

File Name	Game Title	Wii Status	Parent	Driver	Samples	Wii NOTES	Year	Manufacturer	Screen W	Screen H	Rotation	Display
005	005	Has Issues		segar.c		MAME has no sound support	1981	Sega	256	224	270	raster
1941	1941 - Counter Attack (World)	OK		cps1.c		use FBA-CPs1 instead, better support	1990	Capcom	384	224	270	raster
1941j	1941 - Counter Attack (Japan)	OK		cps1.c		use FBA-CPs1 instead, better support	1990	Capcom	384	224	270	raster
1942	1942 (set 1)	OK		1943.c		also available in FBA	1984	Capcom	256	224	270	raster
1942a	1942 (set 2)	OK	1941	cps1.c		also available in FBA	1984	Capcom	256	224	270	raster
1942b	1942 (set 3)	OK	1942	1942.c		also available in FBA	1984	Capcom	256	224	270	raster
1943	1943 - The Battle of Midway (US)	OK	1942	1942.c		also available in FBA	1987	Capcom	384	224	270	raster
1943j	1943 - The Battle of Midway (Japan)	OK	1943	1943.c		also available in FBA	1987	Capcom	384	224	270	raster
1943kai	1943 Kai	OK		1943.c		also available in FBA	1987	Capcom	384	224	270	raster
2020bb	2020 Super Baseball (set 1)	OK		neogeo.c		Use FBA-NEOGEO instead, better support	1991	SNK / Pallas	320	224	0	raster
2020bbh	2020 Super Baseball (set 2)	OK	2020bb	neogeo.c		Use FBA-NEOGEO instead, better support	1991	SNK / Pallas	320	224	0	raster
280zzzap	Datsun 280 Zzzap	Has Issues		8080bw.c		MAME has no sound support	1976	Midway	260	224	0	raster
3countb	3 Count Bout / Fire Suplex	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1993	SNK	320	224	0	raster
3stooges	Three Stooges	Has Issues		gottlieb.c		game and controls seem messed up. sometimes instant death on 1st screen	1984	MyStar	256	240	0	raster
3wonders	Three Wonders (US)	OK		cps1.c		use FBA-CPs1 instead, better support	1991	Capcom	384	224	0	raster
4dwario	4-D Warriors	OK		system1.c		works great. also available in FBA	1985	Coreland / Sega	512	224	0	raster
600	600	OK		turtles	amidar.c		1981	Konami	768	224	90	raster
64streej	64th. Street - A Detective Story (Japan)	Has Issues	64street	megasy1.c		garbled graphics	1991	Jaleco	256	224	0	raster
64street	64th. Street - A Detective Story (World)	Has Issues		megasy1.c		garbled graphics	1991	Jaleco	256	224	0	raster
720	720 Degrees (set 1)	OK		ataris2.c		seems ok. probably has some fruity control scheme for a skate sim.	1986	Atari Games	512	384	0	raster
720b	720 Degrees (set 2)	OK	720	ataris2.c		seems ok. probably has some fruity control scheme for a skate sim.	1986	Atari Games	512	384	0	raster
800fath	800 Fathoms	OK		mariner	scramble.c		1981	Amenip (US Billiards Inc. license)	256	224	90	raster
88games	'88 Games	Has Issues		88games.c		garbled graphics. available in FBA	1988	Konami	320	224	0	raster
99lstwar	'99 The Last War	OK		repulse	kyugo.c	works great	1985	Proma	288	224	90	raster
99lstwra	'99 The Last War (alternate)	OK		repulse	kyugo.c	works great	1985	Proma				
aafb	All American Football (rev E)	Has Issues		leland.c		loads but terrible graphics	1989	Leland Corp.	320	240	270	raster
aafb	All American Football (rev B)	Has Issues	aafb	leland.c		loads but terrible graphics	1989	Leland Corp.	320	240	270	raster
aafb2p	All American Football (rev D, 2 Players)	Has Issues	aafb	leland.c		loads but terrible graphics	1989	Leland Corp.	320	240	270	raster
abaseb	Atari Baseball (set 1)	Has Issues		ataribf.c		loads and has clean graphics but a lot of white noise sound.	1979	Atari	304	240	0	raster
abaseb2	Atari Baseball (set 2)	Has Issues	abaseb	ataribf.c		loads and has clean graphics but a lot of white noise sound.	1979	Atari	304	240	0	raster
actfanc1	Act-Fancer Cybernetick Hyper Weapon (World revision 1)	OK	actfancr	actfancr.c		also available in FBA	1989	Data East Corporation	256	240	0	raster
actfancj	Act-Fancer Cybernetick Hyper Weapon (Japan revision 1)	OK	actfancr	actfancr.c		also available in FBA	1989	Data East Corporation	256	240	0	raster
actfancr	Act-Fancer Cybernetick Hyper Weapon (World revision 2)	OK	actfancr	actfancr.c		also available in FBA	1989	Data East Corporation	256	240	0	raster
aeroboto	Aeroboto	Doesn't Work	formatz	aeroboto.c			1984	[Jaleco] (Williams license)	248	224	0	raster
aerofgt	Aero Fighters	Has Issues		aerofgt.c		garbled graphics. available in FBA	1992	Video System Co.	320	224	270	raster
aerofgtb	Aero Fighters (Turbo Force hardware set 1)	Has Issues	aerofgt	aerofgt.c		garbled graphics. available in FBA	1992	Video System Co.	320	224	270	raster
aerofgtc	Aero Fighters (Turbo Force hardware set 2)	Has Issues	aerofgt	aerofgt.c		garbled graphics. available in FBA	1992	Video System Co.	320	224	270	raster
airbustr	Air Buster (Japan)	OK		airbustr.c		also available in FBA	1990	Kaneko (Namco license)	256	224	0	raster
airduel	Air Duel (Japan)	Has Issues		m72.c		garbled graphics and bad sound	1990	Irem	384	256	270	raster
airwolf	Air Wolf	OK		kyugo.c		works great. available in FBA	1987	Kyugo	288	224	0	raster
ajax	Ajax	Untested		ajax.c		available in FBA	1987	Konami	304	224	90	raster
ajaxj	Ajax (Japan)	Untested	ajax	ajax.c		available in FBA	1987	Konami	304	224	90	raster
alcon	Alcon	Doesn't Work	slapfgh	slapfght.c		MAME unsupported. Slap Fight bootlegs work. available in FBA	1986	<unknown>	280	240	270	raster
alexkidd	Alex Kidd (set 2)	Has Issues	alexkidd	system16.c		garbled graphics. use FBA instead	1986	Sega	320	224	0	raster
alexkidd	Alex Kidd (set 1)	Doesn't Work		system16.c		use FBA	1986	Sega	320	224	0	raster
alibaba	Ali Baba and 40 Thieves	Untested		pacman.c		available in FBA	1982	Sega	288	224	90	raster
alieninv	Alien Invasion Part II	OK	invaders	8080bw.c	invaders		????	bootleg	260	224	270	raster
aliens	Aliens (World set 1)	Has Issues		aliens.c		garbled graphics. use FBA instead	1990	Konami	288	224	0	raster
aliens2	Aliens (World set 2)	Has Issues	aliens	aliens.c		garbled graphics. use FBA instead	1990	Konami	288	224	0	raster
aliensj	Aliens (Japan)	Has Issues	aliens	aliens.c		garbled graphics. use FBA instead	1990	Konami	288	224	0	raster
aliensu	Aliens (US)	Has Issues	aliens	aliens.c		garbled graphics. use FBA instead	1990	Konami	288	224	0	raster
aliensyb	Alien Syndrome (set 2)	Has Issues	aliensyn	system16.c		garbled graphics. use FBA instead	1987	Sega	320	224	0	raster
aliensyb	Alien Syndrome (set 3)	Has Issues	aliensyn	system16.c		garbled graphics. use FBA instead	1987	Sega	320	224	0	raster
aliensyj	Alien Syndrome (Japan)	Has Issues	aliensyn	system16.c		garbled graphics. use FBA instead	1987	Sega	320	224	0	raster
aliensyn	Alien Syndrome (set 1)	Has Issues	aliensyn	system16.c		garbled graphics. use FBA instead	1987	Sega	320	224	0	raster
alleyman	Alley Master	Has Issues		leland.c		controls issues	1986	Cinematronics	320	240	270	raster
alpham2	Alpha Mission II / ASO II - Last Guardian	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1991	SNK	320	224	0	raster
alpine	Alpine Ski (set 1)	OK		tailtoj.c		works great	1982	Taito Corporation	256	224	270	raster
alpinea	Alpine Ski (set 2)	OK	alpine	tailtoj.c			1982	Taito Corporation	256	224	270	raster
altbeas2	Altered Beast (Version 2)	Has Issues	altbeast	system16.c		garbled graphics. broken in FBA.	1988	Sega	320	224	0	raster
altbeast	Altered Beast (Version 1)	Has Issues		system16.c		garbled graphics. broken in FBA.	1988	Sega	320	224	0	raster
ambush	Ambush	Untested		ambush.c		available in FBA	1983	Nippon Amuse Co-Ltd	256	224	0	raster
amidar	Amidar	OK		amidar.c		also available in FBA	1981	Konami	768	224	90	raster
amidaro	Amidar (Olympia)	OK	amidar	amidar.c		also available in FBA	1982	Konami (Olympia license)	768	224	90	raster
amidars	Amidar (Scramble hardware)	OK	amidar	scramble.c		also available in FBA	1982	Konami	768	224	90	raster
amidaru	Amidar (Stern)	OK	amidar	amidar.c		also available in FBA	1982	Konami (Stern license)	768	224	90	raster
amigo	Amigo	OK	amidar	amidar.c		also available in FBA	1982	bootleg	768	224	90	raster
androdun	Andro Dunos	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1992	Visco	320	224	0	raster
anteater	Anteater	OK		scobra.c		works great. also available in FBA	1982	[Stern] (Tago license)	768	224	90	raster
aodk	Aggressors of Dark Combat / Tsuuko GANGAN Koushinkyō	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1994	ADK / SNK	320	224	0	raster
aof	Art of Fighting / Ryuuko no Ken	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1992	SNK	320	224	0	raster
aof2	Art of Fighting 2 / Ryuuko no Ken 2	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1994	SNK	320	224	0	raster
aof3	Art of Fighting 3 - The Path of the Warrior / Art of Fighting - F	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1996	SNK	320	224	0	raster
apb	APB - All Points Bulletin (set 1)	OK		ataris2.c			1987	Atari Games	512	384	270	raster
apb2	APB - All Points Bulletin (set 2)	OK	apb	ataris2.c			1987	Atari Games	512	384	270	raster
appoooh	Appoooh	OK		appoooh.c			1984	Sega	256	224	0	raster
arabian	Arabian	Untested		arabian.c		available in FBA	1983	Sun Electronics	256	234	270	raster
arabiana	Arabian (Atari)	Untested	arabian	arabian.c		available in FBA	1983	[Sun Electronics] (Atari license)	256	234	270	raster
arbalest	Arbalester	Has Issues		seta.c		bad audio. use FBA instead.	1989	Seta	684	224	270	raster
arcadeci	Arcade Classics (prototype)	OK		arcadeci.c		seems OK for a prototype machine.	1992	Atari Games	536	240	0	raster
archriv2	Arch Rivals (rev 2.0)	Doesn't Work	archrivi	mcr68.c		black screen and intermittent beeps	1989	Bally Midway	512	480	0	raster
archrivi	Arch Rivals (rev 4.0)	Doesn't Work		mcr68.c		black screen and intermittent beeps	1989	Bally Midway	512	480	0	raster
area88	Area 88 (Japan)	OK	unsquad	cps1.c		Runs OK; use FBA-CPs1 instead, better support	1989	Capcom	384	224	0	raster
ark2jp	Arkanoïd - Revenge of DOH (Japan)	OK	arkanoï2	tnzs.c			1987	Taito Corporation	256	224	90	raster
ark2us	Arkanoïd - Revenge of DOH (US)	OK	arkanoï2	tnzs.c			1987	Taito America Corporation (Ron)	256	224	90	raster
arkangc	Arkanoïd (Game Corporation bootleg)	OK	arkanoïd	arkanoïd.c			1986	bootleg	256	224	90	raster
arkanoï2	Arkanoïd - Revenge of DOH (World)	OK		tnzs.c			1987	Taito Corporation Japan	256	224	90	raster
arkanoïd	Arkanoïd (World)	OK		arkanoïd.c		works great. FBA has control problems	1986	Taito Corporation Japan	256	224	90	raster
arkarea	Ark Area	OK		mnight.c		Works fine. Unorthodox controls.	1988	?UPL	256	192	0	raster
arkatayt	Arkanoïd (Tayto bootleg, Japanese)	OK	arkanoïd	arkanoïd.c			1986	bootleg	256	224	90	raster
arkatour	Tournament Arkanoïd (US)	OK	arkanoïd	arkanoïd.c			1987	Taito America Corporation (Ron)	256	224	90	raster
arkbï2	Arkanoïd (Japanese bootleg Set 2)	Doesn't Work	arkanoïd	arkanoïd.c		MAME warns this doesn't work	1986	bootleg	256	224	90	raster
arkblo2	Block (Game Corporation bootleg)	OK	arkanoïd	arkanoïd.c			1986	bootleg	256	224	90	raster
arknoïdj	Arkanoïd (Japan)	OK	arkanoïd	arkanoïd.c			1986	Taito Corporation	256	224	90	raster
arknoïdu	Arkanoïd (US)	OK	arkanoïd	arkanoïd.c			1986	Taito America Corporation (Ron)	256	224	90	raster
armedf	Armed Formation	Has Issues		armedf.c		garbled graphics	1988	Nichibutsu	320	240	270	raster
armora	Armor Attack	Doesn't Work		cinemat.c		black screen then silently crashes	1980	Cinematronics			180	vector
armora2	Armored Car (set 2)	OK	armorcar	scobra.c		works great. also available in FBA	1981	Stern	768	224	90	raster
armorcar	Armored Car (set 1)	OK		scobra.c		works great. also available in FBA	1981	Stern	768	224	90	raster
armwrest	Arm Wrestling	Has Issues		punchout.c			1985	Nintendo	256 & 256	224 & 224	0 & 0	raster
ashura	Ashura Blaster (Japan)	Has Issues		tailto_b.c		garbled graphics	1990	Taito Corporation	320	224	270	raster
ashurau	Ashura Blaster (US)	Has Issues	ashura	tailto_b.c		garbled graphics	1990	Taito America Corporation	320	224	270	raster
aso	ASO - Armored Scrum Object	OK		hai21.c		works great.	1985	SNK	288	216	270	raster
assault	Assault	Has Issues		namcos2.c		garbled graphics, slowdowns	1988	Namco	288	224	90	raster
assaultj	Assault (Japan)	Has Issues	assault	namcos2.c		garbled graphics, slowdowns	1988	Namco	288	224	90	raster
assaultp	Assault Plus (Japan)	Has Issues	assault	namcos2.c		garbled graphics, slowdowns	1988	Namco	288	224	90	raster
astdelu1	Asteroids Deluxe (rev 1)	Untested	astdelux	asteroid.c		Vector graphics	1980	Atari			0	vector
astdelux	Asteroids Deluxe (rev 2)	Untested		asteroid.c		Vector graphics	1980	Atari			0	vector
asteroi1	Asteroids (rev 1)	Untested	asteroid	asteroid.c		Vector graphics	1979	Atari			0	vector
asteroi2	Asteroids (bootleg on Lunar Lander hardware)	Untested	asteroid	asteroid.c		Vector graphics	1979	bootleg			0	vector
asteroi3	Asteroids (rev 2)	OK		asteroid.c		Vector graphics	1979	Atari			0	vector
astinvad	Astro Invader	OK		z80bw.c	invaders		1980	Stern	256	224	270	raster
astorm	Alien Storm	Doesn't Work		system16.c		says use the bootleg but that doesn't work either. problem in FBA also.	1990	Sega	320	224	0	raster
astorm2p	Alien Storm (2 Player)	Doesn't Work	astorm	system16.c		says use the bootleg but that doesn't work either. problem in FBA also.	1990	Sega				

File Name	Game Title	Wii Status	Parent	Driver	Samples	Wii NOTES	Year	Manufacturer	Screen W	Screen H	Rotation	Display
astormbl	Alien Storm (bootleg)	Doesn't Work	astorm	system16.c		black screen	1990	bootleg	320	224	0	raster
astrob	Astro Blaster (version 3)	OK	segar.c	astrob		works GREAT with samples	1981	Sega	256	224	270	raster
astrob1	Astro Blaster (version 1)	Doesn't Work	astrob	segar.c	astrob	MAME unsupported. It runs but instant death after 1P start	1981	Sega	256	224	270	raster
astrob2	Astro Blaster (version 2)	OK	astrob	segar.c	astrob	works GREAT	1981	Sega	256	224	270	raster
astrof	Astro Fighter (set 1)	OK		astrof.c		works great	1980	Data East	256	256	90	raster
astrof2	Astro Fighter (set 2)	OK	astrof	astrof.c	astrof	works great	1980	Data East	256	256	90	raster
astrof3	Astro Fighter (set 3)	OK	astrof	astrof.c	astrof	works great	1980	Data East	256	256	90	raster
astyanax	Asryanax, The	Has Issues		megasy1.c		garbled graphics	1989	Jaleco	256	224	0	raster
atarfb	Atari Football (revision 2)	Has Issues		atarfb.c		a lot of white noise sound	1978	Atari	304	240	0	raster
atarfb1	Atari Football (revision 1)	Has Issues	atarfb	atarfb.c		a lot of white noise sound	1978	Atari	304	240	0	raster
atarfb4	Atari Football (4 players)	Has Issues	atarfb	atarfb.c		a lot of white noise sound	1979	Atari	304	240	0	raster
ataxx	Ataxx (set 1)	OK		ataxx.c		works OK	1990	Leland Corp.	320	240	0	raster
ataxxa	Ataxx (set 2)	OK	ataxx	ataxx.c			1990	Leland Corp.	320	240	0	raster
ataxoj	Ataxx (Japan)	OK	ataxx	ataxx.c			1990	Leland Corp.	320	240	0	raster
atectk2	Tetris (Cocktail set 2)	OK	ateris	ateris.c			1989	Atari Games	336	240	0	raster
atectkl	Tetris (Cocktail set 1)	OK	ateris	ateris.c			1989	Atari Games	336	240	0	raster
ateris	Tetris (set 1)	OK		ateris.c		works great.	1988	Atari Games	336	240	0	raster
aterisr	Tetris (set 2)	OK	ateris	ateris.c			1988	Atari Games	336	240	0	raster
aterisb	Tetris (bootleg)	OK	ateris	ateris.c			1988	bootleg	336	240	0	raster
athena	Athena	OK		snk.c			1986	SNK	288	216	0	raster
atlantis	Battle of Atlantis (set 1)	OK		scramble.c			1981	Comsoft	768	224	90	raster
atlantb2	Battle of Atlantis (set 2)	OK	atlantis	scramble.c			1981	Comsoft	768	224	90	raster
atomicp	Atomic Point	Has Issues		system16.c		MAME has no sound support. available in FBA	1990	Philko	320	224	0	raster
aurall	Aural (set 1)	Has Issues		system16.c		available in FBA	1990	Sega / Westone	320	224	0	raster
auraila	Aural (set 2)	Has Issues	aurail	system16.c		available in FBA	1990	Sega / Westone	320	224	0	raster
avalanche	Avalanche	OK		avalanche.c		looks like a precursor to Kaboom!	1978	Atari	256	240	0	raster
avenger2	Avengers (set 2)	Untested	avengers	twings.c		available in FBA	1987	Capcom	256	240	90	raster
avengers	Avengers (set 1)	Doesn't Work		twings.c		available in FBA	1987	Capcom	256	240	90	raster
avspirt	Avenging Spirit	Has Issues		megasy1.c		garbled graphics	1991	Jaleco	256	224	0	raster
aztarac	Aztarac	Doesn't Work		aztarac.c		crashes core immediately.	1983	Centuri			0	vector
azurian	Azurian Attack	OK		galaxian.c			1982	Rail Electronics Ltd	768	224	90	raster
baddudes	Bad Dudes vs. Dragonninja (US)	OK		dec0.c		works great. Broken in FBA.	1988	Data East USA	256	240	0	raster
badlands	Bad Lands	OK		badlands.c		works great	1989	Atari Games	336	240	0	raster
bagman	Bagman	OK		bagman.c		works ok, sound isn't great	1982	Valadon Automation	256	224	270	raster
bagmans	Bagman (Stern set 1)	OK	bagman	bagman.c			1982	Valadon Automation (Stern licer	256	224	270	raster
bagmans2	Bagman (Stern set 2)	OK	bagman	bagman.c			1982	Valadon Automation (Stern licer	256	224	270	raster
bagnard	Le Bagnard	OK	bagman	bagman.c			1982	Valadon Automation	256	224	270	raster
bakatonos	Bakatonosama Mahjong Manyuki	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1991	Monolith Corp.	320	224	0	raster
ballbomb	Ballcon Bomber	Has Issues		8080bw.c		colours are wrong, sound is missing	1980	Taito	260	224	270	raster
baluba	Baluba-kouk no Densetsu	Has Issues		senjoy.c		garbled graphics.	1986	Able Corp. Ltd.	256	224	90	raster
bandido	Bandido	Has Issues	sheriff	8080bw.c		no color, sound stuck in a loop	1980	Exidy	256	224	270	raster
bankp	Bank Panic	OK		bankp.c			1984	Sega	224	224	0	raster
baraduke	Baraduke	Has Issues		baraduke.c		garbled graphics	1985	Namco	288	224	0	raster
barrier	Barrier	Untested		cinemat.c		Vector graphics	1979	Vectorbeam			270	vector
baseba2	Baseball The Season II	Has Issues		leland.c		analog controls	1987	Cinematronics	320	240	0	raster
batman	Batman	OK		batman.c		works great	1991	Atari Games	336	240	0	raster
batsugun	Batsugun	Has Issues		toaplan2.c		working in FBA	1993	Toaplan	320	240	270	raster
battlan2	Battle Lane Vol. 5 (set 2)	Has Issues	battlane	battlane.c			1986	Technos (Taito license)	240	256	90	raster
battlan3	Battle Lane Vol. 5 (set 3)	Has Issues	battlane	battlane.c			1986	Technos (Taito license)	240	256	90	raster
battlane	Battle Lane Vol. 5 (set 1)	Has Issues		battlane.c		colors are completely wrong.	1986	Technos (Taito license)	240	256	90	raster
battlera	Battle Rangers (World)	Has Issues		battlera.c		missing music, framerate a bit slow.	1988	Data East Corporation	1088	242	0	raster
battlinj	Battlantis (Japan)	OK	battlnts	battlnts.c			1987	Konami	256	224	90	raster
battlnts	Battlantis	OK		battlnts.c		works great.	1987	Konami	256	224	90	raster
battroad	Battle-Road, The	OK		m62.c			1984	Irem	256	256	90	raster
bayroute	Bay Route (set 2)	Has Issues	bayroute	system16.c		works great. also available in FBA	1989	Sunsoft / Sega	320	224	0	raster
bayroute	Bay Route (set 1)	Has Issues		system16.c		available in FBA	1989	Sunsoft / Sega	320	224	0	raster
bayrbl1	Bay Route (bootleg set 1)	Has Issues	bayroute	system16.c		available in FBA	1989	bootleg	320	224	0	raster
bayrbl2	Bay Route (bootleg set 2)	Has Issues	bayroute	system16.c		available in FBA	1989	bootleg	320	224	0	raster
bbros	Buster Bros (US)	Has Issues	pang	mitchell.c		sound is bad. use FBA instead	1989	Capcom	384	240	0	raster
bchopper	Battle Chopper	Has Issues		m72.c		garbled graphics but mostly very playable	1987	Irem	384	256	0	raster
beastf	Beastie Feastie	Untested	theglob	pacman.c		available in FBA	1984	Epos Corporation	272	236	270	raster
berabohm	Beraboh Man (Japan)	OK		namcos1.c		works great	1988	Namco	288	224	180	raster
berwall	Berlin Wall, The (set 1)	Has Issues		kaneko16.c		background layer graphics are messed up but gameplay and audio fine	1991	Kaneko	256	224	0	raster
berwallt	Berlin Wall, The (set 2)	Has Issues	berwall	kaneko16.c		background layer graphics are messed up but gameplay and audio fine	1991	Kaneko	256	224	0	raster
bermudaa	Bermuda Triangle (US early version)	Doesn't Work	bermudat	snk.c		hangs with CPU error	1987	SNK	400	224	270	raster
bermudaj	Bermuda Triangle (Japan)	Doesn't Work	bermudat	snk.c		hangs with CPU error	1987	SNK	400	224	270	raster
bermudat	Bermuda Triangle (US)	Doesn't Work		snk.c		hangs with CPU error	1987	SNK	400	224	270	raster
berzerk	Berzerk (set 1)	OK	berzerk	berzerk.c	yes		1980	Stern	256	224	0	raster
berzerk1	Berzerk (set 2)	OK	berzerk	berzerk.c	berzerk		1980	Stern	256	224	0	raster
bigprowr	Big Pro Wrestling!, The	OK		tagteam.c		works great	1983	Technos	256	240	270	raster
bigstrik	Big Striker	Has Issues		megasy1.c		garbled graphics and audio poor	1992	Jaleco	256	224	0	raster
billard	Billards, The	OK	hustler	scobra.c		works great. also available in FBA	1981	bootleg	256	224	90	raster
biotack	Bio Attack	OK		tailto3.c			1983	Taito Corporation (Fox Video G	256	224	270	raster
bionick	Bionic Commando (US set 1)	Has Issues	bionicc	bionicc.c		garbled graphics	1987	Capcom	256	224	0	raster
bionick2	Bionic Commando (US set 2)	Has Issues	bionicc	bionicc.c		garbled graphics	1987	Capcom	256	224	0	raster
bjourney	Blue's Journey / Raguy	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1990	Alpha Denshi Co.	320	224	0	raster
bjwin	Bombjack Twin	OK	bjwin.c			also available in FBA	1993	NMK	384	224	270	raster
bking2	Birdie King 2	OK	bking2.c				1983	Taito Corporation	256	224	90	raster
bktigerb	Black Tiger (bootleg)	OK	bktiger	bktiger.c		works great. also available in FBA	1987	bootleg	256	224	0	raster
bladestf	Blades of Steel (version T)	Has Issues	bladestf	bladestf.c		garbled graphics	1987	Konami	256	224	90	raster
bladestf	Blades of Steel (version E)	Has Issues	bladestf	bladestf.c		garbled graphics	1987	Konami	256	224	90	raster
blandia	Blandia Prototype	Has Issues	seta.c			sound is poor. available in FBA	1992	Allumer	384	240	0	raster
blasted	Blasted	Doesn't Work	mcr68.c			stuck at boot.	1988	Bally Midway	512	480	0	raster
blaster	Blaster	OK		williams.c		works great. Reset while loaded to fully initialize.	1983	Williams	292	240	0	raster
blasto	Blasto	Has Issues	blockade.c	blockade	blockade	garbled graphics	1978	Gremlin	256	224	0	raster
blastoff	Blast Off (Japan)	Has Issues	namcos1.c			garbled graphics	1989	Namco	288	224	90	raster
blazer	Blazer (Japan)	Has Issues	namcos1.c			garbled graphics	1987	Namco	288	224	90	raster
blazstar	Blazing Star	Untested	neogeo.c			Use FBA-NEOGEO instead, better support	1998	Yumekobo	320	224	0	raster
blockgal	Block Gal (bootleg)	Doesn't Work	blockgal	system1.c			1987	bootleg	512	224	90	raster
blockout2	Block Out (set 2)	OK	blockout	blockout.c		works great. Problematic in FBA.	1989	Technos + California Dreams	320	240	0	raster
bidwolf	Bloody Wolf (US)	Has Issues	battlera	battlera.c		sound problems	1988	Data East USA	1088	242	0	raster
bikdrgnb	Black Dragon (bootleg)	OK	bktiger	bktiger.c		works great. also available in FBA	1987	bootleg				raster
bikdrgon	Black Dragon	OK	bktiger	bktiger.c		works great. also available in FBA	1987	Capcom	256	224	0	raster
bikhole	Black Hole	OK		galaxian.c			????	TDS	768	224	90	raster
bktiger	Black Tiger	OK		bktiger.c		works great. also available in FBA	1987	Capcom	256	224	0	raster
block	Block Block (World)	Has Issues		mitchell.c		sound is bad. use FBA instead	1991	Capcom	384	240	270	raster
blockade	Blockade	OK		blockade.c			1976	Gremlin	256	224	0	raster
blockbl	Block Block (bootleg)	Has Issues	block	mitchell.c		sound is bad. use FBA instead	1991	bootleg	384	240	270	raster
blocken	Blocken (Japan)	OK		shangha3.c		works great.	1994	KID / Visco	384	224	0	raster
blockgal	Block Gal	Doesn't Work		system1.c		available in FBA	1987	Sega / Vic Tokai	512	224	90	raster
blockhl	Block Hole	Untested		blockhl.c		available in FBA	1989	Konami	288	224	0	raster
blockj	Block Block (Japan)	Has Issues	block	mitchell.c		sound is bad. use FBA instead	1991	Capcom	384	240	270	raster
blockout	Block Out (set 1)	OK		blockout.c		works great. Problematic in FBA.	1989	Technos + California Dreams	320	240	0	raster
bloodbro	Blood Bros.	Untested		bloodbro.c		available in FBA	1990	Tad	256	224	0	raster
blisthead	Blasteroids (with heads)	OK	blistroid	blistroid.c			1987	Atari Games	640	240	0	raster
blistro2	Blasteroids (version 2)	OK	blistroid	blistroid.c			1987	Atari Games	640	240	0	raster
blistro2	Blasteroids (version 4)	OK		blistroid.c		works great	1987	Atari Games	640	240	0	raster
blwhtfl	Bells & Whistles	Has Issues		trmt.c		garbled graphics. available in FBA	1991	Konami	320	224	90	raster
bluepmt	Blue Print (Jaleco)	OK	bluepmt	bluepmt.c		also available in FBA	1992	[Zinc] Jaleco	256	224	270	raster
bluepmt	Blue Print (Midway)	OK		bluepmt.c		also available in FBA	1982	[Zinc] Bally Midway	256	224	270	raster
blueshmk	Blue Shark	Has Issues	8080bw.c			MAME has no sound support	1978	Midway	260	224	0	raster
blmaster	Blade Master (World)	Has Issues	m62.c			garbled graphics, MAME has no sound support	1991	Irem	320	240	0	raster
bnj	Bump 'n' Jump	OK	brubber	btme.c			1982	Data East USA (Bally Midway i	256	240	270	raster
bobibobi	Bobble Bobble	OK	bulbobi	bulbobi.c		works great. Broken in FBA.	1986	bootleg	256	224	0	raster
bodyslam	Body Slam	Has Issues		system16.c		available in FBA	1986	Sega	320	224	0	raster

File Name	Game Title	Wii Status	Parent	Driver	Samples	Wii NOTES	Year	Manufacturer	Screen W	Screen H	Rotation	Display
bogeyman	Bogey Manor	OK		bogeyman.c		works great.	1985	?Technos Japan	256	240	0	raster
bombbee	Bomb Bee	OK		warpmwp.c		works great.	1979	Namco	272	224	90	raster
bombjac2	Bomb Jack (set 2)	Untested	bombjack	bombjack.c		available in FBA	1984	Tehkan	256	224	90	raster
bombjack	Bomb Jack (set 1)	Untested		bombjack.c		available in FBA	1984	Tehkan	256	224	90	raster
bootcamp	Boot Camp	Has Issues	combasc	combatsc.c		garbled graphics	1987	Konami				
boothill	Boot Hill	OK		8080bw.c			1977	Midway	260	224	0	raster
bosco	Bosconian (new version)	OK		bosco.c		works great.	1981	Namco	288	224	0	raster
boscomd	Bosconian (Midway, new version)	OK	bosco	bosco.c	bosco		1981	[Namco] (Midway license)	288	224	0	raster
boscomdo	Bosconian (Midway, old version)	OK	bosco	bosco.c	bosco		1981	[Namco] (Midway license)	288	224	0	raster
boscoo	Bosconian (old version)	OK	bosco	bosco.c	bosco		1981	Namco	288	224	0	raster
boscoo2	Bosconian (older version)	OK	bosco	bosco.c	bosco		1981	Namco	288	224	0	raster
bottom9	Bottom of the Ninth (version T)	Untested		bottom9.c		available in FBA	1989	Konami	288	224	0	raster
bottom9n	Bottom of the Ninth (version N)	Untested	bottom9	bottom9.c		available in FBA	1989	Konami	288	224	0	raster
bouldash	Boulder Dash / Boulder Dash Part 2 (World)	Has Issues		dec0.c		Mostly fine, screen fades run slower than they should.	1990	Data East Corporation (license)	256	240	0	raster
bowler	4 Player Bowling	Has Issues		8080bw.c		MAME has no sound support	1978	Midway	260	224	90	raster
bowtrama	Bowl-O-Rama	Has Issues		capbowt.c		controls problems	1991	P & P Marketing	360	240	270	raster
boxingbg	Boxing Bugs	Untested		cinemat.c		Vector graphics	1981	Cinematronics			180	vector
brain	Brain	OK		system1.c		works great. also available in FBA	1986	Coreland / Sega	512	224	0	raster
breakers	Breakers	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1996	Visco	320	224	0	raster
breakrev	Breakers Revenge	Untested	breakers	neogeo.c		Use FBA-NEOGEO instead, better support	1998	Visco	320	224	0	raster
breywood	Breywood (Japan revision 2)	Has Issues	shackled	des0.c		garbled graphics but performance is good. better than FBA	1986	Data East Corporation	256	240	0	raster
brix	Brix	OK		jack.c			1982	Cinematronics + Advanced Mic	256	224	90	raster
brkthru	Break Thru (US)	OK		brkthru.c		works great.	1986	Data East USA	240	240	0	raster
brkthruj	Kyokko-Toppa (Japan)	OK	brkthru	brkthru.c		works great.	1986	Data East Corporation	240	240	0	raster
brubber	Burnin' Rubber	OK		btme.c		works great.	1982	Data East	256	240	270	raster
brutforc	Brute Force	Has Issues		ataxx.c		Sometimes hangs on boot (press Y on cc), random video and audio glitches but mostly fine.	1991	Leland Corp.	320	240	0	raster
bktball	Basketball	OK		bktball.c			1979	Atari	256	224	0	raster
bstars	Baseball Stars Professional	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1990	SNK	320	224	0	raster
bstars2	Baseball Stars 2	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1992	SNK	320	224	0	raster
btime	Burger Time (Data East set 1)	OK		btme.c			1982	Data East Corporation	240	240	270	raster
btime2	Burger Time (Data East set 2)	OK	btime	btme.c			1982	Data East Corporation	240	240	270	raster
btimeem	Burger Time (Midway)	OK	btime	btme.c			1982	Data East (Bally Midway license)	240	240	270	raster
btfield	Battle Field (Japan)	Has Issues	timesold	alpha68k.c		garbled graphics	1987	SNK	256	224	90	raster
bubbles	Bubbles	OK		williams.c		Perfect on Wii	1982	Williams	292	240	0	raster
bubblesr	Bubbles (Solid Red label)	OK	bubbles	williams.c			1982	Williams	292	240	0	raster
bubbleb1	Bubble Bobble (US)	OK		bubblebl.c		Works fine. sound on MAME slightly better than FBA	1986	Taito America Corporation (Ron	256	224	0	raster
bubblebl	Bubble Bobble	OK		bubblebl.c		Works fine. sound on MAME slightly better than FBA	1986	Taito Corporation	256	224	0	raster
bubblebr	Bubble Bobble (US with mode select)	OK		bubblebl.c		Works fine. sound on MAME slightly better than FBA	1986	Taito America Corporation (Ron	256	224	0	raster
bulftgtj	Tougeyu, The (Japan) [The Bullfight]	OK		system1.c		works great. also available in FBA as bulftgt	1984	Sega / Coreland				
burnforc	Burning Force (Japan)	Has Issues		namcos2.c		garbled graphics	1989	Namco	288	224	0	raster
burningf	Burning Fight (set 1)	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1991	SNK	320	224	0	raster
burningh	Burning Fight (set 2)	Untested	burningf	neogeo.c		Use FBA-NEOGEO instead, better support	1991	SNK	320	224	0	raster
bwidow	Black Widow	Untested		bwidow.c		Vector graphics	1982	Atari			0	vector
bzone	Battle Zone (set 1)	Untested		bzone.c		Vector graphics	1980	Atari			0	vector
bzone2	Battle Zone (set 2)	Untested	bzone	bzone.c		Vector graphics	1980	Atari			0	vector
cabal	Cabal (US set 1)	Doesn't Work		cabal.c		MAME unsupported. bootleg works	1988	Tad (Fabtek license)	256	224	0	raster
cabal2	Cabal (US set 2)	Doesn't Work	cabal	cabal.c			1988	Tad (Fabtek license)	256	224	0	raster
cabalbl	Cabal (bootleg)	OK	cabal	cabal.c		works great	1988	bootleg	256	224	0	raster
cachat	Cachet (Japan)	Has Issues		taito_1.c		garbled graphics	1993	Taito Corporation	320	224	0	raster
calif50	Caliber 50	Has Issues		seta.c		sampled audio is fuzzy, bg music not right, gameplay has slowdown.	1989	Athena / Seta	384	240	270	raster
calipso	Calipso	OK		scobra.c		Works fine. Sound a little off.	1982	[Stem] (Tape license)	768	224	90	raster
cameltry	Camel Try (US)	Has Issues	cameltry	taito_12.c		garbled graphics. use FBA instead.	1989	Taito America Corporation	320	224	0	raster
cameltry	Camel Try	Has Issues		taito_12.c		garbled graphics. works fine in FBA.	1989	Taito Corporation	320	224	0	raster
cambprot	Canyon Bomber (prototype)	Has Issues	canyon	canyon.c		MAME has no sound support	1977	Atari	256	240	0	raster
canyon	Canyon Bomber	Has Issues		canyon.c		MAME has no sound support	1977	Atari	256	240	0	raster
capbow1	Capcom Bowling (set 1)	OK		capbowt.c			1988	Incredible Technologies	360	245	270	raster
capbow2	Capcom Bowling (set 2)	OK	capbowt	capbowt.c			1988	Incredible Technologies	360	245	270	raster
caplcomj	Captain Commando (Japan)	Untested	caplcomm	cps1.c		use FBA-CP51 instead, better support	1991	Capcom	384	224	0	raster
caplcomm	Captain Commando (World)	OK		cps1.c		Runs OK; use FBA-CP51 instead, better support	1991	Capcom	384	224	0	raster
caplcomu	Captain Commando (US)	Untested	caplcomm	cps1.c		use FBA-CP51 instead, better support	1991	Capcom	384	224	0	raster
caractn	Car Action	OK		brubber			1983	bootleg	256	240	270	raster
carnival	Carnival (upright)	OK		vicdual.c			1980	Sega	256	224	270	raster
carnvckt	Carnival (cocktail)	OK	carnival	vicdual.c			1980	Sega	256	224	270	raster
cavenger	Cosmic Avenger	Untested		ladybug.c		available in FBA	1981	Universal	240	192	0	raster
cawing	Carrier Air Wing (World)	Untested		cps1.c		use FBA-CP51 instead, better support	1990	Capcom	384	224	0	raster
cawingj	U. S. Navy (Japan)	Untested	cawing	cps1.c		use FBA-CP51 instead, better support	1990	Capcom	384	224	0	raster
cbasebal	Capcom Baseball (Japan)	Has Issues		cbasebal.c		garbled graphics	1989	Capcom	384	224	0	raster
cbuster	Crude Buster (World FX version)	Has Issues		cbuster.c		garbled graphics but performance is good. better than FBA	1990	Data East Corporation	256	240	0	raster
cbusterj	Crude Buster (Japan)	Has Issues	cbuster	cbuster.c			1990	Data East Corporation	256	240	0	raster
cbusterw	Crude Buster (World FU version)	Has Issues	cbuster	cbuster.c			1990	Data East Corporation	256	240	0	raster
ccastle2	Crystal Castles (set 2)	OK		ccastles.c		works great.	1983	Atari	319	255	0	raster
ccastles	Crystal Castles (set 1)	OK		ccastles.c		works great.	1983	Atari	319	255	0	raster
ccboot	Crazy Climber (bootleg set 1)	OK	cclimber	cclimber.c			1980	bootleg	256	224	0	raster
ccboot2	Crazy Climber (bootleg set 2)	OK	cclimber	cclimber.c			1980	bootleg	256	224	0	raster
ccchasm	Cosmic Chasm (set 1)	Doesn't Work		ccchasm.c		crashes instantly. Vector graphics	1983	Cinematronics / GCE			270	vector
ccchasm1	Cosmic Chasm (set 2)	Doesn't Work	ccchasm	ccchasm.c		Vector graphics	1983	Cinematronics / GCE			270	vector
ccolmber	Crazy Climber (US)	OK		ccolmber.c		Works fine. Unorthodox control scheme.	1980	Nichibutsu	256	224	0	raster
ccolmbr2	Crazy Climber 2 (Japan)	Has Issues	armedf.c			garbled graphics. same problem in FBA.	1988	Nichibutsu	288	224	0	raster
ccolmbrj	Crazy Climber (Japan)	OK	ccolmber	ccolmber.c			1980	Nichibutsu	256	224	0	raster
centipb2	Centipede (bootleg set 2)	OK	centiped	centiped.c		works great	1980	bootleg	256	240	270	raster
centipd2	Centipede (revision 2)	OK	centiped	centiped.c		works great	1980	Atari	256	240	270	raster
centipdb	Centipede (bootleg set 1)	OK	centiped	centiped.c		works great	1980	bootleg	256	240	270	raster
centiped	Centipede (revision 3)	OK	centiped	centiped.c		works great	1980	Atari	256	240	270	raster
cerberus	Cerberus	OK		leiland.c		Works fine. But what a weird and hard game!	1985	Cinematronics	320	240	0	raster
challeng	Challenger	OK		gameplan.c			1980	GamePlan (Centuri license)	256	256	0	raster
champbas	Champion Baseball	OK		champbas.c			1983	Sega	256	224	0	raster
champpb2	Champion Baseball II	Doesn't Work		champbas.c			1983	Sega	256	224	0	raster
champpbj	Champion Baseball (Japan)	Has Issues	champbas	champbas.c		MAME has no sound support	1983	Alpha Denshi Co.	256	224	0	raster
champwr	Champion Wrestler (World)	Has Issues		taito_1.c		garbled graphics	1989	Taito Corporation Japan	320	224	0	raster
champwjr	Champion Wrestler (Japan)	Has Issues	champwr	taito_1.c		garbled graphics	1989	Taito Corporation	320	224	0	raster
champwru	Champion Wrestler (US)	Has Issues	champwr	taito_1.c		garbled graphics	1989	Taito America Corporation	320	224	0	raster
changes	Changes	OK		marneb.c			1982	Orca	256	224	0	raster
checkmaj	Checkman (Japan)	OK	checkman	galaxian.c			1982	Jaleco	768	224	90	raster
checkman	Checkman	OK		galaxian.c			1982	Zinc-Zenitone	768	224	90	raster
checkmat	Checkmate	Has Issues		8080bw.c		MAME has no sound support	1977	Midway	260	224	0	raster
cheekmys	Cheeky Mouse	Has Issues		cheekmys.c		colors are wrong	1960	?Universal	256	192	270	raster
chelnov	Chelnov - Atomic Runner (US)	OK		karnov.c		works great. also available in FBA	1988	Data East USA	256	240	0	raster
chelnovj	Chelnov - Atomic Runner (Japan)	OK	chelnov	karnov.c			1988	Data East USA	256	240	0	raster
cheyenne	Cheyenne (version 1.0)	Doesn't Work		exidy440.c		light gun game	1984	Exidy	320	240	0	raster
chikj	Chiki Chiki Boys (Japan)	Untested	mtwins	cps1.c		use FBA-CP51 instead, better support	1990	Capcom	384	224	0	raster
chiller	Chiller (version 3.0)	Doesn't Work		exidy440.c		light gun game	1986	Exidy	320	240	0	raster
chimerab	Chimera Beast	Has Issues		megayst1.c		garbled graphics	1993	Jaleco	256	224	0	raster
chopper	Chopper I	Has Issues		snk.c		gameplay and graphics OK but all sound effects are missing except explosions, and no music. MAME warns about sound.	1988	SNK	400	224	270	raster
chplift	Choplifter	Doesn't Work		system1.c		MAME unsupported. bootleg works	1985	Sega	512	224	0	raster
chpliftb	Choplifter (alternate)	OK	chplift	system1.c		works great.	1985	Sega	512	224	0	raster
chpliftbl	Choplifter (bootleg)	OK	chplift	system1.c		works great.	1985	bootleg	512	224	0	raster
chukatai	Chuka Taisen (Japan)	OK		tnzs.c		Works fine. Sound level a little low.	1988	Taito Corporation	256	224	0	raster
circus	Circus	Has Issues		circus.c		sound is awful	1977	Exidy	248	256	0	raster
circusc	Circus Charlie	OK		circusc.c		works fine	1984	Konami	256	224	90	raster
circusc2	Circus Charlie (no level select)	OK	circusc	circusc.c		works fine	1984	Konami	256	224	90	raster
circusc3	Circus Charlie (Centuri)	OK	circusc	circusc.c		works fine	1984	Konami (Centuri licence)	256	224	90	raster
circusc4	Circus Charlie (Centuri, earlier)	OK	circusc	circusc.c		works fine	1984	Konami (Centuri licence)	256	224	90	raster
cischeat	Cisco Heat	Has Issues		cischeat.c		garbled graphics and stuttery gameplay and audio.	1990	Jaleco	256	216	0	raster
citycon	City Connection (set 1)	OK		citycon.c		works great. Oddball game though!	1985	Jaleco	240	224	0	raster

File Name	Game Title	Wii Status	Parent	Driver	Samples	Wii NOTES	Year	Manufacturer	Screen W	Screen H	Rotation	Display
citycna	City Connection (set 2)	OK	citycon	citycon.c			1985	Jaleco	240	224	0	raster
ckong	Crazy Kong (set 1)	OK		cclimber.c		Accurate.	1981	Falcon	256	224	270	raster
ckonga	Crazy Kong (set 2)	OK	ckong	cclimber.c		Accurate.	1981	Falcon				
ckongalc	Crazy Kong (Alca bootleg)	OK	ckong	cclimber.c		Accurate.	1981	bootleg	256	224	270	raster
ckongieu	Crazy Kong (Jeutiel bootleg)	OK	ckong	cclimber.c		Accurate.	1981	bootleg				
ckongo	Crazy Kong (Orca bootleg)	OK	ckong	cclimber.c		Accurate.	1981	bootleg	256	224	270	raster
ckongs	Crazy Kong (Scramble hardware)	OK	ckong	scramble.c			1981	bootleg	256	224	90	raster
claypign	Clay Pigeon (version 2.0)	Doesn't Work		exidy440.c		light gun game	1986	Exidy	320	240	0	raster
clbowl	Coors Light Bowling	OK	capbowl	capbowl.c			1989	Incredible Technologies	360	245	270	raster
cloak	Cloak & Dagger	OK		cloak.c			1983	Atari	256	232	0	raster
cloud9	Cloud 9 (prototype)	OK		cloud9.c		a kind of centipede successor	1983	Atari	256	232	0	raster
clowns	Clowns	Has Issues		8080bw.c		MAME has no sound support	1978	Midway	260	224	0	raster
cninja	Caveman Ninja (World revision 3)	Has Issues		cninja.c		garbled graphics	1991	Data East Corporation	256	240	0	raster
cninja0	Caveman Ninja (World revision 0)	Has Issues	cninja	cninja.c		garbled graphics	1991	Data East Corporation	256	240	0	raster
cninja9	Caveman Ninja (US)	Has Issues	cninja	cninja.c		garbled graphics	1991	Data East Corporation	256	240	0	raster
cobracmj	Cobra-Command (Japan)	Untested	cobracom	dec8.c		available in FBA	1988	Data East Corporation	256	240	0	raster
cobracom	Cobra-Command (World revision 5)	Untested				available in FBA	1988	Data East Corporation	256	240	0	raster
colony7	Colony 7 (set 1)	OK		williams.c			1981	Taito	292	240	270	raster
colony7a	Colony 7 (set 2)	OK	colony7	williams.c			1981	Taito	292	240	270	raster
combasc	Combat School (jystick)	Has Issues		combatic.c		garbled graphics	1988	Konami	256	224	0	raster
combascb	Combat School (bootleg)	Has Issues	combasc	combatic.c		garbled graphics	1988	bootleg	256	224	0	raster
combascj	Combat School (Japan trackball)	Has Issues	combasc	combatic.c		garbled graphics	1987	Konami	256	224	0	raster
combascf	Combat School (trackball)	Has Issues	combasc	combatic.c		garbled graphics	1987	Konami	256	224	0	raster
combat	Combat (version 3.0)	Doesn't Work		exidy440.c		light gun game	1985	Exidy	320	240	0	raster
commandj	Senjo no Ookami	Has Issues	commando	commando.c		garbled graphics	1985	Capcom	256	224	270	raster
commando	Commando (World)	Has Issues		commando.c		garbled graphics	1985	Capcom	256	224	270	raster
commandu	Commando (US)	Has Issues	commando	commando.c		garbled graphics	1985	Capcom (Data East USA licens	256	224	270	raster
commsega	Commando (Sega)	OK		locomotn.c			1983	Sega	256	224	90	raster
comolion	Comolion	OK		blockade.c	blockade		1976	Gremlin	256	224	0	raster
congo	Congo Bongo	OK		congo.c		works great.	1983	Sega	256	224	90	raster
contra	Contra (US)	Has Issues		contra.c		garbled graphics. available in FBA	1987	Konami	280	224	90	raster
contrab	Contra (US bootleg)	Has Issues	contra	contra.c		garbled graphics. available in FBA	1987	bootleg	280	224	90	raster
contraj	Contra (Japan)	Has Issues	contra	contra.c		garbled graphics. available in FBA	1987	Konami	280	224	90	raster
contrajb	Contra (Japan bootleg)	Has Issues	contra	contra.c		garbled graphics. available in FBA	1987	bootleg	280	224	90	raster
cookrace	Cook Race	OK	btme	btme.c			1982	bootleg	240	240	270	raster
cop01	Cop 01 (set 1)	OK		cop01.c			1985	Nichibutsu	256	224	0	raster
cop01a	Cop 01 (set 2)	OK	cop01	cop01.c			1985	Nichibutsu	256	224	0	raster
copsnrob	Cops'n Robbers	Has Issues		copsnrob.c		MAME has no sound support	1976	Atari	256	208	0	raster
cosmica	Cosmic Alien	Has Issues		cosmic.c		MAME has no sound support	1979	Universal	256	192	270	raster
cosmica2	Cosmic Alien (older)	Has Issues	cosmica	cosmic.c			1979	Universal	256	192	270	raster
cosmicg	Cosmic Guerilla	OK		cosmic.c			1979	Universal	256	192	270	raster
cosmicmo	Cosmic Monsters	OK	invaders	8080bw.c	invaders		1979	Universal	260	224	270	raster
cosmogm	Cosmo Gang the Video (US)	Has Issues		namcos2.c		garbled graphics. nice shmpu though.	1991	Namco	288	224	90	raster
cosmognj	Cosmo Gang the Video (Japan)	Has Issues	cosmogmj	namcos2.c		garbled graphics. nice shmpu though.	1991	Namco	288	224	90	raster
cotlong	Cotlocot Cotlong	OK		locomotn.c			1982	bootleg	256	224	90	raster
cracksh	Crackshot (version 2.0)	Doesn't Work		exidy440.c		light gun game	1985	Exidy	320	240	0	raster
crash	Crash	Has Issues		circus.c		sound is awful	1979	Exidy	248	256	0	raster
crater	Crater Raider	OK		mcr3.c			1984	Bally Midway	480	480	0	raster
crazybik	Crazy Blocks	OK	mrjong	mrjong.c			1983	Kiwako (ECI license)	240	224	90	raster
crazycop	Crazy Cop (Japan)	Untested	gbusters	gbusters.c		available in FBA	1988	Konami	320	224	90	raster
crbalon2	Crazy Balloon (set 2)	OK		crbaloon.c		Missing most sounds but has a few.	1980	Taito Corporation	256	224	90	raster
crbaloon	Crazy Balloon (set 1)	Has Issues		crbaloon.c		Missing most sounds but has a few.	1980	Taito Corporation	256	224	90	raster
crimec	Crime City (World)	Has Issues		taito_b.c		garbled graphics. same problem in FBA	1989	Taito Corporation Japan	320	224	0	raster
crimecj	Crime City (Japan)	Has Issues	crimec	taito_b.c		garbled graphics. same problem in FBA	1989	Taito Corporation	320	224	0	raster
crimecu	Crime City (US)	Has Issues	crimec	taito_b.c		garbled graphics. same problem in FBA	1989	Taito America Corporation	320	224	0	raster
crimfght	Crime Fighters (US 4 players)	Has Issues		crimfght.c		garbled graphics. Available in FBA	1989	Konami	320	224	0	raster
crimfgt2	Crime Fighters (World 2 Players)	Has Issues	crimfght	crimfght.c		garbled graphics. Available in FBA	1989	Konami	320	224	0	raster
crimfgtj	Crime Fighters (Japan 2 Players)	Has Issues	crimfght	crimfght.c		garbled graphics. Available in FBA	1989	Konami	320	224	0	raster
crossbow	Crossbow (version 2.0)	Doesn't Work		exidy440.c		Runs far too fast, skips screens, unplayable.	1983	Exidy	320	240	0	raster
csword	Crossed Swords	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1991	Alpha Denshi Co.	320	224	0	raster
cruisn	Cruisn	OK	citycon	citycon.c			1985	Jaleco (Kikorp license)	240	224	0	raster
crush	Crush Roller (Kural Sammo)	OK		pacman.c		works great.	1981	Kural Sammo Electric	288	224	90	raster
crush2	Crush Roller (Kural Esco - bootleg?)	OK	crush	pacman.c		works great.	1981	Kural Esco Electric	288	224	90	raster
crush3	Crush Roller (Kural - bootleg?)	OK	crush	pacman.c		works great.	1981	Kural Electric	288	224	90	raster
csht	Chicken Shift	OK		ballsent.c		sound is wonky	1981	Bally/Bente	256	240	0	raster
calver	Captain Silver (Japan)	Has Issues		dec8.c		garbled graphics. available in FBA	1987	Data East Corporation	256	224	0	raster
caprint	Championship Sprint	OK		atarisr2.c		works great.	1986	Atari Games	512	384	0	raster
ctrib	Combatribes, The (US)	Has Issues		ddragon3.c		garbled graphics. available in FBA	1990	Technos	320	240	0	raster
ctribeb	Combatribes, The (bootleg)	Has Issues	ctrib	ddragon3.c		garbled graphics. available in FBA	1990	bootleg	320	240	0	raster
cuebrick	Cuebrick	OK		twin16.c		works great	1989	Konami	304	224	0	raster
curvebal	Curve Ball	OK		gotlieb.c			1984	MyStar	256	240	270	raster
cutfie	Cutie Q	OK		warpmw.c			1979	Namco	272	224	90	raster
cworld	Capcom World (Japan)	Has Issues		mtchell.c		sound is bad. use FBA instead	1989	Capcom	384	224	0	raster
cworld2j	Capcom World 2 (Japan)	Untested		cps1.c		use FBA-CPSP1 instead, better support	1992	Capcom	384	224	0	raster
cybattlr	Cyattler	Has Issues		megays1.c		garbled graphics. Occasional stutters.	1993	Jaleco	256	224	90	raster
cyberb2p	Cyberball 2072 (2 player)	OK	cyberbal	cyberbal.c			1989	Atari Games	672 & 672	240 & 240	0 & 0	raster
cyberba2	Cyberball (Version 2)	OK	cyberbal	cyberbal.c			1988	Atari Games	672 & 672	240 & 240	0 & 0	raster
cyberbal	Cyberball (Version 4)	OK	cyberbal	cyberbal.c		works great.	1988	Atari Games	672 & 672	240 & 240	0 & 0	raster
cyberbt	Tournament Cyberball 2072	OK	cyberbal	cyberbal.c			1989	Atari Games	672 & 672	240 & 240	0 & 0	raster
cyberlip	Cyber-Lip	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1990	SNK	320	224	0	raster
daresya	Dai Ressya Goutou (Japan)	Has Issues	ironhors	ironhors.c		sound is bad	1986	[Konamj] (Kawakusu license)	240	224	0	raster
dakkochn	DakkoChan Jansoh	Doesn't Work		system1.c			1987	Sega	512	224	0	raster
dangar	Dangar - Ufo Robo (12/1/1986)	Has Issues		galivan.c		garbled graphics	1986	Nichibutsu	256	224	270	raster
dangar2	Dangar - Ufo Robo (9/26/1986)	Has Issues	dangar	galivan.c		garbled graphics	1986	Nichibutsu	256	224	270	raster
dangarb	Dangar - Ufo Robo (bootleg)	Has Issues	dangar	galivan.c		garbled graphics	1986	bootleg	256	224	270	raster
dangerz	Danger Zone	OK		leland.c			1986	Cinematronics	320	240	0	raster
dangseed	Dangerous Seed (Japan)	OK		namcos1.c		works great. nice looking shooter	1989	Namco	288	224	90	raster
darkadv	Dark Adventure	OK	devilw	twin16.c		works great	1987	Konami	320	224	0	raster
darkpint	Dark Planet	Doesn't Work		scobra.c		use FBA instead	1982	Stern	256	224	180	raster
darksea1	Dark Seal (World revision 1)	Untested	darkseal	darkseal.c		available in FBA	1990	Data East Corporation	256	240	0	raster
darkseaj	Dark Seal (Japan)	Untested	darkseal	darkseal.c		available in FBA	1990	Data East Corporation	256	240	0	raster
darkseal	Dark Seal (World revision 3)	Has Issues		darkseal.c		garbled graphics	1990	Data East Corporation	256	240	0	raster
darwin	Darwin 4078 (Japan)	OK		brkthru.c			1986	Data East Corporation	240	240	270	raster
dbldyn	Double Dynamites, The	Has Issues	dynduke	dynduke.c		garbled graphics	1989	Seibu Kaihatsu (Fabtek license	256	224	0	raster
dbplay	Super Baseball Double Play Home Run Derby	Has Issues		leland.c		controls issues	1987	Leland Corp. / Tradewest	320	240	0	raster
dbreed	Dragon Breed	Has Issues		m72.c		garbled graphics. available in FBA	1989	Irem	384	256	0	raster
dcon	D-Con	Has Issues		dcon.c		garbled graphics	1992	Success (Seibu hardware)	320	224	0	raster
dday	D-Day	OK		dday.c		colors and sound a bit off	1982	Olympia	256	224	0	raster
ddayc	D-Day (Centuri)	OK	dday	dday.c		colors and sound a bit off	1982	Olympia (Centuri license)	256	224	0	raster
ddonpach	Dodonpachi (Japan)	Has Issues		cave.c		garbled graphics. available in FBA	1997	Atlus/Cave	320	240	270	raster
ddrago3b	Double Dragon 3 - The Rosetta Stone (bootleg)	Has Issues	ddragon3	ddragon3.c		garbled graphics. available in FBA	1990	bootleg	320	240	0	raster
ddragon	Double Dragon (Japan)	Untested		ddragon.c		available in FBA	1987	Technos	256	240	0	raster
ddragon2	Double Dragon II - The Revenge	Untested		ddragon.c		available in FBA	1988	Technos	256	240	0	raster
ddragon3	Double Dragon 3 - The Rosetta Stone	Has Issues		ddragon3.c		garbled graphics. available in FBA	1990	Technos	320	240	0	raster
ddragonb	Double Dragon (bootleg)	Untested	ddragon	ddragon.c		available in FBA	1987	bootleg	256	240	0	raster
ddragonu	Double Dragon (US)	Untested	ddragon	ddragon.c		available in FBA	1987	[Technos] (Taito America licens	256	240	0	raster
ddribble	Double Dribble	Doesn't Work		ddribble.c		garbled graphics at boot then black screen	1986	Konami	256	224	0	raster
dduxfl	Dynomite Dux (bootleg)	Has Issues		system16.c		garbled graphics	1989	bootleg	320	224	0	raster
deadconj	Dead Connection (Japan)	Has Issues		taito_12.c		garbled graphics	1992	Taito Corporation	320	224	0	raster
deadconx	Dead Connection (World)	Has Issues		taito_12.c		garbled graphics	1992	Taito Corporation Japan	320	224	0	raster
deadeye	Dead Eye	OK		meadows.c		controls are off	1978	Meadows	256	224	0	raster
defomnd	Defense Command (set 1)	OK	defender	williams.c		works great. Reset game while loaded to fully initialise.	1980	bootleg	292	240	0	raster
defence	Defense Command	OK	defender	williams.c		controls reversed	1981	Outer Limits	292	240	0	raster
defender	Defender (Red label)	OK		williams.c		works great. Reset game while loaded to initialise fully.	1980	Williams	292	240	0	raster
defendg	Defender (Green label)	OK	defender	williams.c		works great. Reset game while loaded to initialise fully.	1980	Williams	292	240	0	raster

File Name	Game Title	Wii Status	Parent	Driver	Samples	Wii NOTES	Year	Manufacturer	Screen W	Screen H	Rotation	Display
defendw	Defender (White label)	OK	defender	williams.c		works great. Reset game while loaded to initialise fully.	1980	Williams	292	240	0	raster
demon	Demon	Untested		cinemat.c		Vector graphics	1982	Rock-ola			180	vector
demonwid	Demon's World / Horror Story	OK		toaplan1.c		works great. Broken on FBA.	1989	Toaplan (Taito license)	320	240	0	raster
depthch	Depthcharge	Has Issues		vicdual.c		no sound	1977	Gremlin	256	224	0	raster
desertgu	Desert Gun	Has Issues		8080bw.c		MAME has no sound support	1977	Midway	260	224	0	raster
destderb	Demolition Derby	OK		mcr3.c		sound isn't great	1984	Bally Midway	512	480	0	raster
destderm	Demolition Derby (2-Player Mono Board Version)	OK	destderb	mcr3.c		sound isn't great	1984	Bally Midway	512	480	0	raster
desterth	Destination Earth	OK		8080bw.c	invaders		1979	bootleg	260	224	270	raster
detatwin	Detana! Twin Bee (Japan)	Has Issues	blswhtl	tmnt.c		garbled graphics. available in FBA	1991	Konami	320	224	90	raster
devilfig	Devil Fish (Galaxian hardware, bootleg?)	OK	devilfish	galaxian.c			1984	Vision / Artic	768	224	270	raster
devilfish	Devil Fish	OK		scramble.c			1982	Artic	256	224	90	raster
devilw	Devil World	OK		twi16.c		works great. available in FBA	1987	Konami	320	224	0	raster
devstor2	Devastators (version X)	Has Issues	devstors	mainev1.c		garbled graphics	1988	Konami	304	224	90	raster
devstor3	Devastators (version V)	Has Issues	devstors	mainev1.c		garbled graphics	1988	Konami	304	224	90	raster
devstors	Devastators (version Z)	Has Issues		mainev1.c		garbled graphics	1988	Konami	304	224	90	raster
devzone	Devil Zone	Has Issues		cosmic.c		missing sound. also stupidly hard.	1980	Universal	256	192	270	raster
dfeveron	Dangun Feveron (Japan)	OK		cave.c		works GREAT. also available in FBA	1998	Cave (Nihon System license)	320	240	270	raster
diamond	Diamond Run	Has Issues		gng.c		garbled graphics	1989	KH Video	256	224	0	raster
digdug	Dig Dug (set 1)	OK		digdug.c		works great.	1982	Namco	288	224	90	raster
digdug2	Dig Dug II (set 1)	OK		mapppy.c		works great.	1985	Namco	288	224	90	raster
digdug2a	Dig Dug II (set 2)	OK	digdug2	mapppy.c		works great.	1985	Namco	288	224	90	raster
digdugat	Dig Dug (Atari)	OK		digdug.c			1982	[Namco] (Atari license)	288	224	90	raster
digdugb	Dig Dug (set 2)	OK		digdug.c			1982	Namco	288	224	90	raster
digger	Digger	Has Issues		vicdual.c		MAME has no sound support	1980	Sega	256	224	270	raster
dino	Cadillacs and Dinosaurs (World)	Untested	dino	cps1.c		use FBA-CPS1 instead, better support	1993	Capcom	384	224	0	raster
dinoj	Cadillacs Kyouryuu-Shinseki (Japan)	Untested	dino	cps1.c		use FBA-CPS1 instead, better support	1993	Capcom	384	224	0	raster
dinorex	Dino Rex (World)	Has Issues		tailo_f2.c		garbled graphics	1992	Taito Corporation Japan	320	224	0	raster
dinorexj	Dino Rex (Japan)	Has Issues	dinorex	tailo_f2.c		garbled graphics	1992	Taito Corporation	320	224	0	raster
dinorexu	Dino Rex (US)	Has Issues	dinorex	tailo_f2.c		garbled graphics	1992	Taito America Corporation	320	224	0	raster
disco	Disco No.1	OK		btme.c			1982	Data East	240	240	270	raster
dkgensan	Daiku no Gensan (Japan)	Has Issues	hharry	m72.c		garbled graphics	1990	Irem	384	256	0	raster
dkybl	Donkey Kong Junior (bootleg?)	OK	dkongjr	dkong.c	dkongjr		1982	Nintendo of America	256	224	90	raster
dkyjp	Donkey Kong Junior (Japan)	OK	dkongjr	dkong.c	dkongjr		1982	Nintendo	256	224	90	raster
dkongjrp	Donkey Kong Jr. (Original Japanese)	OK	dkongjr	dkong.c	dkongjr		1982	bootleg?	256	224	90	raster
dkong	Donkey Kong (US)	OK		dkong.c	Yes	works great	1981	Nintendo of America	256	224	90	raster
dkong3	Donkey Kong 3 (US)	Has Issues		dkong.c		constant buzzing sound	1983	Nintendo of America	256	224	90	raster
dkong3j	Donkey Kong 3 (Japan)	Has Issues	dkong3	dkong.c		constant buzzing sound	1983	Nintendo	256	224	90	raster
dkongjp	Donkey Kong (Japan set 1)	OK	dkong	dkong.c	dkong	works great	1981	Nintendo	256	224	90	raster
dkongjpo	Donkey Kong (Japan set 2)	OK	dkong	dkong.c	dkong	works great	1981	Nintendo	256	224	90	raster
dkongjr	Donkey Kong Junior (US)	OK		dkong.c	Yes	works great	1982	Nintendo of America	256	224	90	raster
dcastl2	Mr. Do's Castle (set 2)	OK	dcastle	dcastle.c		works great	1983	Universal	240	192	270	raster
dcastl1e	Mr. Do's Castle (set 1)	OK	dcastle	dcastle.c		works great	1983	Universal	240	192	270	raster
dogfight	Dog Fight	OK		zodiack.c			1983	[Orca] Thunderbolt	256	224	270	raster
dogsoke	Dogou Souken	OK	vicroad	snk.c			1986	SNK	288	216	270	raster
dogspatch	Dog Patch	Has Issues		8080bw.c		MAME has no sound support	1977	Midway	260	224	0	raster
dogyuun	Dogyuun	Has Issues		toaplan2.c		MAME has no sound support	1991	Toaplan	320	240	270	raster
dokaben	Dokaben (Japan)	Has Issues		mitcheil.c		sound is bad. use FBA instead	1989	Capcom	384	240	0	raster
domino	Domino Man	Has Issues		mcr2.c		sound is bad	1982	Bally Midway	512	480	0	raster
dominos	Dominos	Has Issues		dominos.c		MAME has no sound support	1977	Atari	512	224	0	raster
dondokod	Don Doko Don (Japan)	Has Issues		tailo_f2.c		garbled graphics	1989	Taito Corporation	320	224	0	raster
dorunru2	Do! Run Run (set 2)	OK	dorunrun	dcastle.c		works great	1984	Universal	240	192	0	raster
dorunruc	Do! Run Run (Do's Castle hardware)	OK	dorunrun	dcastle.c		works great	1984	Universal	240	192	0	raster
dorunrun	Do! Run Run (set 1)	OK		dcastle.c		works great	1984	Universal	240	192	0	raster
dotriku2	Dottori Kun (old version)	OK	dotrikun	dotrikun.c		the machine has no sound hardware	1990	Sega	128	192	0	raster
dotrikun	Dottori Kun (new version)	OK		dotrikun.c		the machine has no sound hardware	1990	Sega	128	192	0	raster
dotron	Discs of Tron (Upright)	Doesn't Work		mcr3.c		black screen freeze	1983	Bally Midway	512	480	0	raster
dotrone	Discs of Tron (Environmental)	Doesn't Work	dotron	mcr3.c		black screen freeze	1983	Bally Midway	512	480	0	raster
doubledr	Double Dragon (Neo-Geo)	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1995	Technos	320	224	0	raster
doumi	Mr. Do vs. Unicorns	OK	dcastle	dcastle.c		works great	1983	Universal	240	192	270	raster
dowild	Mr. Do's Wild Ride	OK		dcastle.c		works great	1984	Universal	240	192	0	raster
downtown	DownTown	OK		seta.c		sound isn't the best	1989	Seta	384	240	270	raster
dplay	Double Play	Has Issues	einnings	8080bw.c		MAME has no sound support	1977	Midway	260	224	0	raster
dreamshpr	Dream Shopper	Untested		pacman.c		available in FBA	1982	Sanritau	288	224	270	raster
drgnbtr	Dragon Buster	OK		skykid.c			1984	Namco	288	224	0	raster
drgninja	Dragon Ninja (Japan)	OK	baddudes	dev2.c		works great. Broken in FBA	1984	Namco	288	224	0	raster
drgnunt	Dragon Unit / Castle of Dragon	Has Issues		seta.c		music/sound is very messed up. available in FBA	1988	Data East Corporation	256	240	0	raster
driftout	Drift Out (Japan)	Has Issues		tailo_f2.c		graphics/gameplay ok but no sound	1989	Seta	288	240	0	raster
driveout	Drive Out	Has Issues	driftout	tailo_f2.c		graphics/gameplay ok but no sound	1991	Visco	320	224	270	raster
drtoppel	Dr. Toppel's Tankentai (Japan)	Untested		tnzs.c		available in FBA	1987	Taito Corporation	256	224	90	raster
dsaber	Dragon Saber	Has Issues		namcos2.c		garbled graphics	1990	Namco	288	224	90	raster
dsaberj	Dragon Saber (Japan)	Has Issues	dsaber	namcos2.c		garbled graphics	1990	Namco	288	224	90	raster
dsoccer94	Dream Soccer '94	Has Issues		m107.c		MAME has no sound support	1994	Irem (Data East Corporation license)	320	240	0	raster
dspirit	Dragon Spirit (new version)	Has Issues		namcos1.c		garbled graphics	1987	Namco	288	224	90	raster
dspirito	Dragon Spirit (old version)	Has Issues	dspirit	namcos1.c		garbled graphics	1987	Namco	288	224	90	raster
dumptmnt	Dump Matsumoto (Japan)	Has Issues	bodyslam	system16.c		available in FBA	1986	Sega	320	224	0	raster
dwj	Tenchi wo Kurau (Japan)	OK	dynwar	cps1.c		works great. also available as Dynasty Wars in FBA	1989	Capcom	384	224	0	raster
dyger	Dyger (set 1)	OK		sidearms.c		sound isn't great	1989	Phliko	384	224	270	raster
dygera	Dyger (set 2)	OK	dyger	sidearms.c		sound isn't great	1989	Phliko	384	224	270	raster
dynduke	Dynamite Duke	Has Issues		dynduke.c		MAME has no sound support and there are garbled graphics.	1989	Seibu Kaihatsu (Fablet license)	256	224	0	raster
dzigzag	Zig Zag (Dig Dug hardware)	OK	digdug	digdug.c			1982	bootleg	288	224	90	raster
eagle	Eagle (set 1)	OK	mooncrst	galaxian.c			1980	Centuri	768	224	90	raster
eagle2	Eagle (set 2)	OK	mooncrst	galaxian.c			1980	Centuri	768	224	90	raster
earthinv	Super Earth Invasion	OK	invaders	8080bw.c	invaders		1980	bootleg				
ebases	Extra Bases	Has Issues		astrodce.c		constant loud buzzing noise	1980	Midway	352	240	0	raster
edf	Earth Defense Force	Has Issues		megasy1.c		garbled graphics	1991	Jaleco	256	224	0	raster
eggs	Eggs	OK	scregg	scregg.c			1983	[Technos] Universal USA	240	240	270	raster
eightman	Eight Man	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1991	SNK / Pallas	320	224	0	raster
einnings	Extra Innings	Has Issues		8080bw.c		MAME has no sound support	1978	Midway	260	224	0	raster
elecroy2	Electric Yo-Yo. The (set 2)	OK	elecroyo	qix.c		works great. reset while loaded to fully initialize.	1982	Taito America Corporation	256	256	270	raster
elecroyo	Electric Yo-Yo. The (set 1)	OK		qix.c		works great. reset while loaded to fully initialize.	1982	Taito America Corporation	256	256	270	raster
elevatob	Elevator Action (bootleg)	OK	elevator	tailtosj.c			1983	bootleg	256	224	0	raster
elevator	Elevator Action	OK		tailtosj.c		works great	1983	Taito Corporation	256	224	0	raster
elim2	Eliminator (2 Players, set 1)	Untested		sega.c		Vector graphics	1981	Gremlin			180	vector
elim2a	Eliminator (2 Players, set 2)	Untested	elim2	sega.c	elim2	Vector graphics	1981	Gremlin			180	vector
elim4	Eliminator (4 Players)	Untested	elim2	sega.c	elim2	Vector graphics	1981	Gremlin			180	vector
empoly	Empire City: 1931 (bootleg?)	Has Issues	empcity	stfight.c		garbled graphics	1986	Seibu Kaihatsu	256	224	0	raster
empoly2	Empire City: 1931 (Japan)	Has Issues	empcity	stfight.c		garbled graphics	1986	[Seibu Kaihatsu] (Taito license)	256	224	0	raster
endurob2	Enduro Racer (bootleg set 2)	Doesn't Work	enduror	system16.c		black screen and just engine noise.	1985	bootleg	320	224	0	raster
endurobl	Enduro Racer (bootleg set 1)	Doesn't Work	enduror	system16.c		black screen and just engine noise.	1985	bootleg	320	224	0	raster
enduror	Enduro Racer	Doesn't Work		system16.c		MAME says it's non functioning. bootleg also broken. Broken in FBA	1985	Sega	320	224	0	raster
eprom	Escape from the Planet of the Robot Monsters (set 1)	OK		eprom.c		works great. reset while loaded to fully initialize.	1989	Atari Games	336	240	0	raster
eprom2	Escape from the Planet of the Robot Monsters (set 2)	OK	eprom	eprom.c		works great. reset while loaded to fully initialize.	1989	Atari Games	336	240	0	raster
esb	Empire Strikes Back, The	Untested		stlarswars.c		Vector graphics	1985	Atari Games			0	vector
espial	Espial (US?)	OK	espial	espial.c			1983	[Orca] Thunderbolt	256	224	0	raster
espiale	Espial (Europe)	OK	espial	espial.c			1983	[Orca] Thunderbolt	256	224	0	raster
esprade	ESP Ra.De. (Japan)	Doesn't Work		cave.c		crashes core. available in FBA	1998	Attus/Cave	320	240	270	raster
eswat	E-Swat	Doesn't Work		system16.c		available in FBA	1989	Sega	320	224	0	raster
eswatb2	E-Swat (bootleg)	Has Issues	eswat	system16.c		garbled graphics. use FBA instead	1989	bootleg	320	224	0	raster
euroch2	Euro Champ '92 (World)	Has Issues	footchmp	tailo_f2.c		garbled graphics. Broken in FBA.	1992	Taito Corporation Japan	320	224	0	raster
excthour	Exciting Hour	OK	matmania.c				1985	Technos (Taito license)	256	240	270	raster
exctsc2	Exciting Soccer II	Doesn't Work	exctscor	exctscor.c		MAME unsupported. stuck in test loop at boot.	1984	Alpha Denshi Co.	256	224	270	raster
exctscob	Exciting Soccer (alternate music)	OK	exctscor	exctscor.c		works great. says alternative music but it sounds the same to me!	1983	Alpha Denshi Co.	256	224	270	raster
exctscob	Exciting Soccer (bootleg)	OK	exctscor	exctscor.c		works great.	1984	bootleg	256	224	270	raster
exctscor	Exciting Soccer	OK		exctscor.c		works great.	1983	Alpha Denshi Co.	256	224	270	raster
exedexes	Exed Exes	OK		exedexes.c		works great.	1985	Capcom	256	224	270	raster

File Name	Game Title	Wii Status	Parent	Driver	Samples	Wii NOTES	Year	Manufacturer	Screen W	Screen H	Rotation	Display
exerion	Exerion	OK		exerion.c		works great.	1983	Jaleco	320	224	90	raster
exerionb	Exerion (bootleg)	OK	exerion	exerion.c		works great.	1983	Jaleco	320	224	90	raster
exeriont	Exerion (Taito)	OK	exerion	exerion.c		works great.	1983	Jaleco (Taito America license)	320	224	90	raster
exodus	Exodus (bootleg?)	OK	redufo	galaxian.c			????	Subelectro	768	224	90	raster
expraid	Express Raider (US)	OK		expraid.c		works fine.	1986	Data East USA	256	240	0	raster
exterm	Exterminator	Has Issues		extern.c		sound has problems	1989	Gottlieb / Premier Technology	256	240	0	raster
extrmatn	Extermination (US)	Untested		tnzs.c		available in FBA	1987	[Taito] World Games	256	224	270	raster
eyes	Eyes (Digitrex Techstar)	Untested		pacman.c		available in FBA	1982	Digitrex Techstar (Rock-ola lice	288	224	90	raster
eyes2	Eyes (Techstar Inc.)	Untested	eyes	pacman.c		available in FBA	1982	Techstar Inc. (Rock-ola license)	288	224	90	raster
f1dream	F-1 Dream	OK		tigeroad.c		runs fine. has problems in FBA.	1988	Capcom (Romstar license)	256	224	0	raster
f1dreamb	F-1 Dream (bootleg)	OK	f1dream	tigeroad.c		runs fine. has problems in FBA.	1988	bootleg	256	224	0	raster
f1gstar	F1 Grand Prix Star	Has Issues		cisheat.c		garbled graphics	1991	Jaleco	256	224	0	raster
faceoff	Face Off (Japan)	Has Issues		namcos1.c		garbled graphics	1988	Namco	288	224	180	raster
fantasy	Fantasy (US)	Has Issues		rockola.c		missing speech synth and sound is bad	1981	[SNK] (Rock-ola license)	256	224	90	raster
fantasyj	Fantasy (Japan)	OK	fantasy	rockola.c		missing speech synth and sound is bad	1981	SNK	256	224	90	raster
fantazia	Fantazia (Japan New Ver.)	OK	mooncrst	galaxian.c			1980	bootleg	768	224	90	raster
fantzone	Fantasy Zone (Japan New Ver.)	Has Issues		system16.c		garbled graphics. use FBA instead	1986	Sega	320	224	0	raster
fantzoneo	Fantasy Zone (Old Ver.)	Has Issues	fantzone	system16.c		garbled graphics. use FBA instead	1986	Sega	320	224	0	raster
farwest	Far West	Doesn't Work	ironhors	ironhors.c			1986	bootleg?	240	224	0	raster
fastfred	Fast Freddie	OK		fastfred.c			1982	Atari	256	224	90	raster
fastlane	Fast Lane	Doesn't Work	fyboy	fastlane.c			1987	Konami	288	224	90	raster
fatfury	Fatal Fury Special / Garou Densetsu Special	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1993	SNK	320	224	0	raster
fatfury1	Fatal Fury - King of Fighters / Garou Densetsu - shukumei n	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1991	SNK	320	224	0	raster
fatfury2	Fatal Fury 2 / Garou Densetsu 2 - arata-naru tataikai	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1992	SNK	320	224	0	raster
fatfury3	Fatal Fury 3 - Road to the Final Victory / Garou Densetsu 3 -	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1995	SNK	320	224	0	raster
fax	Fax	Doesn't Work		exidy.c		long boot test produces error and black screen	1983	Exidy	256	256	0	raster
fbfrenzy	Football Frenzy	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1992	SNK	320	224	0	raster
fantasy	Fighting Fantasy (Japan)	OK	hippodrm	dec0.c		works great	1989	Data East Corporation	256	240	0	raster
flight	Final Fight (World)	Untested		cps1.c		use FBA-CPs1 instead, better support	1989	Capcom	384	224	0	raster
flightj	Final Fight (Japan)	Untested	flight	cps1.c		use FBA-CPs1 instead, better support	1989	Capcom	384	224	0	raster
flightu	Final Fight (US)	Untested	flight	cps1.c		use FBA-CPs1 instead, better support	1989	Capcom	384	224	0	raster
hawk	Fighting Hawk (Japan)	Has Issues		taito_1.c		MAME has no sound support, garbled graphics.	1988	Taito Corporation	320	224	270	raster
flightfey	Fight Fever / Crystal Legacy	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1994	Viccom	320	224	0	raster
finalb	Final Blow (World)	Has Issues		taito_12.c		garbled graphics. Available in FBA.	1988	Taito Corporation Japan	320	224	0	raster
finalbj	Final Blow (Japan)	Has Issues	finalb	taito_12.c		garbled graphics. Available in FBA.	1988	Taito Corporation	320	224	0	raster
finalzb	Finalizer - Super Transformation (bootleg)	OK	finalizr	finalizr.c		sound is off, but that's normal for MAME	1985	bootleg	272	224	90	raster
finalizr	Finalizer - Super Transformation	OK		finalizr.c		sound is off, but that's normal for MAME	1985	Konami	272	224	90	raster
finehour	Finest Hour (Japan)	Has Issues		namcos2.c		garbled graphics	1989	Namco	288	224	0	raster
fireone	Fire One	Has Issues		starfire.c		MAME has no sound support	1979	Exidy	256	224	0	raster
fireshrk	Fire Shark	Has Issues		toaplan1.c		MAME has no sound support	1990	Toaplan	320	240	270	raster
firetbl	Fire Trap (Japan bootleg)	OK	firetrap	firetrap.c		works fine. twin stick controls.	1986	bootleg	256	240	90	raster
firetrap	Fire Trap	Doesn't Work		firetrap.c		MAME unsupported. bootleg works	1986	Data East USA	256	240	90	raster
fightgolf	Fighting Golf	OK		snk.c		works great	1988	SNK	288	216	0	raster
fitter	Fitter	OK	roundup	thehit.c		a weird game	1981	Taito	256	224	90	raster
flashgal	Flash Gal	OK		kyugo.c		works great, also available in FBA	1985	Sega	288	224	0	raster
flicky	Flicky (set 1)	OK		system1.c		works great, also available in FBA	1984	Sega	512	224	0	raster
flicky2	Flicky (set 2)	OK	flicky	system1.c		works great, also available in FBA	1984	Sega	512	224	0	raster
flipshot	Battle Flip Shot	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1998	Visco	320	224	0	raster
flkatck	Flak Attack (Japan)	OK		mx5000			1987	Konami	280	224	90	raster
flyboy	Fly-Boy	Doesn't Work		fastfred.c		MAME unsupported. bootleg works	1982	Kaneko	256	224	90	raster
flyboyb	Fly-Boy (bootleg)	OK	flyboy	fastfred.c		works great	1982	Kaneko	256	224	90	raster
fnkyfish	Funky Fish	Untested		kangaroo.c		available in FBA	1981	Sun Electronics	512	240	90	raster
foodf	Food Fight	OK		foodf.c		works great	1982	Atari	256	224	0	raster
footchmp	Football Champ (World)	Has Issues		taito_12.c		garbled graphics. Broken in FBA.	1990	Taito Corporation Japan	320	224	0	raster
fortgtn	Forgotten Worlds (US)	Doesn't Work		cps1.c		Runs for 10-15 seconds but crashes. Problematic in FBA also (1P start)	1988	Capcom	384	224	0	raster
formatz	Formation Z	Doesn't Work		aerobolo.c			1984	Jaleco	248	224	0	raster
fpoint	Flash Point	Doesn't Work		system16.c		available in FBA	1989	Sega	320	224	0	raster
fpointbl	Flash Point (bootleg)	Has Issues	fpoint	system16.c		garbled graphics. use FBA instead	1989	bootleg	320	224	0	raster
freeze	Freeze	OK		jack.c		works great.	????	Cinematronics	256	224	90	raster
frenzy	Frenzy	OK		berzerk.c		works OK, missing some samples	1982	Stern	256	224	0	raster
friskyf	Frisky Tom	OK		seicross.c			1981	Nichibutsu	256	224	0	raster
frogger	Frog	OK		frogger.c		also available in FBA	1981	Konami	768	224	90	raster
froggers	Frog	OK	frogger	scramble.c			1981	bootleg	768	224	90	raster
froggmcs	Frogger (modified Moon Cresta hardware)	OK	frogger	frogger.c		also available in FBA	1981	bootleg?	768	224	90	raster
frugs	Frogs	Has Issues		victual.c		MAME has no sound support	1979	Gremlin	256	224	0	raster
frogsge1	Frogger (Sega set 1)	OK	frogger	frogger.c		also available in FBA	1981	[Konami] (Sega license)	768	224	90	raster
frogsge2	Frogger (Sega set 2)	OK	frogger	frogger.c		also available in FBA	1981	[Konami] (Sega license)	768	224	90	raster
frontlin	Front Line	OK		taitosj.c		works but needs controls config	1982	Taito Corporation	256	224	270	raster
fround	Final Round	OK		twin16.c		works great. Broken in FBA.	1988	Konami	320	224	0	raster
fsark	Flying Shark (World)	OK		twincobr.c		Graphics gameplay and music all OK. Sound effects seem off but it's authentic.	1987	[Toaplan] Taito Corporation	320	240	270	raster
fsarkbt	Flying Shark (bootleg)	OK	fsark	twincobr.c			1987	bootleg	320	240	270	raster
fstarfc	Final Star Force (US)	Untested		tecmo16.c		available in FBA	1992	Tecmo	256	224	90	raster
ftsoccer	Fighting Soccer	OK		snk.c		works great	1988	SNK				raster
funkybee	Funky Bee	Untested		funkybee.c	zaxxon	available in FBA	1982	Orca Corporation	236	224	90	raster
futspy	Future Spy	OK		zaxxon.c		works great	1984	Sega	256	224	90	raster
gaiden	Ninja Gaiden (World)	Has Issues		gaiden.c		garbled graphics. available in FBA	1988	Tecmo	256	224	0	raster
galag88b	Galaga '88 (set 2)	OK	galaga88	namcos1.c		works great	1987	Namco	288	224	270	raster
galag88j	Galaga '88 (Japan)	OK	galaga88	namcos1.c		works great	1987	Namco	288	224	270	raster
galaga	Galaga (Namco)	OK		galaga.c	yes	works great.	1981	Namco	288	224	90	raster
galaga3	Galaga 3 (set 1)	OK	gaplus	gaplus.c		works great.	1984	Namco	288	224	90	raster
galaga3a	Galaga 3 (set 2)	OK	gaplus	gaplus.c		works great.	1984	Namco	288	224	90	raster
galaga84	Galaga '84	OK	galaga	galaga.c	yes	works great.	1984	hack	288	224	90	raster
galaga88	Galaga '88 (set 1)	OK		namcos1.c		works great	1987	Namco	288	224	270	raster
galagab2	Galaga (bootleg)	OK	galaga	galaga.c		works great.	1981	bootleg	288	224	90	raster
galagads	Galaga (fast shoot)	OK	galaga	galaga.c		works great.	1981	hack	288	224	90	raster
galagawm	Galaga (Midway)	OK	galaga	galaga.c		works great.	1981	[Namco] (Midway license)	288	224	90	raster
galap1	Space Invaders Galactica	OK	galaxian	galaxian.c			1979	hack	768	224	90	raster
galap4	Galaxian Part 4	OK	galaxian	galaxian.c			1979	hack	768	224	90	raster
galapx	Galaxian Part X	OK	galaxian	galaxian.c			1979	hack	768	224	90	raster
galaxb	Galaxian (bootleg)	OK	galaxian	galaxian.c			1979	bootleg	288	224	90	raster
galaxian	Galaxian (Namco)	OK		galaxian.c	galaxian	works great. sample support missing in FBA	1979	Namco	768	224	90	raster
galaxyfg	Galaxy Fight - Universal Warriors	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1995	Sunsoft	320	224	0	raster
galivan	Galivan - Cosmo Police (12/16/1985)	Has Issues	galivan.c	galivan.c		garbled graphics	1985	Nichibutsu	256	224	270	raster
galivan2	Galivan - Cosmo Police (12/11/1985)	Has Issues	galivan	galivan.c	galaga	garbled graphics	1985	Nichibutsu	256	224	270	raster
galigo	Galigan - Armed Police Unit (Japan)	OK	galaga	galaga.c			1982	bootleg	288	224	90	raster
galicop	Galigan - Cosmo police Unit (Japan)	Doesn't Work		m72.c		stuck at boot with garbled graphics message	1991	Irem	384	256	0	raster
galimdw	Galaxian (Midway)	OK	galaxian	galaxian.c			1979	[Namco] (Midway license)	288	224	90	raster
galpanic	Gale Panic	OK		galpanic.c			1990	Kaneko	256	224	90	raster
galturbo	Galaxian Turbo	OK	galaxian	galaxian.c	galaxian	it really is turbo	1979	hack	768	224	90	raster
galxwars	Galaxy Wars	OK		8080bw.c			1979	Taito	260	224	270	raster
gangwarb	Gang Wars (bootleg)	Has Issues	gangwars	alpha88k.c		garbled graphics	1989	bootleg	256	224	0	raster
gangwars	Gang Wars (US)	Has Issues		alpha88k.c	galaga	garbled graphics	1989	Alpha Denshi Co.	256	224	0	raster
gaplus	Gaplus (set 1)	OK		gaplus.c	galaga		1984	Namco	288	224	90	raster
gaplusa	Gaplus (set 2)	OK	gaplus	gaplus.c			1984	Namco	288	224	90	raster
gardia	Gardia	Doesn't Work		system1.c		available in FBA	1986	Sega / Coreland	512	224	270	raster
gardiab	Gardia (bootleg)	Doesn't Work	gardia	system1.c		available in FBA	1986	bootleg	512	224	270	raster
garuka	Garuka (Japan)	Has Issues	devstors	mainev1.c		garbled graphics	1988	Konami	304	224	90	raster
garyoret	Garyo Retuden (Japan)	OK		dec8.c		some graphics garbled but still playable	1987	Data East Corporation	256	240	0	raster
gatedom1	Gate of Doom (US revision 1)	Untested	darkseal	darkseal.c		available in FBA	1990	Data East Corporation	256	240	0	raster
gatedoom	Gate of Doom (US revision 4)	Untested	darkseal	darkseal.c		available in FBA	1990	Data East Corporation	256	240	0	raster
gauntlet	Gauntlet II	OK		gauntlet.c		works great. problems in FBA.	1986	Atari Games	336	240	0	raster
gaunt2p	Gauntlet (2 Players)	OK	gauntlet	gauntlet.c		works great. problems in FBA.	1985	Atari Games	336	240	0	raster
gauntir1	Gauntlet (Intermediate Release 1)	OK	gauntlet	gauntlet.c		works great. problems in FBA.	1985	Atari Games	336	240	0	raster
gauntir2	Gauntlet (Intermediate Release 2)	OK	gauntlet	gauntlet.c		works great. problems in FBA.	1985	Atari Games	336	240	0	raster

File Name	Game Title	Wii Status	Parent	Driver	Samples	Wii NOTES	Year	Manufacturer	Screen W	Screen H	Rotation	Display
gauntlet	Gauntlet	OK		gauntlet.c		works great, problems in FBA.	1985	Atari Games	336	240	0	raster
gberet	Green Beret	Untested		gberet.c		available in FBA	1985	Konami	240	224	0	raster
gberetb	Green Beret (bootleg)	Untested	gberet	gberet.c		available in FBA	1985	bootleg	240	224	0	raster
gbusters	Gang Busters	Untested		gbusters.c		available in FBA	1988	Konami	320	224	90	raster
geebec	Gee Bee	OK		geebec.c		works great.	1978	Namco	272	224	90	raster
geebecg	Gee Bee (Gremlin)	OK	geebec	geebec.c			1978	[Namco] (Gremlin license)	272	224	90	raster
gemin	Gemini Wing	Has Issues		tecmo.c		garbled graphics, available in FBA	1987	Tecmo	256	224	90	raster
genpeld	Genpei TsumaDen	Has Issues		namcos86.c		garbled graphics	1986	Namco	288	224	0	raster
gensitou	Genshi-Tou 1930's	OK	prehisle	prehisle.c			1989	SNK	256	224	0	raster
slapstar	Guardian	Doesn't Work		slapfight.c		MAME unsupported. bootleg works	1986	Taito	280	240	0	raster
getstarb	Get Star (bootleg)	OK	getstar	slapfight.c		works great	1986	bootleg	280	240	0	raster
getstarj	Get Star (Japan)	Doesn't Work		slapfight.c		MAME unsupported. bootleg works	1986	Taito	280	240	0	raster
gghost	Goalie Ghost	OK		bal sente.c			1984	Bally/Sente	256	240	0	raster
ghostb	Real Ghostbusters, The (US 2 Players)	Has Issues		dec8.c		garbled graphics	1987	Data East USA	256	240	0	raster
ghostb3	Real Ghostbusters, The (US 3 Players)	Has Issues	ghostb	dec8.c		garbled graphics	1987	Data East USA	256	240	0	raster
ghouls	Ghouls'n Ghosts (World)	Untested		cps1.c		use FBA-CPs1 instead, better support	1988	Capcom	384	224	0	raster
ghoulaj	Dai Makai-Mura (Japan)	Untested	ghouls	cps1.c		use FBA-CPs1 instead, better support	1988	Capcom	384	224	0	raster
ghoulus	Ghouls'n Ghosts (US)	Untested	ghouls	cps1.c		use FBA-CPs1 instead, better support	1988	Capcom	384	224	0	raster
ghox	Ghox	Has Issues		toaplan2.c		MAME has no sound support	1991	Toaplan	320	240	270	raster
gimeabrk	Gimme A Break	OK		bal sente.c			1991	Bally/Sente	256	240	0	raster
gngarin	Ginga NinkyuuDen	Has Issues		gnggenn.c		garbled graphics	1987	Jaleco	256	224	0	raster
gntkun	Ganbare Ginkun	Has Issues		tecmo16.c		garbled graphics	1995	Tecmo	256	224	0	raster
gladiatr	Gladiator (US)	OK		gladiatr.c			1986	Taito America Corporation	256	224	0	raster
gmisile	Guided Missile	Has Issues		8080bw.c		MAME has no sound support	1977	Midway	260	224	0	raster
gng	Ghosts'n Goblins (World? set 1)	Has Issues		gng.c		garbled graphics but sound is good, available in FBA with bad sound.	1985	Capcom	256	224	0	raster
gnga	Ghosts'n Goblins (World? set 2)	Has Issues		gng.c		garbled graphics but sound is good, available in FBA with bad sound.	1985	Capcom	256	224	0	raster
gngt	Ghosts'n Goblins (US)	Has Issues		gng.c		garbled graphics but sound is good, available in FBA with bad sound.	1985	Capcom (Taito America license)	256	224	0	raster
goak3	Goalf Goall Goall	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1995	Visco	320	224	0	raster
goindol	Goindol	OK		goindol.c		a very unusual Korean breakout clone	1987	Sun a Electronics	256	224	90	raster
goldmedl	Gold Medalist	Doesn't Work		alpha68k.c			1988	SNK	256	224	0	raster
goldnabl	Golden Axe (bootleg)	Has Issues	goldnaxe	system16.c		barely playable, garbled graphics, use FBA instead	1989	bootleg	320	224	0	raster
goldnaxa	Golden Axe (Version 2)	Has Issues	goldnaxe	system16.c		barely playable, garbled graphics, use FBA instead	1989	Sega	320	224	0	raster
goldnaxb	Golden Axe (Version 2 317-0110)	Has Issues	goldnaxe	system16.c		barely playable, garbled graphics, use FBA instead	1989	Sega	320	224	0	raster
goldnaxc	Golden Axe (Version 2 317-0122)	Has Issues	goldnaxe	system16.c		barely playable, garbled graphics, use FBA instead	1989	Sega	320	224	0	raster
goldnaxe	Golden Axe (Version 1)	Has Issues		system16.c		barely playable, garbled graphics, use FBA instead	1989	Sega	320	224	0	raster
goldnaxj	Golden Axe (Version 1, Japan)	Has Issues	goldnaxe	system16.c		barely playable, garbled graphics, use FBA instead	1989	Sega	320	224	0	raster
gondo	Gondomania (US)	Has Issues		dec8.c		garbled graphics	1987	Data East USA	256	240	270	raster
gorf	Gorf	Has Issues		astrocde.c		graphics OK but sound bad, constant buzz and samples only half working	1981	Midway	352	240	270	raster
gorfgm1	Gorf (Program 1)	Has Issues	gorf	astrocde.c		graphics OK but sound bad, constant buzz and samples only half working	1981	Midway	352	240	270	raster
gotya	Got-Ya (12/24/1981, prototype?)	Has Issues		gotya.c		no sound	1981	Game-A-Tron	288	224	270	raster
gowcaizr	Voltage Fighter - Gowcaizer / Choujin Gakuen Gowcaizer	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1995	Technos	320	224	0	raster
gpilots	Ghost Pilots	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1991	SNK	320	224	0	raster
gradius	Gradius	OK	nemesis	nemesis.c			1985	Konami	256	224	0	raster
gradius2	Gradius II - Gofor no Yabou (Japan set 1)	OK	vulcan	win16.c		works great, Broken in FBA	1988	Konami	320	224	0	raster
gradius3	Gradius III (Japan)	Has Issues	gradius3.c			barely playable, garbled graphics, use FBA instead	1989	Konami	320	224	0	raster
gravitar	Gravitar (version 3)	Untested		bwidow.c		Vector graphics	1982	Atari			0	vector
gravitr2	Gravitar (version 2)	Untested	gravitar	bwidow.c		Vector graphics	1982	Atari			0	vector
grdius2a	Gradius II - Gofor no Yabou (Japan set 2)	OK	vulcan	win16.c			1988	Konami	320	224	0	raster
grdius2b	Gradius II - Gofor no Yabou (Japan set 3)	OK	vulcan	win16.c			1988	Konami	320	224	0	raster
grdius3a	Gradius III (Asia)	Has Issues	gradius3.c		invaders	garbled graphics and slowdown, available in FBA	1989	Konami				
grescue	Galaxy Rescue	OK	rescue	8080bw.c			1979	Taito (Universal license?)	260	224	270	raster
gridiron	Gridiron Fight	OK		tehkanw.c			1985	Tehkan	256	224	0	raster
grindstm	Grind Stormer (Korea)	Has Issues	vlife	toaplan2.c		no sound, available in FBA	1993	Toaplan (Unité Trading license)	320	240	270	raster
grobda	Grobda (New version)	OK		grobda.c		works GREAT	1984	Namco	288	224	90	raster
grobda2	Grobda (Old version set 1)	OK	grobda	grobda.c		works GREAT	1984	Namco	288	224	90	raster
grobda3	Grobda (Old version set 2)	OK	grobda	grobda.c		works GREAT	1984	Namco	288	224	90	raster
growl	Growl (World)	Has Issues		tailto_f2.c		garbled graphics. Broken in FBA.	1990	Taito Corporation Japan	320	224	0	raster
growlu	Growl (US)	Has Issues	growl	tailto_f2.c		garbled graphics. Broken in FBA.	1990	Taito America Corporation	320	224	0	raster
gryzor	Gryzor	Has Issues	contra	contra.c		garbled graphics, available in FBA	1987	Konami	280	224	90	raster
gsword	Great Swordsman	OK		gsword.c		works great.	1984	Taito Corporation	256	224	0	raster
gteikoku	Gingateikoku No Gyakushu	OK	uniwars	galaxian.c			1980	Irem	768	224	90	raster
gtmr	Great 1000 Miles Rally	Has Issues		kaneko16.c		glitchy but playable, hangs with black screen in FBA	1994	Kaneko	320	240	0	raster
gtmrre	Great 1000 Miles Rally (Evolution Model)	Has Issues	gtmr	kaneko16.c		glitchy but playable, hangs with black screen in FBA	1994	Kaneko	320	240	0	raster
gunbird	Gun Bird (Japan)	Has Issues		pskyo.c		gameplay OK, sound messed up, use FBA instead	1994	Psikyo	320	224	270	raster
gundeala	Gun Dealer (set 2)	Has Issues	gundealr.c			garbled graphics	????	Dooyong	256	224	270	raster
gundealr	Gun Dealer (set 1)	Has Issues	gundealr.c			garbled graphics	1990	Dooyong	256	224	270	raster
gunfight	Gun Fight	Has Issues		8080bw.c		MAME has no sound support	1975	Midway	260	224	0	raster
gunforce	Gunforce - Battle Fire Engulfed Terror Island (World)	Has Issues	m92.c			MAME has no sound support, garbled graphics	1991	Irem	320	240	0	raster
gunforcu	Gunforce - Battle Fire Engulfed Terror Island (US)	Has Issues	gunforce	m92.c		MAME has no sound support, garbled graphics	1991	Irem America	320	240	0	raster
gunfronj	Gun Frontier (Japan)	Has Issues		tailto_f2.c		garbled graphics. Broken in FBA.	1990	Taito Corporation	320	224	270	raster
gunfront	Gun & Frontier (World)	Has Issues		tailto_f2.c		garbled graphics. Broken in FBA.	1990	Taito Corporation Japan	320	224	270	raster
gunhohki	Gun Hohki (Japan)	Has Issues	mystici	m92.c			1992	Irem	320	240	0	raster
gunsmoka	Gun Smoke (US set 2)	OK	gunsmoke	gunsmoke.c		works great. FBA version has sound problems.	1986	Capcom	256	224	270	raster
gunsmoke	Gun Smoke (World)	OK		gunsmoke.c		works great. FBA version has sound problems.	1985	Capcom	256	224	270	raster
gunsmokj	Gun Smoke (Japan)	OK	gunsmoke	gunsmoke.c		works great. FBA version has sound problems.	1985	Capcom	256	224	270	raster
gunsmtom	Gun Smoke (US set 1)	OK	gunsmoke	gunsmoke.c		works great. FBA version has sound problems.	1985	Capcom (Romstar license)	256	224	270	raster
gurunin	Gurunin	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1994	Face	320	224	0	raster
gulianjn	Gutling Goltong	OK		locomotn.c			1982	Konami (Sega license)	256	224	90	raster
guzzler	Guzzler	OK		climber.c			1963	Tehkan	256	224	90	raster
gwar	Guerrilla War (US)	OK		snk.c		works great	1987	SNK	400	224	270	raster
gwara	Guerrilla War (Version 1)	Doesn't Work	gwar	snk.c			1987	SNK	400	224	270	raster
gwarb	Guerrilla War (bootleg)	OK	gwar	snk.c			1987	bootleg	400	224	270	raster
gwarj	Guevara (Japan)	OK	gwar	snk.c			1987	SNK	400	224	270	raster
gwarrior	Galactic Warriors	OK		nemesis.c			1985	Konami	256	224	0	raster
gypsyjug	Gypsy Juggler	OK		meadows.c		works but controls are analog	1978	Meadows	256	224	0	raster
gyrodine	Gyrodine	OK		kyugo.c		works great, also available in FBA	1984	Taito Corporation	288	224	90	raster
gyruss	Gyruss (Konami)	Untested		gyruss.c		available in FBA	1983	Konami	256	224	90	raster
gyrussce	Gyruss (Centuri)	Untested	gyruss	gyruss.c		available in FBA	1983	Konami (Centuri license)	256	224	90	raster
hachoo	Hachoo!	Has Issues		megasy1.c		garbled graphics and incorrect sound	1989	Jaleco	256	224	0	raster
hal21	HAL21	Has Issues		hal21.c		MAME has no sound support	1985	SNK	288	216	270	raster
hal21j	HAL21 (Japan)	Has Issues	hal21	hal21.c		MAME has no sound support	1985	SNK	288	216	270	raster
hanaawas	Hana Awase (Flower Matching)	OK		hanaawas.c			1982	Seta	256	256	0	raster
hangly	Hangly-Man (set 1)	Untested	pacman	pacman.c		available in FBA	1981	hack	288	224	90	raster
hangly2	Hangly-Man (set 2)	Untested	pacman	pacman.c		available in FBA	1981	hack	288	224	90	raster
hangon	Hang-On	Has Issues		system16.c		garbled graphics, use FBA instead	1985	Sega	320	224	0	raster
hardhat	Hard Hat	Has Issues	exidy.c			audio self test error at boot, and no audio	1982	Exidy	256	256	0	raster
hatena	Adventure Quiz 2 Hatena Hatena no Dai-Bouken (Japan)	Has Issues	mitchell.c				1990	Capcom	384	240	0	raster
hatris	Hatris (Japan)	OK		pipeedm.c			1990	Video System Co.	352	240	0	raster
hatrick	Hat Trick	OK		bal sente.c			1984	Bally/Sente	256	240	0	raster
hbarrel	Heavy Barrel (US)	OK		dec0.c		works great	1987	Data East USA	256	240	270	raster
hbarrelw	Heavy Barrel (World)	OK	hbarrel	dec0.c		works great	1987	Data East Corporation	256	240	270	raster
hcastle	Haunted Castle (set 1)	Untested		hcastle.c		available in FBA	1988	Konami	256	224	0	raster
hcastlea	Haunted Castle (set 2)	Untested	hcastle	hcastle.c		available in FBA	1988	Konami	256	224	0	raster
hcastlej	Akuma-Jou Dracula (Japan)	Untested	hcastle	hcastle.c		available in FBA	1988	Konami	256	224	0	raster
headon	Head On (2 players)	Has Issues		vicdual.c		MAME has no sound support	1979	Gremlin	256	224	0	raster
headon2	Head On 2	Has Issues		vicdual.c		MAME has no sound support	1979	Sega	256	224	0	raster
headonb	Head On (1 player)	Has Issues	headon	vicdual.c		MAME has no sound support	1979	Gremlin	256	224	0	raster
heberpop	Hebereke no Poppon (Japan)	OK		shangha3.c		A Puyo Puyo clone	1994	Sunsoft / Atlus	384	224	0	raster
heiankyo	Heiankyo Alien	Has Issues		vicdual.c		MAME has no sound support	1979	Denki Onkyo	256	224	270	raster
heifire	HeiFire (revision A)	Has Issues	heifire	8080bw.c		MAME has no sound support	1980	Nintendo	256	224	270	raster
heifire	HeiFire (revision B)	Has Issues		8080bw.c		MAME has no sound support.	1980	Nintendo	256	224	270	raster
heifiree	Heifire	OK		toaplan1.c		works great, also available in FBA	1989	Toaplan (Taito license)	320	240	0	raster
herbieck	Herbie at the Olympics (DK conversion)	OK		dkong.c		sound is crappy but thats normal	1984	CVS	256	224	90	raster
hexa	Hexa	OK		hexa.c		a tetris/columns type puzzler	????	D. R. Korea	256	224	0	raster

File Name	Game Title	Wii Status	Parent	Driver	Samples	Wii NOTES	Year	Manufacturer	Screen W	Screen H	Rotation	Display
hharry	Hammerin' Harry (World)	Has Issues		m72.c		garbled graphics	1990	Irem	384	256	0	raster
hharryu	Hammerin' Harry (US)	Has Issues	hharry	m72.c		garbled graphics	1990	Irem America	384	256	0	raster
higemaru	Pirate Ship HigeMaru	OK		higemaru.c		works ok, sound a bit off. also available in FBA	1984	Capcom	256	224	0	raster
himpact	High Impact Football (rev LA3 12/27/90)	OK		wmsyunit.c			1990	Williams	410	256	0	raster
hippodrm	Hippodrome (US)	OK		dec0.c		works great, broken in FBA	1989	Data East USA	256	240	0	raster
hishouza	Hishou Zame (Japan)	OK	fishark	twincobr.c			1987	[Toaplan] Taito Corporation	320	240	270	raster
hitice	Hit the Ice (US)	Has Issues		tailto_b.c		garbled graphics. same problem in FBA	1990	Williams	320	224	0	raster
hitmis2	Hit 'n Miss (version 2.0)	Doesn't Work	hitnmiss	exidy440.c		light gun game	1987	Exidy	320	240	0	raster
hitnmiss	Hit 'n Miss (version 3.0)	Doesn't Work		exidy440.c		light gun game	1987	Exidy	320	240	0	raster
hoccer	Hoccer (set 1)	OK		marineb.c			1983	Eastern Micro Electronics, Inc.	256	224	90	raster
hoccer2	Hoccer (set 2)	OK	hoccer	marineb.c			1983	Eastern Micro Electronics, Inc.	256	224	90	raster
homo	Homo	OK	goindol	goindol.c			1987	bootleg	256	224	90	raster
hook	Hook (World)	Has Issues		m92.c		MAME has no sound support and there are garbled graphics.	1992	Irem	320	240	0	raster
hooku	Hook (US)	Has Issues	hook	m92.c			1992	Irem America	320	240	0	raster
hopmappy	Hopping Mappy	Has Issues		namcos86.c		garbled graphics	1986	Namco	288	224	0	raster
hopprobo	Hopper Robo	OK		marineb.c		works great.	1983	Sega	256	224	90	raster
hoshoes	American Horseshoes (US)	Doesn't Work		tailto_1.c			1990	Taito America Corporation	320	224	270	raster
hotchase	Hot Chase	Has Issues		wecleman.c		graphics and audio OK but has no shift stick control	1988	Konami	320	224	0	raster
hotshock	Hot Shocker	OK		screamble.c		works great.	1982	E.G. Felaco	256	224	90	raster
hpolym84	Hyper Olympics '84	OK	hyperspt	hyperspt.c		works great.	1984	Konami	256	224	0	raster
hpuncher	Hard Puncher (Japan)	OK	fround	twin16.c			1988	Konami	320	224	0	raster
hthero	Hot Trick Hero (Japan)	Has Issues	footchmp	tailto_2.c		garbled graphics. Broken in FBA.	1990	Taito Corporation	320	224	0	raster
hunchbkd	Hunchback (Donkey Kong conversion)	OK		dkong.c	blockade		1983	Century	256	224	90	raster
hunchbks	Hunchback (Scramble hardware)	OK	hunchbkd	scramble.c			1983	Century	256	224	90	raster
hustle	Hustle	Has Issues		blockade.c		no sound	1977	Grentlin	256	224	0	raster
hustler	Video Hustler	OK		scobra.c		works great. also available in FBA	1981	Konami	256	224	90	raster
hustlerb	Video Hustler (bootleg)	OK	hustler	scobra.c		works great. also available in FBA	1981	bootleg	256	224	90	raster
hymetal	Heavy Metal	OK		system1.c		works great. also available in FBA	1985	Sega	512	224	0	raster
hwchamp	Heavyweight Champ	Has Issues		system16.c		garbled graphics	1987	Sega	320	224	0	raster
hwace	High Way Race	OK		tailtoj.c		works great	1983	Taito Corporation	256	224	270	raster
hydra	Hydra	OK		hydra.c		Looks OK. There is a warning about "incomplete slapstick emulation."	1990	Atari Games	336	240	0	raster
hydrap	Hydra (prototype)	OK	hydra	hydra.c		controls issues?	1990	Atari Games	336	240	0	raster
hyperspt	Hyper Sports	OK		hyperspt.c		works great.	1984	Konami (Centuri license)	256	224	0	raster
hyprolyb	Hyper Olympic (bootleg)	OK	trackfld	trackfld.c		works great	1983	bootleg				
hyprolym	Hyper Olympic	OK	trackfld	trackfld.c		works great	1983	Konami	256	224	0	raster
hypspsp	Hyper Sports Special (Japan)	Has Issues	88games	88games.c		garbled graphics. available in FBA	1988	Konami	320	224	0	raster
iganinju	Iga Ninjutsuden (Japan)	Has Issues		megasy1.c		garbled graphics	1988	Jaleco	256	224	0	raster
ikari	Ikari Warriors (US)	OK		snk.c		Runs fine.	1986	SNK	288	216	270	raster
ikari3	Ikari III - The Rescue	Has Issues		snk88.c		garbled graphics. available in FBA	1989	SNK	256	224	0	raster
ikarijp	Ikari Warriors (Japan)	OK	ikari	snk.c			1986	SNK	288	216	270	raster
ikarijpb	Ikari Warriors (Japan bootleg)	OK	ikari	snk.c			1986	bootleg	288	216	270	raster
imgflight	Image Fight (Japan)	Has Issues		m72.c		garbled graphics	1988	Irem	384	256	270	raster
imsorry	I'm Sorry (US)	OK		system1.c		works great. also available in FBA	1985	Coreland / Sega	512	224	0	raster
imsorryj	I'm Sorry (Japan)	OK	imsorry	system1.c		works great. also available in FBA	1985	Coreland / Sega	512	224	0	raster
indyheat	Danny Sullivan's Indy Heat	Doesn't Work		ataxx.c		crashes core right after MAME info splash	1991	Leland Corp.	320	240	0	raster
indytem2	Indiana Jones and the Temple of Doom (set 2)	OK	indytemp	atarisy1.c		works great.	1985	Atari Games	336	240	0	raster
indytem3	Indiana Jones and the Temple of Doom (set 3)	OK	indytemp	atarisy1.c		works great.	1985	Atari Games	336	240	0	raster
indytem4	Indiana Jones and the Temple of Doom (set 4)	OK	indytemp	atarisy1.c		works great.	1985	Atari Games	336	240	0	raster
indytemp	Indiana Jones and the Temple of Doom (set 1)	OK		atarisy1.c		works great.	1985	Atari Games	336	240	0	raster
inferno	Inferno	Has Issues		williams.c		controls seem off. sound missing.	1984	Williams	276	240	0	raster
insector	Insector (prototype)	Has Issues		gottlieb.c		MAME has no sound support. Gameplay and graphic OK.	1982	Gottlieb	256	240	0	raster
insectx	Insector X (World)	OK		tnzs.c		works great. FBA version has problems.	1989	Taito Corporation Japan	256	224	0	raster
inthumb	In The Hunt (World)	Has Issues		m92.c		MAME has no sound support and there are garbled gfx. broken on FBA.	1993	Irem	320	240	0	raster
inthumbu	In The Hunt (US)	Has Issues	inthumb	m92.c		MAME has no sound support and there are garbled gfx. broken on FBA.	1993	Irem America	320	240	0	raster
intrepid2	Intrepid (set 2)	OK	intrepid	thetip.c	invaders		1983	Nova Games Ltd.				
intrepid	Intrepid (set 1)	OK		thetip.c	invaders		1983	Nova Games Ltd.	256	224	90	raster
invadd2ct	Space Invaders II (Midway, cocktail)	OK		8080bw.c	invaders		1980	Midway	260	224	90	raster
invaddx	Space Invaders Deluxe	OK	invaddp2	8080bw.c			1980	Midway	260	224	270	raster
invaderf	Space Invaders (Logitec)	OK	invaders	8080bw.c	invaders		1978	bootleg	260	224	270	raster
invaders	Space Invaders	OK		8080bw.c	invaders		1978	Midway	260	224	270	raster
invaddp2	Space Invaders Part II (Taito)	OK		8080bw.c		Works GREAT.	1980	Taito	260	224	270	raster
invds	Invenco / Deep Scan	Has Issues		vicdual.c		needs samples	1979	Sega	256	224	270	raster
invho2	Invenco / Head On 2	Has Issues		vicdual.c		needs samples	1979	Sega	256	224	270	raster
invnco	Invenco	Has Issues		vicdual.c		needs samples	1979	Sega	256	224	270	raster
invnrga	Invader's Revenge (Dutchford)	Has Issues	invnrga	8080bw.c		MAME has no sound support. Also control problems (coin)	1977	Zenilone Microsec (Dutchford license)	260	224	270	raster
invnrgc	Invader's Revenge	Has Issues		8080bw.c		MAME has no sound support. Also control problems (coin)	1977	Zenilone Microsec (Dutchford license)	260	224	270	raster
irobot	I.Robot	OK		irobot.c		works great. Insane game though.	1983	Atari	256	232	0	raster
ironhors	Iron Horse	Has Issues		ironhors.c		sound is bad	1986	Konami	240	224	0	raster
irmaze	Irriating Maze / Ultra Denryu Iraira Bou, The	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1997	SNK / Saurus	320	224	0	raster
jack	Jack the Giantkiller (set 1)	OK		jack.c		works great.	1982	Cinematronics	256	224	90	raster
jack2	Jack the Giantkiller (set 2)	OK	jack	jack.c		works great.	1982	Cinematronics	256	224	90	raster
jack3	Jack the Giantkiller (set 3)	OK	jack	jack.c		works great.	1982	Cinematronics	256	224	90	raster
jackal	Jackal (World)	OK		jackal.c			1986	Konami	240	224	90	raster
jackalj	Tokushu Butai Jackal (Japan)	OK	jackal	jackal.c			1986	Konami	240	224	90	raster
jackrab2	Jack Rabbit (set 2)	Has Issues	jackrabt	zaccaria.c			1984	Zaccaria	256	224	90	raster
jackrabs	Jack Rabbit (special)	Has Issues	jackrabt	zaccaria.c			1984	Zaccaria	256	224	90	raster
jackrabt	Jack Rabbit (set 1)	Has Issues		zaccaria.c		MAME has no sound support	1984	Zaccaria	256	224	90	raster
jailbrek	Jail Break	Has Issues		jailbrek.c		mostly OK, audio is poor and speech synth distorted	1986	Konami	240	224	0	raster
janshin	Jyanshin Densetsu - Quest of Jongmaster	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1994	Aicom	320	224	0	raster
jedi	Return of the Jedi	OK		jedi.c		Loads and runs fine. Squirrelly controls though.	1984	Atari	296	240	0	raster
jjack	Jumping Jack	OK		dcastle.c		works great	1984	Universal	240	192	270	raster
joemac	Joe & Mac (Japan)	Has Issues	cninja.c	cninja.c		garbled graphics	1991	Data East Corporation	256	240	0	raster
journey	Journey	Has Issues		mcr2.c		sound is bad	1983	Bally Midway	512	480	90	raster
joust	Joust (White/Green label)	OK		williams.c		works great. Reset game while loaded to fully initialise.	1982	Williams	292	240	0	raster
joust2	Joust 2 - Survival of the Fittest (set 1)	OK		williams.c		works great. Reset game while loaded to fully initialise.	1986	Williams	276	240	270	raster
joustr	Joust (Solid Red label)	OK	joust	williams.c			1982	Williams	292	240	0	raster
joustwr	Joust (White/Red label)	OK	joust	williams.c			1982	Williams	292	240	0	raster
joyfulr	Joyful Road (US)	Has Issues		munchmo.c		audio tones get stuck in an unbearable way	1983	SNK	320	240	270	raster
joyjoy	Puzzled / Joy Joy Kid	Untested		neogeo.c	invaders	Use FBA-NEOGEO instead, better support	1990	SNK	320	224	0	raster
jpacman	Jr. Pac-Man	OK		jpacman.c		Hard as nails.	1983	Bally Midway	288	224	90	raster
jpector	Jatre Specter	OK	invaders	8080bw.c			1979	Jatre	260	224	270	raster
jumpbug	Jump Bug	OK		galaxian.c			1981	Rock-ola	768	224	90	raster
jumpbugb	Jump Bug (bootleg)	OK	jumpbug	galaxian.c			1981	bootleg	768	224	90	raster
jumpcoas	Jump Coaster	OK		fastfred.c			1983	Kaneko	256	224	90	raster
jumping	Jumping	OK	rainbow	rainbow.c			1989	bootleg	320	224	0	raster
jumpshot	Jump Shot	Doesn't Work		pacman.c		available in FBA	????	<unknown>	288	224	90	raster
jungleh	Jungle Hunt (US)	OK	junglek	tailtoj.c		works great	1982	Taito America Corporation	256	224	180	raster
junglek	Jungle King (Japan)	OK		tailtoj.c		works great	1982	Taito Corporation	256	224	180	raster
jungler	Jungler	OK		locomoth.c		works great	1981	Konami	288	224	90	raster
junglers	Jungler (Stern)	OK	jungler	locomoth.c			1981	[Konami] (Stern license)	288	224	90	raster
junglkj2	Jungle King (Japan, earlier)	OK	junglek	tailtoj.c		works great	1982	Taito Corporation	256	224	180	raster
juno1st	Juno First	OK		juno1st.c		works great	1983	Konami	256	224	90	raster
juno1stg	Juno First (Gottlieb)	OK	juno1st	juno1st.c			1983	Konami (Gottlieb license)	256	224	90	raster
juyhoki	Jyuhoki (Japan)	Doesn't Work		system16.c		crashes core after a few seconds. use FBA (alibeast)	1988	Sega				
kabukiki	Kabuki Klash - Far East of Eden / Tengai Makyou Shinden -	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1995	Hudson	320	224	0	raster
kageki	Kageki (US)	Untested		tnzs.c		available in FBA	1988	Taito America Corporation (Ron	256	224	90	raster
kagekij	Kageki (Japan)	Untested	kageki	tnzs.c		available in FBA	1988	Taito Corporation	256	224	90	raster
kaitai	Kaitai Takara Sagashi	OK		geebee.c			1980	K.K. Tokki	272	224	90	raster
kaitaid3	Kaitai Daisensou (Japan)	Has Issues	inthumb	m92.c	invaders	MAME has no sound support and there are garbled gfx. broken on FBA.	1993	Irem	320	240	0	raster
kaitelin	Kaitai Takara Sagashi (Namco)	OK	kaitai	geebee.c			1980	Namco	272	224	90	raster
kamikaze	Kamikaze	OK		z8bow.c			1979	Lejaco Corporation	256	224	270	raster
kangaroo	Kangaroo (Atari)	OK	kangaroo	kangaroo.c			1982	[Sun Electronics] (Atari license)	512	240	90	raster
kangarob	Kangaroo (bootleg)	OK		kangaroo.c			1982	bootleg	512	240	90	raster
kangaroo	Kangaroo	Untested		kangaroo.c		available in FBA	1982	Sun Electronics	512	240	90	raster
kaos	Kaos	OK		gameplan.c			1981	GamePlan	256	256	270	raster

File Name	Game Title	Wii Status	Parent	Driver	Samples	Wii NOTES	Year	Manufacturer	Screen W	Screen H	Rotation	Display
karatblu	Karate Blazers (US)	OK	karatbiz	aerofgl.c		works great, also available in FBA	1991	Video System Co.	352	240	0	raster
karatblz	Karate Blazers (World?)	OK		aerofgl.c		works great, also available in FBA	1991	Video System Co.	352	240	0	raster
karatedo	Karate Dou (Japan)	OK	kchamp	kchamp.c			1984	Data East Corporation	256	224	90	raster
karatevs	Taisen Karate Dou (Japan VS version)	OK	kchamp	kchamp.c			1984	Data East Corporation	256	224	90	raster
karnov	Karnov (US)	Untested		karnov.c		available in FBA	1987	Data East USA	256	240	0	raster
karnovj	Karnov (Japan)	Untested	karnov	karnov.c		available in FBA	1987	Data East Corporation	256	240	0	raster
karnovr	Karnov's Revenge / Fighter's History Dynamite	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1994	Data East Corporation	320	224	0	raster
kbash	Knuckle Bash	Has Issues		toaplan2.c		MAME has no sound support	1993	Toaplan	320	240	0	raster
kchamp	Karate Champ (US)	OK		kchamp.c		works great	1984	Data East USA	256	224	90	raster
kchampvs	Karate Champ (US VS version)	OK	kchamp	kchamp.c		works great	1984	Data East USA	256	224	90	raster
kick	Kick (upright)	Has Issues		mcr1.c		sound is bad	1981	Midway	512	480	90	raster
kicka	Kick (cocktail)	Has Issues	kick	mcr1.c		sound is bad	1981	Midway	512	480	90	raster
kicker	Kicker	OK		shaolins.c		works great	1985	Konami	256	224	90	raster
kicknrun	Kick and Run	OK		mexico86.c			1986	Taito Corporation	256	224	0	raster
kickoff	Kick Off (Japan)	Has Issues		megasy1.c		garbled graphics	1988	Jaleco	256	224	0	raster
kicknldr	Kick Rider	OK		docaiste.c		works great	1984	Universal	240	192	0	raster
kidnki	Kid Niki - Radical Ninja (US)	OK		m62.c		works great, also available in FBA	1986	Irem (Data East USA license)	384	256	0	raster
kikucubic	Kid Niki - Jima (Japan)	Untested		vigilant.c		available in FBA	1988	Irem	384	256	0	raster
kikukai	KIKU KaiKai	Doesn't Work		mexico86.c			1986	Taito Corporation	256	224	90	raster
kikstart	Kick Start Wheelie King	Doesn't Work		taitosj.c			1984	Taito Corporation	256	224	0	raster
kilcom	Killer Comet	OK		galaxian.c			1980	GamePlan (Centuri license)	256	256	0	raster
kingbalj	King & Balloon (Japan)	OK	kingball	galaxian.c			1980	Namco	768	224	90	raster
kingball	King & Balloon (US)	OK		galaxian.c			1980	Namco	768	224	90	raster
kingrbf	King of Boxer (English)	OK		kingbox.c			1985	Woodplace Inc.	256	224	90	raster
kizuna	Kizuna Encounter - Super Tag Battle / Fu'un Super Tag Battl	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1996	SNK	320	224	0	raster
klax	Klax (set 1)	OK		klax.c		works great	1989	Atari Games	336	240	0	raster
klax2	Klax (set 2)	OK	klax	klax.c		works great	1989	Atari Games	336	240	0	raster
klax3	Klax (set 3)	OK	klax	klax.c		works great	1989	Atari Games	336	240	0	raster
klaxj	Klax (Japan)	OK	klax	klax.c		works great	1989	Atari Games	336	240	0	raster
knight	Knights of the Round (World)	Untested		cps1.c		use FBA-CP51 instead, better support	1991	Capcom	384	224	0	raster
knightj	Knights of the Round (Japan)	Untested	knight	cps1.c		use FBA-CP51 instead, better support	1991	Capcom	384	224	0	raster
knockout	Knock Out !!	OK	triplep	scramble.c			1982	KKK	256	224	90	raster
kod	King of Dragons, The (World)	Untested		cps1.c		use FBA-CP51 instead, better support	1991	Capcom	384	224	0	raster
kodb	King of Dragons, The (bootleg)	Doesn't Work	kod	cps1.c		use FBA-CP51 instead	1991	Capcom	384	224	0	raster
kodj	King of Dragons, The (Japan)	Untested	kod	cps1.c		use FBA-CP51 instead, better support	1991	Capcom	384	224	0	raster
kodore	Kodore Ookami (Japan)	Has Issues		armedf.c		garbled graphics	1987	Nichibutsu				
kof94	King of Fighters '94, The	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1994	SNK	320	224	0	raster
kof95	King of Fighters '95, The	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1995	SNK	320	224	0	raster
kof96	King of Fighters '96, The	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1996	SNK	320	224	0	raster
kof97	King of Fighters '97, The	Doesn't Work		neogeo.c		Too big to fit in RAM	1997	SNK	320	224	0	raster
kof98	King of Fighters '98 - The Slugfest / King of Fighters '98 - dr	Doesn't Work		neogeo.c		Too big to fit in RAM	1998	SNK	320	224	0	raster
konami88	Konami '88	Has Issues	88games	88games.c		garbled graphics, available in FBA	1988	Konami	320	224	0	raster
konamigt	Konami GT	OK		nemesis.c		works great, steering is sensitive though.	1985	Konami	256	224	0	raster
koshien	Ah Eikou no Koshien (Japan)	Has Issues		taito_f2.c		garbled graphics. Available in FBA.	1990	Taito Corporation	320	224	0	raster
kotm	King of the Monsters	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1991	SNK	320	224	0	raster
kotm2	King of the Monsters 2 - The Next Thing	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1992	SNK	320	224	0	raster
kram	Kram (set 1)	OK		qix.c		works great, reset while loaded to fully initialize.	1982	Taito America Corporation	256	256	0	raster
kram2	Kram (set 2)	OK	kram	qix.c		works great, reset while loaded to fully initialize.	1982	Taito America Corporation	256	256	0	raster
kroozr	Kozmik Kroozr	Has Issues		mcr2.c		sound is bad	1982	Bally Midway	512	480	0	raster
krull	Krull	OK		gottlieb.c		works great.	1983	Gottlieb	256	240	270	raster
ktiger	Kyukyoku Tiger (Japan)	OK	twincobr	twincobr.c			1987	[Toaplan] Taito Corporation	320	240	270	raster
kuha	Kuha - Operation Code "Vapor Trail" (Japan revision 3)	Has Issues	vaportra	vaportra.c		graphics are garbled, music is great though.	1989	Data East Corporation	256	240	270	raster
kunglub	Kung Fu Master (bootleg set 1)	OK	kungfum	kungfum.c		works great, also available in FBA	1984	bootleg	256	256	0	raster
kunglub2	Kung Fu Master (bootleg set 2)	OK	kungfum	m62.c		works great, also available in FBA	1984	bootleg	256	256	0	raster
kungfud	Kung Fu Master (Data East)	OK	kungfum	m62.c		works great, also available in FBA	1984	Irem (Data East license)	256	256	0	raster
kungfum	Kung Fu Master	OK		m62.c		works great, also available in FBA	1984	Irem	256	256	0	raster
kuniokub	Nekketsu Kouha Kunio-kun (Japan bootleg)	Has Issues	renegade	renegade.c		garbled graphics	1986	bootleg				
kuniokun	Nekketsu Kouha Kunio-kun (Japan)	Has Issues	renegade	renegade.c		garbled graphics	1986	Technos	240	240	0	raster
kyros	Kyros	Has Issues		alpha89k.c		MAME has no sound support	1987	World Games Inc	256	224	90	raster
kyukaikd	Kyuukai Douchuuki (Japan new version)	Has Issues		namcos2.c		garbled graphics	1990	Namco	288	224	0	raster
kyukaiddo	Kyuukai Douchuuki (Japan old version)	Has Issues		kyukaidd		garbled graphics	1990	Namco				
labyrnm	Labyrinth Runner (Japan)	Doesn't Work		labyrnm.c	invaders		1987	Konami	280	224	90	raster
ladybug	Lady Bug	OK		ladybug.c		also available in FBA	1981	Universal	240	192	270	raster
ladybugb	Lady Bug (bootleg)	OK	ladybug	ladybug.c			1982	bootleg	240	192	270	raster
lagunar	Laguna Racer	Has Issues		8080bw.c		MAME has no sound support	1977	Midway	260	224	90	raster
laser	Laser	OK	spclaser	8080bw.c			1980	<unknown>	260	224	270	raster
lasso	Lasso	OK		lasso.c			1982	SNK	256	224	90	raster
lastblad	Last Blade / Bakumatsu Roman - Gekkano Kenshi, The	Doesn't Work		neogeo.c		Too big to fit in RAM	1997	SNK	320	224	0	raster
lastblkd2	Last Blade 2 / Bakumatsu Roman - Dai Ni Maku Gekkano K	Doesn't Work		neogeo.c		Too big to fit in RAM	1998	SNK	320	224	0	raster
lastduel	Last Duel (US set 1)	Has Issues		lastduel.c		loads but major graphics garble, endianess? same on FBA	1988	Capcom	384	240	270	raster
lastmies	Last Mission (US revision 6)	Has Issues		dec8.c		garbled graphics, available in FBA as lastmism	1986	Data East USA	256	240	90	raster
lastms2	Last Mission (US revision 5)	Has Issues	lastmiss	dec8.c		garbled graphics, available in FBA as lastmism	1986	Data East USA	256	240	90	raster
lazercmd	Lazer Command	OK		lazercmd.c		Works fine.	1976	Meadows Games, Inc.	256	230	0	raster
lbowling	League Bowling	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1990	SNK	320	224	0	raster
ldrun	Lode Runner (set 1)	OK		m62.c		works great, also available in FBA	1984	Irem (licensed from Broderbund)	384	256	0	raster
ldrun2	Lode Runner II - The Bungeling Strikes Back	OK		m62.c		works great, also available in FBA	1984	Irem (licensed from Broderbund)	384	256	0	raster
ldrun3	Lode Runner III - Majin No Fukkatsu	OK		m62.c		works great, also available in FBA	1985	Irem (licensed from Broderbund)	384	256	0	raster
ldrun4	Lode Runner IV - Teikoku Karano Dasshutsu	OK		m62.c		works great, also available in FBA	1986	Irem (licensed from Broderbund)	384	256	0	raster
ldruna	Lode Runner (set 2)	OK	ldrun	m62.c		works great, also available in FBA	1984	Irem (licensed from Broderbund)	384	256	0	raster
ledstorm	Led Storm (US)	Has Issues	madgear	lastduel.c		garbled graphics	1988	Capcom	384	240	270	raster
legendos	Legend of Success Joe / Ashitano Joe Dansetsu	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1991	SNK	320	224	0	raster
legofair	Koukuu Kiehi Monogatari - The Legend of Air Cavalry	Has Issues	chopper	snk.c			1988	SNK	400	224	270	raster
leprechn	Leprechaun	OK		leprechn.c		works great.	1982	Tong Electronic	256	256	0	raster
lethalth	Lethal Thunder (World)	Has Issues		m92.c		MAME has no sound support, garbled graphics, broken in FBA	1991	Irem	320	240	270	raster
levers	Levers	OK		galaxian.c			1983	Rock-ola	768	224	90	raster
lghtnigh	Lightning Fighters (US)	Has Issues		tmnt.c		garbled graphics, available in FBA	1990	Konami	320	224	90	raster
liberat	Liberator (set 1)	OK		liberat.c			1982	Atari	240	232	0	raster
lifefrc	Lifeforce (US)	Has Issues	salamand	nemesis.c		speech is messed up and other audio very low	1986	Konami	256	224	0	raster
lifefrcj	Lifeforce (Japan)	Has Issues	salamand	nemesis.c		speech is messed up and other audio very low	1986	Konami				
liquidk	Liquid Kids (World)	Has Issues		taito_f2.c		garbled graphics	1990	Taito Corporation Japan	320	224	0	raster
liquidku	Liquid Kids (US)	Has Issues	liquidk	taito_f2.c		garbled graphics	1990	Taito America Corporation	320	224	0	raster
lizwiz	Lizard Wizard	Untested		pacman.c		available in FBA	1985	Techar (Sunn license)	288	224	90	raster
lkage	Legend of Kage, The	Has Issues		lkage.c		garbled graphics, available in FBA	1984	Taito Corporation	240	224	0	raster
lkageb	Legend of Kage, The (bootleg set 1)	Has Issues	lkage	lkage.c		garbled graphics, available in FBA	1984	bootleg	240	224	0	raster
lkageb2	Legend of Kage, The (bootleg set 2)	Has Issues	lkage	lkage.c		garbled graphics, available in FBA	1984	bootleg	240	224	0	raster
lkageb3	Legend of Kage, The (bootleg set 3)	Has Issues	lkage	lkage.c		garbled graphics, available in FBA	1984	bootleg	240	224	0	raster
llander	Lunar Lander (rev 2)	Untested		asteroid.c		Vector graphics	1979	Atari				vector
llander1	Lunar Lander (rev 1)	Untested	llander	asteroid.c		Vector graphics	1979	Atari				vector
lnc	Lock'n'Chase	OK		btme.c		works fine.	1981	Data East Corporation	240	240	270	raster
locomotn	Loco-Motion	OK		locomotn.c		works great	1982	Konami (Centuri license)	256	224	90	raster
loht	Legend of Hero Tonma	Has Issues		m72.c		minor garbled graphics, available in FBA	1989	Irem	384	256	0	raster
lomakai	Legend of Makai (World)	Has Issues		megasy1.c		garbled graphics	1988	Jaleco	256	224	0	raster
looper	Looper	OK	changes	marneb.c			1982	Orca	256	224	0	raster
lordok	Lord of King, The (Japan)	Has Issues	asyanax	megasy1.c		garbled graphics	1989	Jaleco	256	224	0	raster
losttomb	Lost Tomb (neat)	OK	losttomb	scobra.c	invaders	works great, also available in FBA	1982	Stern	768	224	90	raster
losttomb	Lost Tomb (easy)	OK		scobra.c		works great, also available in FBA	1982	Stern	768	224	90	raster
lostwid	Lost Worlds (Japan)	Doesn't Work	forgottn	cps1.c		crashes after 15 seconds of play.	1988	Capcom	384	224	0	raster
lotlot	Lot Lot	OK		m62.c		works great, also available in FBA	1985	Irem (licensed from Tokuma Sh)	384	256	0	raster
lrescue	Lunar Rescue	OK		8080bw.c	yes		1979	Taito	260	224	270	raster
lresort	Last Resort	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1992	SNK	320	224	0	raster
lssaquad	Last Sea Air Squad / Riku Kai Kuu Saizensen	OK		lssaquad.c		weird sound is normal	1986	Taito	256	224	270	raster
lstduela	Last Duel (US set 2)	Has Issues	lastduel	lastduel.c		loads but major graphics garble, endianess? same on FBA	1988	Capcom				raster
lstduelb	Last Duel (bootleg)	Has Issues	lastduel	lastduel.c		loads but major graphics garble, endianess? same on FBA	1988	bootleg				
lupin3	Lupin III	Has Issues		8080bw.c		MAME has no sound support	1980	Taito	260	224	270	raster
lwings	Legendary Wings (US set 1)	Untested		lwings.c		available in FBA	1986	Capcom	256	240	90	raster

File Name	Game Title	Wii Status	Parent	Driver	Samples	Wii NOTES	Year	Manufacturer	Screen W	Screen H	Rotation	Display
lwings2	Legendary Wings (US set 2)	Untested	lwings	lwings.c		available in FBA	1986	Capcom	256	240	90	raster
lwingsjp	Aes no Tsubasa (Japan)	Untested	lwings	lwings.c		available in FBA	1986	Capcom	256	240	90	raster
m4	M-4	Has Issues		8080bw.c		MAME has no sound support	1977	Midway	260	224	0	raster
m79amb	M79 Ambush	Has Issues		m79amb.c		no sound, light gun game	1977	Ramtek	256	224	0	raster
mach3	M.A.C.H. 3	Doesn't Work		gottlieb.c			1983	MyStar	704	480	0	raster
machomou	Macho Mouse	Has Issues		theplit.c		colors are wrong	1982	Techtstar	256	224	90	raster
madcrash	Mad Crasher	Has Issues		marvins.c		garbled graphics	1984	SNK	288	216	0	raster
madgear	Mad Gear (US)	Has Issues		lastduel.c		garbled graphics	1989	Capcom	384	240	270	raster
madgearj	Mad Gear (Japan)	Has Issues	madgear	lastduel.c		garbled graphics	1989	Capcom	384	240	270	raster
madmotor	Mad Motor	Has Issues		madmotor.c		garbled graphics	1989	Mitchell	256	240	0	raster
magdrop2	Magical Drop II	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1996	Data East Corporation	320	224	0	raster
magdrop3	Magical Drop III	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1997	Data East Corporation	320	224	0	raster
magix	Magix	Has Issues		magix.c		sound is bad. available tetris clone.	1995	Yun Sung	384	240	0	raster
maglord	Magician Lord (set 1)	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1990	Alpha Denshi Co.	320	224	0	raster
maglordh	Magician Lord (set 2)	Untested	maglord	neogeo.c		Use FBA-NEOGEO instead, better support	1990	Alpha Denshi Co.	320	224	0	raster
magspot2	Magical Spot II	Has Issues		cosmic.c		missing sound	1980	Universal	256	192	270	raster
maihretsu	Mahjong Kyoretsuden	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1990	SNK	320	224	0	raster
mainevt	Main Event, The (version Y)	Has Issues		mainev1.c		sound is awful and garbled graphics	1988	Konami	288	224	0	raster
mainev2	Main Event, The (version F)	Has Issues		mainev1.c		sound is awful and garbled graphics	1988	Konami	288	224	0	raster
major12	Major Title 2 - The Space Invaders Part IV (Japan)	OK		tsaii_12.c		works great.	1990	Taito Corporation	320	224	0	raster
major12	Major Title 2 (World)	Has Issues		m92.c		MAME has no sound support	1992	Irem	320	240	0	raster
major12j	Major Title (Japan)	Doesn't Work		m72.c			1990	Irem	384	256	0	raster
majorj	Majuu no Ohkoku	OK		devi1w			1987	Konami	320	224	0	raster
makadem	Makai Demetsu (Japan)	Has Issues	tomakai	megays1.c		garbled graphics	1988	Jaleco	256	224	0	raster
makaimuc	Makai-Mura (Revision C)	Has Issues		gng.c		garbled graphics but sound is good. available in FBA with bad sound.	1985	Capcom	256	224	0	raster
makaimug	Makai-Mura (Revision G)	Has Issues		gng.c		garbled graphics but sound is good. available in FBA with bad sound.	1985	Capcom	256	224	0	raster
makaimur	Makai-Mura	Has Issues		gng.c		garbled graphics but sound is good. available in FBA with bad sound.	1985	Capcom	256	224	0	raster
maketrax	Make Trax	OK	crush	pacman.c		works great. broken in FBA	1981	[Kura] (Williams license)	288	224	270	raster
makyosen	Makyou Senshi (Japan)	Has Issues	gondo	dec8.c		garbled graphics	1987	Data East Corporation	256	240	270	raster
maniah	Mania Challenge (set 1)	OK		matmania.c		works great	1986	Technos (Taito America license)	256	240	270	raster
maniah2	Mania Challenge (set 2)	OK	maniah	matmania.c			1986	Technos (Taito America license)	256	240	270	raster
mappy	Mappy (US)	OK		mappy.c		works great.	1983	Namco	288	224	90	raster
mappyjp	Mappy (Japan)	OK	mappy	mappy.c		works great.	1983	Namco	288	224	90	raster
marble	Marble Madness (set 1)	OK		ataris1.c		works great.	1984	Atari Games	336	240	0	raster
marble2	Marble Madness (set 2)	OK	marble	ataris1.c		works great.	1984	Atari Games	336	240	0	raster
marblea	Marble Madness (set 3)	OK	marble	ataris1.c		works great.	1984	Atari Games	336	240	0	raster
marineb	Marine Boy	OK		marineb.c			1982	Orca	256	224	0	raster
mariner	Mariner	OK		scramble.c	mario		1981	Amenip	256	224	90	raster
mario	Mario Bros. (US)	OK		mario.c		Mario's run sounds terrible, but it's authentic	1983	Nintendo of America	256	224	0	raster
mariojp	Mario Bros. (Japan)	OK	mario	mario.c			1983	Nintendo	256	224	0	raster
mars	Mars	OK		scramble.c			1981	Artic	256	224	90	raster
marukin	Super Marukin-Ban	Has Issues		mitchell.c		NSFW	1990	Yuga	384	240	0	raster
marukodq	Chibi Marukochan Deluxe Quiz	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1995	Takara	320	224	0	raster
marvins	Marvin's Maze	Has Issues		marvins.c		garbled graphics	1983	SNK	288	224	270	raster
marvlанд	Marvel Land (US)	Has Issues		namcos2.c		garbled graphics	1989	Namco	288	224	0	raster
marvlanj	Marvel Land (Japan)	Has Issues	marvlанд	namcos2.c		garbled graphics	1989	Namco	288	224	0	raster
masao	Masao	OK	mario	mario.c		very playable!	1983	bootleg	256	224	0	raster
masterw	Master of Weapon (World)	Has Issues		taito_b.c		garbled graphics. same problem in FBA	1989	Taito Corporation Japan	320	224	270	raster
matmania	Mat Mania	OK		matmania.c		works great	1985	Technos (Taito America license)	256	240	270	raster
maxrpm	Max RPM	Has Issues		mcr3.c		sound is bad. dual screen game	1986	Bally Midway	512	480	0	raster
mayday	Mayday (set 1)	OK		williams.c		A spoof of Defender	1980	<unknown>	292	240	0	raster
maydaya	Mayday (set 2)	OK	mayday	williams.c			1980	<unknown>	292	240	0	raster
mayhem	Mayhem 2002	OK		leland.c		works great	1985	Cinematronics	320	240	0	raster
maze	Amazing Maze	Has Issues		8080bw.c		MAME has no sound support	1976	Midway	260	224	0	raster
mbomberj	Muscle Bomber - The Body Explosion (Japan)	Untested	slammast	cps1.c		use FBA-CP51 instead, better support	1993	Capcom	384	224	0	raster
mbombdr	Muscle Bomber Duo - Ultimate Team Battle (World)	Untested	slammast	cps1.c		use FBA-CP51 instead, better support	1993	Capcom	384	224	0	raster
mbombrdj	Muscle Bomber Duo - Heat Up Warriors (Japan)	Untested	slammast	cps1.c		use FBA-CP51 instead, better support	1993	Capcom	384	224	0	raster
mbrush	Magic Brush	Untested	crush	pacman.c		available in FBA	1981	bootleg	288	224	90	raster
medalnes	Meadows Lanes	OK		lazerdm.c			1977	Meadows Games, Inc.	256	240	0	raster
megaforc	Mega Force	Has Issues	starforc	senjoyo.c		garbled graphics.	1985	Tehkan (Video Ware license)	256	224	90	raster
megaman	Mega Man - The Power Battle (Asia)	Untested		cps1.c		use FBA-CP51 instead, better support	1995	Capcom	384	224	0	raster
megatack	MegaTack	OK		gameplan.c			1980	GamePlan (Centuri license)	256	256	0	raster
megazone	Mega Zone (Kosuka)	OK	megazone	megazone.c		works great.	1983	Konami / Interlogic + Kosuka	288	224	90	raster
megazone	Mega Zone	OK	megazone	megazone.c		works great.	1983	Konami	288	224	90	raster
mekkyu	Mekkyu Hunter G (Japan)	Has Issues	ghostb	megazone.c		garbled graphics	1987	Data East Corporation	256	240	0	raster
merc	Mercs (World)	Untested		dec0.c		use FBA-CP51 instead, better support	1990	Capcom	384	224	270	raster
mercj	Senjo no Ookami II (Japan)	Untested	merc	cps1.c		use FBA-CP51 instead, better support	1990	Capcom	384	224	270	raster
merc	Mercs (US)	Untested	merc	cps1.c		use FBA-CP51 instead, better support	1990	Capcom	384	224	270	raster
mermaid	Mermaid	Doesn't Work		mermaid.c			1982	Rock-ola	256	224	0	raster
metafox	Meta Fox	Has Issues		seta.c		music/sound is very messed up. broken in FBA	1989	Seta	384	224	270	raster
meteor	Meteoroids	OK		meteor.c		shameless asteroids clone	1981	Venture Line	256	224	270	raster
metrocrs	Metro-Cross	Has Issues		baraduke.c		garbled graphics.	1985	Namco	288	224	0	raster
mexico86	Mexico 86	OK	kicknrun	mexico86.c			1986	bootleg	256	224	0	raster
mgakuen	Mahjong Gakuen	Has Issues		mitchell.c			1988	Yuga	384	240	0	raster
mgakuen2	Mahjong Gakuen 2 Gakuen-chou no Fukushuu	Has Issues		mitchell.c			1989	Face	384	240	0	raster
mhavoc	Major Havoc (rev 3)	Untested		mhavoc.c		Vector graphics	1983	Atari			0	vector
mhavoc2	Major Havoc (rev 2)	Untested	mhavoc	mhavoc.c		Vector graphics	1983	Atari			0	vector
mhavocp	Major Havoc (prototype)	Untested	mhavoc	mhavoc.c		Vector graphics	1983	Atari			0	vector
mhavocrv	Major Havoc (Return to Vax)	Untested	mhavoc	mhavoc.c		Vector graphics	1983	hack			0	vector
mia	Missing in Action (version T)	Has Issues		tmnt.c		garbled graphics. available in FBA	1989	Konami	304	224	0	raster
mia2	Missing in Action (version S)	Has Issues	mia	tmnt.c		garbled graphics. available in FBA	1989	Konami	304	224	0	raster
miaj	Missing in Action (Japan)	OK		twi16.c		works great. also available in FBA	1989	Konami	304	224	0	raster
midres	Midnight Resistance (World)	OK		dec0.c		works great.	1989	Data East Corporation	256	240	0	raster
midresj	Midnight Resistance (Japan)	OK	midres	dec0.c		works great.	1989	Data East Corporation	256	240	0	raster
midresu	Midnight Resistance (US)	OK	midres	dec0.c		works great.	1989	Data East USA	256	240	0	raster
miexchn	Money Puzzle Exchanger / Money Idol Exchanger	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1997	Face	320	224	0	raster
mikie	Mikie	Untested		mikie.c		available in FBA	1984	Konami	256	224	270	raster
mikiehs	Mikie (High School Graffiti)	Untested	mikie	mikie.c		available in FBA	1984	Konami	256	224	270	raster
mikiej	Shinnyushain Tooru-kun	Untested	mikie	mikie.c		available in FBA	1984	Konami	256	224	270	raster
milliped	Millipede	OK		milliped.c		works great.	1982	Atari	256	240	270	raster
minasan	Minasanno Okagesamadesu	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1990	Monolith Corp.	320	224	0	raster
minefld	Minefield	OK		scobra.c		works great. amazing parallax graphics for '82	1983	Stern	256	224	90	raster
minigo2	Mini Golf (set 2)	OK	minigolf	balsente.c			1985	Bally/Sente	256	240	0	raster
minigo1	Mini Golf (set 1)	OK		balsente.c			1985	Bally/Sente	256	240	0	raster
minivadr	Minivader	OK		minivadr.c		works as expected	1990	Taito Corporation	256	224	0	raster
mininja	Mirai Ninja (Japan)	Has Issues		namcos2.c		garbled graphics	1988	Namco	288	224	0	raster
missile	Missile Command (set 1)	OK		missile.c		works great.	1980	Atari	256	231	0	raster
missile2	Missile Command (set 2)	OK	missile	missile.c		works great.	1980	Atari	256	231	0	raster
mizubaku	Mizubaku Daibouken (Japan)	Has Issues	liquid	taito_f2.c		garbled graphics	1990	Taito Corporation	320	224	0	raster
mjleague	Major League	Has Issues		system16.c		available in FBA but with controls issues	1985	Sega	320	224	270	raster
mjnquest	Mahjong Quest (No Nudity)	Has Issues	mjnquest	taito_f2.c		garbled graphics. controls issues in FBA.	1990	Taito Corporation	320	224	0	raster
mjnquest	Mahjong Quest (Japan)	Has Issues		taito_f2.c		garbled graphics. controls issues in FBA.	1990	Taito Corporation	320	224	0	raster
mk	Mortal Kombat (rev 5.0 T-Unit 03/19/93)	OK		wmsunit.c		very slight audio sync issues but mostly very good.	1992	Midway	400	254	0	raster
mk2	Mortal Kombat II (rev L3.1)	Has Issues		wmsunit.c		Gameplay mostly OK but sound very faint and glitchy	1993	Midway	400	254	0	raster
mk2r14	Mortal Kombat II (rev L1.4)	Has Issues	mk2	wmsunit.c			1993	Midway	400	254	0	raster
mk2r32	Mortal Kombat II (rev L3.2 (European))	Has Issues	mk2	wmsunit.c			1993	Midway	400	254	0	raster
mk3	Mortal Kombat 3 (rev 2.1)	Has Issues		wmswofu.c		sound issues. [from data 24MB uncomp. close to mem limit]	1994	Midway	400	254	0	raster
mk3r10	Mortal Kombat 3 (rev 1.0)	Has Issues	mk3	wmswofu.c			1994	Midway	400	254	0	raster
mk3r20	Mortal Kombat 3 (rev 2.0)	Has Issues	mk3	wmswofu.c			1994	Midway	400	254	0	raster
mkia1	Mortal Kombat (rev 1.0 08/08/92)	OK	mk	wmsyunit.c			1992	Midway	410	256	0	raster
mkia2	Mortal Kombat (rev 2.0 08/18/92)	OK	mk	wmsyunit.c			1992	Midway	410	256	0	raster
mkia3	Mortal Kombat (rev 3.0 08/31/92)	OK	mk	wmsyunit.c			1992	Midway	410	256	0	raster
mkia4	Mortal Kombat (rev 4.0 09/28/92)	OK	mk	wmsyunit.c			1992	Midway	410	256	0	raster
mmaze	Marchen Maze (Japan)	OK		namcos1.c		works great. reset while loading to properly initialize.	1988	Namco	288	224	180	raster
mmonkey	Minky Monkey	OK		btme.c			1982	Technos + Roller Tron	240	240	270	raster

File Name	Game Title	Wii Status	Parent	Driver	Samples	Wii NOTES	Year	Manufacturer	Screen W	Screen H	Rotation	Display
mnmhmobl	Munch Mobile (Japan)	Has Issues	joyfulr	mnmhmo.c		audio tones get stuck in an unbearable way	1983	SNK (Centuri license)	320	240	270	raster
mnight	Mutant Night	Has Issues		mnight.c		zodiack.c	1987	UPL (Kawakus license)	256	192	0	raster
moguchan	Moguchan	Has Issues		zodiack.c		have to wait about 30 sec for test screen to dissapear, some graphics glitches	1982	Orca (Eastern Commerce Inc.)	256	224	270	raster
mole	Mole Attack	Has Issues		mole.c		colors are wrong	1982	Yoshiyo Electronics, Ltd.	320	200	0	raster
monkeyd	Monkey Donkey	Has Issues	ckong	cdlimer.c		controls problem	1981		256	224	270	raster
monsterb	Monster Bash	OK		segar.c	yes	colours are messed up	1982	Sega	256	224	270	raster
moonwar2a	Moon War II (set 2)	OK	moonwar2	scobra.c		works great	1981	Stern	768	224	270	raster
moonymony	Money Money	Has Issues		zaccaria.c	invaders	MAME has no sound support	1983	Zaccaria	256	224	90	raster
moonal2	Moon Alien Part 2	OK		galaxian.c			1980	Nichibutsu	768	224	90	raster
moonal2b	Moon Alien Part 2 (older version)	OK	moonal2	galaxian.c			1980	Nichibutsu	768	224	90	raster
moonbase	Moon Base	OK	invadp2	8080bw.c			????	Nichibutsu	280	224	270	raster
mooncrgx	Moon Cresta (bootleg on Galaxian hardware)	OK	mooncrg	galaxian.c			1980	bootleg	768	224	270	raster
mooncns2	Moon Cresta (bootleg set 2)	OK	mooncnsr	galaxian.c			1980	Nichibutsu	768	224	90	raster
mooncnsb	Moon Cresta (bootleg set 1)	OK	mooncnsr	galaxian.c			1980	bootleg	768	224	90	raster
mooncnsrg	Moon Cresta (Gremilin)	OK	mooncnsr	galaxian.c			1980	Gremilin	768	224	90	raster
mooncnsr	Moon Cresta (Nichibutsu)	OK		galaxian.c		works great.	1980	Nichibutsu	768	224	90	raster
moonqsr	Moon Quasar	OK		galaxian.c			1980	Nichibutsu	768	224	90	raster
moonwalk	Moon Walker (Set 1)	Doesn't Work		system16.c		MAME unsupported. bootleg works	1990	Sega	320	224	0	raster
moonwar2	Moon War II (set 1)	OK		scobra.c		works great	1981	Stern	768	224	270	raster
moonwika	Moon Walker (Set 2)	Doesn't Work	moonwalk	system16.c			1990	Sega	320	224	0	raster
moonwikb	Moon Walker (bootleg)	Has Issues	moonwalk	system16.c		garbled graphics	1990	bootleg	320	224	0	raster
mosyugi	Syougri No Tatsujin - Master of Syougi	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1995	ADK / SNK	320	224	0	raster
motorace	MotoRace USA	OK	travrusa	travrusa.c		works great	1983	Irem (Williams license)	240	256	270	raster
motos	Motos	OK		mappy.c		works great. unusual game!	1985	Namco	288	224	90	raster
mpatrol	Moon Patrol	OK		mpatrol.c			1982	Irem	240	252	0	raster
mpatrolw	Moon Patrol (Williams)	OK	mpatrol	mpatrol.c			1982	Irem (Williams license)	240	252	0	raster
mplanets	Mad Planets	OK		gottlieb.c		works GREAT	1983	Gottlieb	256	240	270	raster
mranger	Moon Ranger	OK	mpatrol	mpatrol.c			1982	bootleg	240	252	0	raster
mrdo	Mr. Do! (Universal)	Has Issues		mrdo.c		garbled graphics. available in FBA	1982	Universal	240	192	270	raster
mrdofox	Mr. Do! (bugfixed)	Has Issues	mrdo	mrdo.c		garbled graphics. available in FBA	1982	Universal (Taito license)	240	192	270	raster
mrdo1	Mr. Do! (Taito)	Has Issues	mrdo	mrdo.c		garbled graphics. available in FBA	1982	Universal (Taito license)	240	192	270	raster
mrdo2	Mr. Do! (Yukidaruma)	Has Issues	mrdo	mrdo.c		garbled graphics. available in FBA	1982	bootleg	240	192	270	raster
mrdu	Mr. Du!	Has Issues	mrdo	mrdo.c		garbled graphics. available in FBA	1982	bootleg	240	192	270	raster
mrgeomon	Mr. Goemon (Japan)	Untested		gberet.c		available in FBA	1986	Konami	240	224	0	raster
mrheli	Mr. HELI No Dai-Bouken	Has Issues	bchopper	m72.c		garbled graphics but mostly very playable	1987	Irem	384	256	0	raster
mrjong	Mr. Jong (Japan)	OK		mrjong.c			1983	Kiwako	240	224	90	raster
mrlo	Mr. Lo!	Has Issues	mrdo	mrdo.c		garbled graphics. available in FBA	1982	bootleg	240	192	270	raster
mrnt	Mr. TNT	Untested		pacman.c		available in FBA	1983	Telko	288	224	90	raster
mrviiking	Mister Viking	OK		system1.c		works great. also available in FBA	1984	Sega	479	224	270	raster
mrviiknj	Mister Viking (Japan)	OK	mrviiking	system1.c		works great. also available in FBA	1984	Sega	479	224	270	raster
mslug	Metal Slug - Super Vehicle-001	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1996	Nazca	320	224	0	raster
mslug2	Metal Slug 2 - Super Vehicle-001/II	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1998	SNK	320	224	0	raster
mpacatk	Ms. Pac-Man Plus	Untested	mpacman	pacman.c		available in FBA	1981	hack	288	224	90	raster
mpacman	Ms. Pac-Man	Untested		pacman.c		available in FBA	1981	bootleg	288	224	90	raster
msword	Magic Sword - Heroic Fantasy (World)	Untested		cps1.c		use FBA-CPs1 instead, better support	1990	Capcom	384	224	0	raster
mswordj	Magic Sword (Japan)	Untested	msword	cps1.c		use FBA-CPs1 instead, better support	1990	Capcom	384	224	0	raster
mswordu	Magic Sword - Heroic Fantasy (US)	Untested	msword	cps1.c		use FBA-CPs1 instead, better support	1990	Capcom	384	224	0	raster
mttrap	Mouse Trap (version 5)	Has Issues		exidy.c		fails audio self test at boot, missing sound	1981	Exidy	256	256	0	raster
mttrap3	Mouse Trap (version 3)	Has Issues	mttrap	exidy.c		fails audio self test at boot, missing sound	1981	Exidy	256	256	0	raster
mttrap4	Mouse Trap (version 4)	Has Issues	mttrap	exidy.c		fails audio self test at boot, missing sound	1981	Exidy	256	256	0	raster
mtwins	Mega Twins (World)	Untested		cps1.c		use FBA-CPs1 instead, better support	1990	Capcom	384	224	0	raster
mutnat	Mutation Nation	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1992	SNK	320	224	0	raster
mx5000	MX5000	OK		flkack.c		works great.	1987	Konami	280	224	90	raster
myhero	My Hero (US)	OK		system1.c		works great. also available in FBA	1985	Sega	512	224	0	raster
myheroj	Seishun Scandal (Japan)	OK	myhero	system1.c		works great. also available in FBA	1985	Coreland / Sega	512	224	0	raster
myherok	My Hero (Korea)	OK	myhero	system1.c		works great. also available in FBA	1985	Coreland / Sega	512	224	0	raster
mysticm	Mystic Marathon	OK		williams.c			1983	Williams	276	240	0	raster
mysticri	Mystic Riders (World)	Has Issues		m82.c		MAME has no sound support	1992	Irem	320	240	0	raster
mystston	Mysterious Stones	OK		mystston.c			1984	Technos	256	240	270	raster
nam1975	NAM-1975	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1990	SNK	320	224	0	raster
nametune	Name That Tune	OK		balsente.c			1986	Bally/Sente	256	240	0	raster
narc	Narc (rev 7.00)	Doesn't Work		wmsyunit.c		unplayable performance	1988	Williams	512	400	0	raster
narc3	Narc (rev 3.20)	Doesn't Work	narc	wmsyunit.c			1988	Williams	512	400	0	raster
nastar	Nastar (World)	Has Issues		taito_b.c		garbled graphics. same problem in FBA	1988	Taito Corporation Japan	320	224	0	raster
nastarw	Nastar Warrior (US)	Has Issues	nastar	taito_b.c		garbled graphics. same problem in FBA	1988	Taito America Corporation	320	224	0	raster
naughtya	Naughty Boy (bootleg)	OK	naughtyb	naughtyb.c			1982	bootleg	320	224	0	raster
naughtyb	Naughty Boy	OK		naughtyb.c			1982	Jaleco	288	224	90	raster
naughtyc	Naughty Boy (Cinematronics)	OK	naughtyb	naughtyb.c			1982	Jaleco (Cinematronics license)	288	224	90	raster
navalone	Navalone	Has Issues		geebec.c		sound problems	1980	Namco	272	224	90	raster
nbajam	NBA Jam (rev 3.01 04/07/93)	Has Issues		wmsunit.c		stuttery sound	1993	Midway	400	254	0	raster
nbajam2	NBA Jam (rev 2.00 02/10/93)	Has Issues	nbajam	wmsunit.c			1993	Midway	400	254	0	raster
nbajamt1	NBA Jam TE (rev 1.0 01/17/94)	Has Issues	nbajam	wmsunit.c			1994	Midway	400	254	0	raster
nbajamt2	NBA Jam TE (rev 2.0 01/28/94)	Has Issues	nbajam	wmsunit.c			1994	Midway	400	254	0	raster
nbajamt3	NBA Jam TE (rev 3.0 03/04/94)	Has Issues	nbajam	wmsunit.c			1994	Midway	400	254	0	raster
nbajamte	NBA Jam TE (rev 4.0 03/23/94)	Has Issues	nbajam	wmsunit.c			1994	Midway	400	254	0	raster
nbamaxht	NBA Maximum Hangtime (rev 1.0)	Has Issues		wmswolfu.c		audio very low - need service menu to adjust	1996	Midway	400	254	0	raster
ncombat	Ninja Combat	Untested		neogeo.c	galaga	Use FBA-NEOGEO instead, better support	1990	Alpha Denshi Co.	320	224	0	raster
nccommand	Ninja Commando	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1992	Alpha Denshi Co.	320	224	0	raster
nebulus	Nebulous Bee	OK	galaga	galaga.c			1984	hack				
nemesis	Nemesis (hacked?)	OK		nemesis.c			1985	Konami	256	224	0	raster
nemesuk	Nemesis (World?)	OK	nemesis	nemesis.c			1985	Konami	256	224	0	raster
nemo	Nemo (World)	Untested		cps1.c		use FBA-CPs1 instead, better support	1990	Capcom	384	224	0	raster
nemoj	Nemo (Japan)	Untested	nemo	cps1.c		use FBA-CPs1 instead, better support	1990	Capcom	384	224	0	raster
neobombe	Neo Bomberman	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1997	Hudson	320	224	0	raster
neocup98	Neo-Geo Cup '98 - The Road to the Victory	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1998	SNK	320	224	0	raster
neodrift	Neo Drift Out - New Technology	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1996	Visco	320	224	0	raster
neomrdo	Neo Mr. Do!	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1996	Visco	320	224	0	raster
newsin7	New Sinbad 7	OK		scramble.c			1983	ATW USA, Inc.	256	224	90	raster
nibbler	Nibbler (set 1)	OK		rockola.c		sound is a bit messed up	1982	Rock-ola	256	224	90	raster
nibblera	Nibbler (set 2)	OK	nibbler	rockola.c			1982	Rock-ola	256	224	90	raster
ninjak	Ninja Kids (World)	Has Issues		taito_72.c		garbled graphics. use FBA instead.	1990	Taito Corporation Japan	320	224	0	raster
ninjak2a	Ninja Kid II (set 2)	OK	ninjak2	ninjak2.c			1987	UPL	256	192	0	raster
ninjak2b	Ninja Kid II (set 3)	OK	ninjak2	ninjak2.c		works great	1987	UPL	256	192	0	raster
ninjak2d	Ninja Kid II (set 1)	Has Issues		ninjak2.c		MAME has no sound support	1987	UPL	256	192	0	raster
ninjakj	Ninja Kids (Japan)	Has Issues	ninjak	taito_72.c		garbled graphics. use FBA instead.	1990	Taito Corporation	320	224	0	raster
ninjamas	Ninja Master's - hach-ninpo-cho	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1996	ADK / SNK	320	224	0	raster
ninjemak	Ninja Emaki (US)	Has Issues		galvan.c		garbled graphics	1986	Nichibutsu	256	224	270	raster
nitedrvr	Night Driver	Has Issues		nitedrvr.c		MAME has no sound support	1976	Atari	256	256	0	raster
nomlnd	No Man's Land	Has Issues		cosmic.c		colors are wrong	1980	?Universal	256	192	270	raster
nomlndg	No Man's Land (Gottlieb)	Has Issues	nomlnd	cosmic.c		colors are wrong	1980	?Universal (Gottlieb license)	256	192	270	raster
nov2001u	Nova 2001 (US)	OK	nova2001	nova2001.c			1983	UPL (Universal license)	256	192	0	raster
nov2001j	Nova 2001 (Japan)	Doesn't Work	nova2001	nova2001.c		coin entry resets the board	1983	UPL	256	192	0	raster
npacmod	PuckMan (harder?)	OK	pacman	pacman.c		works great.	1981	Namco	288	224	90	raster
nprinces	Ninja Princess	OK	seganinj	system1.c		works great. also available in FBA	1985	Sega	512	224	0	raster
nprincsb	Ninja Princess (bootleg?)	OK	seganinj	system1.c		works great. also available in FBA	1985	bootleg?	512	224	0	raster
nprincsu	Ninja Princess (not encrypted)	OK	seganinj	system1.c		works great. also available in FBA	1985	Sega	512	224	0	raster
nrallyx	New Rally X	OK		rallyx.c		works great. sound is annoying but authentic. also available in FBA.	1981	Namco	288	224	0	raster
nspirit	Ninja Spirit	Has Issues		m72.c		garbled graphics	1988	Irem	384	256	0	raster
nsprltj	Saigo no Nindou (Japan)	Has Issues	nspirit	m72.c		garbled graphics	1988	Irem	384	256	0	raster
nstocker	Night Stocker	OK		balsente.c			1986	Bally/Sente	256	240	0	raster
nunchaku	Nunchackun	Has Issues		tsamurai.c		garbled graphics	1985	Taito	256	224	90	raster
offroad	Ironman Stewart's Super Off-Road	OK		leland.c		works great	1989	Leland Corp.	320	240	0	raster
offroadt	Ironman Stewart's Super Off-Road Track Pack	OK		leland.c		works great	1989	Leland Corp.	320	240	0	raster
offwalc	Off the Wall (2-player cocktail)	OK	offwall	offwall.c		thankfully not a sports title : a breakout type game	1991	Atari Games	336	240	0	raster

File Name	Game Title	Wii Status	Parent	Driver	Samples	Wii NOTES	Year	Manufacturer	Screen W	Screen H	Rotation	Display
offwall	Off the Wall (2/3-player upright)	OK		offwall.c		thankfully not a sports title . a breakout type game	1991	Atari Games	336	240	0	raster
ogonsiro	Ohgon no Siro (Japan)	OK	gladiatr	gladiatr.c			1986	Taito Corporation	256	224	0	raster
ohmygod	Oh My God! (Japan)	OK		ohmygod.c		also available in FBA	1993	Altus	320	240	0	raster
olibochu	Oli-Boo-Chu	Has Issues		olibochu.c		colors are all wrong and sound is bad	1981	Irem + GDI	256	240	270	raster
omegrace	Omega Race	Untested		omegrace.c		Vector graphics	1981	Midway			0	vector
openice	2 On 2 Open Ice Challenge (rev 1.21)	Has Issues		wmswofu.c		sound is very low and glitchy	1995	Midway	400	254	0	raster
orbitron	Orbitron	OK		galaxian.c		works great.	????	Signatron USA	768	224	270	raster
ordyne	Ordynne (Japan)	Has Issues		namcos2.c		garbled graphics, runs very slow and stuttery	1988	Namco	288	224	180	raster
oscar	Psycho-Nics Oscar (US)	Untested		dec8.c		available in FBA	1988	Data East USA	256	240	0	raster
oscarj	Psycho-Nics Oscar (Japan revision 2)	Untested	oscar	dec8.c		available in FBA	1987	Data East Corporation	256	240	0	raster
oscarj0	Psycho-Nics Oscar (Japan revision 0)	Untested	oscar	dec8.c		available in FBA	1987	Data East Corporation	256	240	0	raster
oscarj1	Psycho-Nics Oscar (Japan revision 1)	Untested	oscar	dec8.c		available in FBA	1987	Data East Corporation	256	240	0	raster
otwalls	Off the Wall (Sente)	OK		balsente.c			1984	Bally/Sente	256	240	0	raster
outrun	Out Run (set 1)	Has Issues		system16.c		garbled graphics. available in FBA but has performance issues there.	1986	Sega	320	224	0	raster
outruna	Out Run (set 2)	Has Issues	outrun	system16.c		garbled graphics. available in FBA but has performance issues there.	1986	Sega				
outrunb	Out Run (set 3)	Has Issues	outrun	system16.c		garbled graphics. available in FBA but has performance issues there.	1986	Sega	320	240	270	raster
outzone	Out Zone	OK		toaplan1.c		works great. also available in FBA	1990	Toaplan	320	240	270	raster
outzonep	Out Zone (bootleg)	OK	outzone	toaplan1.c		works great. also available in FBA	1990	bootleg	320	240	270	raster
overtop	Over Top	Untested		neogeo.c	invaders	Use FBA-NEOGEO instead, better support	1996	ADK	320	224	0	raster
ozmawars	Ozma Wars	OK		8080bw.c			1979	SNK	260	224	270	raster
p47	P-47 - The Phantom Fighter (World)	Has Issues		megays1.c		garbled graphics	1968	Jaleco	256	224	0	raster
p47j	P-47 - The Freedom Fighter (Japan)	Has Issues	p47	megays1.c		garbled graphics	1968	Jaleco	256	224	0	raster
pacgal	Pac-Gal	Untested	mpacman	pacman.c		available in FBA	1981	hack	288	224	90	raster
pachart	Pac-Man (Hearts)	Untested	pacman	pacman.c		available in FBA	1981	hack	288	224	90	raster
pacland	Pac-Land (set 1)	OK		pacland.c		works great.	1984	Namco	288	224	0	raster
pacland2	Pac-Land (set 2)	OK	pacland	pacland.c		works great.	1984	Namco	288	224	0	raster
pacland3	Pac-Land (set 3)	OK	pacland	pacland.c		works great.	1984	Namco	288	224	0	raster
paclandm	Pac-Land (Midway)	OK	pacland	pacland.c		works great.	1984	[Namco] (Bally Midway license)	288	224	0	raster
pacman	PuckMan (Japan set 1)	Untested		pacman.c		available in FBA	1980	Namco	288	224	90	raster
pacmanbl	Pac-Man (bootleg on Galaxian hardware)	OK	pacman	galaxian.c		works great.	1981	bootleg	768	224	270	raster
pacmania	Pac-Mania	OK		namcos1.c		works great.	1987	Namco	288	224	270	raster
pacmanij	Pac-Mania (Japan)	OK	pacmania	namcos1.c		works great.	1987	Namco	288	224	270	raster
pacmanjp	PuckMan (Japan set 2)	Untested	pacman	pacman.c		available in FBA	1980	Namco	288	224	270	raster
pacmann	Pac-Man (Midway)	Untested	pacman	pacman.c		available in FBA	1980	[Namco] (Midway license)	288	224	270	raster
pacmcd	Pac-Man (Midway, harder)	Untested	pacman	pacman.c		available in FBA	1981	[Namco] (Midway license)	288	224	90	raster
pacnchmp	Pac-Man & Champ Champ	OK	pacnpal	superpac.c			1983	Namco	288	224	90	raster
pacnpal	Pac & Pal	OK		superpac.c		works great. Based on mappy hardware.	1983	Namco	288	224	90	raster
pacnpal2	Pac & Pal (older)	OK	pacnpal	superpac.c			1983	Namco	288	224	90	raster
pacplus	Pac-Man Plus	Untested		pacman.c		available in FBA	1982	[Namco] (Midway license)	288	224	90	raster
paintrlr	Paint Roller	Untested	crush	pacman.c		available in FBA	1981	bootleg	288	224	90	raster
palamed	Palamedes (Japan)	Has Issues		taito_1.c		garbled graphics	1990	Taito Corporation	320	224	0	raster
pandoras	Pandora's Palace	OK		pandoras.c		works great	1984	Konami/Interlogie	256	224	90	raster
pang	Pang (World)	Has Issues		mitchell.c		sound is bad. use FBA instead	1989	Mitchell	384	240	0	raster
pang3	Pang! 3 (Euro)	Untested		cps1.c		use FBA-CPs1 instead, better support	1995	Mitchell	384	224	0	raster
pang3j	Pang! 3 (Japan)	Untested	pang3	cps1.c		use FBA-CPs1 instead, better support	1995	Mitchell	384	224	0	raster
pangb	Pang (bootleg)	Has Issues	pang	mitchell.c		sound is bad. use FBA instead	1989	bootleg	384	240	0	raster
panic	Space Panic (set 1)	Has Issues		cosmic.c	panic	no audio	1980	Universal	256	192	270	raster
panica	Space Panic (set 2)	Has Issues	panic	cosmic.c		no audio	1980	Universal	256	192	270	raster
panicbm	Panic Bomber	Untested		neogeo.c	panic	Use FBA-NEOGEO instead, better support	1994	Eighting / Hudson	320	224	0	raster
panicger	Space Panic (German)	Has Issues	panic	cosmic.c		no audio	1980	Universal (ADP Automater lcer	256	192	270	raster
papboy	Paperboy	OK		ataris2.c		works great.	1984	Atari Games	512	384	0	raster
parodius	Parodius DA! (Japan)	Untested		parodius.c		available in FBA	1990	Konami	288	224	0	raster
passht4b	Passing Shot (4 Players) (bootleg)	Doesn't Work	passht	system16.c		available in FBA	????	bootleg	320	224	270	raster
passht	Passing Shot (2 Players)	Doesn't Work		system16.c		available in FBA	????	Sega	320	224	270	raster
passhtb	Passing Shot (2 Players) (bootleg)	Doesn't Work	passht	system16.c		available in FBA	????	bootleg	320	224	270	raster
pbactio2	Pinball Action (set 2)	OK	pbaction	pbaction.c		works great.	1985	Tehkan	320	224	270	raster
pbaction	Pinball Action (set 1)	OK		pbaction.c		works great.	1985	Tehkan	256	224	90	raster
pballoon	Pioneer Balloon	OK		rockola.c			1982	SNK	256	224	90	raster
pbobble	Puzzle Bobble - Bust-A-Move (Neo-Geo)	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1994	Taito	320	224	0	raster
pcktgal	Pocket Gal (Japan)	OK		pcktgal.c		works great	1987	Data East Corporation	256	224	0	raster
pcktgal2	Pocket Gal 2 (World?)	OK	pcktgal	pcktgal.c		works great	1989	Data East Corporation	256	224	0	raster
pcktgalb	Pocket Gal (bootleg)	Has Issues	pcktgal	pcktgal.c			1989	bootleg	256	224	0	raster
peekaboo	Peek-A-Boo!	Has Issues		megays1.c		terrible sound and dubious content	1993	Jaleco	256	224	0	raster
pengo	Pengo (set 1)	OK		pengo.c		works great. also available in FBA	1982	Sega	288	224	90	raster
pengo2	Pengo (set 2)	OK	pengo	pengo.c		works great. also available in FBA	1982	Sega	288	224	90	raster
pengo2u	Pengo (set 2 not encrypted)	OK	pengo	pengo.c		works great. also available in FBA	1982	Sega	288	224	90	raster
penta	Penta	OK		pengo.c		works great. also available in FBA	1982	bootleg	288	224	90	raster
pepper2	Pepper II	Has Issues		exidy.c		makes sound during test screen but none in game	1982	Exidy	256	256	0	raster
percuss	Percussor. The	OK		zodiacf.c			1981	Orca	256	224	270	raster
perpapak	Peter Packer-Rat	OK		ataris1.c		works great.	1984	Atari Games	336	240	0	raster
pggal	Pleasure Goal / Futsal - 5 on 5 Mini Soccer	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1996	Saurus	320	224	0	raster
phantasm	Phantasm (Japan)	Has Issues	avspirit	megays1.c		MAME has no sound support	1990	Jaleco	256	224	0	raster
phantom2	Phantom II	Has Issues		8080bw.c		MAME has no sound support	1979	Midway	260	224	0	raster
phellos	Phellos (Japan)	Has Issues		namcos2.c		garbled graphics, game runs slow	1988	Namco	288	224	90	raster
phoenix	Phoenix (Amstar)	OK		phoenix.c		works great. Broken in FBA.	1980	Amstar	256	208	90	raster
phoenix3	Phoenix (T.P.N.)	OK	phoenix	phoenix.c			1980	bootleg?	256	208	90	raster
phoenixa	Phoenix (Centuri)	OK	phoenix	phoenix.c			1980	Amstar (Centuri license)	256	208	90	raster
phoenixc	Phoenix (IRECSA, G.G.I Corp)	OK	phoenix	phoenix.c			1981	bootleg?	256	208	90	raster
phoenixt	Phoenix (Taito)	OK	phoenix	phoenix.c			1980	Taito	256	208	90	raster
phozon	Phozon	OK		phozon.c		works great. No idea what's going on with gameplay though!!	1983	Namco	288	224	90	raster
pickin	Pickin'	OK		bagman.c		just weird.	1983	Valadard Automation	256	224	270	raster
pignewt	Pig Newton (version C)	Has Issues		segar.c		MAME has no sound support	1983	Sega	256	224	270	raster
pignewta	Pig Newton (version A)	Has Issues	pignewt	segar.c		MAME has no sound support	1983	Sega	256	224	270	raster
pigout	Pigout	OK		leland.c		works great.	1990	Leland Corp.	320	240	0	raster
pigouta	Pigout (alternate)	OK	pigout	leland.c			1990	Leland Corp.	320	240	0	raster
pigskin	Pigskin 621AD	Doesn't Work		mcf8.c			1990	Bally Midway	512	480	0	raster
pinbo	Pinbo	OK		pinbo.c		works great	1984	Jaleco	256	224	90	raster
pinbos	Pinbo (Strike)	OK	pinbo	pinbo.c		works great	1984	bootleg?	256	224	90	raster
pingpong	Ping Pong	OK		pingpong.c		works great	1985	Konami	256	224	0	raster
pipedrm	Pipe Dream (Japan)	OK		pipedrm.c		works great	1990	Video System Co.	352	240	0	raster
pipibibs	Pipi & Bibis / Whoopee (Japan)	Has Issues		toaplan2.c		garbled graphics. available in FBA	1991	Toaplan	320	240	0	raster
piranha	Piranha	Untested	pacman	pacman.c		available in FBA	1981	hack	288	224	90	raster
pisces	Pisces	OK		galaxian.c			????	<unknown>	768	224	90	raster
pistoldm	Pistol Daimyo no Bouken (Japan)	Has Issues		namcos1.c		garbled graphics	1990	Namco	288	224	0	raster
pitfall2	Pitfall II	OK		system1.c		works great. also available in FBA	1985	Sega	512	224	0	raster
pitfallu	Pitfall II (not encrypted)	OK	pitfall2	system1.c		works great. also available in FBA	1985	Sega	512	224	0	raster
pitfgh3	Pit Fighter (version 3)	Has Issues	pitflight	hydra.c		"incomplete slapsick emulation"	1990	Atari Games	336	240	0	raster
pitflight	Pit Fighter (version 4)	Has Issues		hydra.c		"incomplete slapsick emulation"	1990	Atari Games	336	240	0	raster
pkladies	Poker Ladies	Has Issues		mitchell.c			1989	Mitchell	384	240	0	raster
pkuwar	Penguin-Kun Wars (US)	OK		pkuwar.c			1985	?UPL	256	192	0	raster
pkuwarj	Penguin-Kun Wars (Japan)	OK	pkuwar	pkuwar.c			1985	?UPL	256	192	0	raster
pleiadb	Pleiads (bootleg)	OK		phoenix.c			1981	bootleg	256	208	90	raster
pleiadc	Pleiads (Centuri)	OK	pleiads	phoenix.c			1981	Tehkan (Centuri license)	256	208	90	raster
pleiads	Pleiads (Tehkan)	OK		phoenix.c			1981	Tehkan	256	208	90	raster
plotting	Plotting (World)	Has Issues		taito_1.c		garbled graphics	1989	Taito Corporation Japan	320	224	0	raster
plooppp	Ploop Pop (Japan)	OK		tnzs.c		works great. Also in FBA.	1987	Taito Corporation	256	224	0	raster
plusaph	Plus Alpha	Has Issues		megays1.c		garbled graphics	1989	Jaleco	256	224	270	raster
pnickj	Prickies (Japan)	Untested		cps1.c		use FBA-CPs1 instead, better support	1994	Capcom (licensed from Compt	384	224	0	raster
polaris	Polaris (set 1)	Has Issues		8080bw.c	polepos	MAME has no sound support	1980	Taito	260	224	270	raster
polarisa	Polaris (set 2)	Has Issues	polaris	8080bw.c	polepos	MAME has no sound support	1980	Taito	260	224	270	raster
polepos	Pole Position	Has Issues		polepos.c	polepos	pedal/brake controls unmapped. coin and wheel inputs seem OK	1982	Namco	256	224	0	raster
polepos1	Pole Position (Atari version 1)	Has Issues	polepos	polepos.c	polepos	pedal/brake controls unmapped. coin and wheel inputs seem OK	1982	[Namco] (Atari license)				
polepos2	Pole Position II	Has Issues		polepos.c	polepos	pedal/brake controls unmapped. coin and wheel inputs seem OK	1983	Namco	256	224	0	raster
poleposa	Pole Position (Atari version 2)	Has Issues	polepos	polepos.c	polepos	pedal/brake controls unmapped. coin and wheel inputs seem OK	1982	Namco (Atari license)	256	224	0	raster
poleps2a	Pole Position II (Atari)	Has Issues	polepos2	polepos.c	polepos	pedal/brake controls unmapped. coin and wheel inputs seem OK	1983	Namco (Atari license)	256	224	0	raster

File Name	Game Title	Wii Status	Parent	Driver	Samples	Wii NOTES	Year	Manufacturer	Screen W	Screen H	Rotation	Display
poleps2b	Pole Position II (Atari bootleg 1)	Has Issues	polepos2	polepos.c		pedal/brake controls unmapped. coin and wheel inputs seem OK.	1983	Namco (Atari license)	256	224	0	raster
poleps2c	Pole Position II (Atari bootleg 2)	Has Issues	polepos2	polepos.c		pedal/brake controls unmapped. coin and wheel inputs seem OK.	1983	Namco (Atari license)	256	224	0	raster
polyplay	Poly-Play	OK		polyplay.c		works. I don't speak German so have no clue sound is bad. use FBA instead	1985	VEB Polytechnik Karl-Marx-Sta	512	256	0	raster
ponpingw	Pomping World (Japan)	Has Issues	pang	mitchell.c			1989	Mitchell	384	240	0	raster
ponpoko	Ponpoko	Untested		pacman.c		available in FBA	1982	Sigma Ent. Inc.	288	224	0	raster
ponpokov	Ponpoko (Venture Line)	Untested	ponpoko	pacman.c		available in FBA	1982	Sigma Ent. Inc. (Venture Line li	288	224	0	raster
pootan	Pootan	Untested	pooyan	pooyan.c		available in FBA	1982	bootleg	256	224	90	raster
pooyan	Pooyan	Untested	pooyan	pooyan.c		available in FBA	1982	Konami	256	224	90	raster
pooyans	Pooyan (Stem)	Untested	pooyan	pooyan.c		available in FBA	1982	[Konami] (Stem license)	256	224	90	raster
popbounc	Pop 'n Bounce / Gapporin	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1997	Video System Co.	320	224	0	raster
popeye	Popeye (set 1)	Doesn't Work		popeye.c		MAME unsupported. bootleg works	1982	?Nintendo	512	448	0	raster
popeye2	Popeye (set 2)	Doesn't Work	popeye	popeye.c			1982	?Nintendo	512	448	0	raster
popeyebi	Popeye (bootleg)	Has Issues	popeye	popeye.c		sound is bad	1982	?bootleg	512	448	0	raster
popflama	Pop Flamer (set 2)	OK	popflame	naughtyb.c			1982	Jaleco	288	224	90	raster
popflame	Pop Flamer (set 1)	OK		naughtyb.c			1982	Jaleco	288	224	90	raster
portman	Port Man	OK		theptit.c			1982	Nova Games Ltd.	256	224	90	raster
potogold	Pot of Gold	OK	leprechn	leprechn.c			1982	GamePlan	256	256	0	raster
poundfor	Pound for Pound (World)	OK		m72.c			1990	Irem	384	256	270	raster
poundfou	Pound for Pound (US)	OK	poundfor	m72.c			1990	Irem America	384	256	270	raster
powfou	P.O.W. - Prisoners of War (US)	Has Issues		snk68.c		garbled graphics. available in FBA	1990	SNK	256	224	0	raster
powerdrv	Power Drive	Has Issues	mc03.c			sound is bad	1986	Bally Midway	512	480	0	raster
powerins	Power Instinct (USA) bootleg	Has Issues	powerins.c			garbled graphics. broken in FBA	1993	Alltax	320	224	0	raster
powj	Datsugoku - Prisoners of War (Japan)	Has Issues	pow	snk68.c		garbled graphics. available in FBA	1988	SNK	256	224	0	raster
prehiele	Prehistoric Isle in 1930 (World)	OK	prehiele.c			works great. Broken in FBA	1989	SNK	256	224	0	raster
prehilu	Prehistoric Isle in 1930 (US)	OK	prehiele.c			works great. Broken in FBA	1989	SNK of America	256	224	0	raster
psoldier	Perfect Soldiers (Japan)	Has Issues	m92.c			MAME has no sound support	1993	Irem	320	240	0	raster
ppikes	Power Spikes (Korea)	OK	aeroflt.c			works great.	1991	Video System Co.	352	240	0	raster
ppikes2	Power Spikes II	Untested	neogeo.c			Use FBA-NEOGEO instead, better support	1994	Video System Co.	320	224	0	raster
psurge	Power Surge	OK	timept.c			probably the geekiest arcade game ever made	1988	<unknown>	256	224	270	raster
psychic5	Psychic 5	OK	psychic5.c			works great. a nice platformer!	1987	Jaleco	256	224	270	raster
psychos	Psycho Soldier (US)	OK	snk.c			few minor graphics issues	1987	SNK	400	224	0	raster
psychosj	Psycho Soldier (Japan)	OK	psychos	snk.c			1987	SNK	400	224	0	raster
puckman	New Puck-X	OK	pacman	pacman.c		also available in FBA	1980	hack	288	224	90	raster
pulirula	PuLiRuLa (World)	Has Issues	tailo_f2.c			garbled graphics	1991	Taito Corporation Japan	320	224	0	raster
pulirulj	PuLiRuLa (Japan)	Has Issues	tailo_f2.c			garbled graphics	1991	Taito Corporation	320	224	0	raster
pulsar	Pulsar	Has Issues	vicdual.c			needs samples	1981	Sega	256	224	270	raster
pulstar	Pulstar	Untested	neogeo.c			Use FBA-NEOGEO instead, better support	1995	Aicom	320	224	0	raster
punchout	Punch-Out!!	Has Issues	punchout.c			sound is broken. dual screen game	1984	Nintendo	256 & 256	224 & 224	0 & 0	raster
punisher	Punisher, The (World)	Untested	cps1.c			use FBA-CPs1 instead, better support	1993	Capcom	384	224	0	raster
punishjr	Punisher, The (Japan)	Untested	punisher	cps1.c		use FBA-CPs1 instead, better support	1993	Capcom	384	224	0	raster
punishru	Punisher, The (US)	Untested	punisher	cps1.c		use FBA-CPs1 instead, better support	1993	Capcom	384	224	0	raster
punkshot	Punk Shot (4 Players)	Has Issues	tmnt.c			garbled graphics. available in FBA	1990	Konami	288	224	0	raster
punksh2	Punk Shot (2 Players)	Has Issues	tmnt.c			garbled graphics. available in FBA	1990	Konami	288	224	0	raster
puzbobb	Puzzle Bobble (Japan, B-System)	Has Issues	pbobble	tailo_b.c		garbled graphics. same problem in FBA (pbobble)	1994	Taito Corporation	320	224	0	raster
puzclub	Puzzle Club (Japan prototype)	Has Issues	namcos1.c			garbled graphics	1990	Namco	288	224	90	raster
puzzldpr	Puzzle De Pon R	Untested	puzzldp	neogeo.c		Use FBA-NEOGEO instead, better support	1997	Taito (Visco license)	320	224	0	raster
puzzldp	Puzzle De Pon	Untested	neogeo.c			Use FBA-NEOGEO instead, better support	1995	Taito (Visco license)	320	224	0	raster
puzznic	Puzznic (Japan)	Has Issues	tailo_i.c			garbled graphics	1989	Taito Corporation	320	224	0	raster
pyros	Pyros (US)	OK	wardner	wardner.c		bad sound but that's normal	1987	[Toaplan] Taito America Corpor	320	240	0	raster
qad	Quiz & Dragons (US)	Untested	cps1.c			use FBA-CPs1 instead, better support	1992	Capcom	384	224	0	raster
qadj	Quiz & Dragons (Japan)	Untested	qad	cps1.c		use FBA-CPs1 instead, better support	1994	Capcom	384	224	0	raster
qbert	Q*bert (US)	OK	gottlieb.c		Yes	minor graphics issue on high score screen	1982	Gottlieb	256	240	270	raster
qbertip	Q*bert (Japan)	OK	qbert	gottlieb.c		works great	1982	Gottlieb (Konami license)	256	240	270	raster
qbertyub	Q*bert's Qubes	OK	gottlieb.c			works great	1983	MyStar	256	240	270	raster
qcrayon	Quiz Crayon Shinchan (Japan)	Has Issues	tailo_f2.c			garbled graphics	1993	Taito Corporation	320	224	0	raster
qcrayon2	Quiz Crayon Shinchan Orato Asobo (Japan)	Has Issues	tailo_f2.c			garbled graphics	1993	Taito Corporation	320	224	0	raster
qix	Qix (set 1)	OK	qix.c			works great. reset while loaded to fully initialize.	1981	Taito America Corporation	256	256	270	raster
qix2	Qix II (Tournament)	OK	qix	qix.c		works great. reset while loaded to fully initialize.	1981	Taito America Corporation	256	256	270	raster
qixa	Qix (set 2)	OK	qix	qix.c		works great. reset while loaded to fully initialize.	1981	Taito America Corporation	256	256	270	raster
qixb	Qix (set 3)	OK	qix	qix.c		works great. reset while loaded to fully initialize.	1981	Taito America Corporation	256	256	270	raster
qjinsei	Quiz Jinsei Gekijoh (Japan)	Has Issues	tailo_f2.c			garbled graphics	1992	Taito Corporation	320	224	0	raster
qsangoku	Quiz Sangokushi (Japan)	Has Issues	mitchell.c				1991	Capcom	384	240	0	raster
qtono1	Quiz Tonosama no Yabou (Japan)	Has Issues	mitchell.c				1991	Capcom	384	224	0	raster
qtono2	Quiz Tonosama no Yabou 2 Zenkoku-ban (Japan)	Untested	cps1.c			use FBA-CPs1 instead, better support	1995	Capcom	384	224	0	raster
qtorimon	Quiz Torimonochou (Japan)	Has Issues	tailo_f2.c			garbled graphics	1990	Taito Corporation	320	224	0	raster
quantum	Quantum (rev 2)	Has Issues	quantum.c			colors are wrong	1982	Atari	384	224	0	raster
quantum1	Quantum (rev 1)	Untested	quantum	quantum.c		Vector graphics	1982	Atari			270	vector
quantump	Quantum (prototype)	Untested	quantum	quantum.c		Vector graphics	1982	Atari			270	vector
quarfeb	Quarterback	Has Issues	leland.c			controls issues	1987	Leland Corp.	320	240	270	raster
quartet	Quartet	Has Issues	system16.c			garbled graphics	1986	Sega	320	224	0	raster
quartet2	Quartet II	Has Issues	quartet	system16.c		garbled graphics	1986	Sega	320	224	0	raster
quartetj	Quartet (Japan)	Has Issues	quartet	system16.c		garbled graphics	1986	Sega	320	224	0	raster
quarth	Quarth (Japan)	Has Issues	blockhl	blockhl.c		garbled graphics	1989	Konami	288	224	0	raster
quarthba	Quarterback (set 2)	Has Issues	quarfeb	leland.c		controls issues	1987	Leland Corp.	320	240	270	raster
quester	Quester (Japan)	Has Issues	namcos1.c			garbled graphics. Namco's Arkancoid rip-off.	1987	Namco	288	224	90	raster
quizzda2	Quiz Meintantei Neo Geo - Quiz Daisousa Sen Part 2	Untested	neogeo.c			Use FBA-NEOGEO instead, better support	1992	SNK	320	224	0	raster
quizzdals	Quiz Daisousa Sen - The Last Count Down	Untested	neogeo.c			Use FBA-NEOGEO instead, better support	1991	SNK	320	224	0	raster
quizhq	Quiz HQ (Japan)	Has Issues	tailo_f2.c			garbled graphics	1990	Taito Corporation	320	224	0	raster
quizkof	Quiz King of Fighters	Untested	neogeo.c			Use FBA-NEOGEO instead, better support	1995	Saurus	320	224	0	raster
qwakprot	Qwak (prototype)	OK	qwakprot.c				1982	Atari	256	240	90	raster
qzchikyu	Quiz Chikyu Bouei Gun (Japan)	Has Issues	tailo_f2.c			garbled graphics	1991	Taito Corporation	320	224	0	raster
qzquest	Quiz Quest - Hime to Yuusha no Monogatari (Japan)	Has Issues	tailo_f2.c			garbled graphics	1991	Taito Corporation	320	224	0	raster
qzshowby	Quiz Sekai wa SHOW by shobai (Japan)	Has Issues	tailo_b.c			garbled graphics	1993	Taito Corporation	320	224	0	raster
rabiolep	Rabio Lepus (Japan)	OK	rpunch.c				1987	V-System Co.	288	216	0	raster
rackemup	Rack 'em Up	OK	thehustl	battfnts.c		works great	1987	Konami	256	224	90	raster
radarscp	Radar Scope	OK	dkong.c		dkong	missing some sound	1980	Nintendo	256	224	90	raster
radrad	Radical Radial	OK	seicross.c			works great	1982	Nichibutsu USA	256	224	0	raster
ragnagrd	Operation Ragnagard / Shin-Oh-Ken	Untested	neogeo.c			Use FBA-NEOGEO instead, better support	1996	Saurus	320	224	0	raster
raiden	Raiden	Has Issues	raiden.c			garbled graphics. available in MAME but slow music	1990	Seibu Kaihatsu	256	224	270	raster
raidena	Raiden (Alternate Hardware)	Has Issues	raiden	raiden.c		garbled graphics. available in MAME but slow music	1990	Seibu Kaihatsu	256	224	270	raster
raidenk	Raiden (Korea)	Has Issues	raiden	raiden.c		garbled graphics. available in MAME but slow music	1990	Seibu Kaihatsu (IBL Corporatio	256	224	270	raster
rainais	Rainais (Japan)	Doesn't Work	tailo_i.c				1988	Taito Corporation	320	224	0	raster
rainbow	Rainbow Islands	OK	rainbow.c			also available in FBA (bisland), subtle sound differences, both good	1987	Taito Corporation	320	224	0	raster
rainbowe	Rainbow Islands (Extra)	OK	rainbow	rainbow.c		also available in FBA (bisland), subtle sound differences, both good	1988	Taito Corporation	320	224	0	raster
rallybik	Rally Bike / Dash Yarou	OK	toaplan1.c			works great. available in FBA	1988	[Toaplan] Taito Corporation	320	240	270	raster
rallyx	Rally X	OK	rallyx.c				1980	Namco	288	224	0	raster
rallyxm	Rally X (Midway)	OK	rallyx	rallyx.c	rallyx		1980	[Namco] (Midway license)	288	224	0	raster
rambo3	Rambo III (set 1, Europe)	Has Issues	tailo_b.c			garbled graphics. same problem in FBA	1989	Taito Europe Corporation	320	224	0	raster
rambo3a	Rambo III (set 2, US)	Has Issues	tailo_b.c			garbled graphics. same problem in FBA	1989	Taito America Corporation	320	224	0	raster
rampage	Rampage (revision 3)	Has Issues	mc03.c			runs OK but sound is bad	1986	Bally Midway	512	480	0	raster
rampage2	Rampage (revision 2)	Has Issues	rampage	mc03.c		runs OK but sound is bad	1986	Bally Midway	512	480	0	raster
rampart	Rampart (3-player Trackball)	Has Issues	rampart.c			warns that emulation is incomplete	1990	Atari Games	336	240	0	raster
rampartj	Rampart (Japan, 2-player Joystick)	Has Issues	rampart.c			warns that emulation is incomplete	1990	Atari Games	336	240	0	raster
ramprt2p	Rampart (2-player Joystick)	Has Issues	rampart	rampart.c		warns that emulation is incomplete	1990	Atari Games	336	240	0	raster
rastan	Rastan (World)	OK	rastan.c			Works OK. Also available in FBA and sound is better there.	1987	Taito Corporation Japan	320	240	0	raster
rastanu	Rastan (US set 1)	OK	rastan	rastan.c		Works OK. Also available in FBA and sound is better there.	1987	Taito America Corporation	320	240	0	raster
rastanu2	Rastan (US set 2)	OK	rastan	rastan.c		Works OK. Also available in FBA and sound is better there.	1987	Taito America Corporation	320	240	0	raster
rastasag2	Rastan Saga 2 (Japan)	Has Issues	nastar	tailo_b.c		garbled graphics. same problem in FBA	1988	Taito Corporation	320	224	0	raster
rastasaga	Rastan Saga (Japan)	OK	rastan	rastan.c		Works OK. Also available in FBA and sound is better there.	1987	Taito Corporation	320	240	0	raster
razmataz	Razmataz	Has Issues	zaxxon.c			MAME has no sound support	1983	Sega	256	224	90	raster
rbf1f	Real Bout Fatal Fury / Real Bout Garou Densetsu	Untested	neogeo.c			Use FBA-NEOGEO instead, better support	1995	SNK	320	224	0	raster
rbf2f	Real Bout Fatal Fury 2 - The Newcomers / Real Bout Garou Densetsu 2	Doesn't Work	neogeo.c			Too big to fit in RAM	1998	SNK	320	224	0	raster
rbf5pec	Real Bout Fatal Fury Special / Real Bout Garou Densetsu S	OK	neogeo.c			Use FBA-NEOGEO instead, better support	1996	SNK	320	224	0	raster
rbtapper	Tapper (Root Beer)	Has Issues	tapper	mc03.c		sound is bad	1984	Bally Midway	512	480	0	raster
rdaction	Rad Action	OK	ninjakd2	ninjakd2.c		works great	1987	UPL (World Games license)	256	192	0	raster

File Name	Game Title	Wii Status	Parent	Driver	Samples	Wii NOTES	Year	Manufacturer	Screen W	Screen H	Rotation	Display
reactor	Reactor	OK		gottlieb.c		works great.	1982	Gottlieb	256	240	0	raster
redalert	Red Alert	Has Issues		redalert.c		colors are wrong	1981	Irem + GDI	256	240	270	raster
redbaron	Red Baron	Untested		bzone.c		Vector graphics	1980	Atari			0	vector
redlin2p	Redline Racer (2 players)	OK		leland.c			1987	Cinematronics (Tradewest licen	320	240	270	raster
reduf0	Defend the Terra Attack on the Red UFO (bootleg)	OK		galaxian.c			????	bootleg	768	224	270	raster
regulus	Regulus	OK		system1.c		works great. FBA is missing sound	1983	Sega	512	224	270	raster
regulusu	Regulus (not encrypted)	OK	regulus	system1.c		works great. FBA is missing sound	1983	Sega	512	224	270	raster
relief	Relief Pitcher (set 1)	OK		relief.c		works great.	1992	Atari Games	336	240	0	raster
relief2	Relief Pitcher (set 2)	OK	relief	relief.c		works great.	1992	Atari Games	336	240	0	raster
renegade	Renegade (US)	Has Issues		renegade.c		garbled graphics	1986	Technos (Taito America license)	240	240	0	raster
repulse	Repulse	OK		kyugo.c		works great. available in FBA	1985	Sega	288	224	90	raster
rescraid	Rescue Raider	OK		balsente.c		works great.	1987	Bally/Sente	256	240	0	raster
rescraidsa	Rescue Raider (Stand-Alone)	OK	rescraid	balsente.c		works great.	1987	Bally/Sente	256	240	0	raster
rescue	Rescue	OK		scobra.c		works great. amazing parallax graphics for '82	1982	Stern	256	224	90	raster
retofin1	Return of the Invaders (bootleg set 1)	OK	retofinv	retofinv.c			1985	bootleg	288	224	90	raster
retofin2	Return of the Invaders (bootleg set 2)	OK	retofinv	retofinv.c			1985	bootleg	288	224	90	raster
retofinv	Return of the Invaders	OK	retofinv	retofinv.c		works great.	1985	Taito Corporation	288	224	90	raster
rf2	Konami RF2 - Red Fighter	OK	konamigt	nemesis.c		works great. steering is sensitive though.	1985	Konami	256	224	0	raster
richero	Riding Hero	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1990	SNK	320	224	0	raster
ringkin2	Ring King (set 2)	OK	kingofb	kingobox.c			1985	<unknown>	256	224	90	raster
ringkin3	Ring King (set 3)	OK	kingofb	kingobox.c			1985	Data East USA	256	224	90	raster
ringking	Ring King (set 1)	OK	kingofb	kingobox.c			1985	Data East USA	256	224	90	raster
ringghja	Ring no Ohja (Japan)	Has Issues	mainevt	mainevt.c		sound is awful and garbled graphics	1988	Konami	288	224	0	raster
riotcity	Riot City	Has Issues		system16.c		garbled graphics. available in FBA	1991	Sega / Westone	320	224	0	raster
ripord	Rip Cord	Doesn't Work		circus.c			1977	Exidy	248	256	0	raster
ripoff	Rip Off	Untested		cinemat.c		Vector graphics	1979	Cinematronics			180	vector
mpgwet	Rampage: World Tour (rev 1.3)	Has Issues		wmswofu.c		sound is very low and stuttery	1997	Midway	400	254	0	raster
mpgwet11	Rampage: World Tour (rev 1.1)	Has Issues	mpgwet	wmswofu.c		sound is very low and stuttery	1997	Midway	400	254	0	raster
roadblast	Road Blasters	OK		atarisay1.c		works great.	1987	Atari Games	336	240	0	raster
roadf	Road Fighter (set 1)	OK		hyperspt.c		works great	1984	Konami	256	224	90	raster
roadf2	Road Fighter (set 2)	OK	roadf	hyperspt.c		works great	1984	Konami	256	224	90	raster
roadrunn	Road Runner	OK		atarisay1.c		works great.	1985	Atari Games	336	240	0	raster
robby	Robby Roto	Has Issues		astroode.c		constant loud buzzing sound, no other audio	1981	Bally Midway	352	240	0	raster
roboarmy	Robo Army	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1991	SNK	320	224	0	raster
robocop	Robocop (World revision 3)	Doesn't Work		dec0.c		bootleg works fine	1988	Data East Corporation	256	240	0	raster
robocopb	Robocop (World bootleg)	OK	robocop	dec0.c		works great. Broken on FBA.	1988	bootleg	256	240	0	raster
robocopu	Robocop (US revision 1)	Doesn't Work	robocop	dec0.c		bootleg works fine	1988	Data East USA	256	240	0	raster
robocopu0	Robocop (US revision 0)	Doesn't Work	robocop	dec0.c		bootleg works fine	1988	Data East USA	256	240	0	raster
robotowl	Robot Bowl	Has Issues		circus.c		no sound	1977	Exidy	248	256	0	raster
robotron	Robotron (Solid Blue label)	OK		williams.c		works great. Reset game while loaded to fully initialise.	1982	Williams	292	240	0	raster
robotryo	Robotron (Yellow/Orange label)	OK	robotron	williams.c		works great. Reset game while loaded to fully initialise.	1982	Williams	292	240	0	raster
rockmanj	Rockman - The Power Battle (Japan)	Untested	megaman	cps1.c		use FBA-CPS1 instead, better support	1995	Capcom	384	224	0	raster
rockrage	Rock 'n Rage (World?)	Has Issues		rockrage.c		garbled graphics	1986	Konami	256	224	0	raster
rockragj	Koi no Hotrock (Japan)	Has Issues	rockrage	rockrage.c		garbled graphics	1986	Konami	256	224	0	raster
rocnrope	Roc'n Rope	OK		rocnrope.c		works great	1983	Konami	256	224	270	raster
rocnropk	Roc'n Rope (Kosuka)	OK	rocnrope	rocnrope.c		works great	1983	Konami + Kosuka	256	224	270	raster
rodland	RodLand (World)	Doesn't Work		megasy1.c		crashes the core. might need to check the rom.	1990	Jaleco	256	224	0	raster
rodlandj	RodLand (Japan)	Has Issues	rodland	megasy1.c		garbled graphics	1990	Jaleco	256	224	0	raster
roishtar	Return of Ishitar, The	Has Issues		namcos86.c		graphics are garbled.	1986	Namco	288	224	0	raster
rollerg	Rollergames (US)	OK		rollerg.c		works great	1991	Konami	288	224	0	raster
rollergj	Rollergames (Japan)	OK	rollerg	rollerg.c		works great	1991	Konami	288	224	0	raster
rollingc	Rolling Crash / Moon Base	Has Issues		8080bw.c		MAME has no sound support	1979	Nichibutsu	260	224	270	raster
rompers	Rompers (Japan)	OK		namcos1.c			1989	Namco	288	224	90	raster
romperso	Rompers (Japan old version)	OK	rompers	namcos1.c			1989	Namco	288	224	90	raster
roundup	Round-Up	OK		theplt.c			1981	Amerip/Centuri	256	224	90	raster
route16	Route 16	OK		route16.c			1981	Tehkan/Sun (Centuri license)	256	256	270	raster
route16b	Route 16 (bootleg)	OK	route16	route16.c			1981	bootleg	256	256	270	raster
royalmah	Royal Mahjong	Has Issues		royalmah.c		mahjong buttons unmapped	1982	Falcon	256	240	0	raster
rpatriob	River Patrol (bootleg)	OK	rpatriol	climber.c			????	bootleg	256	224	0	raster
rpunch	Rabbit Punch (US)	OK	rabiolep	rpunch.c		minor garbled graphics	1987	V-System Co. (Bally/Midway/Se	288	216	0	raster
rthun2	Rolling Thunder 2	Has Issues		namcos2.c		garbled graphics	1990	Namco	288	224	0	raster
rthun2j	Rolling Thunder 2 (Japan)	Has Issues	rthun2	namcos2.c		garbled graphics	1990	Namco	288	224	0	raster
rthunder	Rolling Thunder (new version)	Has Issues		namcos86.c		graphics are garbled, 1p start not working	1986	Namco	288	224	0	raster
rthundro	Rolling Thunder (old version)	Has Issues	rthunder	namcos86.c		graphics are garbled, 1p start not working	1986	Namco	288	224	0	raster
rtype	R-Type (Japan)	Has Issues		m72.c		garbled graphics	1987	Irem	384	256	0	raster
rtype2	R-Type II	Has Issues		m72.c		garbled graphics	1989	Irem	384	256	0	raster
rtype2j	R-Type II (Japan)	Has Issues	rtype2	m72.c		garbled graphics	1989	Irem	384	256	0	raster
rtypeleo	R-Type Leo (Japan)	Has Issues		m62.c		MAME has no sound support. playable but has garbled graphics	1992	Irem	320	240	0	raster
rtypepj	R-Type (Japan prototype)	Has Issues	rtype	m72.c		garbled graphics	1987	Irem	320	240	0	raster
rtypeu	R-Type (US)	Has Issues	rtype	m72.c		garbled graphics	1987	Irem (Nintendo of America licen	384	256	0	raster
rugrats	Rug Rats	OK	wiping	wiping.c			1983	Nichibutsu	288	224	90	raster
runark	Runark (Japan)	Has Issues	growl	taito_r2.c		garbled graphics. Broken in FBA.	1990	Taito Corporation	320	224	0	raster
rushatck	Rush'n Attack	Untested	gberet	gberet.c		available in FBA	1985	Konami	240	224	0	raster
rushorsh	Rush & Crash (Japan)	Untested	sunbmler	sunbmler.c		available in FBA	1986	Capcom	352	240	270	raster
rygar	Rygar (US set 1)	Has Issues		tecmo.c		garbled graphics. available in FBA	1986	Tecmo	256	224	0	raster
rygar2	Rygar (US set 2)	Has Issues	rygar	tecmo.c		garbled graphics. available in FBA	1986	Tecmo	256	224	0	raster
rygarj	Argus no Senshi (Japan)	Has Issues	rygar	tecmo.c		garbled graphics. available in FBA	1986	Tecmo	256	224	0	raster
ryukendn	Ninja Ryukenden (Japan)	Has Issues	gaiden	gaiden.c		garbled graphics	1989	Tecmo	256	224	0	raster
safari	Safari	Has Issues		vicdual.c		MAME has no sound support	1977	Gremlin	256	224	0	raster
safair	Safari Rally	Has Issues	safair.c	safair.c		MAME has no sound support	????	SNK	256	208	90	raster
salamand	Salamander	Has Issues		nemesis.c		speech is messed up and other audio very low	1986	Konami	256	224	0	raster
samesame	Same! Same! Same!	Has Issues	fireshrk	taoplan1.c		MAME has no sound support. available in FBA	1989	Toaplan	320	240	270	raster
samsho	Samurai Shodown / Samurai Spirits	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1993	SNK	320	224	0	raster
samsho2	Samurai Shodown II / Shin Samurai Spirits - Haohmaru jigok	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1994	SNK	320	224	0	raster
samsho3	Samurai Shodown III / Samurai Spirits - Zankurou Musouken	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1995	SNK	320	224	0	raster
samsho4	Samurai Shodown IV - Amakusa's Revenge / Samurai Spirit	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1996	SNK	320	224	0	raster
samurai	Samurai (Sega)	Has Issues		vicdual.c		MAME has no sound support	1980	Sega	256	224	270	raster
sarge	Sarge	Has Issues		mcr3.c		sound is bad	1985	Bally Midway	512	480	0	raster
sasuke	Sasuke vs. Commander	Has Issues		rockola.c		MAME has no sound support	1980	SNK	256	224	90	raster
satansat	Satan of Satum	Has Issues		rockola.c		MAME warns audio isn't accurate, and it's bad. Everything else OK.	1981	SNK	256	224	90	raster
saturn	Saturn	OK		bluepnt.c		works great	1983	[Zilec] Jaleco				raster
sauro	Sauro	OK		sauro.c		music seems out of sync?	1987	Tedtri	240	224	0	raster
savagere	Savage Reign / Fu'un Mokushiroku - kakutou sousai	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1995	SNK	320	224	0	raster
savgbes	Savage Bees	OK	exedexes	exedexes.c			1985	Capcom (Memetron license)	256	224	270	raster
sbagman	Super Bagman	OK		bagman.c		works ok, sound isn't great	1984	Valadon Automation	256	224	270	raster
sbagmans	Super Bagman (Stern)	OK	sbagman	bagman.c		works ok, sound isn't great	1984	Valadon Automation (Stern licen	256	224	270	raster
sbase8l	Super Champion Baseball	Has Issues		alpha68k.c		majorly garbled graphics	1989	SNK of America (licensed from 256	224	0	raster	
sbasketb	Super Basketball	OK		sbasketb.c		works ok, sound isn't the best.	1984	Konami	256	224	90	raster
sbbrs	Super Buster Bros (US)	Has Issues	spang	mitchell.c		sound is bad. use FBA instead	1990	Mitchell + Capcom	384	240	0	raster
sbobbob	Super Bobbie Bobble	OK	bubtblol	bubtblol.c								

File Name	Game Title	Wii Status	Parent	Driver	Samples	Wii NOTES	Year	Manufacturer	Screen W	Screen H	Rotation	Display
sctionza	Section Z (set 2)	Untested	sectionz	lwings.c		available in FBA	1985	Capcom	256	240	0	raster
sdi	SDI - Strategic Defense Initiative	Has Issues		system16.c		garbled graphics, sound is low. broken in FBA	1987	Sega	320	224	0	raster
sdiqj	SDI - Strategic Defense Initiative (Japan)	Has Issues	sdi	system16.c		garbled graphics, sound is low. broken in FBA	1987	Sega	320	224	0	raster
sdodgeb	Super Dodge Ball / Kunio no Nekketsu Toukyuu Densetsu	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1996	Technos	320	224	0	raster
sdungeon	Space Dungeon	OK		qix.c		works great. reset while loaded to fully initialise.	1981	Taito America Corporation	256	256	270	raster
searchar	SAR - Search And Rescue (World)	Has Issues		snk68.c		garbled graphics. available in FBA	1989	SNK	256	224	90	raster
seawolf	Sea Wolf	Has Issues		8080bw.c		MAME has no sound support	1976	Midway	260	224	0	raster
seawolf2	Sea Wolf II	Has Issues		astrocde.c		MAME has no sound support	1978	Midway	352	240	0	raster
secretag	Secret Agent (World)	OK	slspsy	dec0.c		works fine. broken in FBA	1989	Data East Corporation	256	240	0	raster
sectionz	Section Z (set 1)	Untested		lwings.c		available in FBA	1985	Capcom	256	240	0	raster
sectrzn	Sector Zone	OK	seicross	seicross.c		works great.	1984	Nichibutsu + Alice	256	224	90	raster
seganinj	Sega Ninja	OK		system1.c		works great. also available in FBA	1985	Sega	512	224	0	raster
seganinu	Sega Ninja (not encrypted)	OK	seganinj	system1.c		works great. also available in FBA	1985	Sega	512	224	0	raster
seicross	Seicross	OK		seicross.c		works great.	1984	Nichibutsu + Alice	256	224	90	raster
sengokh	Sengoku / Sengoku Denshou (set 2)	Untested	sengoku	neogeo.c		Use FBA-NEOGEO instead, better support	1991	SNK	320	224	0	raster
sengoku	Sengoku / Sengoku Denshou (set 1)	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1991	SNK	320	224	0	raster
sengoku2	Sengoku 2 / Sengoku Denshou 2	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1993	SNK	320	224	0	raster
seniyo	Seniyo	Has Issues		seniyo.c		garbled graphics.	1983	Tehkan	256	224	90	raster
sentest2	Senie Diagnostic Cartridge	OK		balente.c			1984	Bally/Sente	256	240	0	raster
sercharu	SAR - Search And Rescue (US)	Has Issues	searchar	snk68.c		available in FBA	1989	SNK	256	224	90	raster
sf1	Street Fighter (World)	Untested		sf1.c		available in FBA	1987	Capcom	384	224	0	raster
sf1jp	Street Fighter (Japan)	Untested	sf1	sf1.c		available in FBA	1987	Capcom	384	224	0	raster
sf1us	Street Fighter (US)	Untested	sf1	sf1.c		available in FBA	1987	Capcom	384	224	0	raster
sf2	Street Fighter II - The World Warrior (World 910214)	Untested		cps1.c		use FBA-CP51 instead, better support	1991	Capcom	384	224	0	raster
sf2a	Street Fighter II - The World Warrior (US 910206)	Untested		cps1.c		use FBA-CP51 instead, better support	1991	Capcom	384	224	0	raster
sf2accp2	Street Fighter II - Champion Edition (Accelerator PLII)	Untested	sf2ce	cps1.c		use FBA-CP51 instead, better support	1992	hack	384	224	0	raster
sf2b	Street Fighter II - The World Warrior (US 910214)	Untested		cps1.c		use FBA-CP51 instead, better support	1991	Capcom	384	224	0	raster
sf2ce	Street Fighter II - Champion Edition (World)	Untested		cps1.c		use FBA-CP51 instead, better support	1992	Capcom	384	224	0	raster
sf2cea	Street Fighter II - Champion Edition (US rev A)	Untested		sf2ce	cps1.c	use FBA-CP51 instead, better support	1992	Capcom	384	224	0	raster
sf2ceb	Street Fighter II - Champion Edition (US rev B)	Untested		sf2ce	cps1.c	use FBA-CP51 instead, better support	1992	Capcom	384	224	0	raster
sf2cej	Street Fighter II - Champion Edition (Japan)	Untested		sf2ce	cps1.c	use FBA-CP51 instead, better support	1992	Capcom	384	224	0	raster
sf2e	Street Fighter II - The World Warrior (US 910228)	Untested		sf2	cps1.c	use FBA-CP51 instead, better support	1991	Capcom	384	224	0	raster
sf2j	Street Fighter II - The World Warrior (Japan 911210)	Untested		sf2	cps1.c	use FBA-CP51 instead, better support	1991	Capcom	384	224	0	raster
sf2jb	Street Fighter II - The World Warrior (Japan 910214)	Untested		sf2	cps1.c	use FBA-CP51 instead, better support	1991	Capcom	384	224	0	raster
sf2rb	Street Fighter II - Champion Edition (Rainbow)	Untested		sf2ce	cps1.c	use FBA-CP51 instead, better support	1992	hack	384	224	0	raster
sf2red	Street Fighter II - Champion Edition (Red Wave)	Untested		sf2ce	cps1.c	use FBA-CP51 instead, better support	1992	hack	384	224	0	raster
sf2t	Street Fighter II - Hyper Fighting (US)	Untested		sf2ce	cps1.c	use FBA-CP51 instead, better support	1992	Capcom	384	224	0	raster
sf2tj	Street Fighter II Turbo - Hyper Fighting (Japan)	Untested		sf2ce	cps1.c	use FBA-CP51 instead, better support	1992	Capcom	384	224	0	raster
sfeverbw	Space Fever (black and white)	Doesn't Work		8080bw.c		sound stuck in a loop, controls problems	1980	Nintendo	256	224	90	raster
tfootbal	Street Football	OK		balente.c			1986	Bally/Sente	256	240	0	raster
sfomula	Super Formula (Japan)	Has Issues	tail2nos	tail2nos.c		garbled graphics.	1989	V-System Co.	320	240	90	raster
sfposeid	Sea Fighter Poseidon	OK		tailtoj.c			1984	Taito Corporation	256	224	0	raster
shackled	Shackled (US)	Has Issues		dec8.c		garbled graphics but performance is good. better than FBA	1986	Data East USA	256	240	0	raster
shadowld	Shadow Land	OK		namcos1.c		works great	1987	Namco	288	224	180	raster
shadoww	Shadow Warriors (US)	Has Issues	gaiden	gaiden.c		garbled graphics. available in FBA	1988	Tecmo	256	224	0	raster
shangha3	Shanghai III (Japan)	OK		shangha3.c		A Mahjong game	1993	Sunsoft	384	224	0	raster
shanghai	Shanghai	Doesn't Work		shanghai.c			1988	Sunsoft	384	280	0	raster
shangon	Super Hang-On	Doesn't Work		system16.c		available in FBA	1992	Sega	320	224	0	raster
shangonb	Super Hang-On (bootleg)	Has Issues	shangon	system16.c		garbled graphics. use FBA instead	1992	bootleg	320	224	0	raster
shaoilns	Shao-Lin's Road	OK	kicker	shaoilns.c		works great	1985	Konami	256	224	90	raster
sharkatt	Shark Attack	OK		sharkatt.c			1980	Pacific Novelty	256	192	0	raster
sharrier	Space Harrier	Has Issues		system16.c		garbled graphics	1985	Sega	320	224	0	raster
shdancbl	Shadow Dancer (bootleg)	Has Issues	shdancer	system16.c		garbled graphics. available in FBA	1989	bootleg	320	224	0	raster
shdancer	Shadow Dancer (US)	Has Issues		system16.c		garbled graphics. available in FBA	1989	Sega	320	224	0	raster
shdancrj	Shadow Dancer (Japan)	Has Issues	shdancer	system16.c		garbled graphics. available in FBA	1989	Sega	320	224	0	raster
sheriff	Sheriff	Has Issues		8080bw.c		no color, sound stuck in a loop	1980	Nintendo	256	224	270	raster
shimpact	Super High Impact (rev LA1 09/30/91)	Doesn't Work		wmsyunt.c			1991	Midway	410	256	0	raster
shinobi	Shinobi (set 1)	Has Issues		system16.c		garbled graphics but good sound. available in FBA with sound issues	1987	Sega	320	224	0	raster
shinobia	Shinobi (set 2)	Has Issues	shinobi	shinobi	system16.c	garbled graphics but good sound. available in FBA with sound issues	1987	Sega	320	224	0	raster
shinobb	Shinobi (set 3)	Has Issues	shinobi	shinobi	system16.c	garbled graphics but good sound. available in FBA with sound issues	1987	Sega	320	224	0	raster
shinobl	Shinobi (bootleg)	Has Issues	shinobi	shinobi	system16.c	garbled graphics but good sound. available in FBA with sound issues	1987	bootleg	320	224	0	raster
shisen	Shisenho - Joushiyo-Hen (Japan)	OK	sichuan2	shisen.c		NSFW	1989	Tamtex	512	256	0	raster
shocktr2	Shock Troopers - 2nd Squad	Doesn't Work		neogeo.c		Too big to fit in RAM	1998	Saurus	320	224	0	raster
shocktro	Shock Troopers	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1997	Saurus	320	224	0	raster
shollow	Satan's Hollow (set 1)	Has Issues		mcr2.c		sound is bad	1991	Bally Midway	512	480	90	raster
shollow2	Satan's Hollow (set 2)	Has Issues	shollow	mcr2.c		sound is bad	1991	Bally Midway	512	480	90	raster
shootoub	Shoot Out (Korean bootleg)	OK	shootout	shootout.c		works great	1985	bootleg	512	480	90	raster
shootouj	Shoot Out (Japan)	OK		shootout.c		works great	1985	Data East USA	256	240	0	raster
shootout	Shoot Out (US)	OK		shootout.c		works great	1985	Data East USA	256	240	0	raster
showdown	Showdown (version 5.0)	Doesn't Work		exidy440.c		light gun game	1988	Exidy	320	240	0	raster
shtrngmt	Shooting Master	Doesn't Work		system1.c			1985	Sega	512	224	0	raster
shufflb	Shuffleboard	Has Issues		8080bw.c		MAME has no sound support	1978	Midway	260	224	90	raster
shuuz	Shuuz (version 8.0)	OK		shuuz.c		works great. hilarious horseshow throwing game :)	1990	Atari Games	336	240	0	raster
shuuz2	Shuuz (version 7.1)	OK	shuuz	shuuz.c		works great. hilarious horseshow throwing game :)	1990	Atari Games	336	240	0	raster
sichuan2	Sichuan II (hack?) (set 1)	OK		shisen.c		NSFW	1989	Tamtex	512	256	0	raster
sichuana	Sichuan II (hack ?) (set 2)	OK	sichuan2	shisen.c	invaders	NSFW	1989	Tamtex				
sicv	Space Invaders (CV Version)	OK	invaders	8080bw.c			1979	Taito	260	224	270	raster
sidearjp	Side Arms - Hyper Dyne (Japan)	OK	sidearms	sidearms.c		works great.	1986	Capcom				raster
sidearmr	Side Arms - Hyper Dyne (US)	OK	sidearms	sidearms.c		works great.	1988	Capcom (Romstar license)				raster
sidearms	Side Arms - Hyper Dyne (World)	OK		sidearms.c		works great.	1986	Capcom	384	224	0	raster
sidepckt	Side Pocket (World)	Untested		sidepckt.c		available in FBA	1986	Data East Corporation	256	224	0	raster
sidepcbt	Side Pocket (bootleg)	Untested	sidepckt	sidepckt.c		available in FBA	1986	bootleg				
sidepcjt	Side Pocket (Japan)	Untested	sidepckt	sidepckt.c	targ	available in FBA	1986	Data East Corporation				raster
sidetrac	Side Track	OK		exidy.c			1979	Exidy	256	256	0	raster
silentd	Silent Dragon (World)	Has Issues		taito_b.c		garbled graphics	1992	Taito Corporation Japan	320	224	0	raster
silkworm	Silkworm (set 1)	Has Issues		tecmo.c		garbled graphics. available in FBA	1988	Tecmo	256	224	0	raster
silkwrm2	Silkworm (set 2)	Has Issues	silkworm	tecmo.c		garbled graphics. available in FBA	1988	Tecmo				
silvlnd	Silver Land	OK	rpatrolb	climber.c			????	Falcon	256	224	0	raster
simps2jp	Simpsons, The (2 Players Japan)	Untested	simpsons	simpsons.c		available in FBA	1991	Konami				raster
simpsen2p	Simpsons, The (2 Players)	Untested	simpsons	simpsons.c		available in FBA	1991	Konami				raster
simpsons	Simpsons, The (4 Players)	Untested		simpsons.c		available in FBA	1991	Konami	288	224	0	raster
sindbadm	Sindbad Mystery	OK		segar.c			1983	Sega	256	224	270	raster
sinista1	Sinistar (prototype version)	OK	sinistar	williams.c		works great. Reset game while loaded to fully initialise.	1982	Williams				
sinista2	Sinistar (revision 2)	OK	sinistar	williams.c		works great. Reset game while loaded to fully initialise.	1982	Williams				
sinistar	Sinistar (revision 3)	OK		williams.c		works great. Reset game while loaded to fully initialise.	1982	Williams	292	240	270	raster
sinvmag	Super Invaders (EMAG)	OK	invaders	8080bw.c	invaders		????	bootleg	260	224	270	raster
sinvzen	Super Invaders (Zenitone-Microsec)	OK	invaders	8080bw.c	invaders		????	Zenitone-Microsec Ltd	260	224	270	raster
siv	Space Invaders (SV Version)	OK	invaders	8080bw.c	invaders		1978	Taito	260	224	270	raster
siev2	Space Invaders (SV Version 2)	OK	invaders	8080bw.c	invaders		1978	Taito	260	224	270	raster
siv	Space Invaders (TV Version)	OK	invaders	8080bw.c	invaders		1978	Taito	260	224	270	raster
skingam2	Irem Skins Game, The (US set 2)	Has Issues	majblt2	m92.c			1992	Irem America				
skingame	Irem Skins Game, The (US set 1)	Has Issues	majblt2	m92.c			1992	Irem America	320	240	0	raster
skullxb2	Skull & Crossbones (set 2)	OK	skullxbo	skullxbo.c		works great.	1989	Atari Games	672	240	0	raster
skullxbo	Skull & Crossbones (set 1)	OK		skullxbo.c		works great.	1989	Atari Games	672	240	0	raster
skyadvnt	Sky Adventure (US)	Has Issues		alpha68k.c		garbled graphics	1989	SNK of America (licensed from)	256	224	90	raster
skychut	Sky Chuter	Has Issues		skychut.c		colors are wrong	1980	Irem	240	224	270	raster
skydver	Sky Diver	Has Issues		skydver.c		MAME has no sound support	1978	Atari	256	224	0	raster
skykid	Sky Kid	OK		skykid.c		works great. FBA has sound issues with it	1985	Namco	288	224	180	raster
skykidb	Sky Kid Deluxe (set 2)	Has Issues	skykiddx	namcos96.c		garbled graphics.	1986	Namco	288	224	180	raster
skykiddx	Sky Kid Deluxe (set 1)	Has Issues		namcos96.c		garbled graphics.	1986	Namco	288	224	180	raster
skylanrc	Sky Lancer	Untested		funflytee.c		available in FBA	1983	Ora (Esco Trading Co license)	236	224	90	raster
skyshark	Sky Shark (US)	OK	fs shark	twincobr.c			1987	[Toaplan] Taito America Corpor	320	240	270	raster
skyoddr	Sky Soldiers (US)	Has Issues		alpha68k.c		garbled graphics	1988	SNK / Romstar	256	224	90	raster
skywolf	Sky Wolf (set 1)	OK	airwolf	kyugo.c		works great. available in FBA	1987	bootleg	288	224	0	raster
skywolf2	Sky Wolf (set 2)	OK	airwolf	kyugo.c		works great. available in FBA	1987	bootleg	288	224	0	raster

File Name	Game Title	Wii Status	Parent	Driver	Samples	Wii NOTES	Year	Manufacturer	Screen W	Screen H	Rotation	Display
slammast	Saturday Night Slam Masters (World)	Untested		cps1.c		use FBA-CP51 instead, better support	1993	Capcom	384	224	0	raster
slapbip	Slap Fight (Japan bootleg)	OK	slapfgh	slapfght.c		works great	1986	bootleg	280	240	270	raster
slapbtuk	Slap Fight (English bootleg)	OK	slapfgh	slapfght.c		works great	1986	bootleg	280	240	270	raster
slapfgh	Slap Fight	Doesn't Work		slapfght.c		MAME unsupported. bootleg works	1986	Taito	280	240	270	raster
slyspy	Sly Spy (US revision 3)	OK		dec0.c		works fine, broken in FBA	1989	Data East USA	256	240	0	raster
slyspy2	Sly Spy (US revision 2)	OK	alyspy	dec0.c		works fine, broken in FBA	1989	Data East USA	256	240	0	raster
smashv	Smash T.V. (rev 8.00)	OK		wmsyunit.c		Runs fine, custom resolution can be tricky	1990	Williams	410	256	0	raster
smashv4	Smash T.V. (rev 4.00)	OK	smashv	wmsyunit.c			1990	Williams	410	256	0	raster
smashv5	Smash T.V. (rev 5.00)	OK	smashv	wmsyunit.c			1990	Williams	410	256	0	raster
smashv6	Smash T.V. (rev 6.00)	OK	smashv	wmsyunit.c			1990	Williams	410	256	0	raster
smooncrs	Super Moon Cresta	OK	mooncrst	galaxian.c			1980	?Gremlin	768	224	90	raster
snakepit	Snake Pit	OK		balsente.c			1984	Bally/Sente	256	240	0	raster
snakjack	Snacks'n Jaxxon	OK		balsente.c			1984	Bally/Sente	256	240	0	raster
snajack	Snap Jack	OK		ladybug.c			1981	?Universal	240	192	0	raster
sngkace	Sengoku Ace (Japan)	Has Issues		pskyo.c		garbled graphics and audio issues. Use FBA instead.	1993	Psikyo	320	224	270	raster
snowbro2	Snow Bros. 2 - With New Elves	Has Issues		toaplan2.c		garbled graphics, available in FBA	1994	[Toaplan] Hanafam	320	240	0	raster
snowbroa	Snow Bros. - Nick & Tom (set 2)	Untested	snowbros	snowbros.c		available in FBA	1990	Toaplan (Romstar license)				raster
snowbrob	Snow Bros. - Nick & Tom (set 3)	Untested	snowbros	snowbros.c		available in FBA	1990	Toaplan (Romstar license)				raster
snowbrj	Snow Bros. - Nick & Tom (Japan)	Untested	snowbros	snowbros.c		available in FBA	1990	Toaplan (Romstar license)				raster
snowbros	Snow Bros. - Nick & Tom (set 1)	OK	snowbros	snowbros.c		seems to run a bit fast. also available in FBA	1990	Toaplan (Romstar license)	256	224	0	raster
socbrawl	Soccer Brawl	Untested	neogeo.c	atarfb.c		Use FBA-NEOGEO instead, better support	1990	SNK	320	224	0	raster
soccer	Atari Soccer	Has Issues		atarfb.c		a lot of white noise sound	1977	Atari	304	240	0	raster
solarfox	Solar Fox	Has Issues		mcr1.c		Gameplay OK, sound is a bit distorted.	1981	Bally Midway	512	480	270	raster
solarq	Solar Quest	Untested		cinemat.c		Vector graphics	1981	Cinematronics			180	vector
solarwar	Solar Warrior	Has Issues	xsleena	xain.c		garbled graphics, some sprites seem missing, slowdown is actually normal	1986	[Technos] Taito (Memetron) icer	304	256	270	raster
soldamj	Soldam (Japan)	Has Issues	megasys1.c			garbled graphics	1992	Jaleco	256	224	0	raster
solfight	Solar Fight	OK	ozmawars	8080bw.c	invaders		1979	bootleg	260	224	270	raster
solfigr	Solitary Fighter (World)	Has Issues	taito_f2.c			garbled graphics	1991	Taito Corporation Japan	320	224	0	raster
solomon	Solomon's Key (Japan)	Untested	solomon.c			available in FBA	1986	Tecmo	256	224	0	raster
sonicw	Sonic Wings (Japan)	Has Issues	aerofgt			garbled graphics, available in FBA	1992	Video System Co.	320	224	270	raster
sonicw2	Aero Fighters 2 / Sonic Wings 2	Untested	neogeo.c			Use FBA-NEOGEO instead, better support	1994	Video System Co.	320	224	0	raster
sonicw3	Aero Fighters 3 / Sonic Wings 3	Untested	neogeo.c			Use FBA-NEOGEO instead, better support	1995	Video System Co.	320	224	0	raster
sonofphx	Son of Phoenix	OK	repulse	kyugo.c		works great	1985	Associated Overseas MFR, Inc	288	224	90	raster
sonson	Son Son	Untested	sonson.c			available in FBA	1984	Capcom	240	240	0	raster
sos	SOS	Has Issues	geebec.c			color inverted and sound is bad	1980	Namco	272	224	90	raster
soukobdx	Souko Ban Deluxe (Japan)	OK	namcos1.c			works great	1990	Namco	288	224	0	raster
spacbatl	Space Battle	OK	uniwars	galaxian.c			1980	bootleg	768	224	90	raster
spacduel	Space Duel	Untested		bwidow.c		Vector graphics	1980	Atari			0	vector
spaceatt	Space Attack II	OK	invaders	8080bw.c	invaders		1980	Zentone-Microsec Ltd	260	224	270	raster
spacebrd	Space Bird (bootleg)	OK	spacefb	spacefb.c		sounds are missing but still playable	1980	bootleg	512	224	270	raster
spacedem	Space Demon	OK	spacefb	spacefb.c		sounds are missing but still playable	1980	Nintendo / Fortrek	512	224	270	raster
spacedx	Space Invaders DX (Japan)	Has Issues		taito_b.c		garbled graphics	1994	Taito Corporation	320	224	0	raster
spacefb	Space Firebird (Nintendo)	OK	spacefb	spacefb.c		sounds are missing but still playable	1980	Nintendo	512	224	270	raster
spacefbf	Space Firebird (bootleg)	OK	spacefb	spacefb.c		sounds are missing but still playable	1980	bootleg	512	224	270	raster
spacefbg	Space Firebird (Gremlin)	OK	spacefb	spacefb.c		sounds are missing but still playable	1980	Gremlin	512	224	270	raster
spacefefv	Space Fever (color)	Doesn't Work		8080bw.c		no colour, sound stuck in a loop, controls problems	1980	Nintendo	256	224	270	raster
spaceint	Space Intruder	Has Issues		z80bw.c	invaders	MAME has no sound support	1980	Shoel	256	240	90	raster
spaceinv	Space Invasion	Has Issues	commando	commando.c		garbled graphics	1985	bootleg	256	224	90	raster
spaceod	Space Odyssey	Has Issues	segar.c			needs samples for sound	1985	bootleg	256	224	90	raster
spaceph	Space Phantoms	OK	ozmawars	8080bw.c	invaders		1981	Sega	256	224	270	raster
spacepit	Space Pilot	OK	timepit			works GREAT.	1979	Zilec Games	260	224	270	raster
spaceskr	Space Seeker	OK		taitosj.c			1982	bootleg	256	224	90	raster
spacestrk	Space Trek (upright)	Has Issues	vicdual.c			MAME has no sound support	1981	Taito Corporation	256	224	0	raster
spacewar	Space Wars	Untested		cinemat.c		Vector graphics	1980	Sega	256	224	270	raster
spacew3	Space War Part 3	OK	invaders	8080bw.c	invaders		1978	Cinematronics			180	vector
spacezap	Space Zap	Has Issues		astroofe.c		graphics OK but sound nothing but constant loud buzz	1978	bootleg	260	224	270	raster
spachura	Space Fury (revision A)	Untested	spacfury		spacfury	Vector graphics	1980	Midway	352	240	0	raster
spachury	Space Fury (revision C)	Untested	sega.c			Vector graphics	1981	Sega			180	vector
spang	Super Pang (World)	Has Issues	mitchell.c			sound is bad. use FBA instead	1990	Mitchell	384	240	0	raster
sparkz	Sparkz (prototype)	OK	arcaded.c			works great	1992	Atari Games	336	240	0	raster
spartanx	Spartan X (Japan)	OK	kungfum	m62.c		works great. available in FBA	1984	Irem	256	256	0	raster
speoking	Space King	OK	invaders	8080bw.c	invaders		1978	Leijac (Konami)	260	224	270	raster
spcendr	Space Encounters	Has Issues		8080bw.c		MAME has no sound support	1980	Midway	260	224	0	raster
spcewarl	Space War (Leijac)	OK	spclaser	8080bw.c	invaders		1979	Leijac (Konami)	260	224	270	raster
spcewars	Space War (Sanritsu)	OK	invaders	8080bw.c	invaders		1978	Sanritsu	260	224	270	raster
spclaser	Space Laser	OK		8080bw.c	invaders		1980	Game Plan, Inc. (Taito)	260	224	270	raster
spdcoin	Speed Coin (prototype)	OK	scobra.c				1984	Stern	768	224	90	raster
speakres	Speak & Rescue	OK	stratvox	route16.c			????	<unknown>	256	256	270	raster
spectar	Spectar (revision 3)	OK		exidy.c	targ		1980	Exidy	256	256	0	raster
spectar1	Spectar (revision 17)	OK	spectar	exidy.c	targ		1980	Exidy	256	256	0	raster
speedbal	Speed Ball	OK		speedbal.c		a nice pinball sim	1987	Tedtri	256	224	270	raster
speedfkk	Speed Freak	Untested		cinemat.c		Vector graphics	1977	Vectorbeam			180	vector
spelunkr1	Spelunker II	OK		m62.c		works great, available in FBA	1986	Irem (licensed from Broderbund)	384	256	0	raster
spelunkr	Spelunker	OK		m62.c		works great, available in FBA	1985	Irem (licensed from Broderbund)	384	256	0	raster
spiders	Spiders (set 1)	Has Issues	spiders.c			MAME has no sound support	1981	Sigma Ent. Inc.	256	256	270	raster
spiders2	Spiders (set 2)	Has Issues	spiders	spiders.c		MAME has no sound support	1981	Sigma Ent. Inc.	256	256	270	raster
spiero	Super Pierrot (Japan)	OK	dorunrun	dcastile.c		works great	1987	Universal	240	192	0	raster
spiker	Spiker	OK		balsente.c			1986	Bally/Sente	256	240	0	raster
spinbrj	Spinal Breakers (Japan)	Has Issues	spinbrkr	aerofgt.c		no sound	1990	V-System Co.				
spinbrk	Spinal Breakers (World)	Has Issues		aerofgt.c		no sound	1990	V-System Co.	352	240	0	raster
spinbru	Spinal Breakers (US)	Has Issues	spinbrkr	aerofgt.c		no sound	1990	V-System Co.				
spinmast	Spinmaster / Miracle Adventure	Untested	neogeo.c			Use FBA-NEOGEO instead, better support	1993	Data East Corporation	320	224	0	raster
plash	Splash!	Has Issues	gaelco.c			garbled graphics	1992	Gaelco	368	240	0	raster
splat	Splat!	OK	williams.c			works great. Reset game while loaded to fully initialise.	1982	Williams	292	240	0	raster
splatter	Splatter House (Japan)	OK	namcos1.c			works great	1988	Namco	288	224	180	raster
spnchotj	Super Punch-Out!! (Japan)	Has Issues	spnchout	punchout.c		contant buzzing sound and no controls	1984	Nintendo				
spnchout	Super Punch-Out!!	Has Issues		punchout.c		contant buzzing sound and no controls	1984	Nintendo	256 & 256	224 & 224	0 & 0	raster
spool3	Super Pool III (World?)	OK	pcktgal	pcktgal.c		works great	1989	Data East Corporation	256	224	0	raster
spool3i	Super Pool III (i-Vics)	OK	pcktgal	pcktgal.c		works great	1990	Data East Corporation (i-Vics)	256	224	0	raster
springer	Springer	OK	marineb.c				1982	Orca	256	224	270	raster
sprint1	Sprint 1	Has Issues	sprint2.c			MAME has no sound support	1978	Atari	512	224	0	raster
sprint2	Sprint 2	Has Issues	sprint2.c			MAME has no sound support	1976	Atari	512	224	0	raster
sptrkct	Space Trek (cocktail)	Has Issues	spatrkr	vicdual.c		MAME has no sound support	1980	Sega				
spy	S.P.Y. - Special Project Y (US)	Doesn't Work		spy.c		available in FBA	1989	Konami				
spyhnt2a	Spy Hunter 2 (rev 1)	Has Issues	mcr68.c			boots but is slow. dual screen game.	1987	Bally Midway	304	224	0	raster
spyhnt	Spy Hunter	Has Issues	mcr3.c			sound is bad	1983	Bally Midway	480	480	90	raster
spyhnt2	Spy Hunter 2 (rev 2)	Has Issues	mcr68.c			boots but is slow. dual screen game.	1987	Bally Midway	512	480	0	raster
sqbert	Faster, Harder, More Challenging Q*bert (prototype)	OK	gotfiel.c			works great. More qbert samples.	1983	MyStar	256	240	270	raster
sqxbt	Super Qix (bootleg)	OK	superqix			works great	1987	bootleg				
srdarwin	Super Real Darwin (Japan)	Has Issues	dec8.c			graphics garbled, available in FBA.	1987	Data East Corporation	256	240	270	raster
srmissn	S.R.D. Mission	OK	kyugo.c			works great, available in FBA	1986	Taito Corporation	288	224	90	raster
srumbler	Speed Rumbler, The (set 1)	Untested	srumbler.c			available in FBA	1986	Capcom	352	240	270	raster
srumbt2	Speed Rumbler, The (set 2)	Untested	srumbler.c			available in FBA	1986	Capcom				raster
ssi	Super Space Invaders '91 (World)	OK	taito_f2.c			works great also available in FBA	1990	Taito Corporation Japan	320	224	270	raster
ssideki	Super Sidekicks / Tokuten Ou	Untested	neogeo.c			Use FBA-NEOGEO instead, better support	1992	SNK	320	224	0	raster
ssideki2	Super Sidekicks 2 - The World Championship / Tokuten Ou 2	Untested	neogeo.c			Use FBA-NEOGEO instead, better support	1994	SNK	320	224	0	raster
ssideki3	Super Sidekicks 3 - The Next Glory / Tokuten Ou 3 - aikoue	Untested	neogeo.c			Use FBA-NEOGEO instead, better support	1995	SNK	320	224	0	raster
ssideki4	Ultimate 11 / Tokuten Ou - Honoo no Libero, The	Untested	neogeo.c			Use FBA-NEOGEO instead, better support	1996	SNK	320	224	0	raster
ssozumo	Syusse Ozsumou (Japan)	OK	ssozumo.c			works great, it's a sumo wrestling sim.	1984	Technos	256	240	270	raster
sspacat2	Space Attack (upright, older)	Has Issues	sspaceat	vicdual.c		MAME has no sound support	1979	Sega				
sspacat	Space Attack (cocktail)	Has Issues	sspaceat	vicdual.c		MAME has no sound support	1979	Sega				raster
sspacecat	Space Attack (upright)	Has Issues	vicdual.c			MAME has no sound support	1979	Sega	256	224	270	raster
ssprint	Super Sprint	OK	atarisy2.c			works great	1986	Atari Games	512	384	0	raster
ssrdrabt	Sunset Riders (Asia 2 Players ver. ABD)	Has Issues	ssriders	tmnt.c		garbled graphics, available in FBA	1991	Konami	288	224	0	raster

File Name	Game Title	Wii Status	Parent	Driver	Samples	Wii NOTES	Year	Manufacturer	Screen W	Screen H	Rotation	Display
ssrdrebc	Sunset Riders (World 2 Players ver. EBC)	Has Issues	ssriders	tmnt.c		garbled graphics. available in FBA	1991	Konami	288	224	0	raster
ssrdrebd	Sunset Riders (World 2 Players ver. EBD)	Has Issues	ssriders	tmnt.c		garbled graphics. available in FBA	1991	Konami	288	224	0	raster
ssrdjrb	Sunset Riders (Japan 2 Players ver. JBD)	Has Issues	ssriders	tmnt.c		garbled graphics. available in FBA	1991	Konami	288	224	0	raster
ssrdruac	Sunset Riders (US 4 Players ver. UAC)	Has Issues	ssriders	tmnt.c		garbled graphics. available in FBA	1991	Konami	288	224	0	raster
ssrdubc	Sunset Riders (US 2 Players ver. UBC)	Has Issues	ssriders	tmnt.c		garbled graphics. available in FBA	1991	Konami	288	224	0	raster
ssrduda	Sunset Riders (Japan 2 Players ver. UDA)	Has Issues	ssriders	tmnt.c		garbled graphics. available in FBA	1991	Konami	288	224	0	raster
ssriders	Sunset Riders (World 4 Players ver. EAC)	Has Issues		tmnt.c		garbled graphics. available in FBA	1991	Konami	288	224	0	raster
stingry	Super Stingray	Has Issues		alpha68k.c		MAME has no sound support	1986	Alpha Denshi Co.	256	224	90	raster
stactics	Space Tactics	Has Issues		stactics.c		MAME has no sound support	1981	Sega	256	240	0	raster
stadhero	Stadium Hero (Japan)	OK		stadhero.c		works great	1988	Data East Corporation	256	240	0	raster
stakwin	Stakes Winner / Stakes Winner - Gi kinzen seihai no michi	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1995	Saurus	320	224	0	raster
stakwin2	Stakes Winner 2	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1996	Saurus	320	224	0	raster
starcas	Star Castle (version 3)	Untested		cinemat.c		Vector graphics	1980	Cinematronics			180	vector
starcas1	Star Castle (older)	Untested	starcas	cinemat.c	starcas	Vector graphics	1980	Cinematronics			180	vector
starcus	Star Cruiser	OK		starcus.c			1977	Ramtek	256	256	0	raster
starfire	Star Fire	Has Issues		starfire.c		MAME has no sound support	1979	Exidy	256	224	0	raster
starforc	Star Force	Has Issues		senryo.c		garbled graphics.	1984	Tehkan	256	224	90	raster
starforc	Star Force (encrypted)	Has Issues	starforc	senryo.c		garbled graphics.	1984	Tehkan				
stargate	Stargate	OK		williams.c		works great. Reset game while loaded to fully initialise.	1981	Williams	292	240	0	raster
starhawk	Star Hawk	Untested		cinemat.c		Vector graphics	1981	Cinematronics			180	vector
starjack	Star Jacker (Sega)	OK		system1.c		works great. also available in FBA	1983	Sega	479	224	270	raster
starjacs	Star Jacker (Stern)	OK	starjack	system1.c		works great. also available in FBA	1983	Stern				
startrk	Star Trek	Untested		sega.c		Vector graphics	1982	Sega			180	vector
starc	Star Wars	OK	gabwars	8080bw.c	invaders		1979	bootleg	260	224	270	raster
starc1	Star Wars (rev 1)	Untested	starwars	starwars.c		Vector graphics	1983	Atari				vector
starc2	Star Wars (rev 2)	Untested		starwars.c		Vector graphics	1983	Atari			0	vector
strdragon	Saint Dragon	Has Issues		megasy1.c		garbled graphics	1989	Jaleco	256	224	0	raster
stfight	Street Fight (Germany)	Has Issues	empcity	stfight.c		garbled graphics	1986	Selbu Kaihatsu	256	224	0	raster
stinger	Stinger	Has Issues		wiz.c		music is wrong, sounds are missing, colors are off	1983	Selbu Denshi	256	224	90	raster
stocker	Stocker	OK		balsente.c			1984	Bally/Sente	256	240	0	raster
stoneage	Stoneage	Has Issues	cninja	cninja.c		garbled graphics	1991	bootleg	256	240	0	raster
storming	Storming Party / Riku Kai Kuu Saizensen	OK	lsasquad	lsasquad.c		weird sound is normal	1986	Taito	256	224	270	raster
stratgys	Strategy X (Stern)	OK	stratgyx	scobra.c		works great. also available in FBA	1981	[Konami] (Stern license)	256	224	0	raster
stratgyx	Strategy X	OK		scobra.c		works great. also available in FBA	1981	Konami	256	224	0	raster
stratvox	Stratovox	OK		route16.c			1980	Taito	256	256	270	raster
stratvob	Stratovox (bootleg)	OK	stratvox	route16.c			1980	bootleg				
streaking	Streaking	OK		galaxian.c			1980	Shoei	768	224	90	raster
streets1	Street Smart (US version 1)	Has Issues	streetsm	snk68.c		garbled graphics. available in FBA	1989	SNK				
streetsj	Street Smart (Japan version 1)	Has Issues	streetsm	snk68.c		garbled graphics. available in FBA	1989	SNK				
streetsm	Street Smart (US version 2)	Has Issues		snk68.c		garbled graphics. available in FBA	1989	SNK	256	224	0	raster
sthoop	Street Hoop / Street Slam / Dunk Dream	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1994	Data East Corporation	320	224	0	raster
strider	Strider (US)	Untested		cps1.c		Use FBA-CP51 instead, better support	1989	Capcom	384	224	0	raster
striderj	Strider Hiru (Japan set 1)	Untested	strider	cps1.c		Use FBA-CP51 instead, better support	1989	Capcom	384	224	0	raster
stridj2	Strider Hiru (Japan set 2)	Untested	strider	cps1.c		Use FBA-CP51 instead, better support	1989	Capcom	384	224	0	raster
strkforc	Strike Force (rev 1 02/25/91)	OK		wmsyunit.c		works great. Nice Defender type game.	1991	Midway	410	256	0	raster
strkzone	Strike Zone	OK		leland.c			1988	Leland Corp.	320	240	0	raster
subs	Subs	Has Issues		subs.c		MAME has no sound support	1977	Atari	256 & 256	224 & 224	0 & 0	raster
sucasino	Super Casino	OK		jack.c			1982	Data Amusement	256	224	90	raster
sundance	Sundance	Doesn't Work		cinemat.c		Vector graphics	1979	Cinematronics			270	vector
supbtime	Super Burger Time (World)	Has Issues		supbtime.c		graphics garbled. available in FBA.	1990	Data East Corporation	320	240	0	raster
supbltmj	Super Burger Time (Japan)	Has Issues	supbtime	supbtime.c		graphics garbled. available in FBA.	1990	Data East Corporation				raster
superbon	Super Bond	Has Issues		scobra.c		MAME: colours are messed up	1982	?bootleg	768	224	90	raster
superg	Super Galaxians	OK	galaxian	galaxian.c			1979	hack	768	224	90	raster
superinv	Super Invaders	OK	invaders	8080bw.c	invaders		????	bootleg	260	224	270	raster
superman	Superman	OK		superman.c		works great.	1988	Taito Corporation	384	240	0	raster
superpac	Super Pac-Man	OK		superpac.c		works great.	1982	Namco	288	224	90	raster
superpcm	Super Pac-Man (Midway)	OK	superpac	superpac.c		works great.	1982	[Namco] (Bally Midway license)				
superqix	Super Qix	Doesn't Work		superqix.c		MAME unsupported. bootleg works	1987	Taito	256	224	90	raster
superpsy	Super Spy, The	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1990	SNK	320	224	0	raster
suprioco	Super Locomotive	OK		suprioco.c		works great	1982	Sega	240	224	0	raster
suprmatk	Super Missile Attack	OK		missile		works great.	1981	Atari + Gencomp	256	231	0	raster
suprmou2	Funny Mouse (bootleg?)	Has Issues	suprmous	thept.c		colors are wrong	1982	Chu Co. Ltd				
suprmous	Super Mouse	Has Issues		thept.c		colors are wrong	1982	Taito	256	224	90	raster
surpratk	Surprise Attack (Japan)	Untested		surpratk.c		available in FBA	1990	Konami				raster
sutapper	Tapper (Surfury)	Has Issues	tapper	mcr3.c		Video works, sound is very bad	1983	Bally Midway	512	480	0	raster
svolley	Super Volleyball (Japan)	Has Issues		rpunch.c		intermittent garbled graphics. same problem in FBA	1989	V-System Co.	288	216	0	raster
svolleyk	Super Volleyball (Korea)	Has Issues	svolley	rpunch.c		intermittent garbled graphics. same problem in FBA	1989	V-System Co.	288	216	0	raster
svolly91	Super Volley '91 (Japan)	OK	pspikes	aerofgl.c		works great. has garbled graphics in FBA	1991	Video System Co.	352	240	0	raster
swarm	Swarm	OK	galaxian	galaxian.c			1979	hack	768	224	90	raster
swat	SWAT	OK		system1.c		works great. also available in FBA	1984	Coreland / Sega	512	224	270	raster
swimmer	Swimmer (set 1)	OK		cclimber.c			1982	Tehkan	256	224	0	raster
swimmera	Swimmer (set 2)	OK	swimmer	cclimber.c			1982	Tehkan	256	224	0	raster
sws92	Super World Stadium '92 (Japan)	Has Issues		namcos2.c		garbled graphics	1992	Namco	288	224	0	raster
sws93	Super World Stadium '93 (Japan)	Has Issues		namcos2.c		garbled graphics	1993	Namco	288	224	0	raster
sxvious	Super Xvious	Has Issues	xvious	xvious.c	xvious	garbled graphics.	1984	Namco	288	224	90	raster
szaxoon	Super Zaxxon	Has Issues	zaxxon.c	zaxxon.c	zaxxon	need samples for sound	1982	Sega	256	224	90	raster
tascscan	Tac/Scan	Untested		sega.c		Vector graphics	1982	Sega			270	vector
tagteam	Tag Team Wrestling	OK	biggrow	tagteam.c			1983	Technos (Data East license)	256	240	270	raster
tail2nos	Tail to Nose - Great Championship	Has Issues		tail2nos.c		garbled graphics.	1989	V-System Co.	320	240	90	raster
tailg	Tailgunner	Untested		cinemat.c		Vector graphics	1979	Cinematronics			180	vector
tankbatt	Tank Battalion	Has Issues		tankbatt.c		needs sound samples	1980	Namco	256	224	90	raster
tankfrc	Tank Force (US)	Has Issues		namcos1.c		garbled graphics	1991	Namco	288	224	0	raster
tankfrcj	Tank Force (Japan)	Has Issues	tankfrc	namcos1.c		garbled graphics	1991	Namco				
tapper	Tapper (Budweiser)	Has Issues		mcr3.c		Video works, sound is very bad	1983	Bally Midway	512	480	0	raster
tappera	Tapper (alternate)	Has Issues	tapper	mcr3.c		Video works, sound is very bad	1983	Bally Midway	512	480	0	raster
targ	Targ	OK		exidy.c			1980	Exidy	256	256	0	raster
tazmani2	Tazz-Mania (Strategy X hardware)	OK	tazmania	scobra.c		hidden gem for sure	1982	Stern	256	224	90	raster
tazmania	Tazz-Mania (Scramble hardware)	OK		scobra.c		hidden gem for sure	1982	Stern	768	224	90	raster
tdfever	TouchDown Fever	OK		snk.c			1987	SNK	400	224	90	raster
tdfeverj	TouchDown Fever (Japan)	OK	tdfever	snk.c			1987	SNK	400	224	90	raster
teamqb	John Elway's Team Quarterback	OK		leland.c		seems ok	1988	Leland Corp.	320	240	270	raster
teamqb2	John Elway's Team Quarterback (set 2)	OK	teamqb	leland.c		seems ok	1988	Leland Corp.	320	240	270	raster
teddybb	TeddyBoy Blues	OK		system1.c		works great. also available in FBA	1985	Sega	512	224	0	raster
teedoff	Tee'd Off	Doesn't Work		tehkanwc.c			1986	Tecmo	256	224	90	raster
tehkanwc	Tehkan World Cup	OK		tehkanwc.c			1985	Tehkan	256	224	0	raster
tekipaki	Teki Paki	Has Issues		toaplan2.c		MAME has no sound support. same problem in FBA	1991	Toaplan	320	240	0	raster
tempest	Tempest (rev 3)	Untested		tempest.c		Vector graphics	1980	Atari			270	vector
tempest1	Tempest (rev 1)	Untested	tempest	tempest.c		Vector graphics	1980	Atari			270	vector
tempest2	Tempest (rev 2)	Untested	tempest	tempest.c		Vector graphics	1980	Atari			270	vector
temptube	Tempest Tubes	Untested	tempest	tempest.c		Vector graphics	1980	hack			270	vector
term2	Terminator 2 - Judgment Day (rev LA3 03/27/92)	Has Issues		wmsyunit.c		light gun game	1991	Midway	410	256	0	raster
terraca	Terra Cresta (YM2203)	OK	terracre	terracre.c		works fine	1985	Nichibutsu	256	224	270	raster
terracb	Terra Cresta (YM3526 set 2)	OK	terracre	terracre.c		sound isn't great	1985	Nichibutsu	256	224	270	raster
terracc	Terra Cresta (YM3526 set 1)	OK		terracre.c		sound isn't great	1985	Nichibutsu	256	224	270	raster
terraf	Terra Force	Has Issues		armedf.c		garbled graphics	1987	Nichibutsu	320	240	0	raster
terrafu	Terra Force (US)	Has Issues	terraf	armedf.c		garbled graphics	1987	Nichibutsu USA	320	240	0	raster
tertris	Tetris (Sega Set 1)	Doesn't Work		system16.c		crashes the core. MAME warns this doesn't work and use bootleg.	1988	Sega	320	224	0	raster
tertris2	Tetris (Sega Set 2)	Doesn't Work	tertris	system16.c		black screen. MAME warns this doesn't work.	1988	Sega				
tertrisi	Tetris (Sega bootleg)	Has Issues		system16.c		garbled graphics, audio low	1988	bootleg	320	224	0	raster
tertrist	Tetris (Japan, B-System)	OK	tertris	tailo_b.c		works great.	1989	Sega	320	224	0	raster
theend	End. The	OK		scramble.c		works great	1980	Konami	768	224	90	raster
theends	End. The (Stern)	OK	theend	scramble.c			1980	[Konami] (Stern license)	768	224	90	raster
theoglob	Glob. The	Untested		pacman.c		available in FBA	1983	Epos Corporation	272	236	270	raster
thehustj	Hustler, The (Japan version J)	OK	thehust	battns.c			1987	Konami	256	224	90	raster
thehustl	Hustler, The (Japan version M)	OK		battns.c			1987	Konami	256	224	90	raster

File Name	Game Title	Wii Status	Parent	Driver	Samples	Wii NOTES	Year	Manufacturer	Screen W	Screen H	Rotation	Display
thept1	Pit, The	OK		thept.c			1982	Centuri	256	224	90	raster
thundblst	Thunder Blaster (Japan)	Has Issues	lethalth	m92.c			1991	Irem	320	240	270	raster
thunderx1	Thunder Cross (Japan)	Untested	thunderx	thunderx.c		available in FBA	1988	Konami				raster
thndrx2	Thunder Cross II (Japan)	Doesn't Work		tmnt.c		crashes after a few seconds. available in FBA	1991	Konami	288	224	0	raster
thunderj	ThunderJaws	OK		thunderj.c		cool	1990	Atari Games	336	240	0	raster
thunderx	Thunder Cross	Doesn't Work		thunderx.c		available in FBA	1988	Konami	320	224	0	raster
thundfoxf	Thunder Fox (Japan)	Has Issues		tailto_f2.c		garbled graphics	1990	Taito Corporation	320	224	0	raster
tigerh	Tiger Heli (set 1)	Doesn't Work		slapfght.c		MAME unsupported. bootlegs works. available in FBA	1985	Taito	280	240	270	raster
tigerh2	Tiger Heli (set 2)	Doesn't Work	tigerh	slapfght.c		MAME unsupported. bootlegs works. available in FBA	1985	Taito	280	240	270	raster
tigerhb1	Tiger Heli (bootleg 1)	OK	tigerh	slapfght.c		works great. available in FBA	1985	bootleg	280	240	270	raster
tigerhb2	Tiger Heli (bootleg 2)	OK	tigerh	slapfght.c		works great. available in FBA	1985	bootleg	280	240	270	raster
tigerhj	Tiger Heli (Japan)	Doesn't Work		slapfght.c		MAME unsupported. bootlegs works. available in FBA	1985	Taito	280	240	270	raster
tigeroad	Tiger Road (US)	OK		tigeroad.c		works great. Problematic in FBA.	1987	Capcom (Romstar license)	256	224	0	raster
timber	Timber	Has Issues		mcr3.c		sound is bad	1984	Bally Midway	512	480	0	raster
timeplt	Time Pilot	OK		timeplt.c		works GREAT.	1982	Konami	256	224	90	raster
timepltc	Time Pilot (Centuri)	OK	timeplt	timeplt.c		works GREAT.	1982	Konami (Centuri license)	256	224	90	raster
timesol1	Time Soldiers (US Rev 1)	Has Issues	timesold	alpha68k.c		major graphics garbling and audio is awful	1987	SNK / Romstar				
timesold	Time Soldiers (US Rev 3)	Has Issues		alpha68k.c		major graphics garbling and audio is awful	1987	SNK / Romstar	256	224	90	raster
timetun1	Time Tunnel	OK		tailtojs.c			1982	Taito Corporation	256	224	0	raster
timescanr	Time Scanner	Has Issues		system16.c		garbled graphics. available in FBA	1987	Sega	320	224	0	raster
tinstar	Tin Star, The	OK		tailtojs.c		works but needs controls config	1983	Taito Corporation	256	224	0	raster
tipop	Tip Top	OK	congo	congo.c	congo		1983	Sega	256	224	90	raster
tknight	Tecmo Knight	Has Issues		gaiden.c		garbled graphics. available in FBA	1989	Tecmo	256	224	0	raster
tmnt	Teenage Mutant Hero Turtles (4 Players UK)	Has Issues	tmnt	tmnt.c		garbled graphics and bad audio. use FBA instead.	1989	Konami	320	224	0	raster
tmnt2p	Teenage Mutant Hero Turtles (2 Players UK)	Has Issues	tmnt	tmnt.c		garbled graphics and bad audio. use FBA instead.	1989	Konami	320	224	0	raster
tmnt	Teenage Mutant Ninja Turtles (4 Players US)	Has Issues		tmnt.c		garbled graphics and bad audio. use FBA instead.	1989	Konami	320	224	0	raster
tmnt2	Teenage Mutant Ninja Turtles - Turtles in Time (4 Players US)	Has Issues		tmnt.c		garbled graphics and bad audio. use FBA instead.	1991	Konami	304	224	0	raster
tmnt2z	Teenage Mutant Ninja Turtles - Turtles in Time (2 Players US)	Has Issues	tmnt2	tmnt.c		garbled graphics and bad audio. use FBA instead.	1991	Konami	304	224	0	raster
tmnt2a	Teenage Mutant Ninja Turtles - Turtles in Time (4 Players As)	Has Issues	tmnt2	tmnt.c		garbled graphics and bad audio. use FBA instead.	1991	Konami	304	224	0	raster
tmnt2jp	Teenage Mutant Ninja Turtles (2 Players Japan)	Has Issues	tmnt	tmnt.c		garbled graphics and bad audio. use FBA instead.	1990	Konami	320	224	0	raster
tmnt2p2	Teenage Mutant Ninja Turtles (2 Players Oceania)	Has Issues	tmnt	tmnt.c		garbled graphics and bad audio. use FBA instead.	1989	Konami	320	224	0	raster
tmntj	Teenage Mutant Ninja Turtles (4 Players Japan)	Has Issues	tmnt	tmnt.c		garbled graphics and bad audio. use FBA instead.	1989	Konami	320	224	0	raster
Indrcade	Thundercade / Twin Formation	OK		seta.c		works great	1987	[Seta] (Taito license)	384	224	270	raster
Indrcadj	Tokusyu Butai UAG (Japan)	OK	Indrcade	seta.c			1987	[Seta] (Taito license)	384	224	270	raster
tnk3	TNK III (US?)	OK		snk.c		sound is a bit low	1985	SNK	288	216	270	raster
tnk3j	Tank (Japan)	OK	tnk3	snk.c		sound is a bit low	1985	SNK	288	216	270	raster
tnzs	NewZealand Story, The (Japan)	OK		tnzs.c		works great. also available in FBA	1988	Taito Corporation	256	224	0	raster
tnzs2	NewZealand Story 2, The (World)	OK	tnzs	tnzs.c		works great. also available in FBA	1988	Taito Corporation Japan				raster
tnzsb	NewZealand Story, The (World, bootleg)	OK	tnzs	tnzs.c		works great. also available in FBA	1988	bootleg				raster
todruaga	Tower of Druga (set 1)	OK		mappy.c		works great.	1984	Namco	288	224	90	raster
todruagb	Tower of Druga (set 2)	OK	todruaga	mappy.c		works great.	1984	Namco				
toggle	Toggle	OK		balsente.c		runs fine. weird prototype game.	1985	Bally/Sente	256	240	0	raster
toki	Toki (set 1)	Doesn't Work		toki.c		MAME unsupported. bootleg works	1989	Tad	256	224	0	raster
toki2	Toki (set 2)	Doesn't Work	toki	toki.c		MAME unsupported. bootleg works	1989	Tad				
toki3	Toki (set 3)	Doesn't Work	toki	toki.c		MAME unsupported. bootleg works	1989	Tad				
tokib	Toki (bootleg)	OK	toki	toki.c		bootleg runs fine. also available in FBA.	1989	bootleg	256	224	0	raster
tokio	Tokio / Scramble Formation	Doesn't Work		bubbobl.c		MAME unsupported. bootleg works	1986	Taito	256	224	90	raster
tokiob	Tokio / Scramble Formation (bootleg)	OK	tokio	bubbobl.c		works great	1986	bootleg	256	224	90	raster
tokisens	Toki no Senshi - Chrono Soldier	OK		system1.c		works great. also available in FBA	1987	Sega	512	224	90	raster
tokiu	Toki (US)	Doesn't Work	toki	toki.c			1989	Tad (Fabtek license)	256	224	0	raster
tomahaw5	Tomahawk 777 (Revision 5)	Has Issues	tomahawk	astrof.c	tomahawk	no sound - no samples readily available	1980	Data East	256	256	90	raster
tomahawk	Tomahawk 777 (Revision 1)	Has Issues		astrof.c		no sound - no samples readily available	1980	Data East	256	256	90	raster
toobin	Toobin' (version 3)	Has Issues		toobin.c		runs OK but has custom controls	1988	Atari Games	512	384	270	raster
toobin2	Toobin' (version 2)	Has Issues	toobin	toobin.c		runs OK but has custom controls	1988	Atari Games	512	384	270	raster
toobinp	Toobin' (Prototype)	Has Issues	toobin	toobin.c		runs OK but has custom controls	1988	Atari Games				
topgunbl	Top Gunner (bootleg)	OK	jackal	jackal.c			1987	bootleg	240	224	90	raster
topgunr	Top Gunner (US)	OK	jackal	jackal.c		works great	1986	Konami	240	224	90	raster
tophunr	Top Hunter - Roddy & Cathy	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1994	SNK	320	224	0	raster
topracer	Top Racer	Has Issues	polepos	polepos.c	polepos	pedal/brake controls unmapped. coin and wheel inputs seem OK.	1982	bootleg	256	224	0	raster
topsece	Top Secret (Exidy) (version 1.0)	Doesn't Work		exidy440.c		light gun game	1986	Exidy	320	236	0	raster
topsecc	Top Secret (Japan)	Has Issues	bionicc	bionicc.c		garbled graphics	1987	Capcom	256	224	0	raster
toramich	Tora eno Michi (Japan)	OK	tigeroad	tigeroad.c		works great. Problematic in FBA.	1987	Capcom	256	224	0	raster
tombase	Tornado Baseball	Has Issues		8080w.c		MAME has no sound support	1976	Midway	260	224	0	raster
torymon	Toryumon	Has Issues		system16.c		garbled graphics. broken in MAME	1994	Sega	320	224	0	raster
totarn	Total Carnage (rev LA1 03/10/92)	OK		wmsyunit.c		works great.	1992	Midway	410	256	0	raster
totcamp	Total Carnage (prototype, rev 1.0 01/25/92)	OK	totarn	wmsyunit.c			1992	Midway	410	256	0	raster
toyop	Toyopop	Has Issues		toyop.c		some garbled graphics but mostly OK.	1986	Namco	288	224	0	raster
tp84	Time Pilot '84 (set 1)	OK		tp84.c		works GREAT.	1984	Konami	256	224	90	raster
tp84a	Time Pilot '84 (set 2)	OK	tp84	tp84.c			1984	Konami	256	224	90	raster
tpgolf	Top Player's Golf	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1990	SNK	320	224	0	raster
trackfld	Track & Field (Centuri)	OK	trackfld	trackfld.c		works great	1983	Konami (Centuri license)				
trackfld	Track & Field	OK		trackfld.c		works great	1983	Konami	256	224	0	raster
trally	Thrash Rally	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1991	Alpha Denahi Co.	320	224	0	raster
tranqun	Tranquilizer Gun	Has Issues		victual.c		MAME has no sound support	1980	Sega	256	224	270	raster
travrusa	Traverse USA / Zippy Race	OK		travrusa.c		works great	1983	Irem	240	256	270	raster
treahunt	Treasure Hunt (Japan?)	OK	jack	jack.c			1982	Hara Industries	256	224	90	raster
trigon	Trigon (Japan)	Has Issues	tgtrfght	tmnt.c		garbled graphics. available in FBA	1990	Konami	320	224	90	raster
triohep	Trio The Punch - Never Forget Me... (Japan)	Untested		actfancr.c		available in FBA	1989	Data East Corporation	256	240	0	raster
triplep	Triple Punch	OK		scramble.c			1982	KKi	256	224	90	raster
trisport	Tri-Sports	Doesn't Work		mcr68.c		boot error	1989	Bally Midway	512	480	270	raster
triviabb	Trivial Pursuit (Baby Boomer Edition)	OK		balsente.c			1984	Bally/Sente	256	240	0	raster
triviag1	Trivial Pursuit (Genus I)	OK		balsente.c			1984	Bally/Sente	256	240	0	raster
triviag2	Trivial Pursuit (Genus II)	OK		balsente.c			1984	Bally/Sente	256	240	0	raster
triviasp	Trivial Pursuit (AI Star Sports Edition)	OK		balsente.c			1984	Bally/Sente	256	240	0	raster
triviayp	Trivial Pursuit (Young Players Edition)	OK		balsente.c			1984	Bally/Sente	256	240	0	raster
troangel	Tropical Angel	OK		troangel.c			1983	Irem	240	240	0	raster
trog	Trog (rev LA4 03/11/91)	OK		wmsyunit.c		works great	1990	Midway	410	256	0	raster
trog3	Trog (rev LA3 02/14/91)	OK	trog	wmsyunit.c		works great	1990	Midway	410	256	0	raster
trogp	Trog (prototype, rev 4.00 07/27/90)	OK	trog	wmsyunit.c		works great	1990	Midway				
trojan	Trojan (US)	OK		lwings.c		also available in FBA	1986	Capcom	256	240	0	raster
trojanj	Tatakai no Banka (Japan)	OK	trojan	lwings.c		also available in FBA	1986	Capcom	256	240	0	raster
trojanr	Trojan (Romstar)	OK	trojan	lwings.c		also available in FBA	1986	Capcom (Romstar license)	256	240	0	raster
tron	Tron (set 1)	Has Issues		mcr2.c		Gameplay OK, sound is a bit distorted.	1982	Bally Midway	512	480	90	raster
tron2	Tron (set 2)	Has Issues	tron	mcr2.c		Gameplay OK, sound is a bit distorted.	1982	Bally Midway	512	480	90	raster
truaxon	Truxton / Tatsujin	OK		toaplan1.c		works great	1988	[Toaplan] Taito Corporation	320	240	270	raster
tsamura2	Samurai Nihon-ichi (set 2)	Has Issues	tsamurai	tsamurai.c		garbled graphics	1985	Taito				
tsamurai	Samurai Nihon-ichi (set 1)	Has Issues		tsamurai.c		garbled graphics	1985	Taito	256	224	90	raster
tshingen	Takeda Shingen (Japan)	Has Issues		megasy1.c		garbled graphics	1988	Jaleco	256	224	0	raster
tshoot	Turkey Shoot	OK		williams.c		works great. Reset game while loaded to fully initialise.	1984	Williams	276	240	0	raster
ttmahjng	T.T. Mahjong	Has Issues		ttmahjng.c		controls issues	1981	Taito	256	256	0	raster
tturf	Tough Turf (Japan)	Has Issues		system16.c		MAME has no sound support	1989	Sega / Sunsoft	320	224	0	raster
tturfb1	Tough Turf (bootleg)	Has Issues	tturf	system16.c		MAME has no sound support	1989	bootleg	320	224	0	raster
tturfu	Tough Turf (US)	Has Issues	tturf	system16.c		MAME has no sound support	1989	Sega / Sunsoft	320	224	0	raster
tumblep	Tumble Pop (World)	Has Issues		tumblep.c		graphics garbled. available in FBA.	1991	Data East Corporation	319	240	0	raster
tumblep2	Tumble Pop (bootleg set 2)	Has Issues	tumblep	tumblep.c		graphics garbled. available in FBA.	1991	bootleg				
tumblepb	Tumble Pop (bootleg set 1)	Has Issues	tumblep	tumblep.c		graphics garbled. available in FBA.	1991	bootleg				
tumblepj	Tumble Pop (Japan)	Has Issues	tumblep	tumblep.c		graphics garbled. available in FBA.	1991	bootleg				
turbo	Turbo	OK		turbo.c	turbo		1991	Data East Corporation	319	240	0	raster
turboa	Turbo (encrypted set 1)	OK	turbo	turbo.c	turbo		1981	Sega	512	224	270	raster
turbob	Turbo (encrypted set 2)	OK	turbo	turbo.c			1981	Sega	512	224	270	raster
turbofrc	Turbo Force	Has Issues		aerofgl.c		garbled graphics. available in FBA but different version	1991	Video System Co.	352	240	270	raster
turbotag	Turbo Tag (Prototype)	Has Issues		mcr3.c		sound is bad	1985	Bally Midway	480	480	90	raster
turfmastr	Neo Turf Masters / Big Tournament Golf	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1996	Niцца	320	224	0	raster
turpin	Turpin	OK		amidar.c			1981	[Konami] (Sega license)	768	224	90	raster
turtles	Turtles	Untested		amidar.c		available in FBA	1981	[Konami] (Stem license)	768	224	90	raster

File Name	Game Title	Wii Status	Parent	Driver	Samples	Wii NOTES	Year	Manufacturer	Screen W	Screen H	Rotation	Display
turtship	Turtle Ship	Has Issues		siearms.c		sound is bad	1988	Phiko	384	224	0	raster
tutankhm	Tutankham	OK		tutankhm.c		works ok. sound isn't great.	1982	Konami	256	224	90	raster
tutankst	Tutankham (Stern)	OK	tutankhm	tutankhm.c		works ok. sound isn't great.	1982	[Konami] [Stern license]				
twinbee	TwinBee	OK		nemesis.c			1985	Konami	256	224	90	raster
twincobr	Twin Cobra (World)	OK		twincobr.c		Perfect.	1987	[Toaplan] Taito Corporation	320	240	270	raster
twincobu	Twin Cobra (US)	OK	twincobr	twincobr.c			1987	[Toaplan] Taito America Corp	320	240	270	raster
twineagl	Twin Eagle (Japan)	OK		seta.c		works great.	1988	Seta (Taito license)	384	240	270	raster
twinspri	Twinkle Star Sprites	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1996	ADK	320	224	0	raster
twocrude	Two Crude (US)	Has Issues	cbuster	cbuster.c		garbled graphics but performance is good. better than FBA	1990	Data East USA	256	240	0	raster
twotiger	Two Tigers	Has Issues		mc2.c		Gameplay OK, sound is a bit distorted.	1984	Bally Midway	512	480	0	raster
twsg96	Tecmo World Soccer '96	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1996	Tecmo	320	224	0	raster
uccops	Undercover Cops (World)	Has Issues		m92.c		MAME has no sound support	1992	Irem	320	240	0	raster
uccopsj	Undercover Cops (Japan)	Has Issues	uccops	m92.c		MAME has no sound support	1992	Irem	320	240	0	raster
ufosensi	Ufo Senshi Yohiko Chan	Doesn't Work		system1.c			1988	Sega	512	224	0	raster
ultraman	Ultraman (Japan)	Untested		ultraman.c		available in FBA	1991	Banpresto/Bandai	288	224	0	raster
umk3r11	Ultimate Mortal Kombat 3 (rev 1.2)	Has Issues	mk3	wmswofu.c		slowdowns and stuttery sound	1994	Midway	400	254	0	raster
umk3r11	Ultimate Mortal Kombat 3 (rev 1.1)	Has Issues	mk3	wmswofu.c		slowdowns and stuttery sound	1994	Midway	400	254	0	raster
uniwar	UniWar S	OK		galaxian.c			1980	Irem	768	224	90	raster
unsguad	U.N. Squadron (US)	Untested		cps1.c		use FBA-CP51 instead, better support	1989	Capcom	384	224	0	raster
upopko	Usa Poker (Japan)	OK		cave.c		works GREAT. available in FBA	1998	Cave (Jaleco license)	320	240	0	raster
upndown	Up'n Down	OK		system1.c		works great. no explosion sound is normal	1983	Sega	512	224	270	raster
usclasic	U.S. Classic	Doesn't Work		seta.c		stuck in a reboot loop with an error	1989	Seta	384	240	270	raster
usvthem	Us vs. Them	Doesn't Work		gotlieb.c			????	MyStar	704	480	0	raster
valkyrie	Legend of the Valkyrie (Japan)	Has Issues		namcos2.c		garbled graphics	1989	Namco	288	224	90	raster
vanguard	Vanguard II	Has Issues		marvins.c		garbled graphics. game has no music	1984	SNK	288	216	270	raster
vanguarde	Vanguard (Centuri)	Has Issues	vanguard	rockola.c		Sound is a bit crap and samples don't work, but plays ok.	1981	SNK (Centuri license)				
vanguard	Vanguard (SNK)	Has Issues		rockola.c		Sound is a bit crap and samples don't work, but plays ok.	1981	SNK	256	224	90	raster
vanvan	Van Van Car	OK		pacman.c		works great. control issues in FBA?	1983	Karateco	288	224	270	raster
vanvans	Van Van Car (Sanritsu)	OK	vanvan	pacman.c		works great. control issues in FBA?	1983	Sanritsu	288	224	270	raster
vaportra	Vapor Trail - Hyper Offence Formation (World revision 1)	Has Issues		vaportra.c		graphics are garbled. music is great though.	1989	Data East Corporation	256	240	270	raster
vaportru	Vapor Trail - Hyper Offence Formation (US)	Has Issues	vaportra	vaportra.c		graphics are garbled. music is great though.	1989	Data East USA				
varth	Varth - Operation Thunderstorm (World)	Untested		cps1.c		use FBA-CP51 instead, better support	1992	Capcom	384	224	270	raster
varthj	Varth - Operation Thunderstorm (Japan)	Untested	varth	cps1.c		use FBA-CP51 instead, better support	1992	Capcom	384	224	270	raster
varthu	Varth - Operation Thunderstorm (US)	Untested	varth	cps1.c		use FBA-CP51 instead, better support	1992	Capcom (Romstar license)	384	224	270	raster
vastar	Vastar (set 1)	OK		vastar.c			1983	Sesame Japan	256	224	90	raster
vastar2	Vastar (set 2)	OK	vastar	vastar.c			1983	Sesame Japan	256	224	90	raster
vendett2	Vendetta (Asia set 2)	Has Issues	vendetta	vendetta.c		garbled graphics. available in FBA	1991	Konami				
vendetta	Vendetta (Asia set 1)	Has Issues		vendetta.c		garbled graphics. available in FBA	1991	Konami	304	224	0	raster
vendettj	Crime Fighters 2 (Japan)	Has Issues	vendetta	vendetta.c		garbled graphics. available in FBA	1991	Konami				
venture	Venture (version 5 set 1)	Has Issues		exidy.c		no sound	1981	Exidy	256	256	0	raster
venture2	Venture (version 5 set 2)	Has Issues	venture	exidy.c		no sound	1981	Exidy	256	256	0	raster
venture4	Venture (version 4)	Has Issues	venture	exidy.c		no sound	1981	Exidy	256	256	0	raster
venus	Venus	Untested	gyruss	gyruss.c		available in FBA	1983	bootleg	256	224	90	raster
vfive	V-Five (Japan)	Has Issues		toaplan2.c		MAME has no sound support. available in FBA	1993	Toaplan	320	240	270	raster
victorba	Victor Banana	Doesn't Work	victory	victory.c		has multiple errors during POST	1982	Exidy	256	256	0	raster
victory	Victory	Doesn't Work	victory.c	victory.c		has multiple errors during POST	1982	Exidy	256	256	0	raster
victroad	Victory Road	OK		snk.c		works great	1986	SNK	288	216	270	raster
viewpoin	Viewpoint	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1992	Sammy	320	224	0	raster
vigilant	Vigilante (World)	OK		vigilant.c		works great. available in FBA	1988	Irem	254	256	0	raster
viginlj	Vigilante (Japan)	OK	vigilant	vigilant.c		works great. available in FBA	1988	Irem				
viginlu	Vigilante (US)	OK	vigilant	vigilant.c		works great. available in FBA	1988	Irem (Data East USA license)				
vimana	Vi mana (set 1)	Has Issues		toaplan1.c		MAME has no sound support	1991	Toaplan	320	240	270	raster
vimana2	Vi mana (set 2)	Has Issues	vimana	toaplan1.c		MAME has no sound support	1991	Toaplan				
vimanan	Vi mana (Nova Apparate GMBH & Co)	Has Issues	vimana	toaplan1.c		MAME has no sound support	1991	Toaplan (Nova Apparate GMBH)	320	240	270	raster
vindctr2	Vindicators Part II	OK		gauntlet.c		works great	1988	Atari Games	336	240	0	raster
vindict	Vindicators	OK		vindict.c		works great	1988	Atari Games	336	240	0	raster
viofight	Violence Fight (World)	Has Issues		taito_b.c		garbled graphics	1989	Taito Corporation Japan	320	224	0	raster
viper	Viper	OK		leland.c		Works fine. controls are all over the place though o_o	1988	Leland Corp.	320	240	0	raster
vsyard	10 Yard Fight (V.s. version 11/05/84)	OK	yard	yard.c			1984	Irem				
vsyard2	10 Yard Fight (V.s. version, set 2)	OK	yard	yard.c			1984	Irem				
vulcan	Vulcan Venture	OK		twin16.c		works great	1988	Konami	320	224	0	raster
vulgus	Vulgus (set 1)	OK		vulgus.c		also available in FBA	1984	Capcom	256	224	270	raster
vulgus2	Vulgus (set 2)	OK	vulgus	vulgus.c		also available in FBA	1984	Capcom				
vulgusj	Vulgus (Japan?)	OK	vulgus	vulgus.c		also available in FBA	1984	Capcom	256	224	270	raster
wacko	Wacko	Has Issues		mc2.c		Gameplay OK, sound is a bit distorted.	1996	Bally Midway	512	480	0	raster
wakuwak7	Waku Waku 7	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1996	Sunsoft	320	224	0	raster
wanted	Wanted	OK		marine.c			1984	Sigma Ent. Inc.	256	224	90	raster
wardner	Wardner (World)	OK		wardner.c		excruciating dialog noise is normal	1987	[Toaplan] Taito Corporation Jap	320	240	0	raster
wardnerj	Wardna no Mori (Japan)	OK	wardner	wardner.c		excruciating dialog noise is normal	1987	[Toaplan] Taito Corporation	320	240	0	raster
warlord	Warlords	OK		warlord.c		works great	1980	Atari	256	240	0	raster
warofbug	War of the Bugs	OK		galaxian.c			1981	Armenia	768	224	90	raster
warpwarp2	Warp Warp (Rock-ola set 2)	OK	warpwarp	warpwarp.c			1981	[Namco] (Rock-ola license)				
warpwarp	Warp & Warp	OK		warpwarp.c			1981	Namco	272	224	90	raster
warpwarr	Warp Warp (Rock-ola set 1)	OK	warpwarp	warpwarp.c			1981	[Namco] (Rock-ola license)				
warrior	Warrior	Untested		cinemat.c		Vector graphics	1978	Vectorbeam			180	vector
waterski	Water Ski	Has Issues		tailto3.c		corrupted graphics. different to other garble	1983	Taito Corporation	256	224	270	raster
wb3	Wonder Boy III - Monster Lair (set 1)	Has Issues		system16.c		garbled graphics. use FBA instead.	1988	Sega / Westone	320	224	0	raster
wb3a	Wonder Boy III - Monster Lair (set 2)	Has Issues	wb3	system16.c		garbled graphics. use FBA instead.	1988	Sega / Westone				
wb3bl	Wonder Boy III - Monster Lair (bootleg)	Has Issues	wb3	system16.c		garbled graphics. use FBA instead.	1988	bootleg				
wbdeluxe	Wonder Boy Deluxe	OK	wboy	system1.c		works great. available in FBA	1986	Sega (Escape license)	512	224	0	raster
wbml	Wonder Boy in Monster Land	OK		system1.c		works great	1987	bootleg	512	224	0	raster
wbmij	Wonder Boy in Monster Land (Japan set 1)	Doesn't Work	wbml	system1.c			1987	Sega / Westone				
wbmij2	Wonder Boy in Monster Land (Japan set 2)	Doesn't Work	wbml	system1.c			1987	Sega / Westone				
wbmiju	Wonder Boy in Monster Land (Japan not encrypted)	OK	wbml	system1.c			1987	Sega / Westone				
wboy	Wonder Boy (set 1)	OK		system1.c		works great. available in FBA	1986	Sega (Escape license)	512	224	0	raster
wboy2	Wonder Boy (set 2)	OK	wboy	system1.c		works great. available in FBA	1986	Sega (Escape license)	512	224	0	raster
wboy3	Wonder Boy (set 3)	Doesn't Work	wboy	system1.c		available in FBA	????	<unknown>	512	224	0	raster
wboy4	Wonder Boy (set 4)	OK	wboy	system1.c		works great. available in FBA	1986	Sega (Escape license)	512	224	0	raster
wboy4u	Wonder Boy (set 4 not encrypted)	OK	wboy	system1.c		works great. available in FBA	1986	Sega (Escape license)				
wboyu	Wonder Boy (not encrypted)	OK	wboy	system1.c		works great. available in FBA	1986	Sega (Escape license)	512	224	0	raster
wc90	World Cup 90	Has Issues		wc90.c		constant buzzing sound	1989	Tecmo	256	224	0	raster
wc90b	Euro League	Has Issues	wc90	wc90b.c		constant buzzing sound	1989	bootleg	256	224	0	raster
wecleman	WEC Le Mans 24	Has Issues		wecleman.c		colors are completely wrong. garbled graphics.	1986	Konami	320	224	0	raster
weststry	West Story	Untested	bloodbro	bloodbro.c		available in FBA	1990	bootleg	256	224	0	raster
wexpresb	Western Express (bootleg)	OK	exprraid	exprraid.c			1986	bootleg				
wexpress	Western Express (World?)	OK		exprraid			1986	Data East Corporation	256	240	0	raster
wh1	World Heroes	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1992	Alpha Denshi Co.	320	224	0	raster
wh2	World Heroes 2	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1993	ADK	320	224	0	raster
wh2j	World Heroes 2 Jet	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1994	ADK / SNK	320	224	0	raster
whodunit	Who Dunit (version 8.0)	Doesn't Work		exidy440.c		light gun game	1988	Exidy	320	240	0	raster
whoopee	Whoopee (Japan) / Pipi & Bibis (World)	Has Issues	pipibibs	toaplan2.c		garbled graphics. available in FBA	1991	Toaplan	320	240	0	raster
whp	World Heroes Perfect	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1995	ADK / SNK	320	224	0	raster
wildfang	Wild Fang	Has Issues	tknight	galden.c		garbled graphics. available in FBA	1989	Tecmo	256	224	0	raster
willow	Willow (Japan, English)	Untested		cps1.c		use FBA-CP51 instead, better support	1989	Capcom	384	224	0	raster
willowj	Willow (Japan, Japanese)	Untested	willow	cps1.c		use FBA-CP51 instead, better support	1989	Capcom	384	224	0	raster
wiping	Wiping	OK		wiping.c			1982	Nichibutsu	288	224	90	raster
wiseguy	Wise Guy	Has Issues	yamyam	gundestr.c		garbled graphics	1990	Dooyong	256	224	0	raster
wiz	Wiz	OK		wiz.c			1985	Seibu Kaihatsu Inc.	256	224	270	raster
wizt	Wiz (Taiho)	OK	wiz	wiz.c			1985	Taito Corp.	256	224	270	raster
wjammers	Windjammers / Flying Power Disc	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1994	Data East Corporation	320	224	0	raster
wldcourt	World Court (Japan)	Has Issues		namcos1.c		garbled graphics	1988	Namco	288	224	180	raster
wndrmomo	Wonder Momo	Has Issues		namcos86.c		garbled graphics	1987	Namco	288	224	0	raster
wof	Warriors of Fate (World)	Untested		cps1.c		use FBA-CP51 instead, better support	1992	Capcom	384	224	0	raster
wofa	Sangokushi II (Asia)	Untested	wof	cps1.c		use FBA-CP51 instead, better support	1992	Capcom	384	224	0	raster
wofj	Tenchi wo Kurau II - Sekiheki no Tatakai (Japan)	Untested	wof	cps1.c		use FBA-CP51 instead, better support	1992	Capcom	384	224	0	raster

File Name	Game Title	Wii Status	Parent	Driver	Samples	Wii NOTES	Year	Manufacturer	Screen W	Screen H	Rotation	Display
wonder3	Wonder 3 (Japan)	Untested	3wonders	cps1.c		use FBA-CP51 instead, better support	1991	Capcom	384	224	0	raster
worldwar	World Wars (Japan)	Doesn't Work	bernudat	snk.c			1987	SNK	400	224	270	raster
wotw	War of the Worlds	Untested		cinemat.c		Vector graphics	1981	Cinematronics			180	vector
wow	Wizard of Wor	Has Issues		astrode.c		graphics OK but sound nothing but constant loud buzz	1980	Midway	352	240	0	raster
wrestwar	Wrestle War	Has Issues		system16.c		garbled graphics. broken in FBA	1989	Sega	320	224	270	raster
wrofaero	War of Aero - Project MEIOU	Has Issues		seta.c		music is very messed up.	1993	Yang Cheng	384	240	270	raster
ws	World Stadium (Japan)	Has Issues		namcos1.c		garbled graphics	1988	Namco	288	224	180	raster
ws89	World Stadium '89 (Japan)	Has Issues	ws	namcos1.c		garbled graphics	1989	Namco	288	224	180	raster
ws90	World Stadium '90 (Japan)	Has Issues	ws	namcos1.c		garbled graphics	1990	Namco	288	224	180	raster
wseries	World Series: The Season	Has Issues		leland.c		controls issues	1985	Cinematronics	320	240	0	raster
wsf	World Soccer Finals	OK		ataxx.c			1990	Leland Corp.	320	240	0	raster
wtennis	World Tennis	OK		btme.c			1982		240	240	270	raster
wwester1	Wild Western (set 2)	OK	wwestern	tailto5.c			1982	Taito Corporation				
wwestern	Wild Western (set 1)	OK		tailto5.c			1982	Taito Corporation	256	224	270	raster
wfmania	WWF: Wrestlemania (rev 1.30)	Has Issues		wmswoff.c		slowdowns and low stuttery sound	1995	Midway	400	254	0	raster
xenophob	Xenophobe	Doesn't Work		mcr68.c		boots but resets after 1P start.	1987	Bally Midway	512	480	0	raster
xevios	Xevios	Has Issues	xevios	xevios.c	xevios		1983	bootleg	288	224	90	raster
xeviosu	Xevios (Namco)	Has Issues	xevios	xevios.c	xevios	garbled graphics. not loading sample sounds (explosions)	1982	Namco	288	224	90	raster
xeviosua	Xevios (Atari)	Has Issues	xevios	xevios.c	xevios	garbled graphics. not loading sample sounds (explosions)	1982	Namco (Atari license)	288	224	90	raster
xmen	X-Men (4 Players)	Untested		xmen.c		available in FBA	1992	Konami	304	224	0	raster
xmen2pj	X-Men (2 Players Japan)	Untested	xmen	xmen.c		available in FBA	1992	Konami	304	224	0	raster
xmen6p	X-Men (6 Players)	Untested	xmen	xmen.c		available in FBA	1992	Konami	288 & 288	224 & 224	0 & 0	raster
xmulti	X Multiply (Japan)	Has Issues		m72.c		garbled graphics. available in FBA	1989	Irem	384	256	0	raster
xsleena	Xain'd Sleena	Has Issues		xain.c		garbled graphics, some sprites seem missing, slowdown is actually normal	1986	Technos	256	240	0	raster
xsleena	Xain'd Sleena (bootleg)	Has Issues	xsleena	xain.c		garbled graphics, some sprites seem missing, slowdown is actually normal	1986	bootleg	256	240	0	raster
xybots	Xybots	Has Issues		xybots.c		game runs fine but missing custom 'twist' control to turn	1987	Atari Games	336	240	0	raster
yamagchi	Go Go Mr. Yamaguchi / Yuke Yuke Yamaguchi-kun	Has Issues		tsamurai.c		garbled graphics	1985	Taito	256	224	90	raster
yamato	Yamato (set 1)	OK		yamato.c		works great	1983	Sega	256	224	90	raster
yamato2	Yamato (set 2)	OK	yamato	yamato.c		works great	1983	Sega	256	224	90	raster
yam Yam	Yam! Yam!?	Has Issues		gundealr.c		garbled graphics	1990	Dooyong	256	224	0	raster
yanchamr	Kaiketsu Yanchamaru (Japan)	OK	kidniki	m62.c		works great. available in FBA	1986	Irem	384	256	0	raster
yankeedo	Yankee DOI!	Has Issues	mrdo	mrdo.c		garbled graphics. available in FBA	1982	hack	240	192	270	raster
yard	10 Yard Fight	OK		yard.c			1983	Irem	256	224	0	raster
yesnoj	Yes!No Sini Tokimeki Chart	Has Issues		tailto_12.c		garbled graphics. Available in FBA.	1992	Taito Corporation	320	224	0	raster
year	Yie Ar Kung-Fu (set 1)	OK		year.c		works great	1985	Konami	256	224	0	raster
year2	Yie Ar Kung-Fu (set 2)	OK	year	year.c			1985	Konami	256	224	0	raster
yokaidko	Yokai Douchuuki (Japan old version)	OK	shadowld	namcos1.c			1987	Namco				
yokaidon	Yosaku To Donbee (bootleg)	Has Issues		8080bw.c		MAME has no sound support	1979	bootleg	260	224	270	raster
yokaidk	Yokai Douchuuki (Japan new version)	OK	shadowld	namcos1.c			1987	Namco				
youma	Youma Ninpou Chou (Japan)	Has Issues	nirjemak	galivan.c		garbled graphics	1986	Nichibutsu	256	224	270	raster
yuyugogo	Yuyru no Quiz de GO!GO! (Japan)	Has Issues		tailto_12.c		garbled graphics. controls issues in FBA.	1990	Taito Corporation	320	224	0	raster
zarzon	Zarzon	Has Issues	satansat	rockola.c		MAME warns audio isn't accurate, and it's bad. Everything else OK.	1981	[SNK] (Taito America license)	256	224	90	raster
zaxxon	Zaxxon (set 1)	OK		zaxxon.c			1982	Sega	256	224	90	raster
zaxxon2	Zaxxon (set 2)	OK	zaxxon	zaxxon.c	zaxxon		1982	Sega	256	224	90	raster
zaxxonb	Jackson	OK	zaxxon	zaxxon.c	zaxxon		1982	bootleg	256	224	90	raster
zedblade	Zed Blade / Operation Ragnarok	Untested		neogeo.c		Use FBA-NEOGEO instead, better support	1994	NMK	320	224	0	raster
zektor	Zektor	OK		sega.c		Vector graphics. also available in FBA.	1982	Sega			180	vector
zerotime	Zero Time	OK	galaxian	galaxian.c		works great.	1979	Petaco S.A.	256	224	90	raster
zerowing	Zero Wing	OK		toaplan1.c		also available in FBA	1989	Toaplan	320	240	0	raster
zerozone	Zero Zone	Has Issues		zerozone.c		sound is poor	1993	Comad	368	224	0	raster
zigzag	Zig Zag (Galaxian hardware, set 1)	OK		galaxian.c			1982	LAX	768	224	90	raster
zigzag2	Zig Zag (Galaxian hardware, set 2)	OK	zigzag	galaxian.c			1982	LAX	768	224	90	raster
zingzip	Zing Zing Zip	OK		seta.c		an unassuming shmup.	1992	Allumer + Tecmo	384	240	270	raster
zoar	Zoar	OK		btme.c		sound isn't great but overall OK	1982	Data East USA	256	240	270	raster
zodiack	Zodiack	OK		zodiack.c			1983	Orca (Esco Trading Co. Inc)	256	224	270	raster
zookeeper	Zoo Keeper (set 1)	OK		qix.c		works great. reset while loaded to fully initialize.	1982	Taito America Corporation	256	256	0	raster
zookeeper2	Zoo Keeper (set 2)	OK	zookeeper	qix.c		works great. reset while loaded to fully initialize.	1982	Taito America Corporation	256	256	0	raster
zookeeper3	Zoo Keeper (set 3)	OK	zookeeper	qix.c		works great. reset while loaded to fully initialize.	1982	Taito America Corporation	256	256	0	raster
zwackery	Zwackery	Doesn't Work		mcr68.c		hangs boot test with timer error	1984	Bally Midway	512	480	0	raster
zzzyzyx2	Zzyzyzx (set 2)	OK	zzzyzyx	jack.c		works great. also available in FBA	1982	Cinematronics + Advanced Microcompute				
zzzyzyxx	Zzyzyzx (set 1)	OK		jack.c		works great. also available in FBA	1982	Cinematronics + Advanced Mic	256	224	90	raster