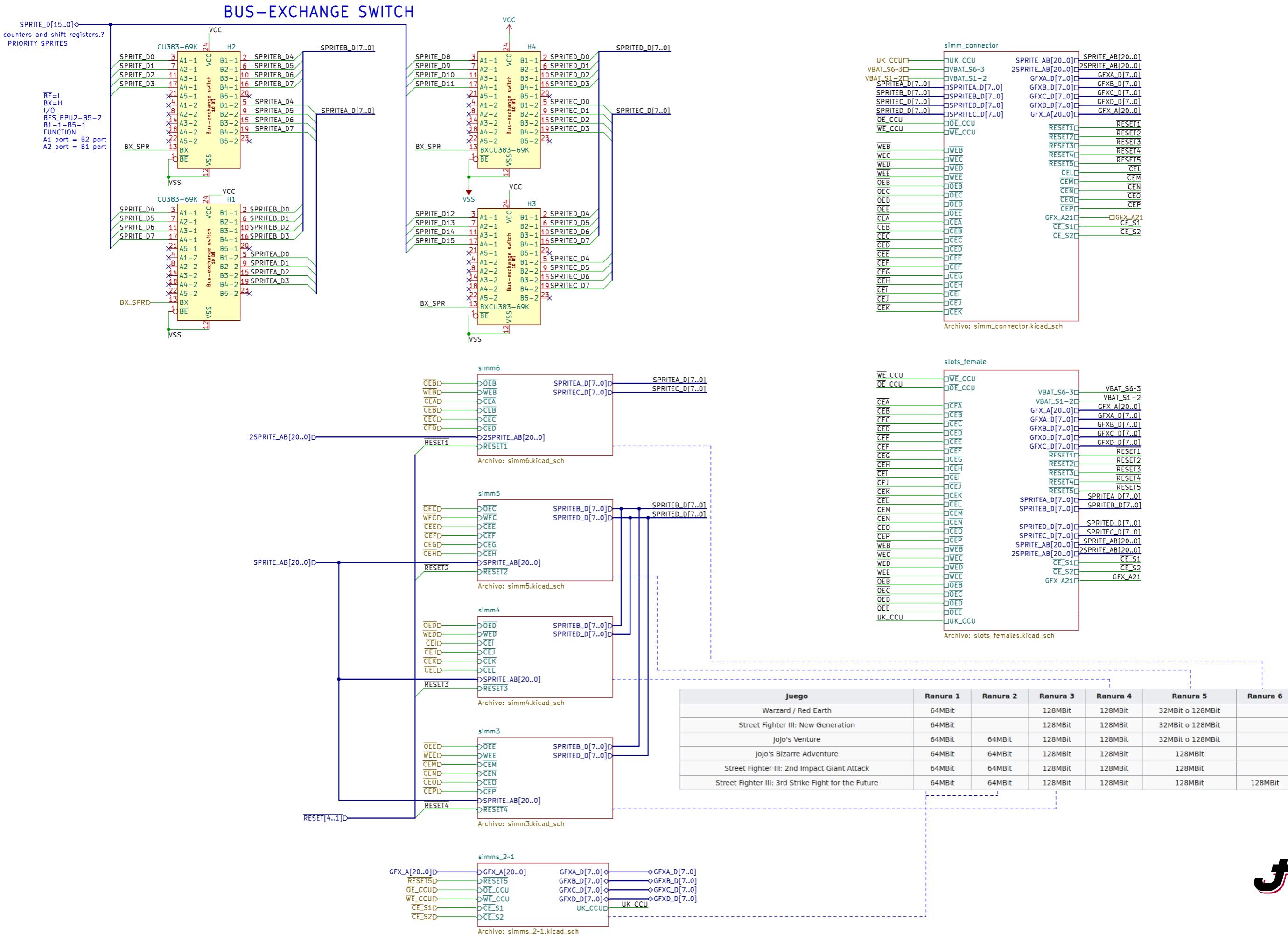
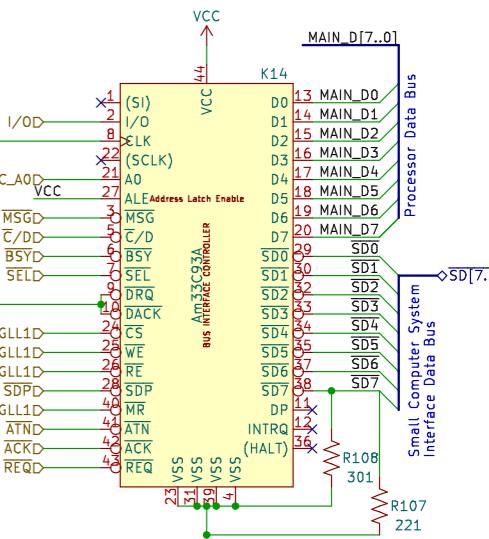


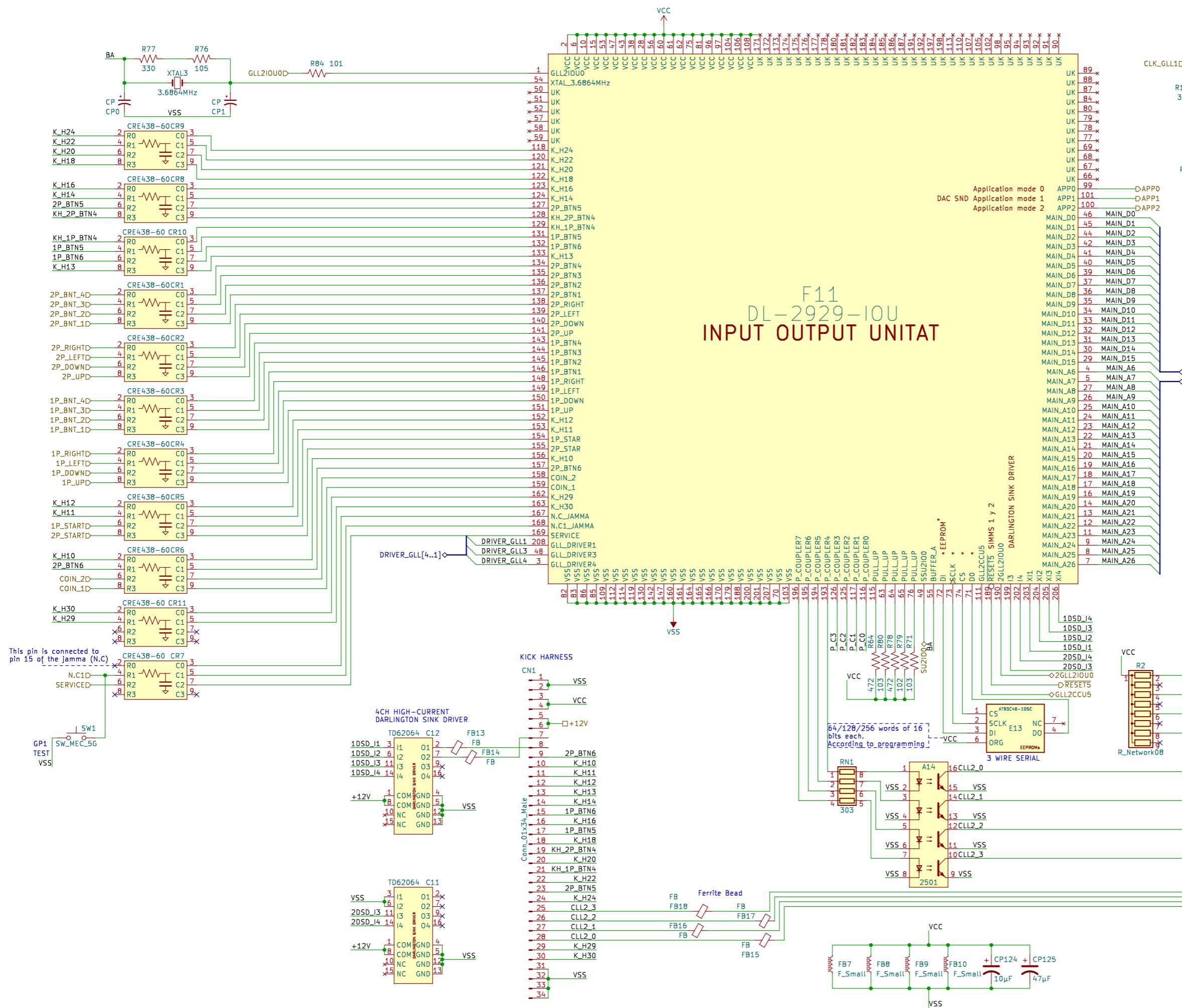
JT



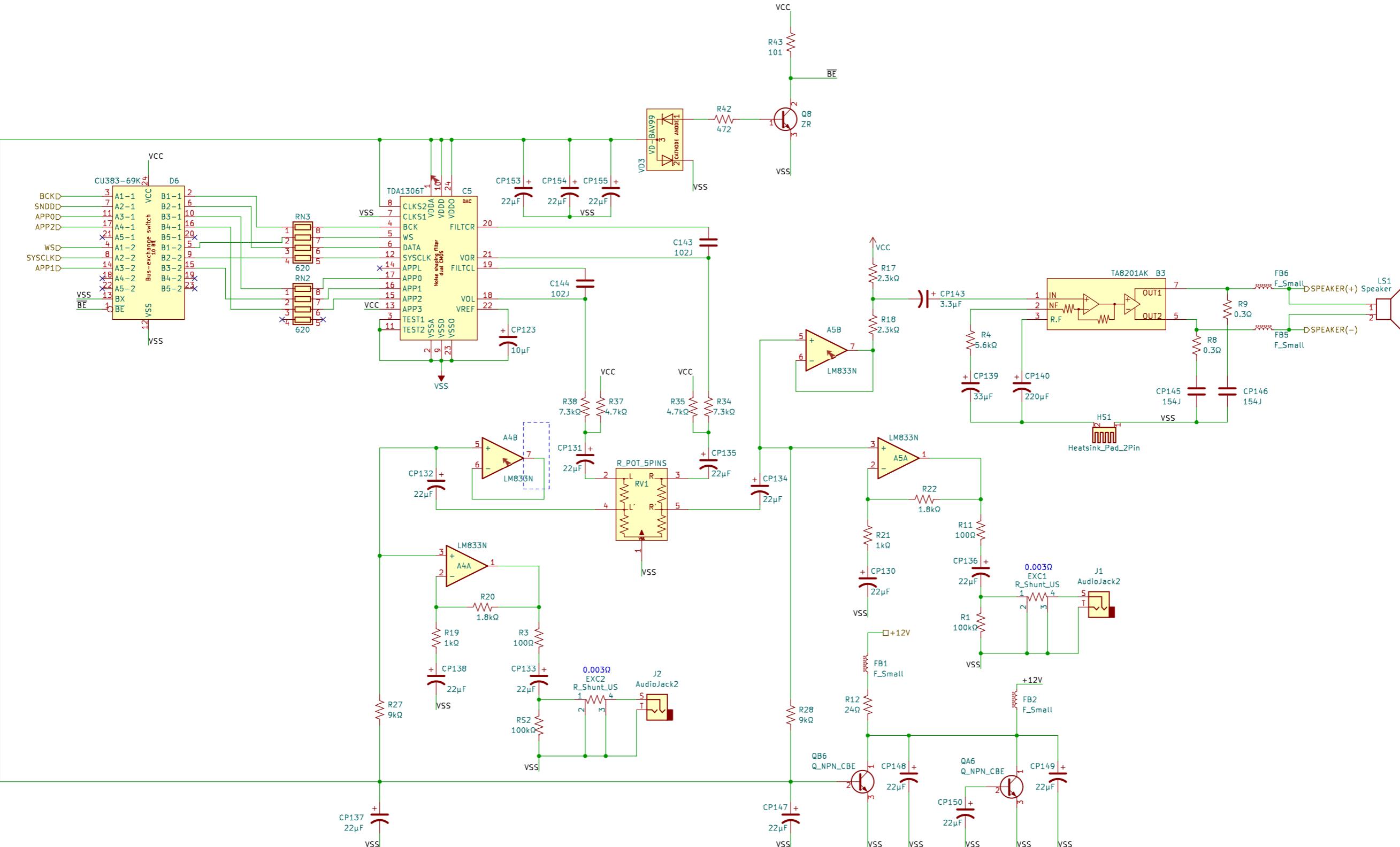
BUS INTERFACE CONTROLLER

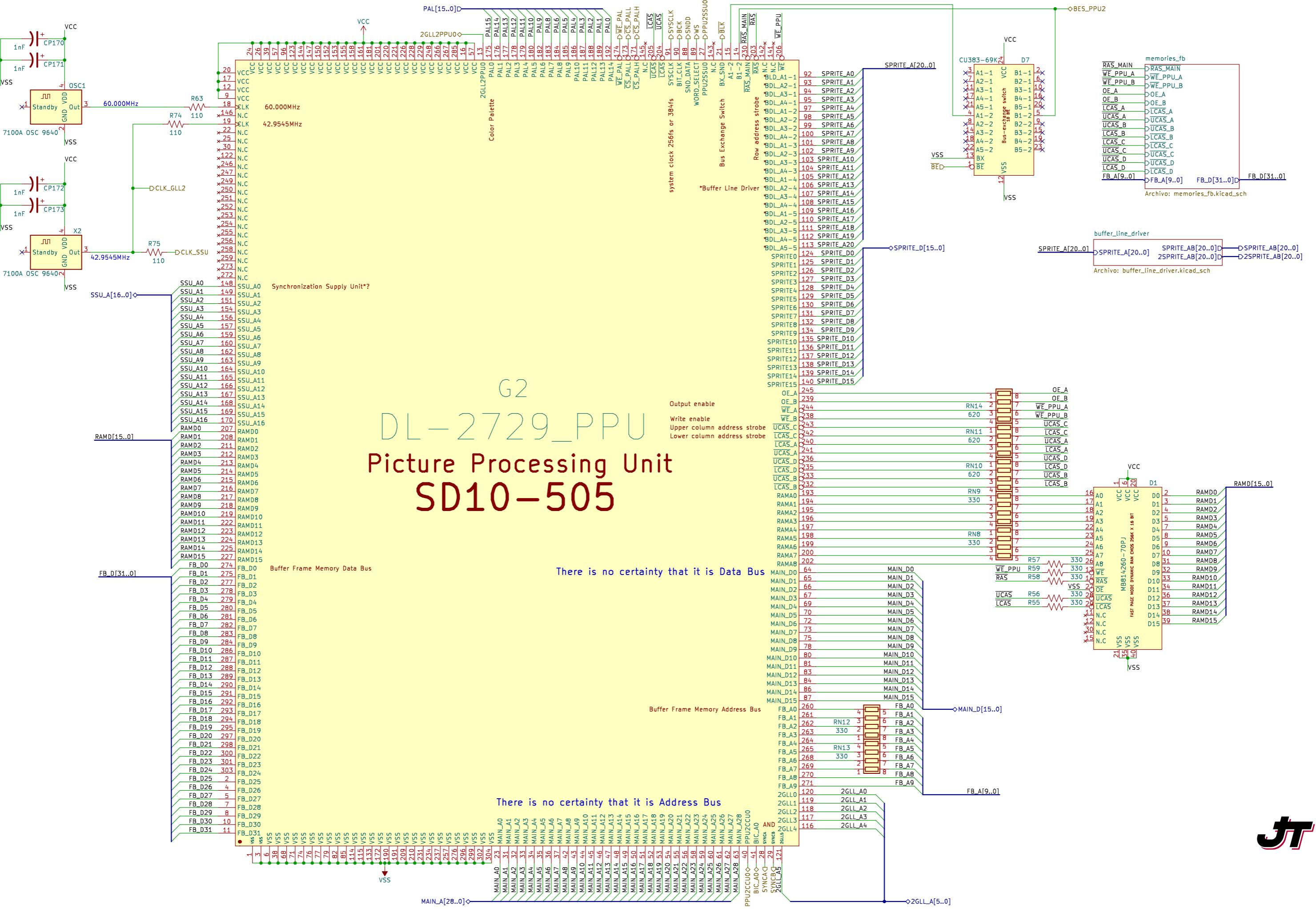


F11 DL-2929-IOU INPUT OUTPUT UNITAT



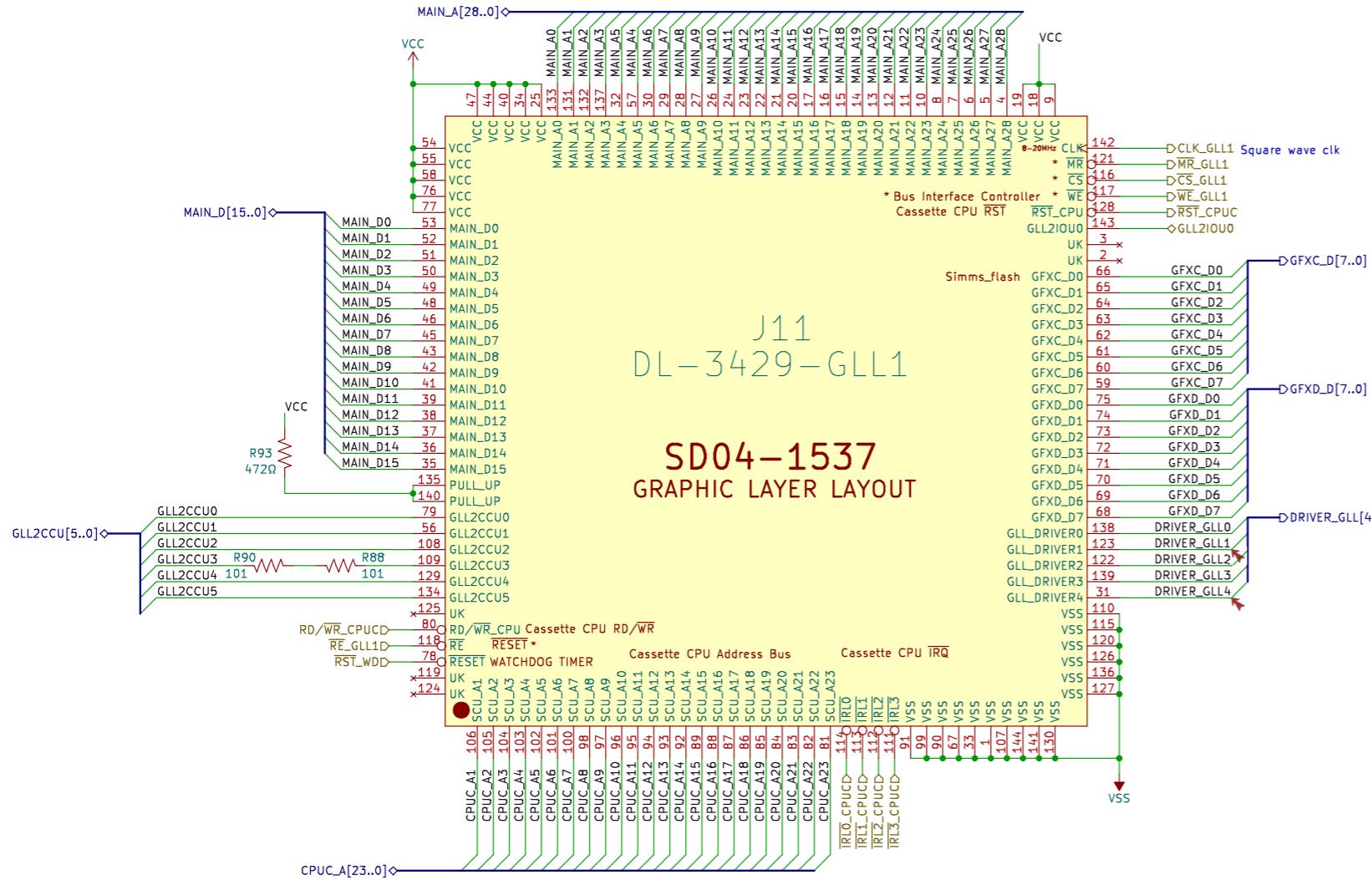
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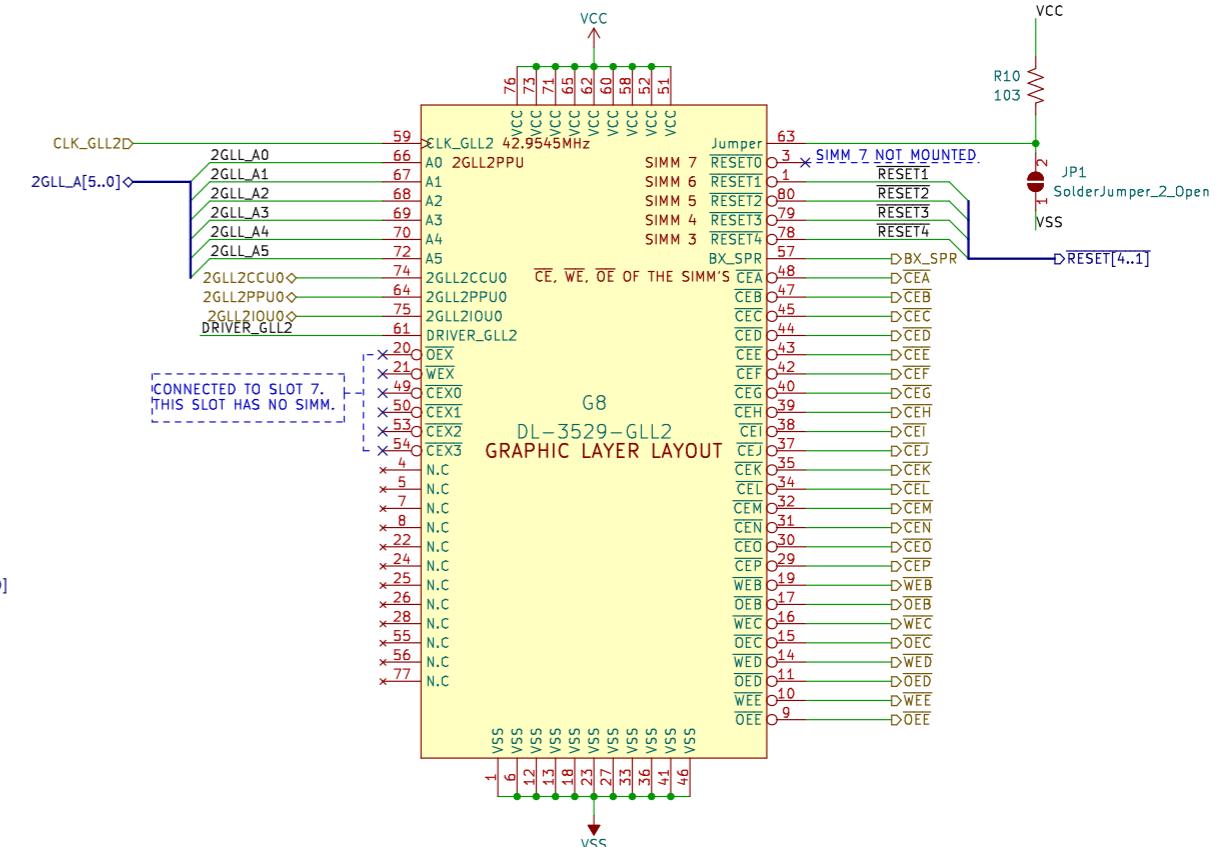




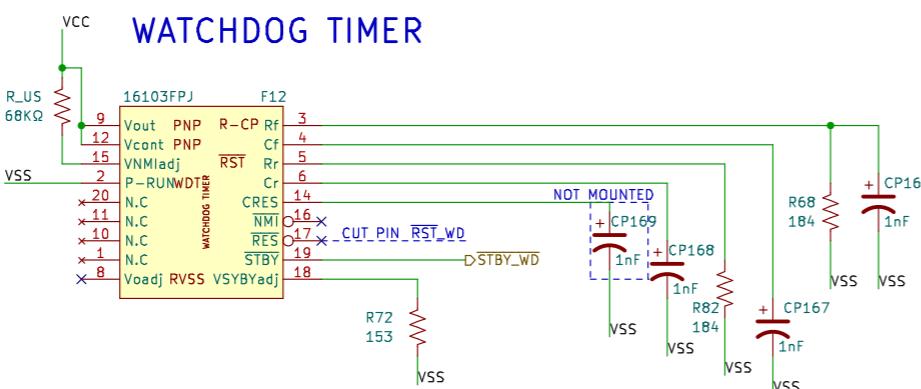
GRAPHIC LAYER LAYOUT 1

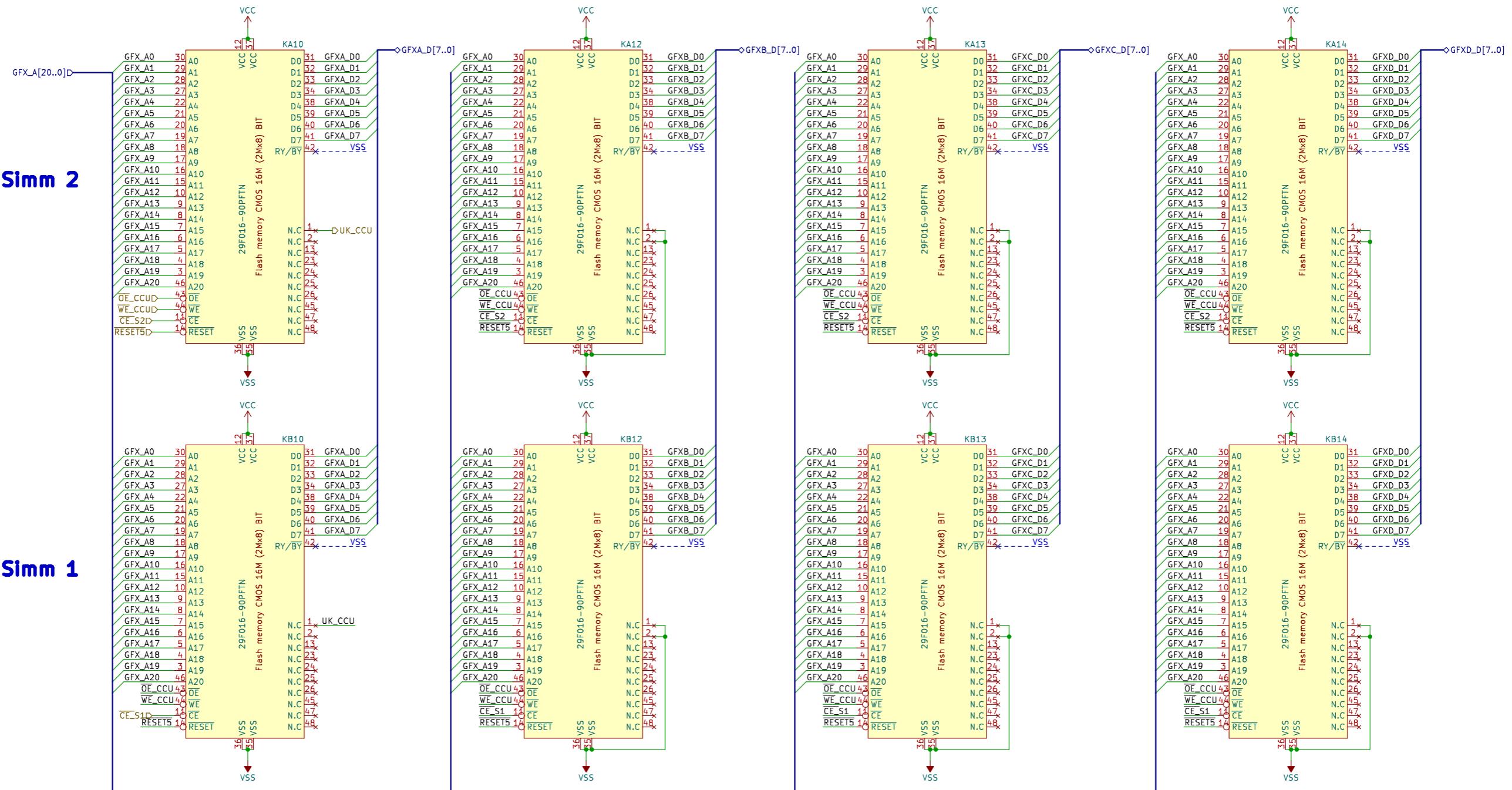


GRAPHIC LAYER LAYOUT 2

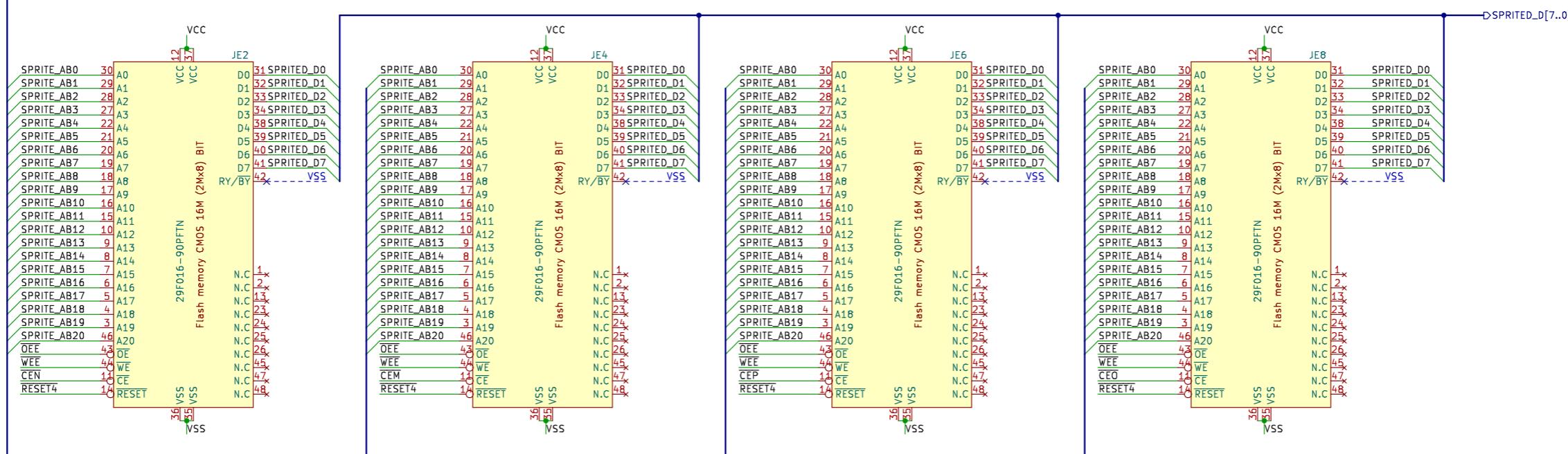
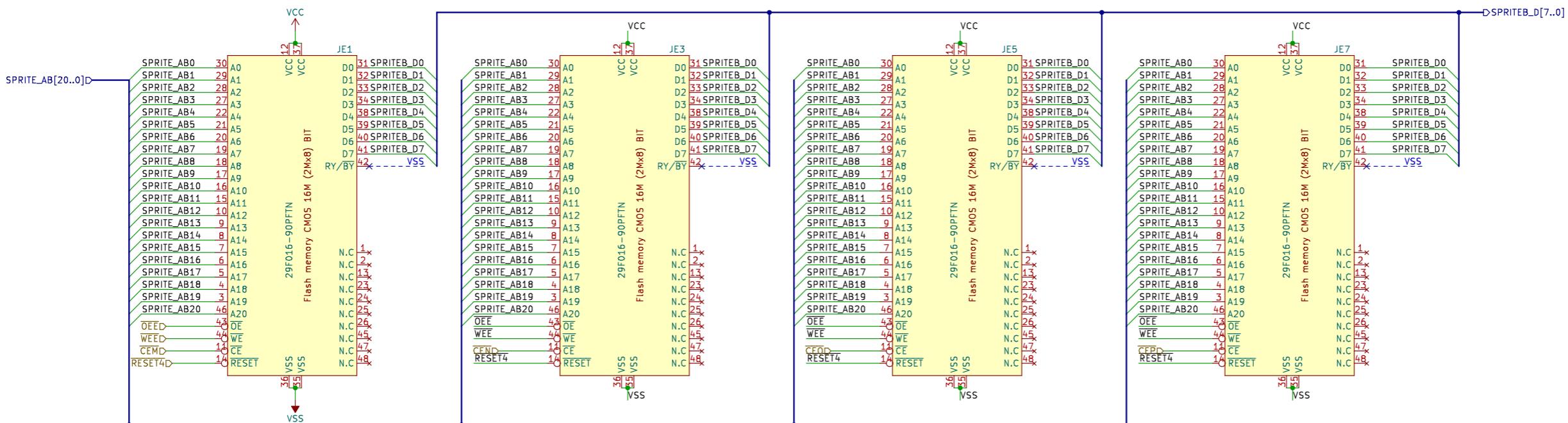


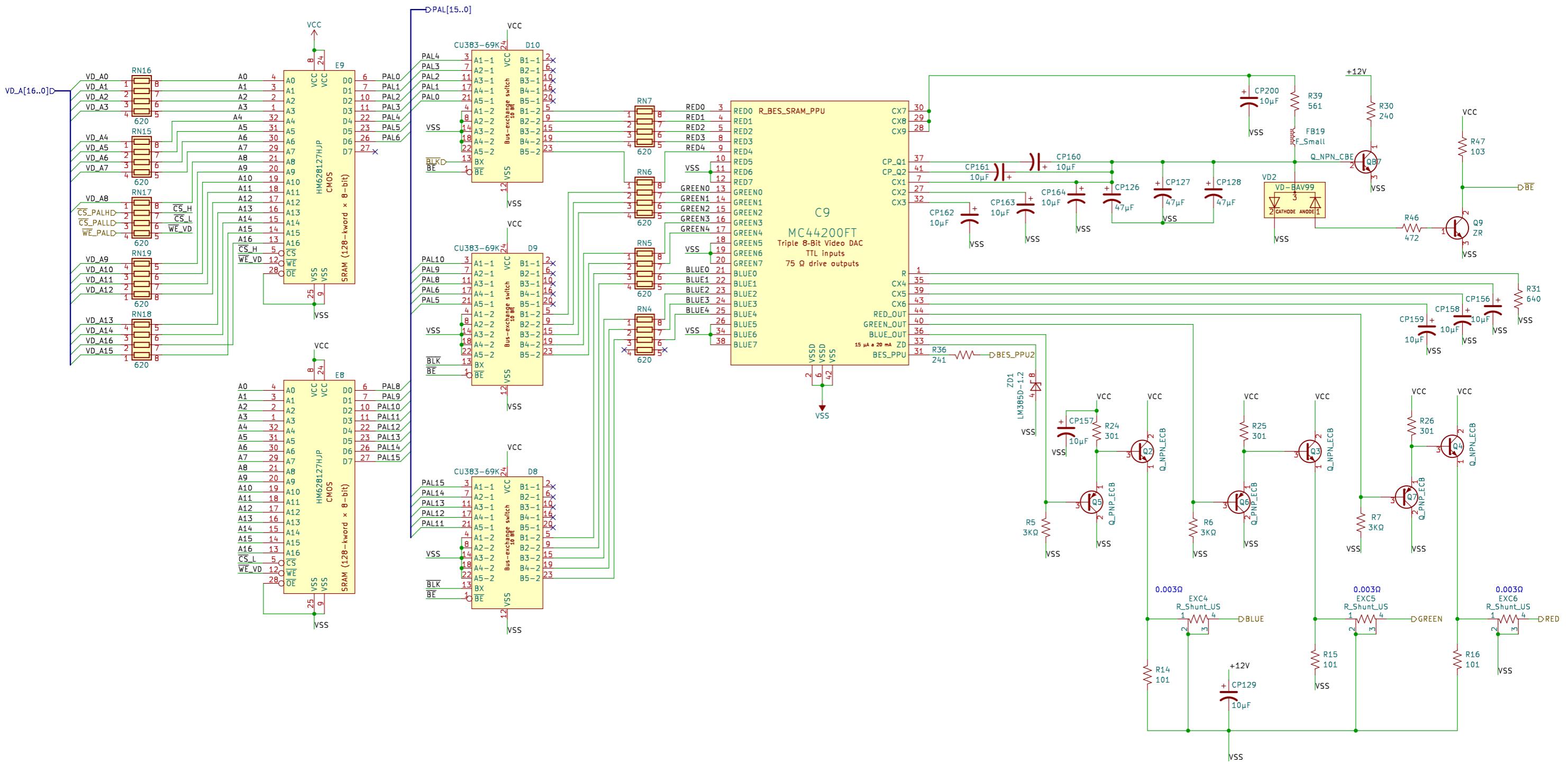
WATCHDOG TIMER





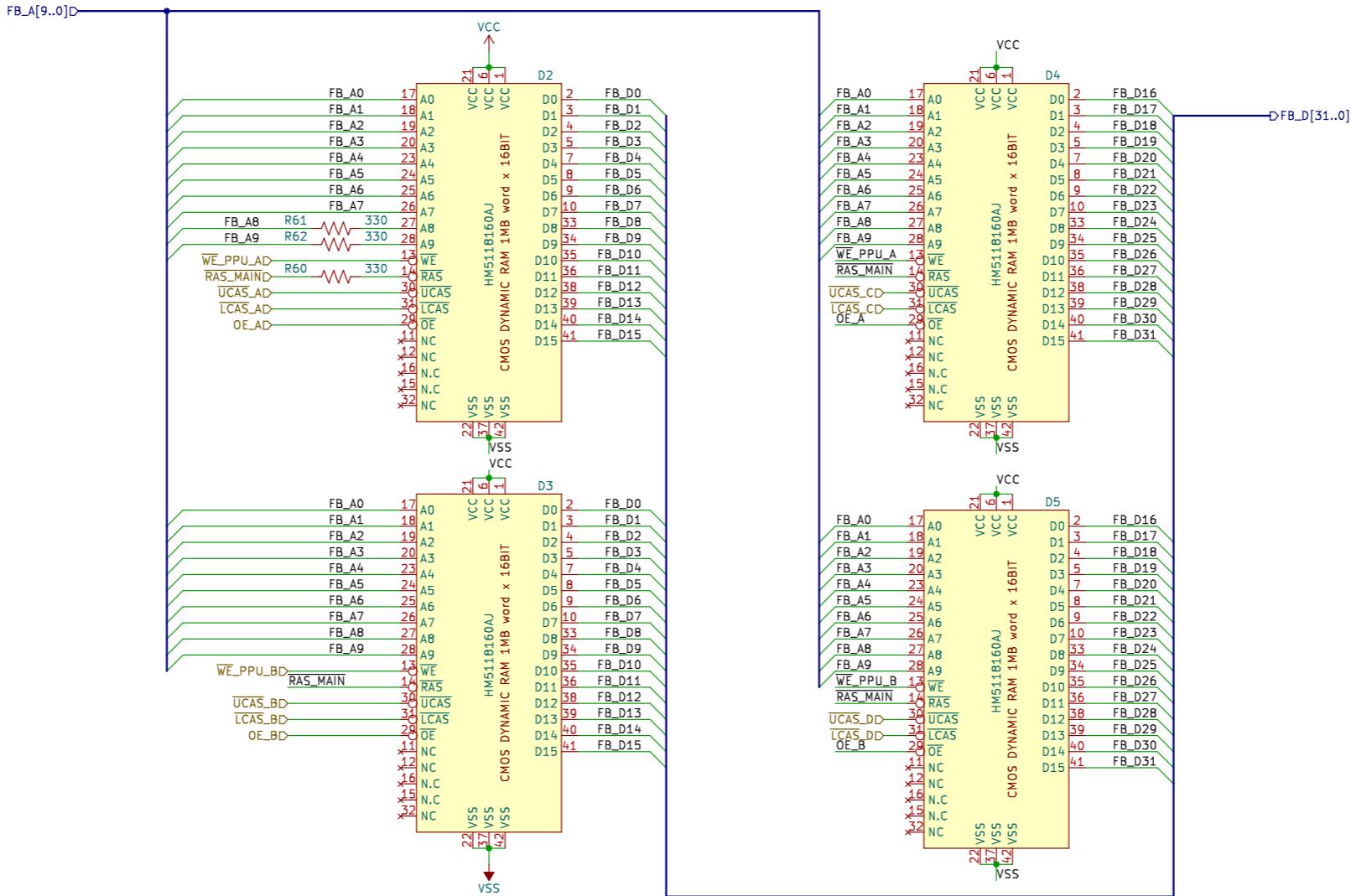
Simm 3

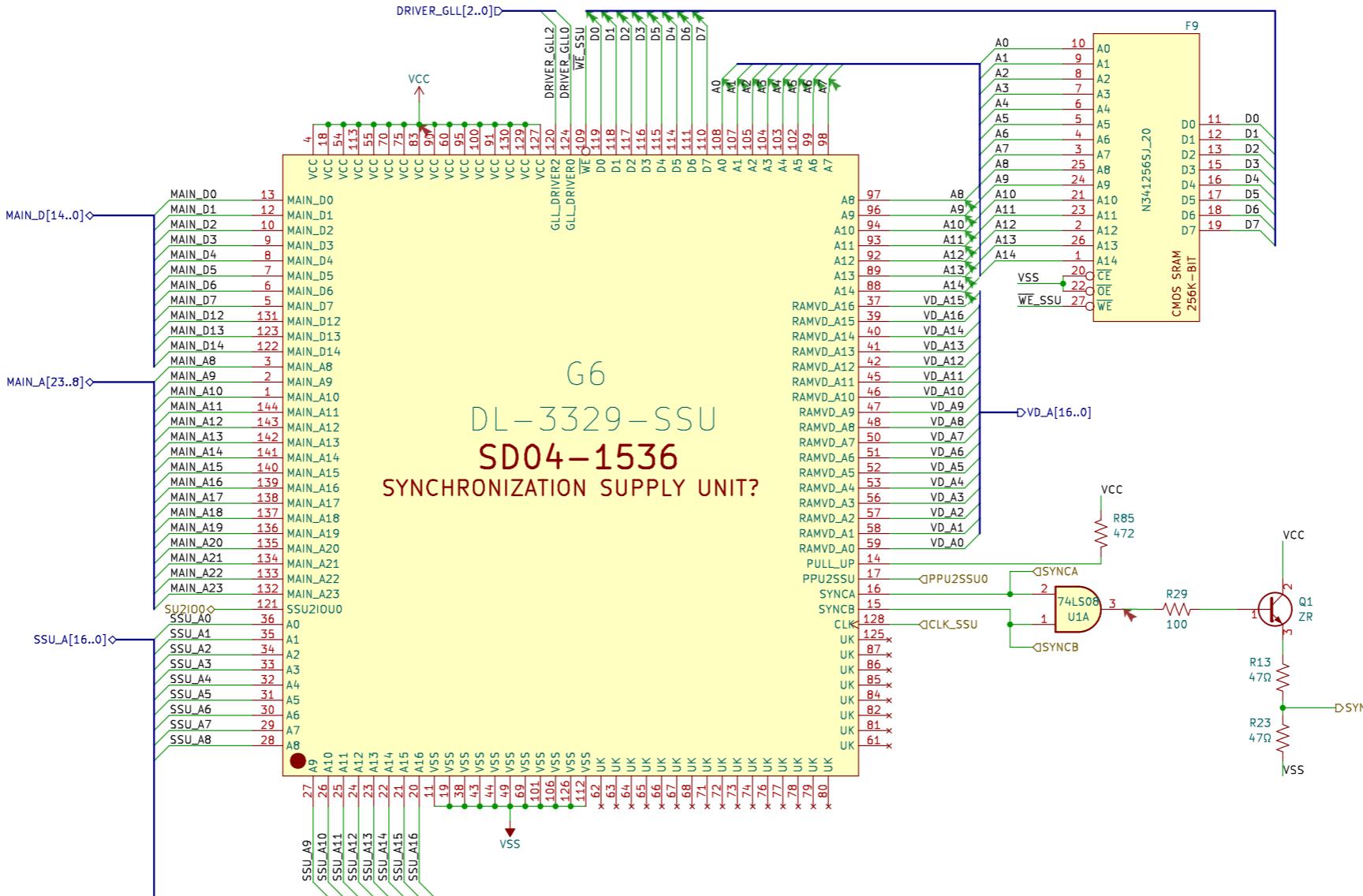




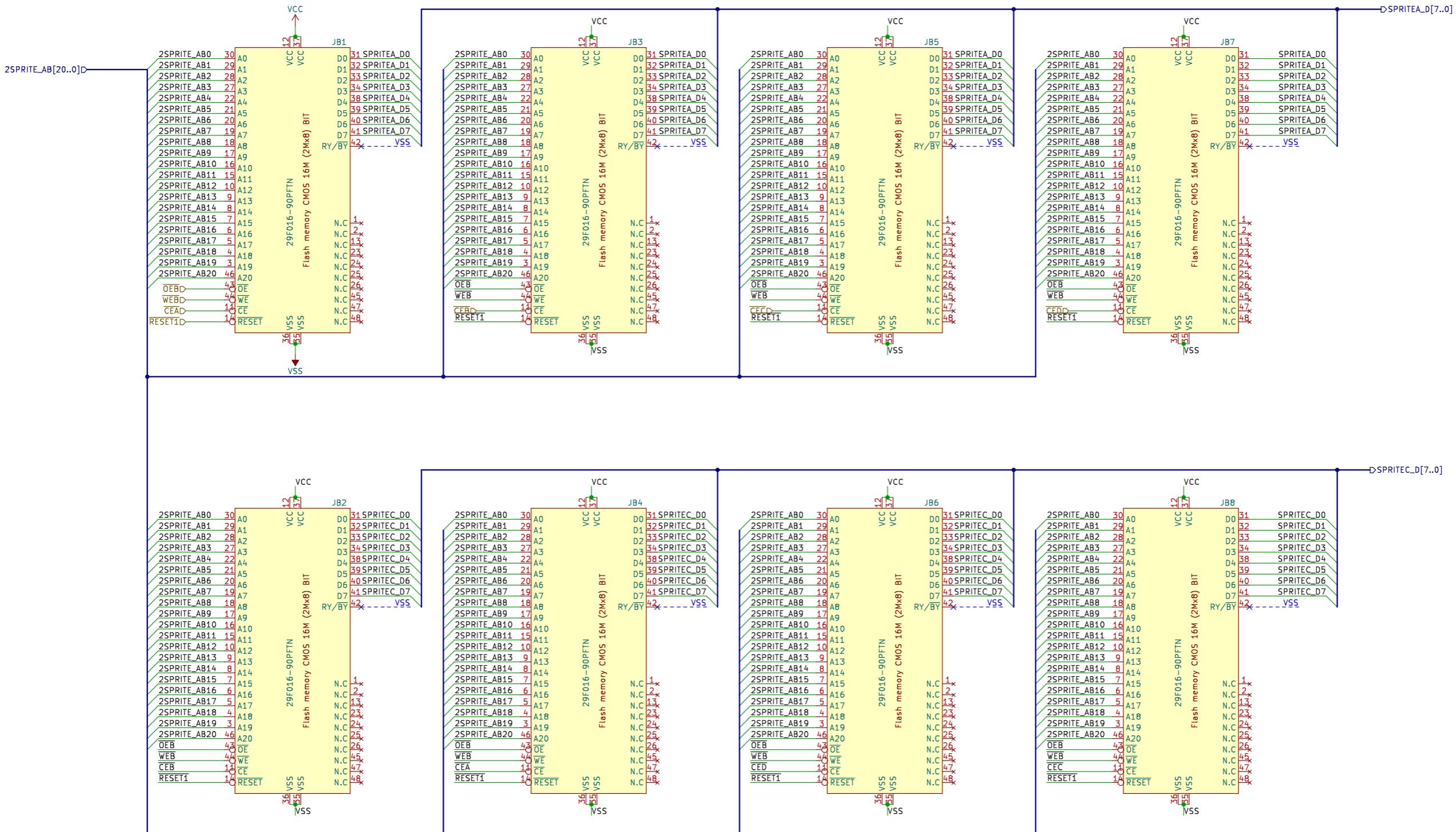
The JT logo consists of the letters 'J' and 'T' in a stylized, bold font, with a red outline.

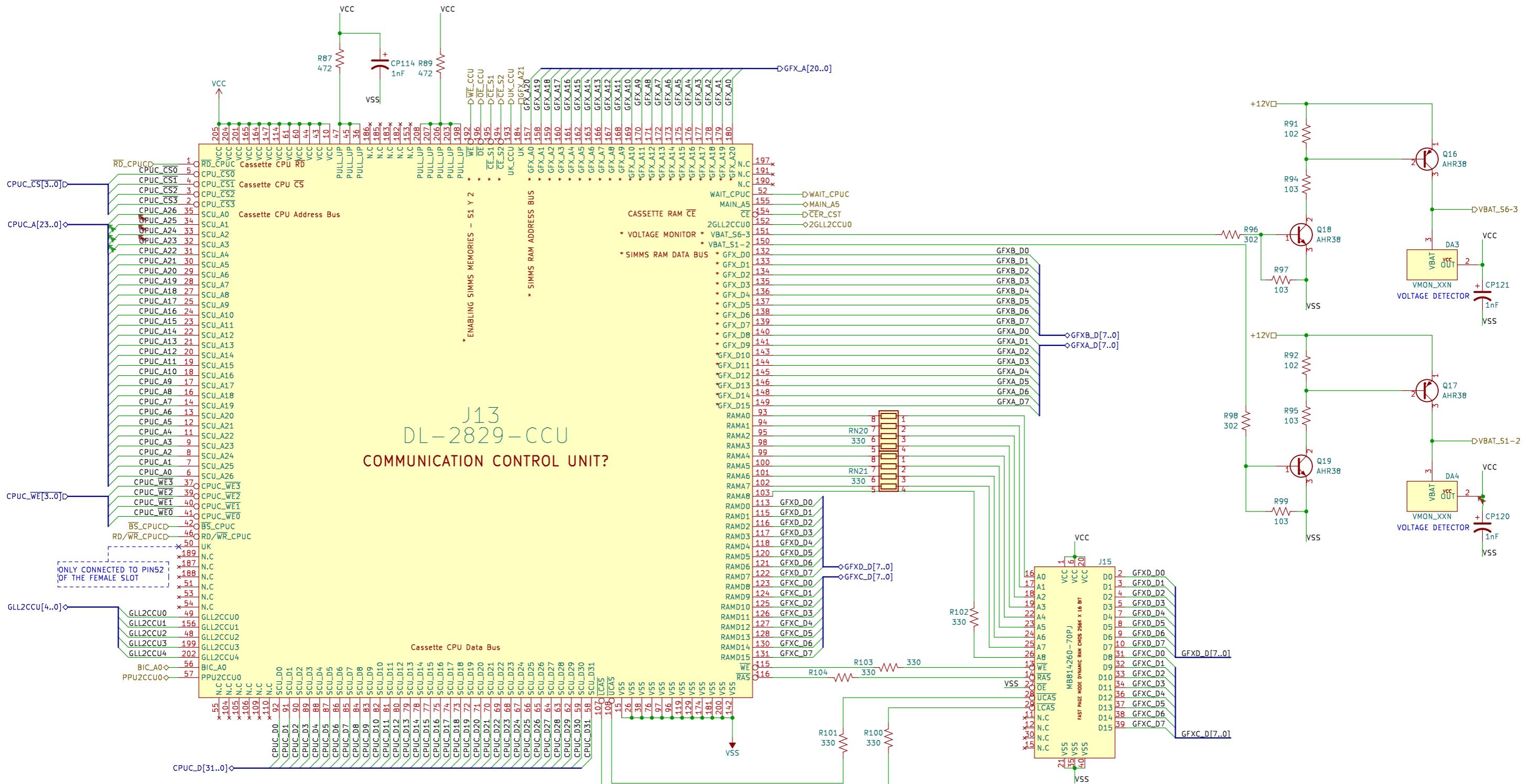
MEMORIES FRAME BUFFER





Simm 6





HARDWARE DESCRIPTION

Main CPU : Main CPU: Hitachi HD6417099 (SH-2) at 25 MHz

Storage : SCSI CD Rom, RAM and Flash ROM.

RAM : SIMMs on the left will physically

hold 16M of data each (each has 8x 16M

Flash ROMs, there's 4 SIMMs plugged in on this board). The SIMMs on the right will

physically hold 8M each (there's 4 Flash ROMs on each board and there are 2 SIMMs

plugged in)

OSC : 60MHz. 42.9545MHz, XTAL :3.6864MHz

*Sound chip: 16-channel 8-bit sample player, stereo

*Maximum color palette: 16 million shades[5]

*Maximum number of colors on screen: 32,768[6] (15-bit colour, 555 RGB)

*Palette size: 131,072 pens

*Colors per tile (backgrounds / sprites): 64 (6 bits per pixel) or 256 (8 bits per pixel), selectable

*Colors per tile (text overlay): 16 (4 bits per pixel)

*Maximum number of objects: 1024, with hardware scaling[6]

*Scroll faces: 4 regular + 1 text overlay 'score screen' layer

*Scroll features: Horizontal & vertical scrolling, linescroll, linezoom[6]

*Framebuffer zooming

*Color blending effects

*Hardware RLE decompression of 6 bpp and 8 bpp graphics through DMA

*Resolution, pixels: 384x224 (standard mode) / 496x224 (widescreen mode)

KNOWN CP SYSTEM III (CPS3) GAME LIST

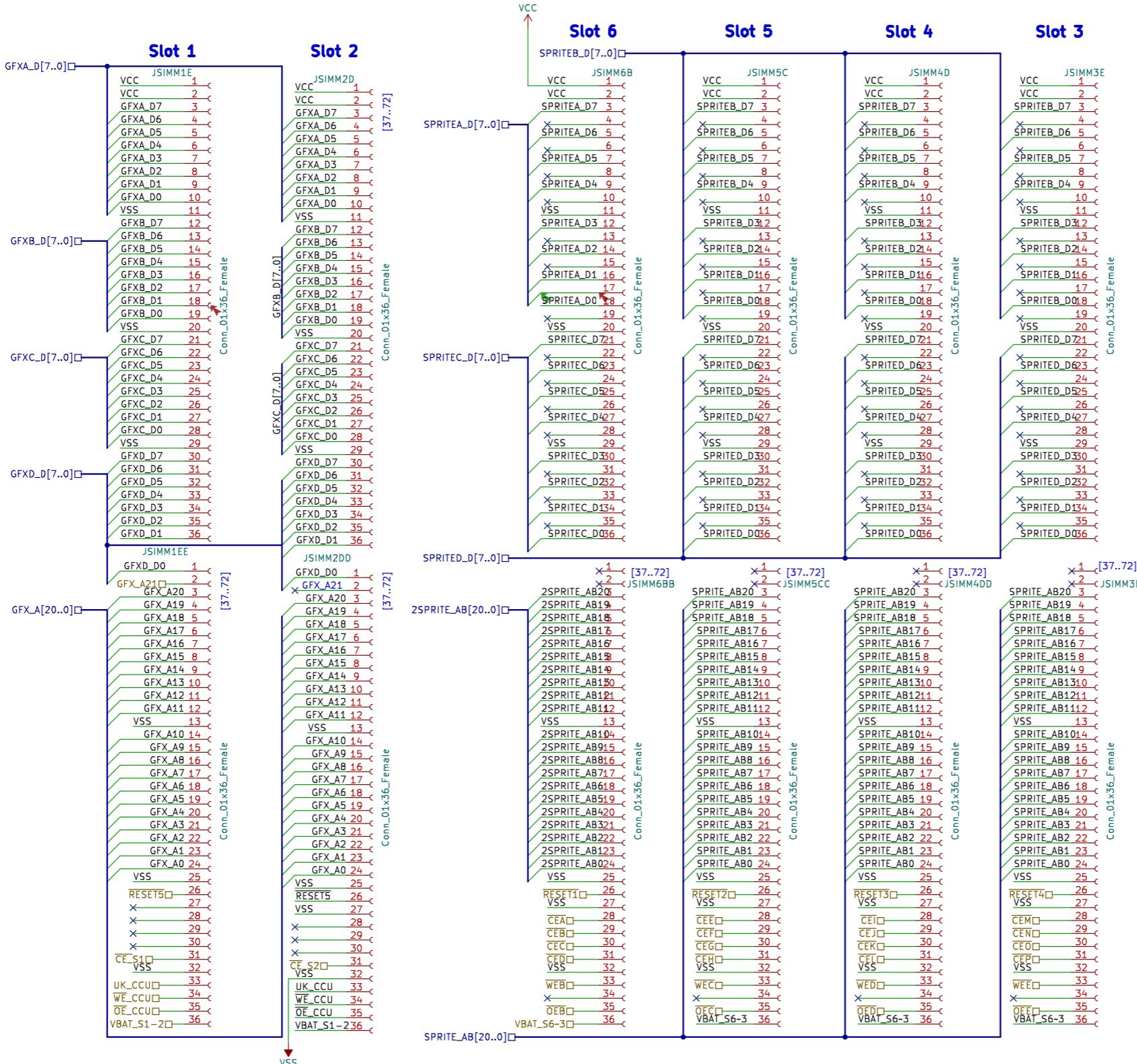
All six games are developed by Capcom and are all head-to-head fighting games in a list of games that appears to be as small as the CP System Dash library.

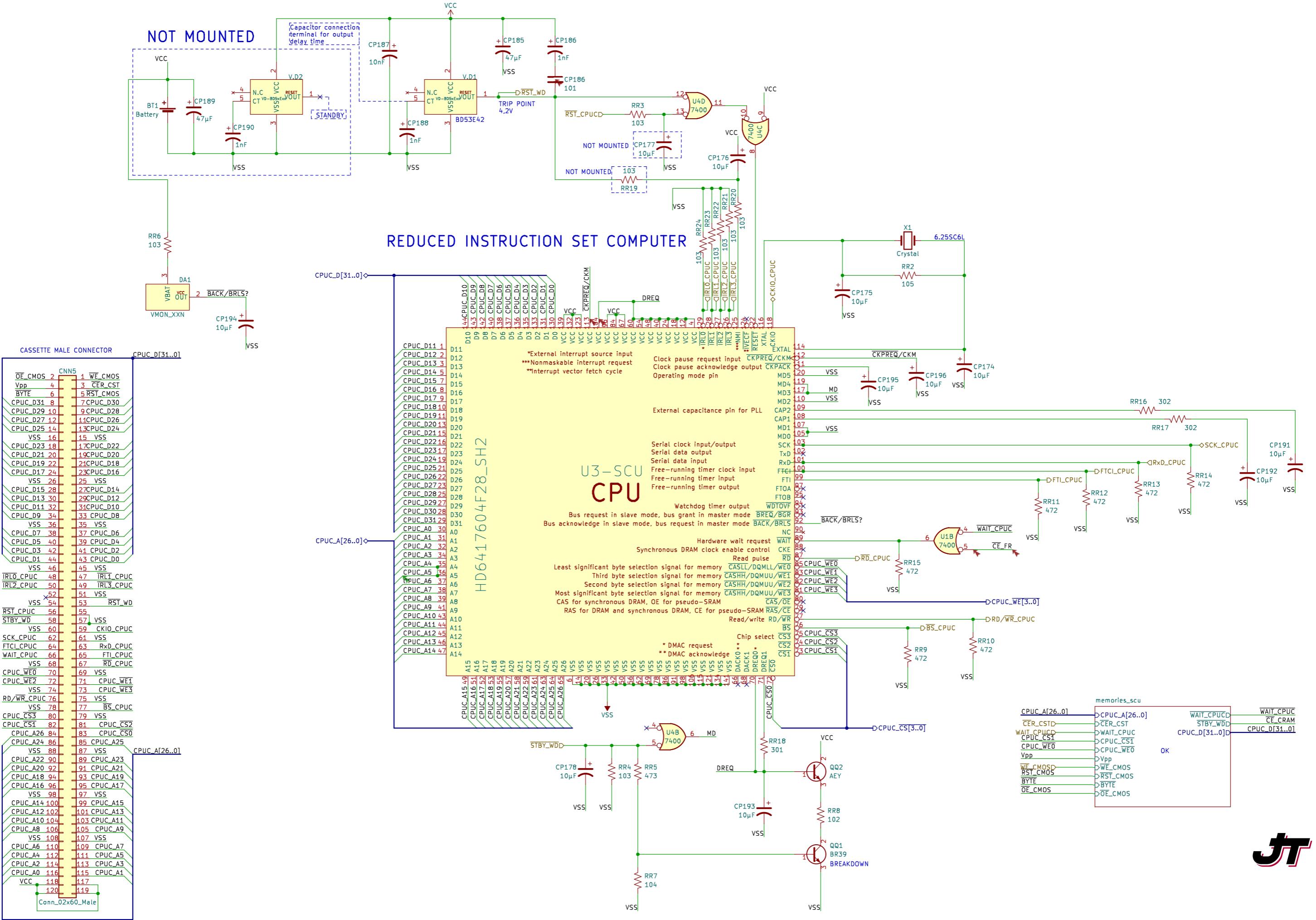
| English title | Release date | Japanese title |
|---|--------------|---|
| Red Earth | 1996-11-21 | War-Zard (ウォーザード) |
| Street Fighter III: New Generation | 1997-02-04 | Street Fighter III (ストリートファイターIII) |
| Street Fighter III 2nd Impact: Giant Attack | 1997-09-30 | Street Fighter III 2nd Impact (ストリートファイターIII 2nd Impact) |
| JoJo's Bizarre Adventure | 1998-12-02 | JoJo no Kimyō na Bōken (ジョジョの奇妙な冒険) |
| Street Fighter III 3rd Strike: Fight for the Future | 1999-05-12 | Street Fighter III 3rd Strike (ストリートファイターIII 3rd Strike) |
| JoJo's Bizarre Adventure: Heritage for the Future | 1999-09-13 | JoJo no Kimyō na Bōken Mirai e no Isan (ジョジョの奇妙な冒険 未来への遺産) |

Font:
The Museum Arcade System 16

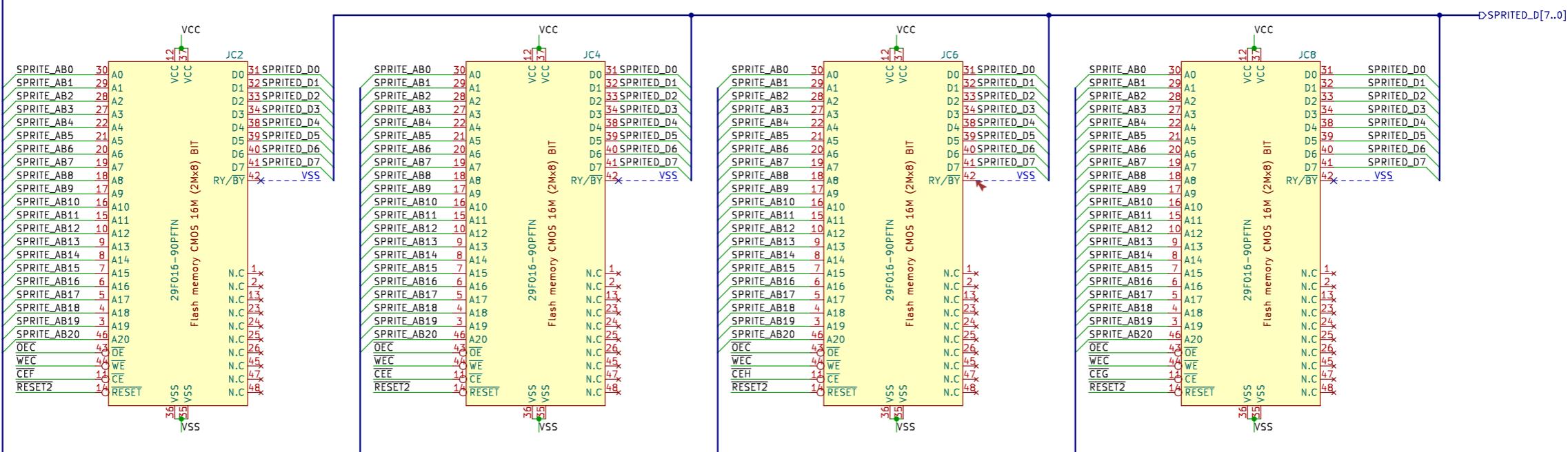
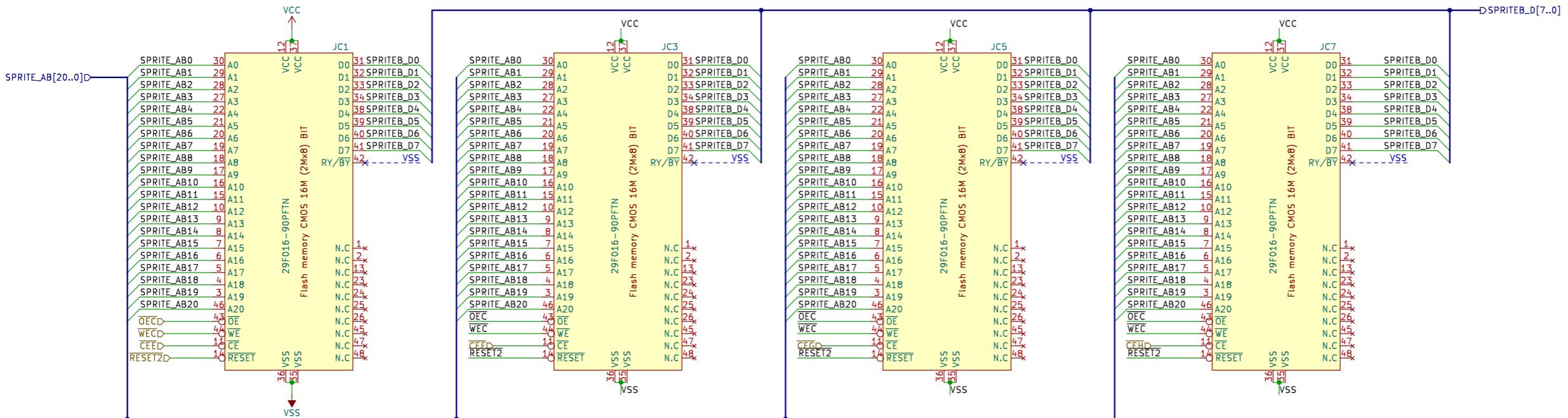


Slot Female

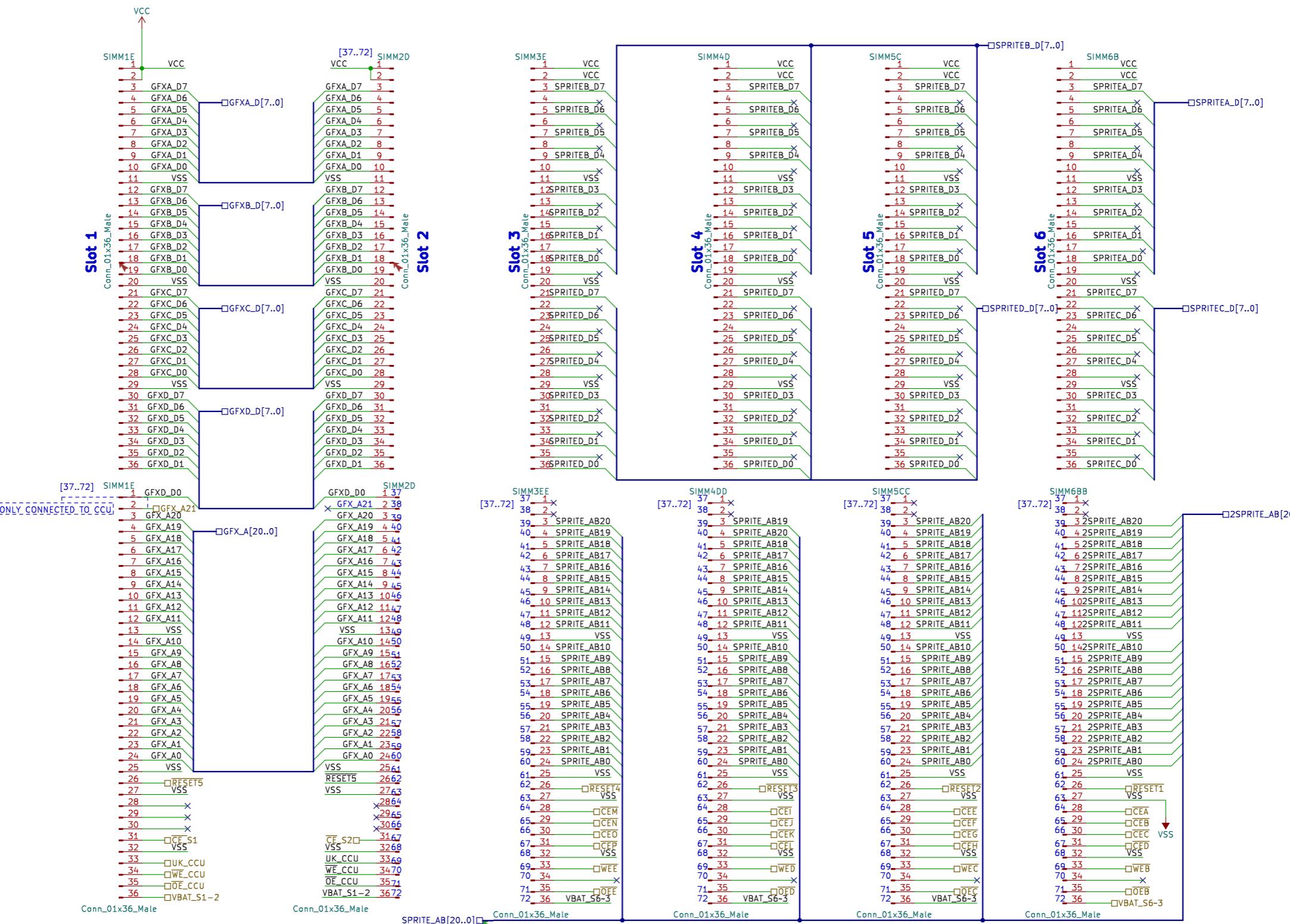


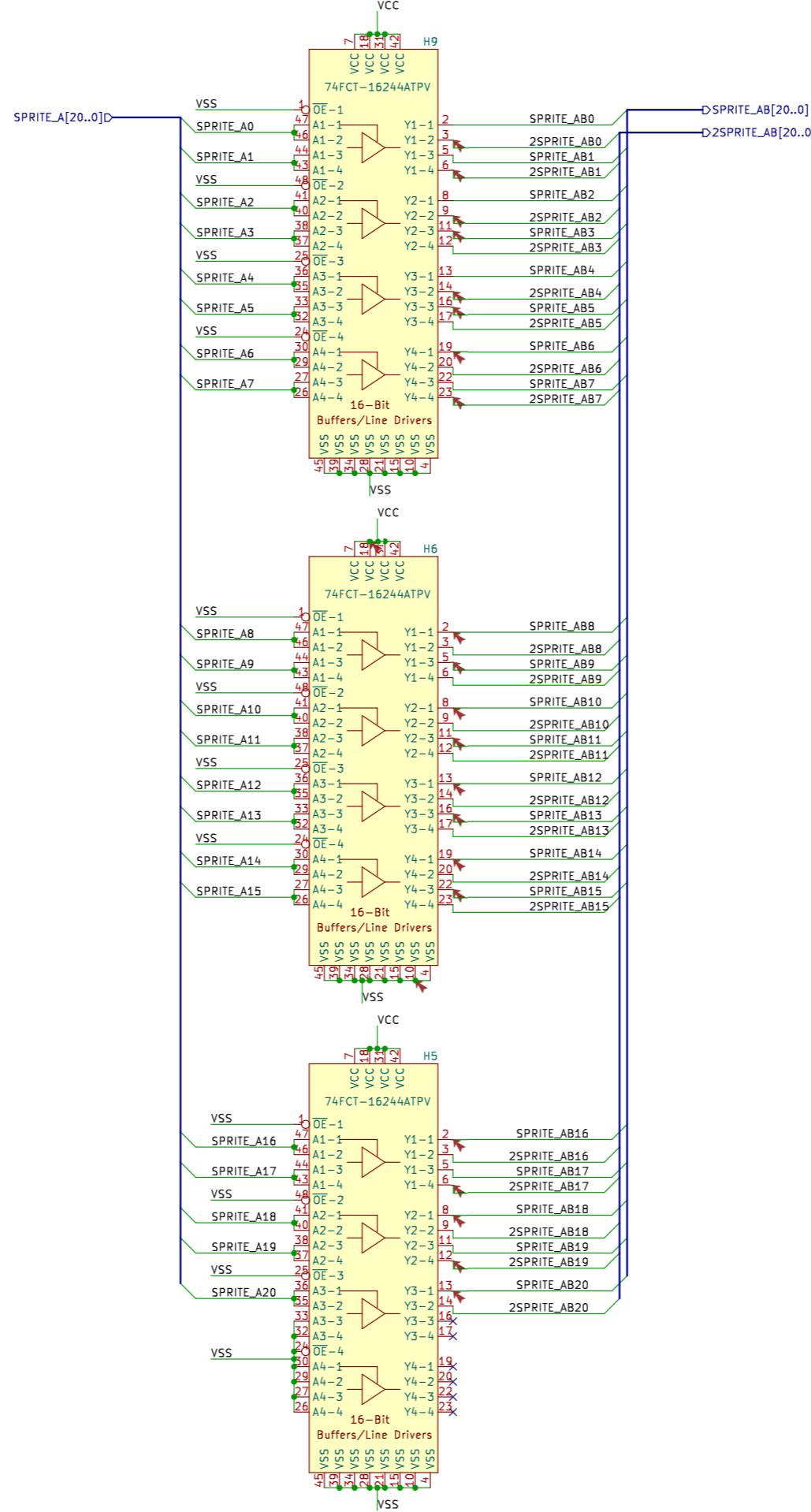


Simm 5



SIMM CONNECTOR





Simm 4

