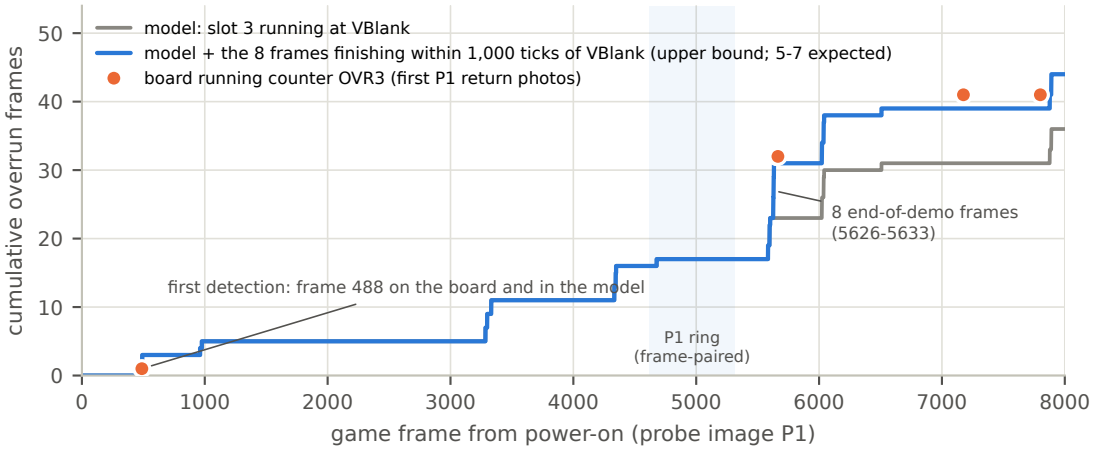

model: slot 3 running at VBlank
model + the 8 frames finishing within 1,000 ticks of VBlank (upper bound; 5-7 expected)
board running counter OVR3 (first P1 return photos)
cumulative overrun frames
0
10
20
30
40
50
0
1000
2000
3000
4000
5000
6000
7000
8000
game frame from power-on (probe image P1)
first detection: frame 488 on the board and in the model
P1 ring
(frame-paired)
8 end-of-demo frames
(5626-5633)