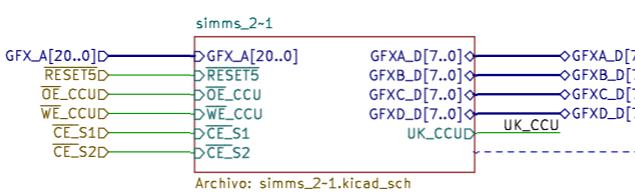
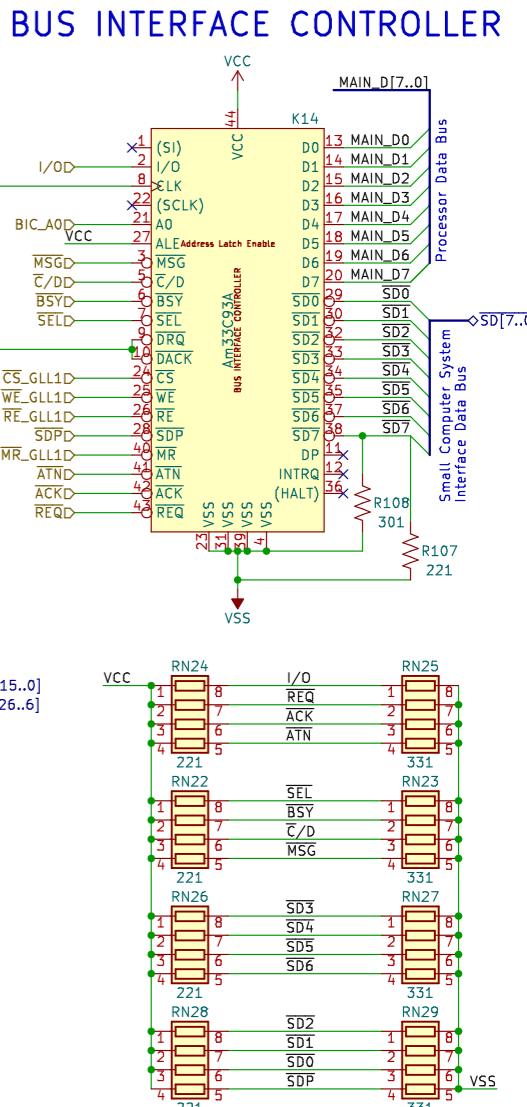
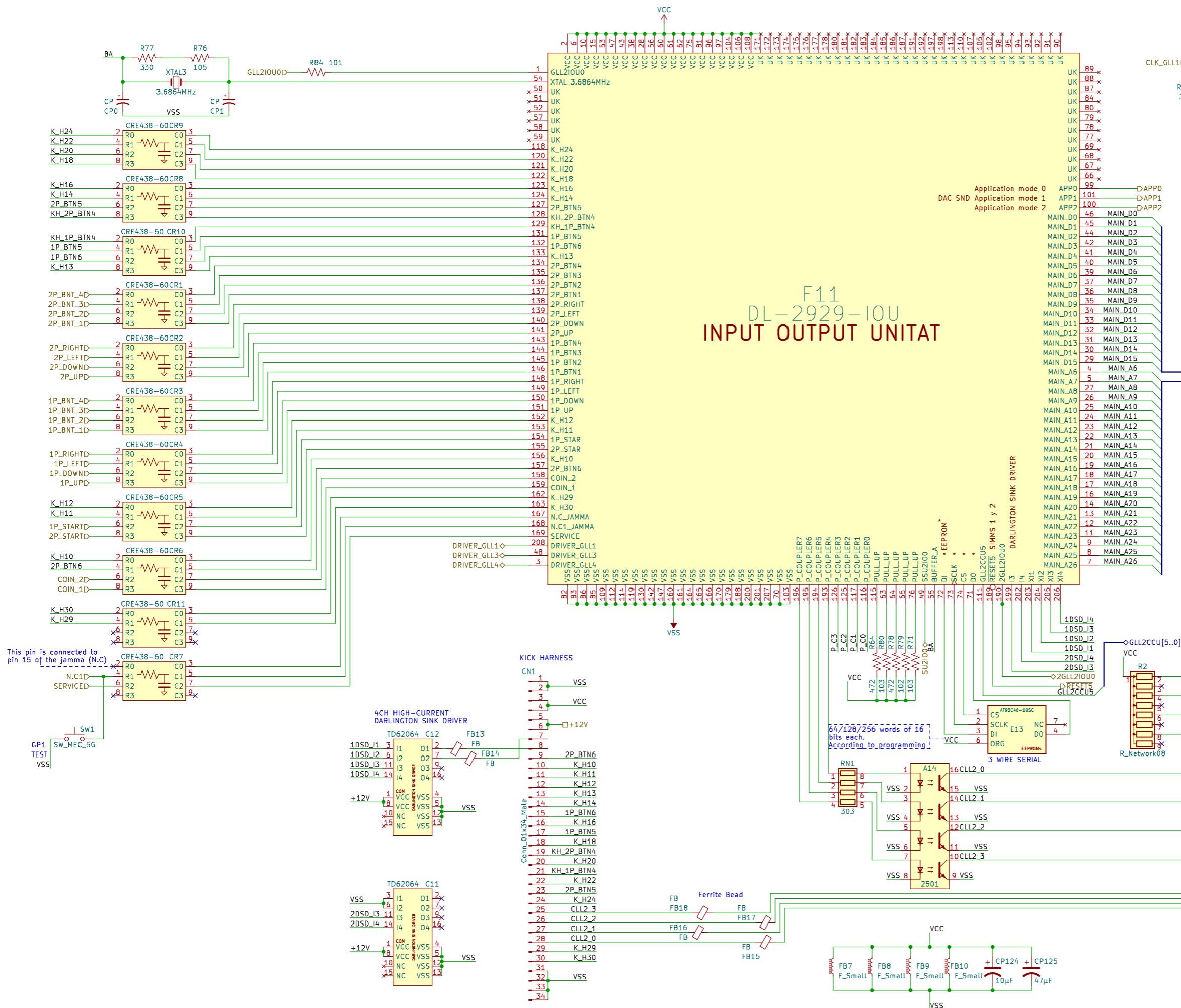
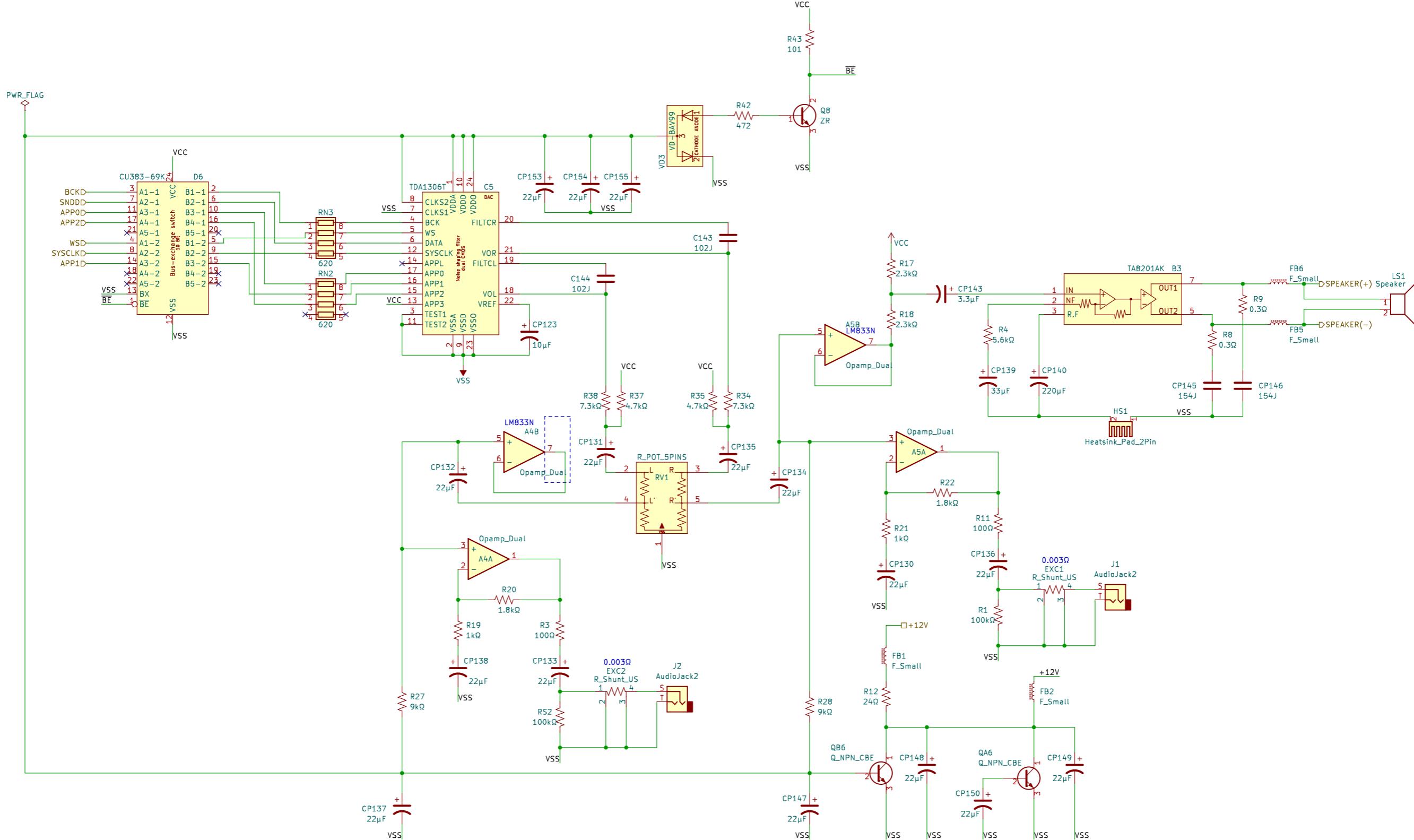
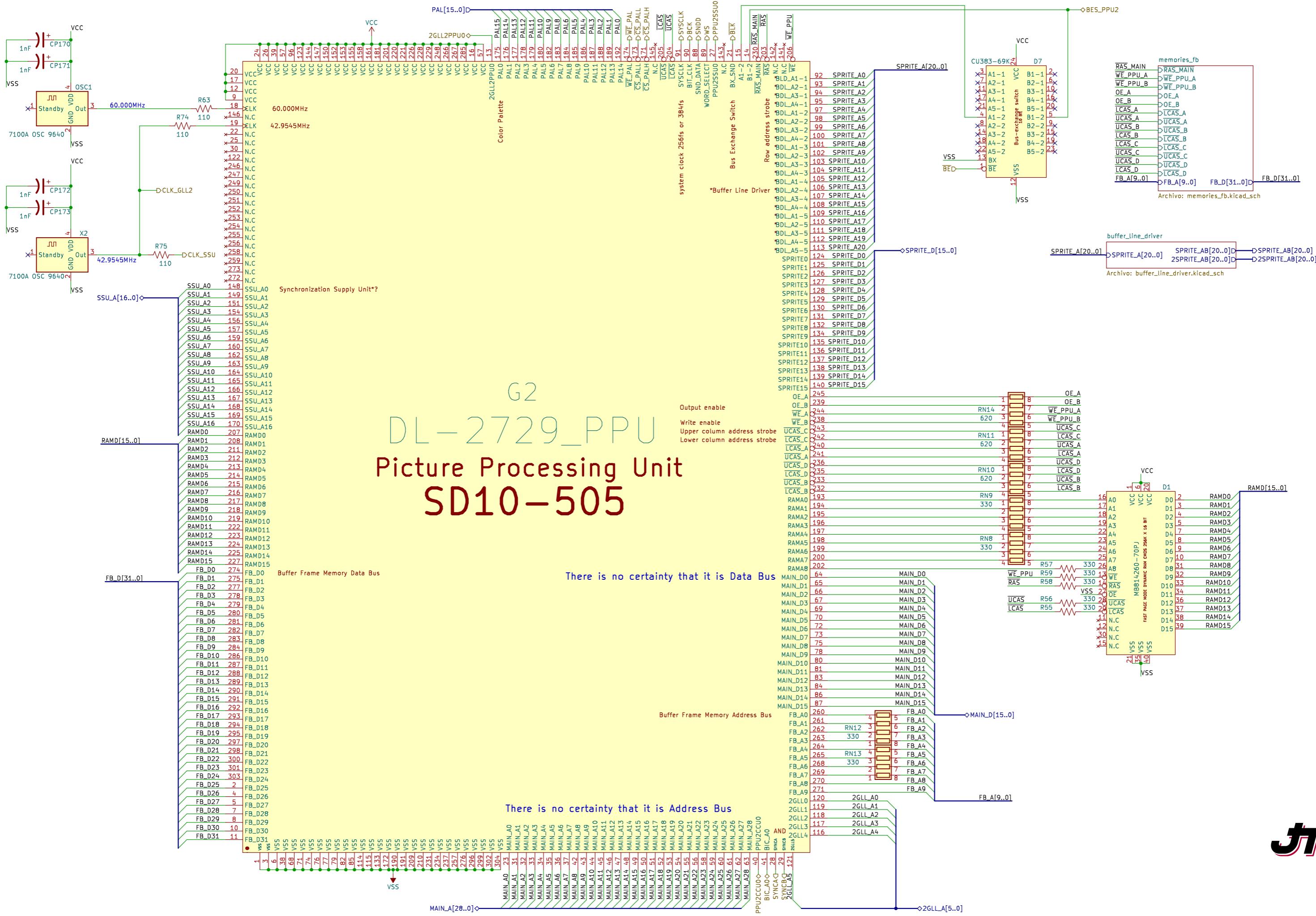


Juego	Ranura 1	Ranura 2	Ranura 3	Ranura 4	Ranura 5	Ranura 6
Warzard / Red Earth	64MBit		128MBit	128MBit	32MBit o 128MBit	
Street Fighter III: New Generation	64MBit		128MBit	128MBit	32MBit o 128MBit	
JoJo's Venture	64MBit	64MBit	128MBit	128MBit	32MBit o 128MBit	
JoJo's Bizarre Adventure	64MBit	64MBit	128MBit	128MBit	128MBit	
Street Fighter III: 2nd Impact Giant Attack	64MBit	64MBit	128MBit	128MBit	128MBit	
Street Fighter III: 3rd Strike Fight for the Future	64MBit	64MBit	128MBit	128MBit	128MBit	128MBit





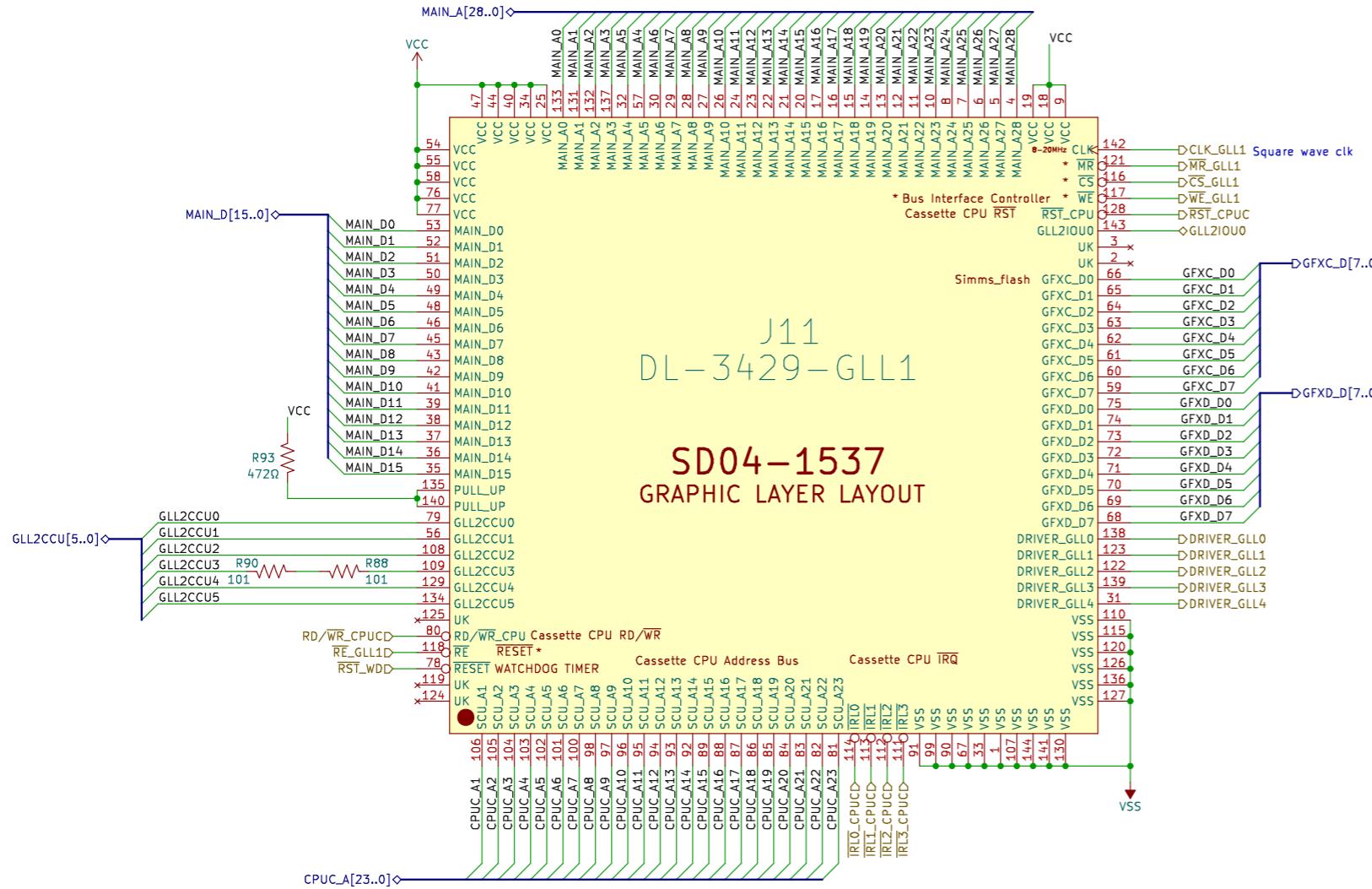




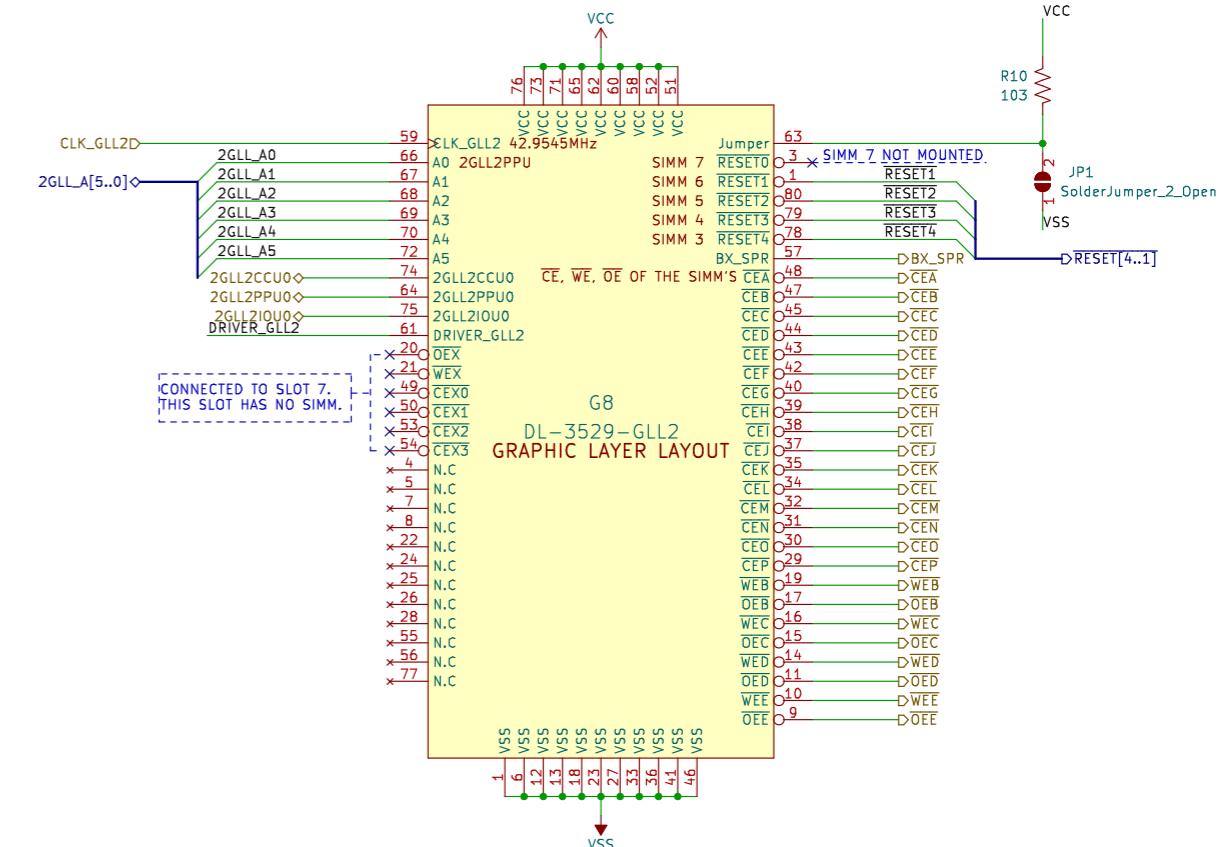
九



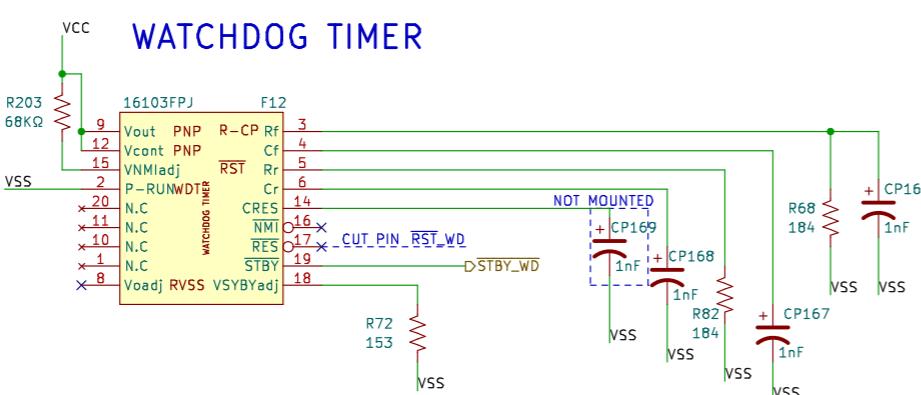
GRAPHIC LAYER LAYOUT 1

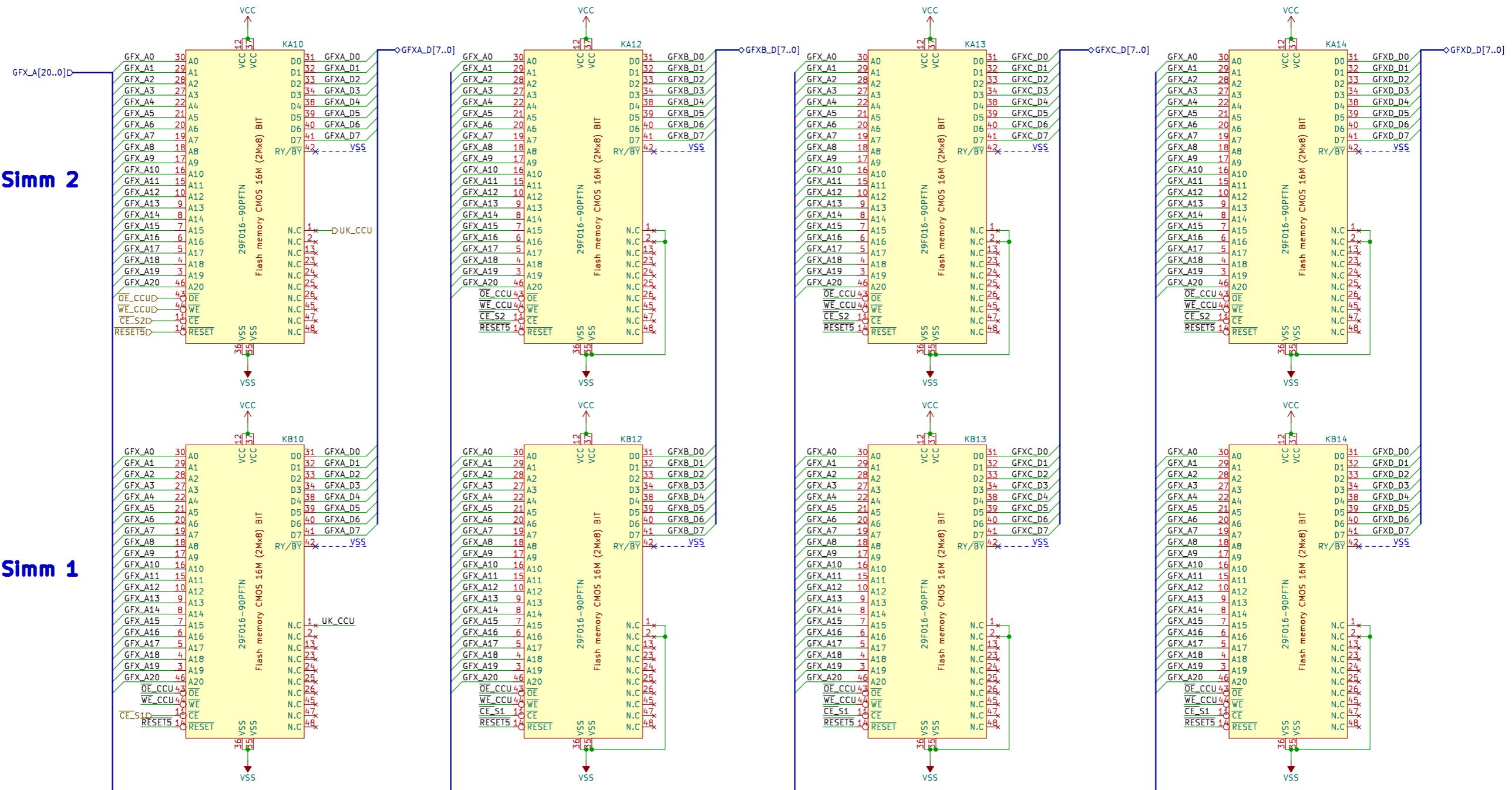


GRAPHIC LAYER LAYOUT 2

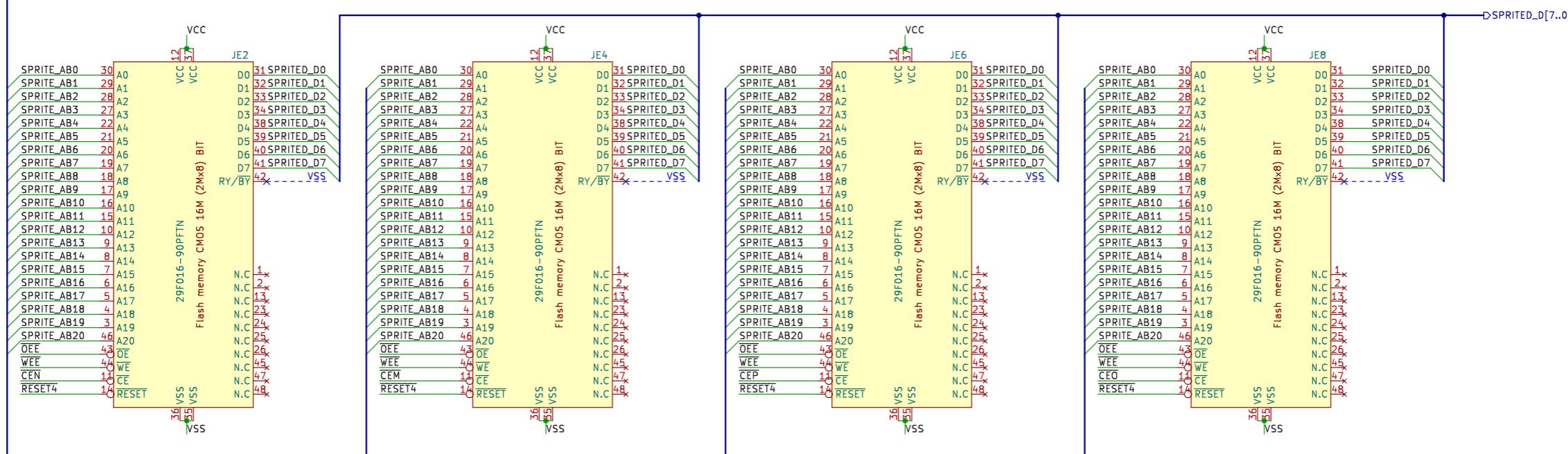
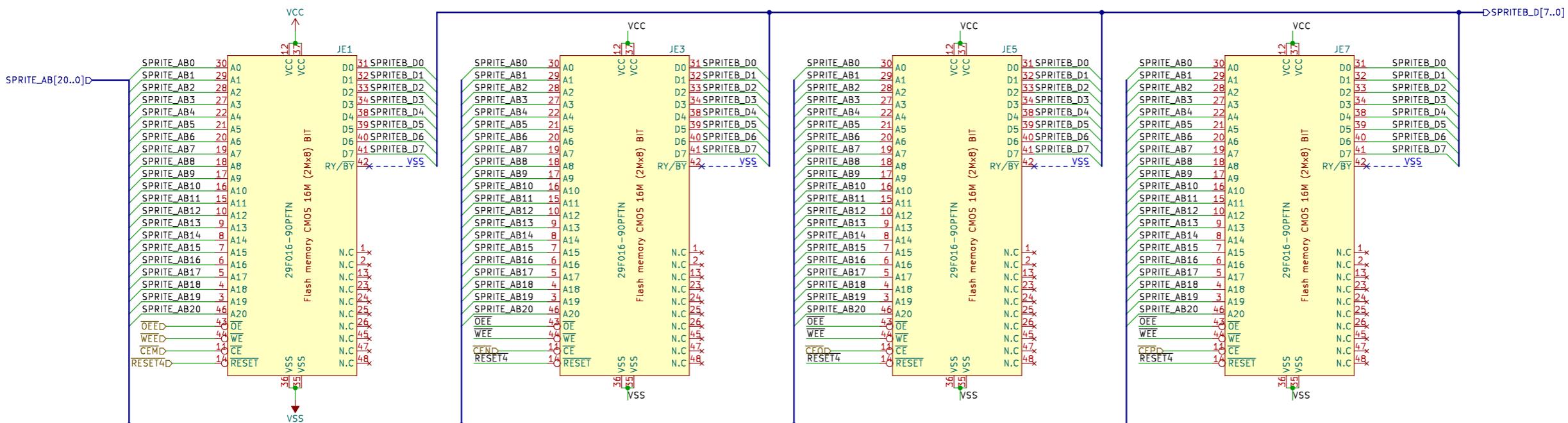


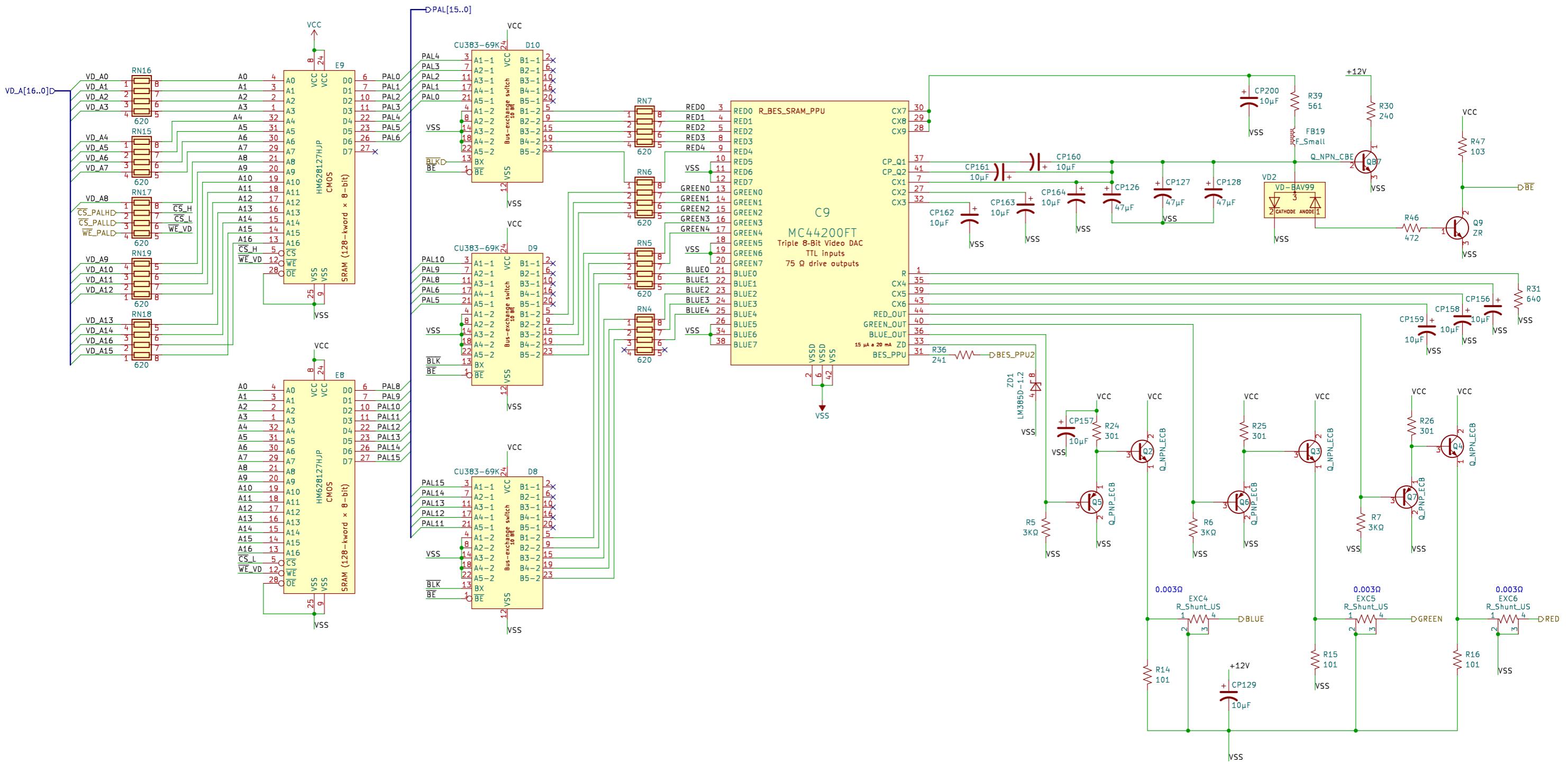
WATCHDOG TIMER





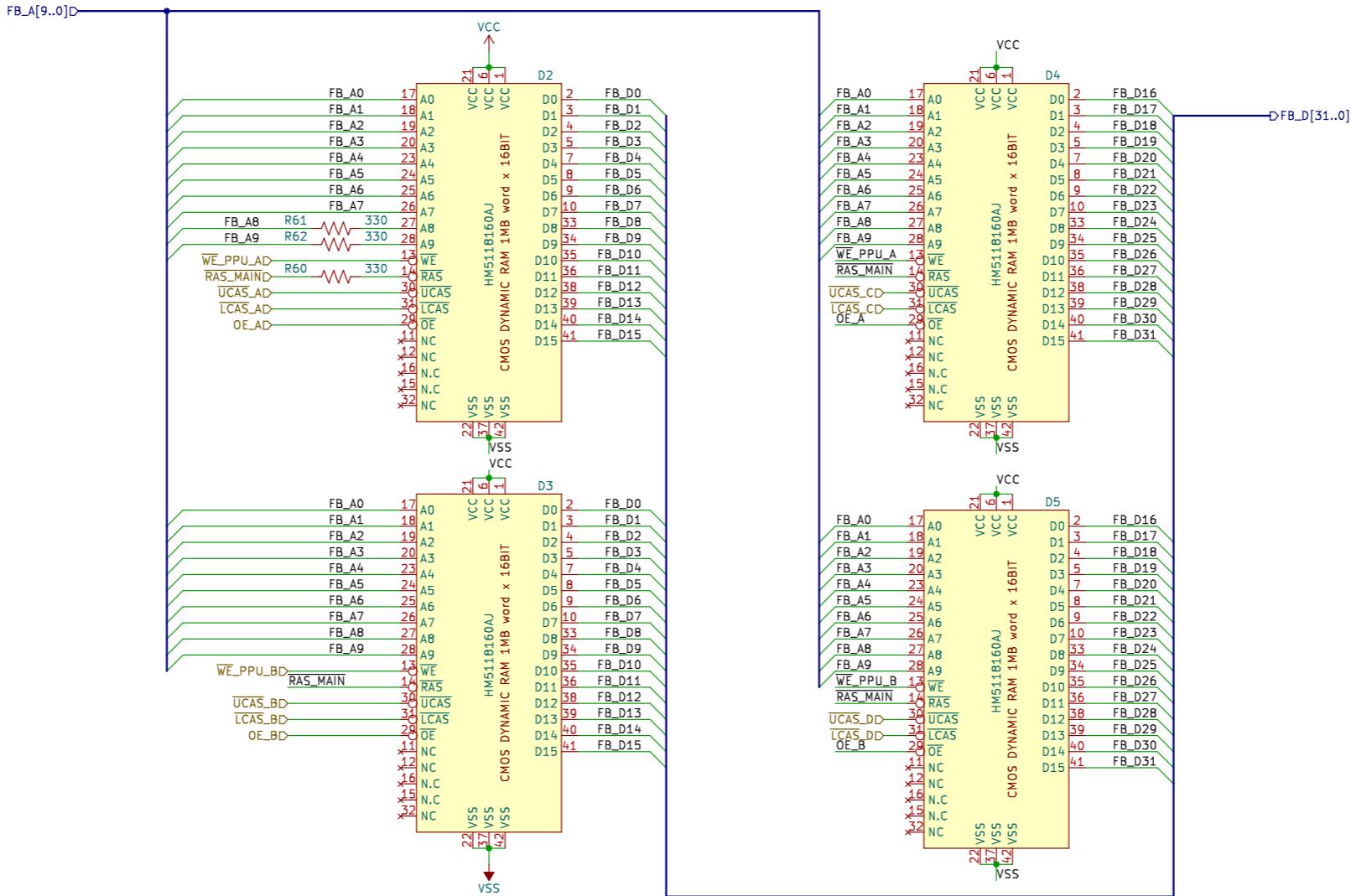
Simm 3

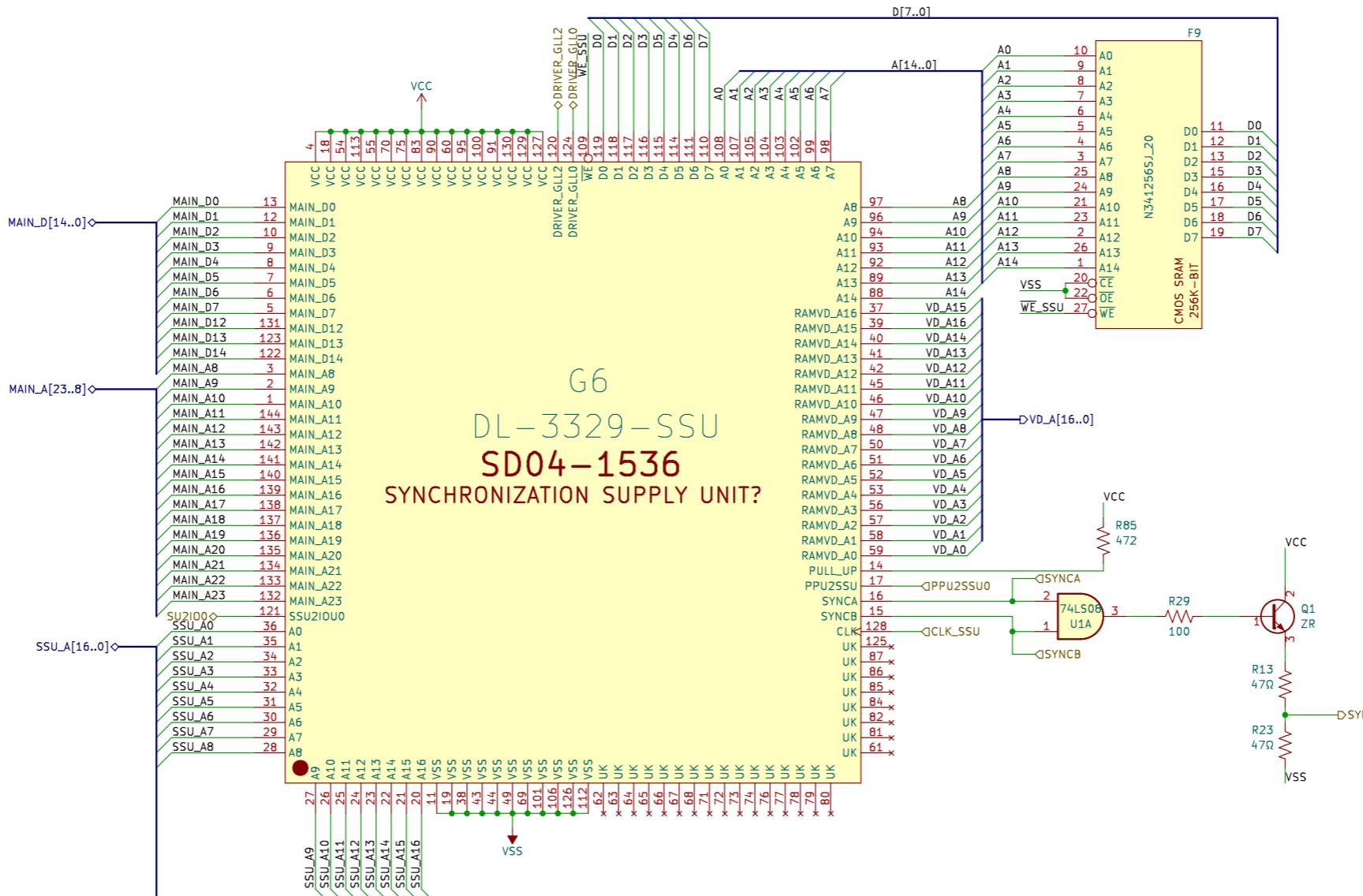




The JT logo consists of the letters 'JT' in a bold, italicized font, with a red outline.

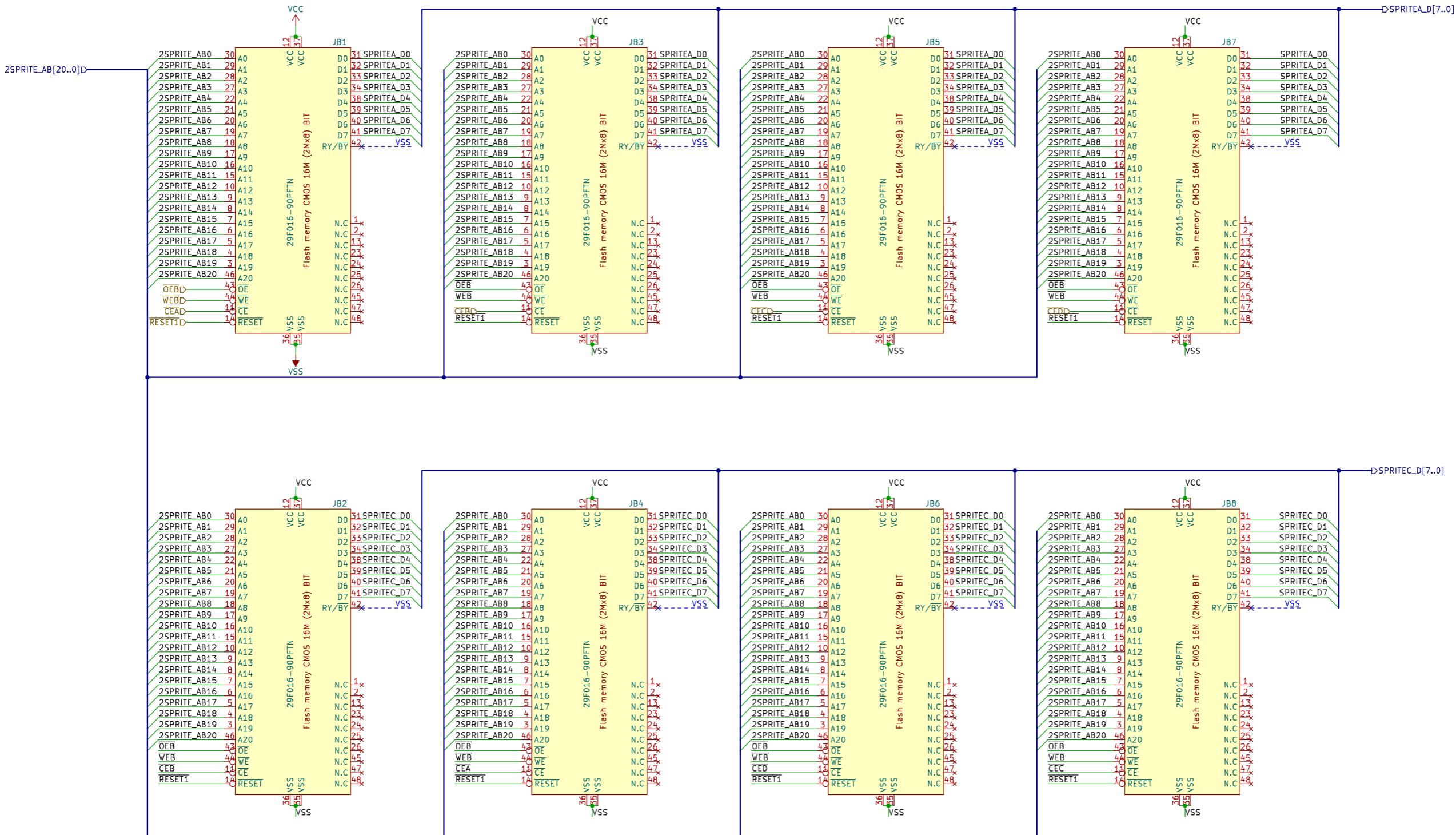
MEMORIES FRAME BUFFER

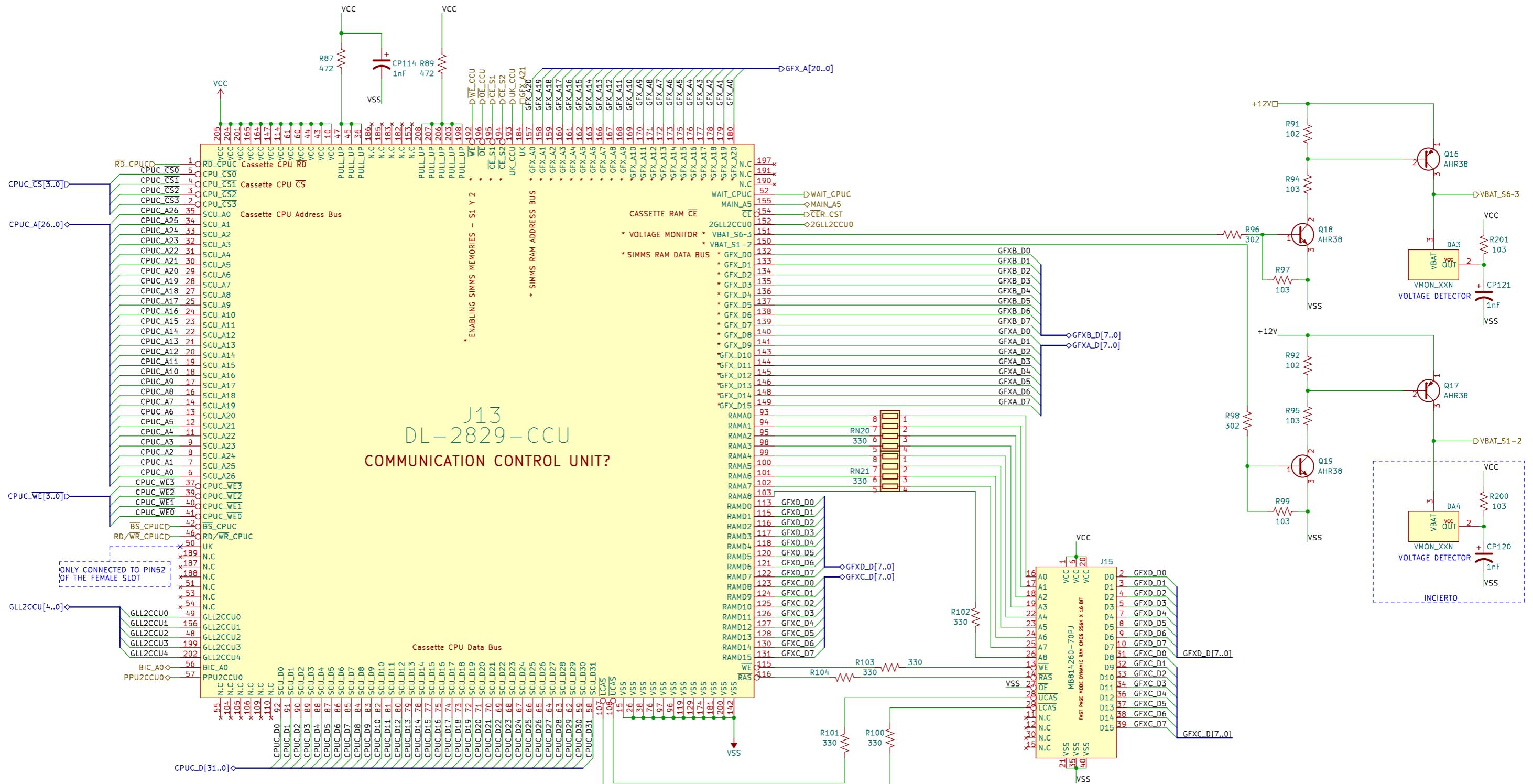




DL-3329-SSU
SD04-1536
SYNCHRONIZATION SUPPLY UNIT?

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

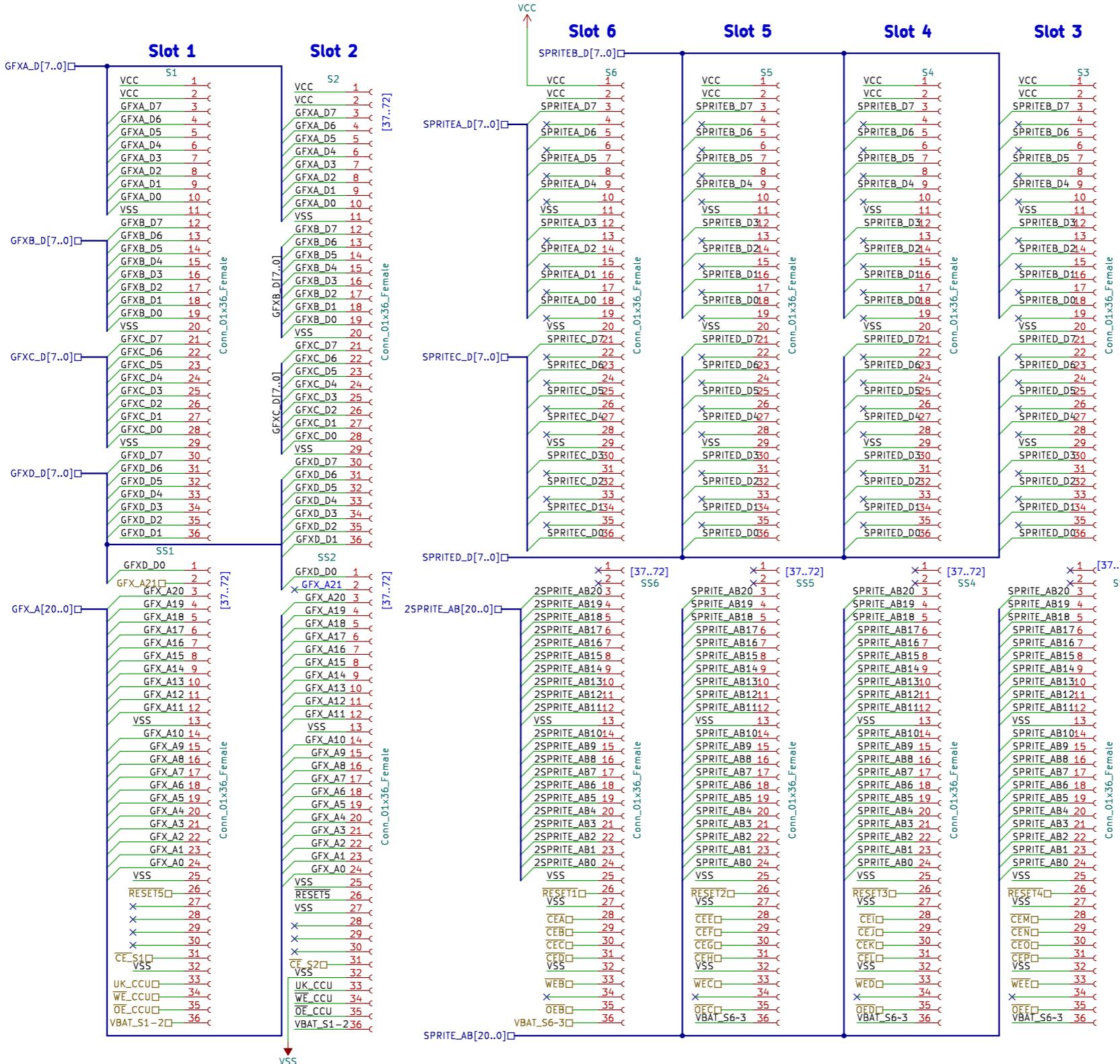
All six games are developed by Capcom and are all head-to-head fighting games in a list of games that appears to be as small as the CP System Dash library.

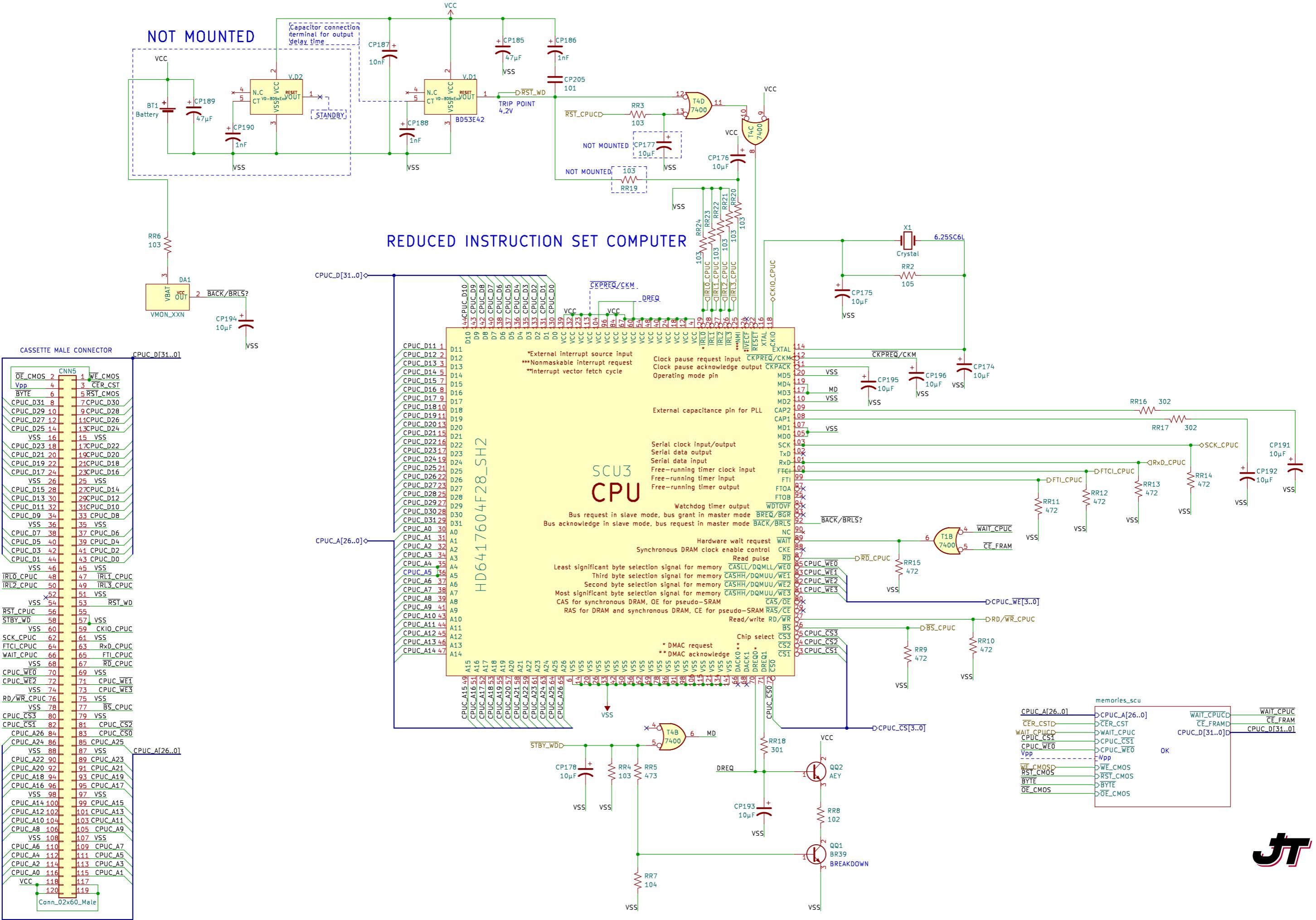
English title	Release date	Japanese title
Red Earth	1996-11-21	War-Zard (ウォーザード)
Street Fighter III: New Generation	1997-02-04	Street Fighter III (ストリートファイターIII)
Street Fighter III 2nd Impact: Giant Attack	1997-09-30	Street Fighter III 2nd Impact (ストリートファイターIII 2nd Impact)
JoJo's Bizarre Adventure	1998-12-02	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

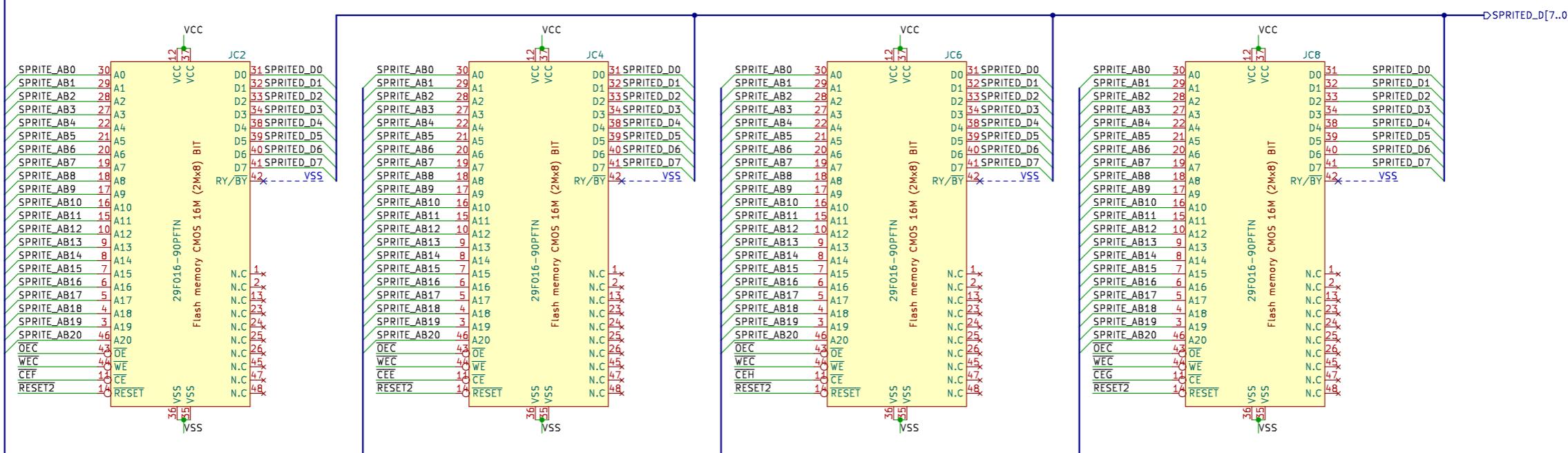
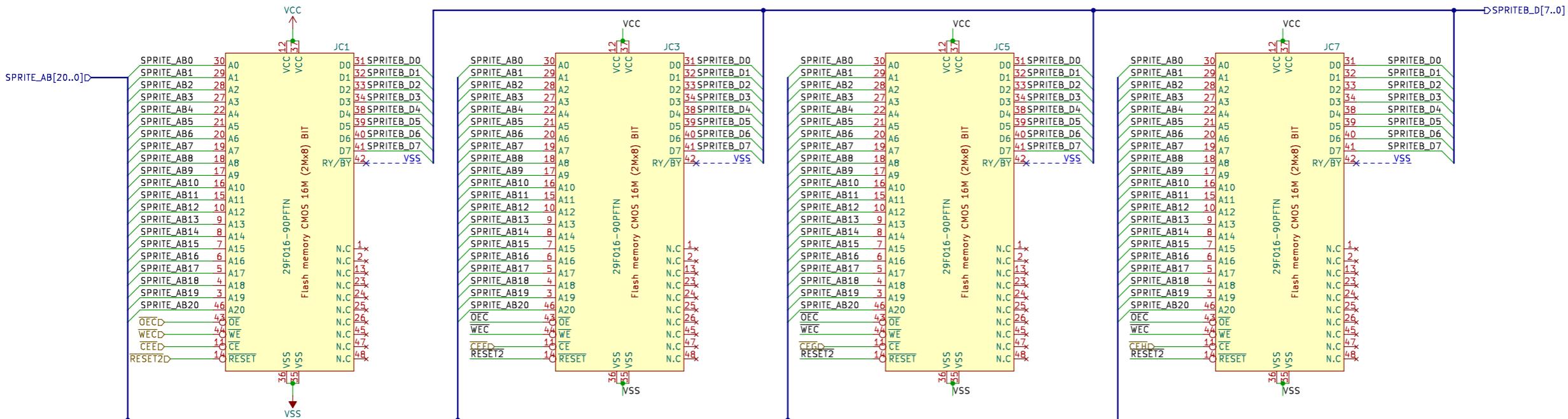


Slot Female

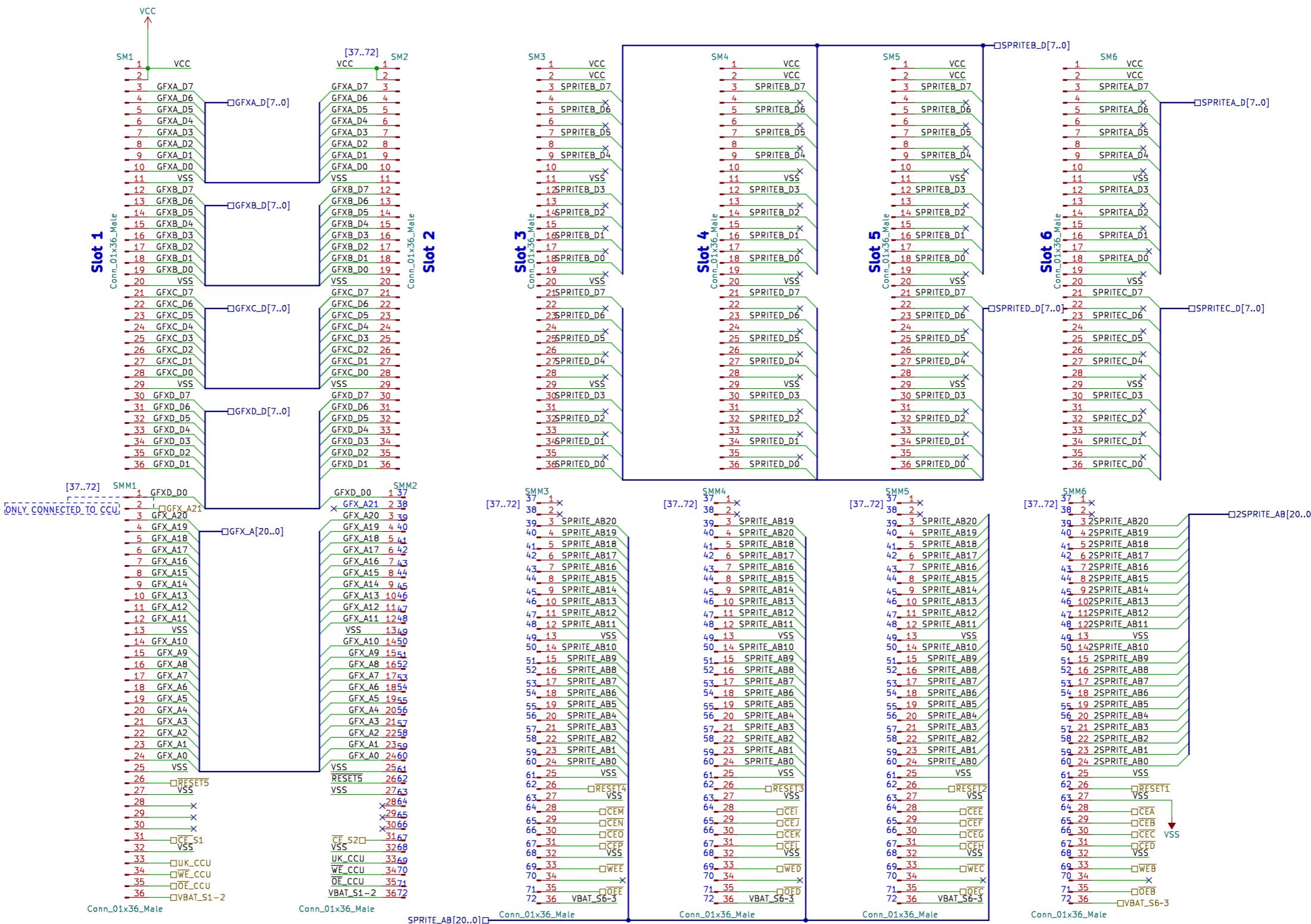


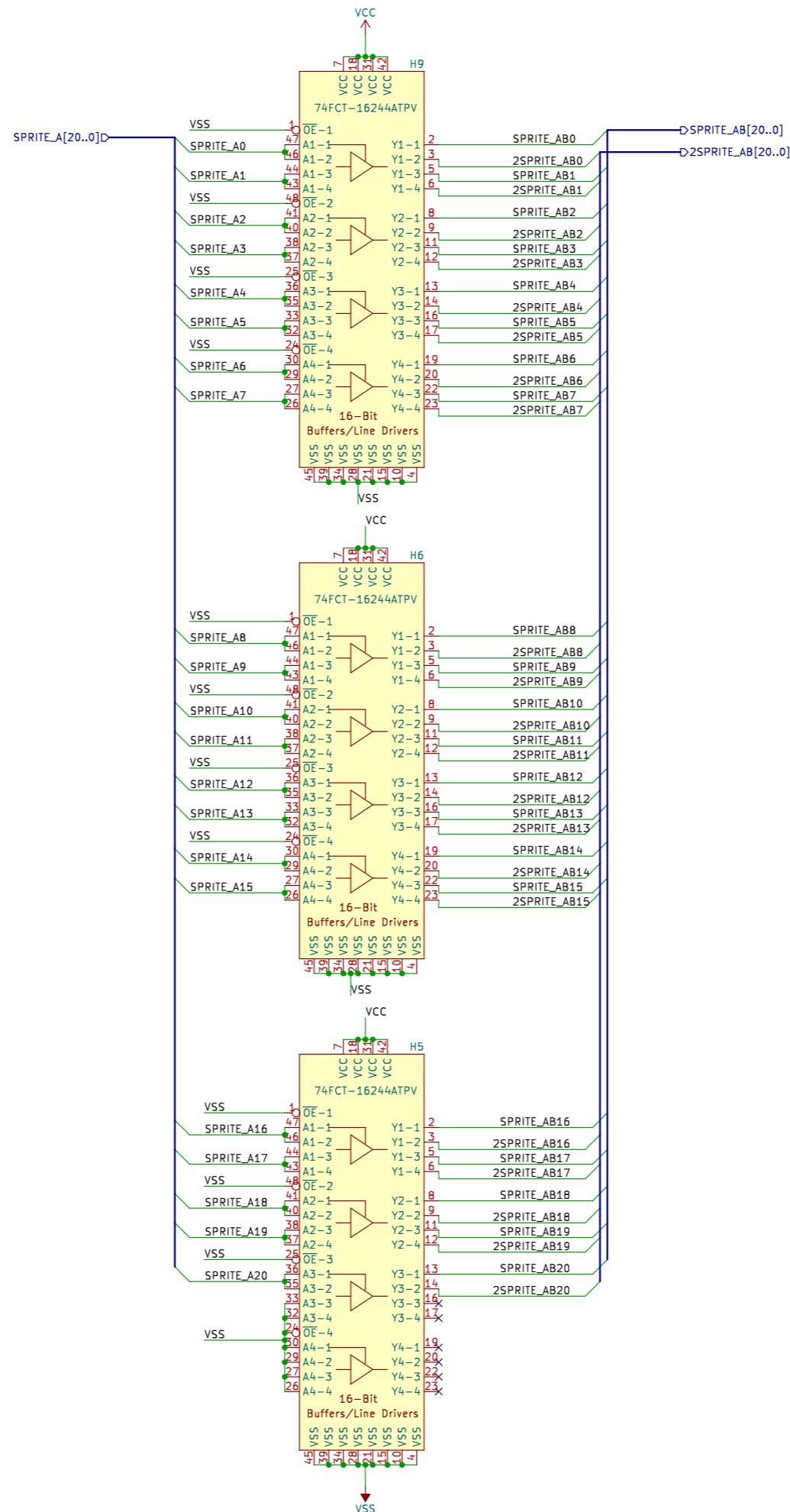


Simm 5



SIMM CONNECTOR





Simm 4

