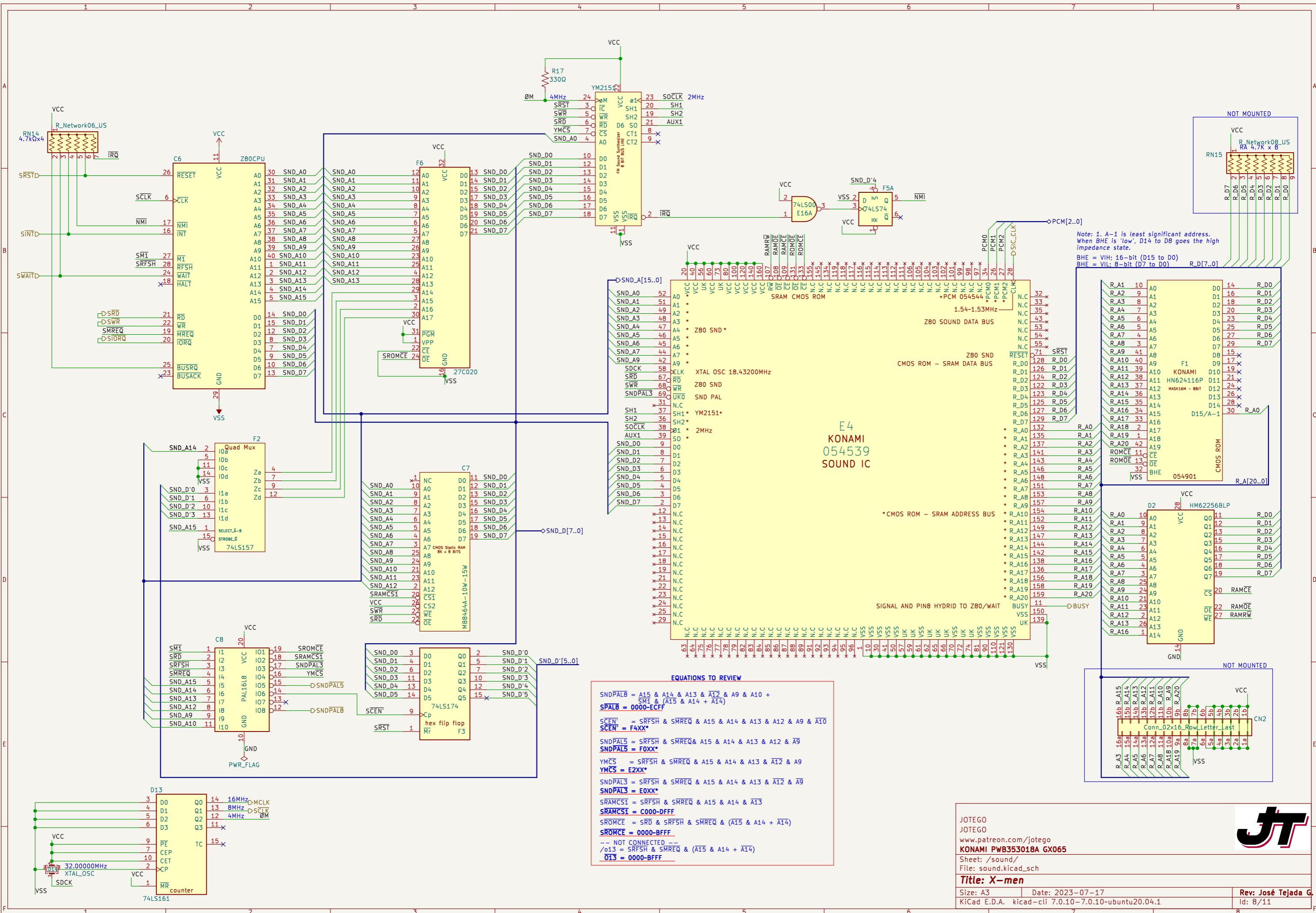


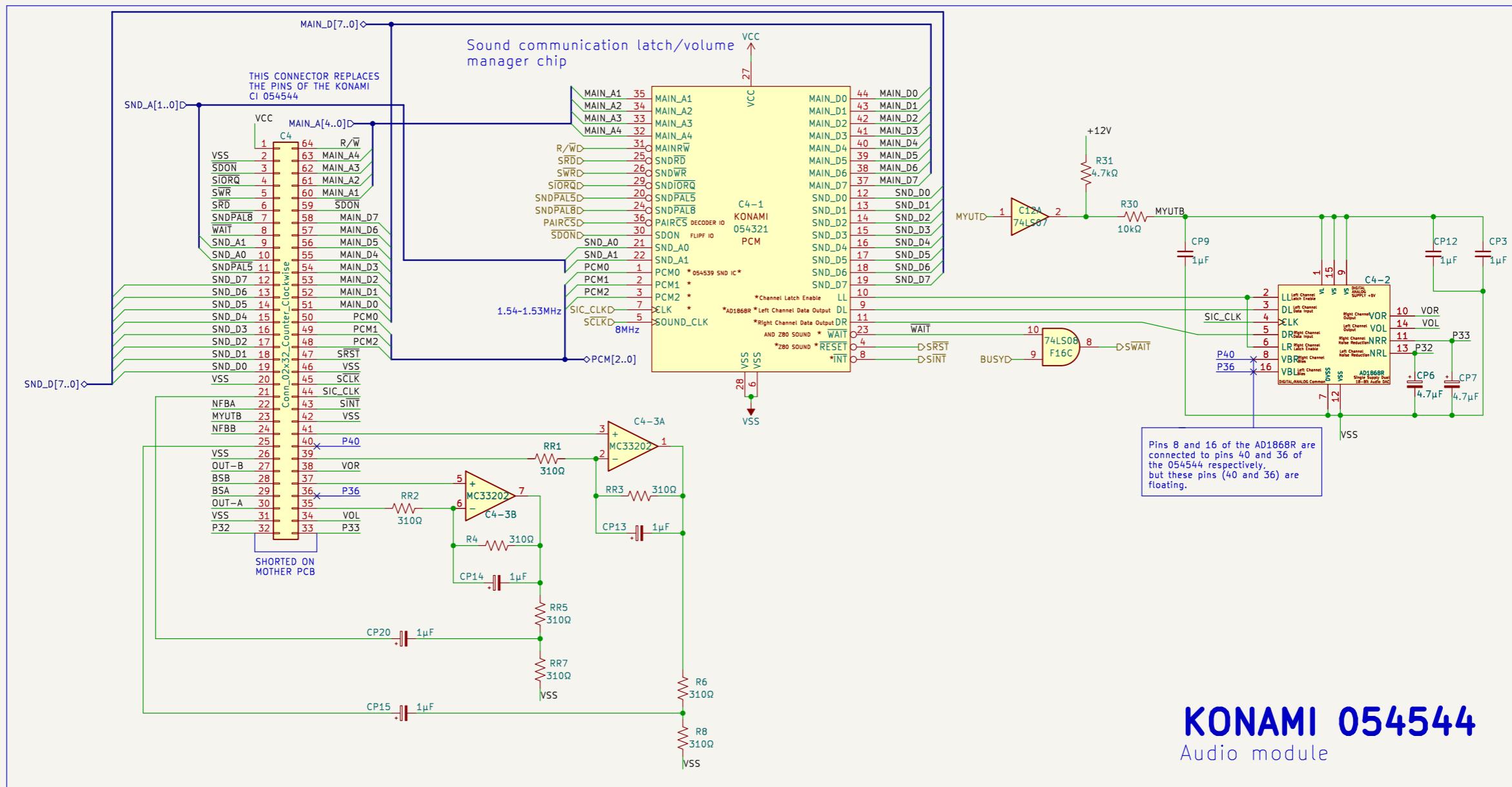




1 2 3 4 5 6 7 8

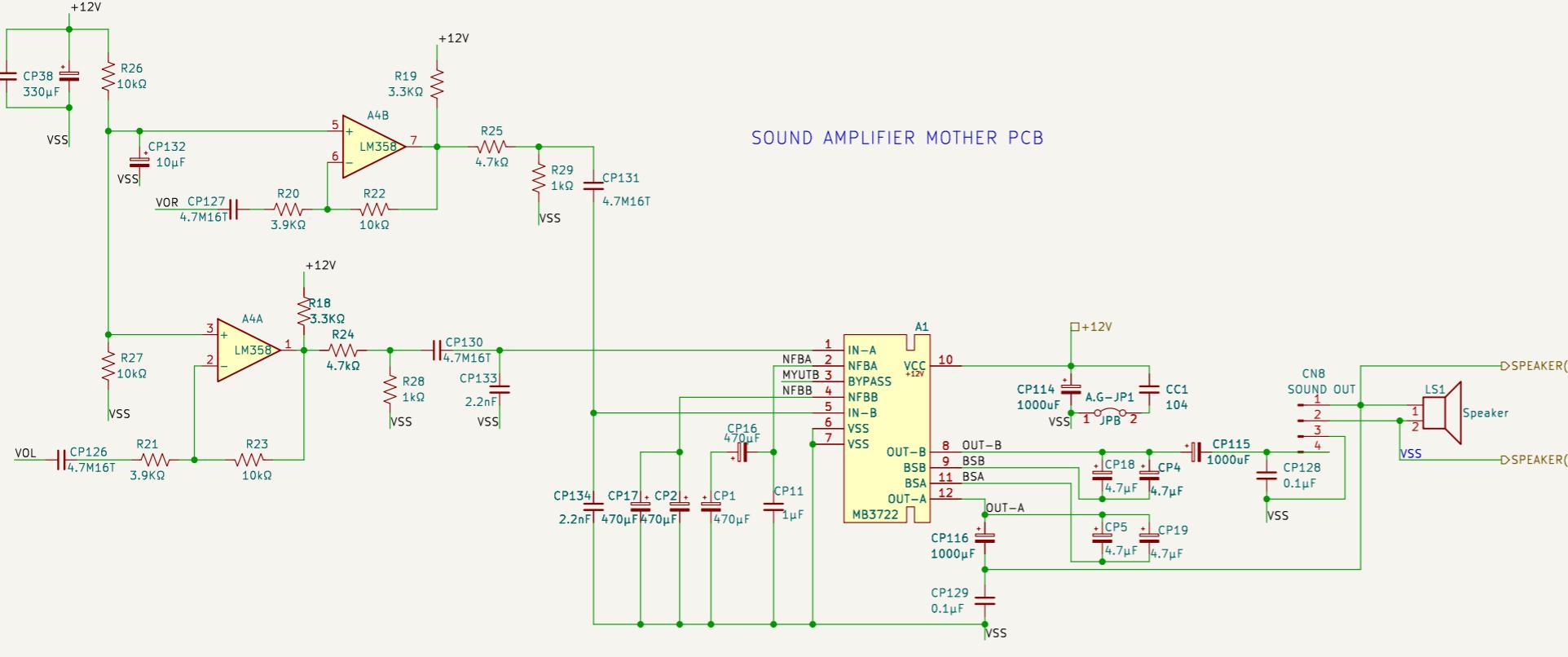






# KONAMI 054544

## Audio module



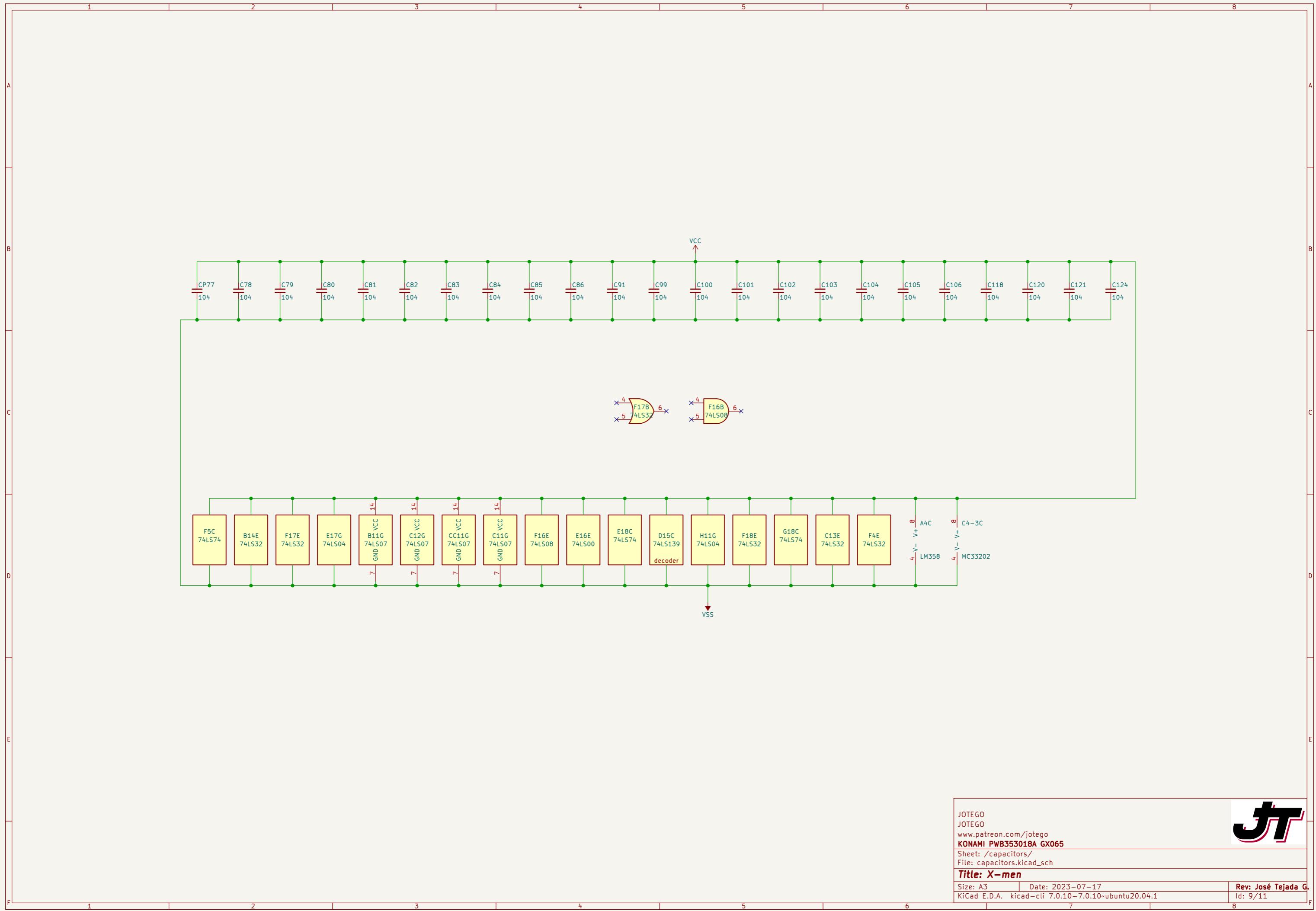
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**KONAMI PWB353018A GX065**

Sheet: /pcm/  
File: pcm.kicad\_sch

Size: A3

The JT logo consists of the letters 'JT' in a bold, black, sans-serif font. A red horizontal line runs through the middle of the letters, with a small red 'J' positioned above the top stroke and a small red 'T' positioned below the bottom stroke.

1 2 3 4 5 6 7 8





Japanese sales flyer for the arcade game.

<b>Developer(s)</b>	Konami
<b>Publisher(s)</b>	Konami
<b>Director(s)</b>	C. Lee Hideki Ohyama
<b>Producer(s)</b>	C. Lee Masahiro Inoue
<b>Programmer(s)</b>	Hiroshi Matsuura S. Yasuda
<b>Artist(s)</b>	K. Hattori Captain OE Yuji Asano Mitsuhiko Nomi
<b>Composer(s)</b>	Seiichi Fukami Yuji Takenouchi Junya Nakano Ayako Nishigaki
<b>Platform(s)</b>	Arcade, PlayStation Network, Xbox Live Arcade, iOS, Android
<b>Release</b>	<b>Arcade</b> JP: January 31, 1992 <sup>[2]</sup> WW: March 1992 <sup>[1]</sup> <b>PSN</b> NA: December 14, 2010 <b>XBLA</b> NA: December 15, 2010
<b>Genre(s)</b>	Beat 'em up
<b>Mode(s)</b>	Up to 6 simultaneously (4 and 2 player versions were also made)
<b>Arcade system</b>	Custom hardware

## X-Men (1992 video game)

X-Men (エックス・メン) is a side-scrolling beat 'em up game produced and released by Konami for arcades in 1992, based on the Marvel Comics superhero team of the same name. The character designs of the characters in the game are based on the 1989 cartoon X-Men: Pryde of the X-Men. In the game, up to six players control the X-Men to defeat their archenemy Magneto. The six-player version of the game utilizes two screens housed in a deluxe cabinet. It was one of the top five highest-grossing dedicated arcade games of 1992 in the United States, while the Amusement & Music Operators Association (AMOA) nominated it for the "most innovative new technology" award.

An arcade exclusive for many years, a home version of the game developed by Backbone Entertainment was released by Konami digitally on the PlayStation 3 and Xbox 360 in 2010, followed by mobile versions for iOS and Android devices.

This version is no longer available for purchase as of 2013.

### HARDWARE DESCRIPTION

Video Chips : 052109 051962 053247 053246 053251

CPU : 68000 (RESET generator 051550)

Sound : Z80 YM2151 054539 054544 (PCM054321 AD1868R)

Source: [https://en.wikipedia.org/wiki/X-Men\\_\(1992\\_video\\_game\)](https://en.wikipedia.org/wiki/X-Men_(1992_video_game))  
<http://www.system16.com/hardware.php?id=570&gid=830#830>

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Sheet: /description/  
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**Title: X-men**

Size: A3 Date: 2023-07-17  
 KiCad E.D.A. kicad-cli 7.0.10-7.0.10-ubuntu20.04.1

**JT**