

FILE NAME	GAME TITLE	Parent	GC Status	Wii Status	Known issue / Bug Description	Platform	Screen Width	Screen Height	Rotation
1941.zip	1941 - Counter Attack (900227 World)		WORKING	WORKING		CAPCOM CPS 1	384	224	270
1941r.zip	1941 - Counter Attack (Japan)	1941	WORKING	WORKING		CAPCOM CPS 1	384	224	270
1941r1.zip	1941 - Counter Attack (World)	1941	WORKING	WORKING		CAPCOM CPS 1	384	224	270
1941u.zip	1941 - Counter Attack (900227 USA)	1941	WORKING	WORKING		CAPCOM CPS 1	384	224	0
1942.zip	1942 (Revision B)		WORKING	WORKING		CAPCOM	384	224	270
1942a.zip	1942 (Revision A)	1942	WORKING	WORKING		CAPCOM	384	224	270
1942abl.zip	1942 (Revision A, bootleg)	1942	WORKING	WORKING		CAPCOM	384	224	270
1942b.zip	1942 (First Version)	1942	WORKING	WORKING		CAPCOM	256	224	270
1942w.zip	1942 (Williams Electronics license)	1942	WORKING	WORKING		CAPCOM	256	224	270
1943.zip	1943 - The Battle of Midway (Euro)		WORKING	WORKING		CAPCOM	256	224	270
1943b.zip	1943: Battle of Midway (bootleg set 1, hack of Japan set)	1943	WORKING	WORKING		CAPCOM	256	224	270
1943b2.zip	1943: Battle of Midway (bootleg set 2, hack of Japan set)	1943	WORKING	WORKING		CAPCOM	256	224	270
1943j.zip	1943: Midway Kaisen (Japan, Rev B)	1943	WORKING	WORKING		CAPCOM	256	224	270
1943ja.zip	1943: Midway Kaisen (Japan)	1943	WORKING	WORKING		CAPCOM	256	224	270
1943kai.zip	1943 Kai: Midway Kaisen (Japan)	1943	WORKING	WORKING		CAPCOM	256	224	270
1943u.zip	1943: The Battle of Midway (US)	1943	WORKING	WORKING		CAPCOM	256	224	270
1944.zip	1944 - the loop master (000620 USA)	1944	TOO BIG	WORKING		CAPCOM CPS 2	384	224	270
1944d.zip	1944 - the loop master (000620 USA Phoenix Edition, al	1944	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
1944d.zip	1944 - the loop master (000620 USA Phoenix Edition)	1944	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
1944j.zip	1944 - the loop master (000620 Japan)	1944	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
1949shl.zip	1949X III		TOO BIG	WORKING		MISC (POST 90)	320	224	270
19xx.zip	19XX - the war against destiny (951207 USA)		TOO BIG	WORKING		CAPCOM CPS 2	384	224	270
19xxa.zip	19XX - the war against destiny (951207 Asia)	19xx	TOO BIG	WORKING		CAPCOM CPS 2	384	224	270
19xxb.zip	19XX - the war against destiny (951218 Brazil)	19xx	TOO BIG	WORKING		CAPCOM CPS 2	384	224	270
19xxd.zip	19XX - the war against destiny (951207 USA Phoenix Edi	19xx	TOO BIG	WORKING		CAPCOM CPS 2	384	224	270
19xxh.zip	19XX - the war against destiny (951218 Hispanic)	19xx	TOO BIG	WORKING		CAPCOM CPS 2	384	224	270
19xxj.zip	19XX - the war against destiny (951225 Japan)	19xx	TOO BIG	WORKING		CAPCOM CPS 2	384	224	270
19xxj1.zip	19XX - the war against destiny (951207 Japan)	19xx	TOO BIG	WORKING		CAPCOM CPS 2	384	224	270
2020bb.zip	2020 Super Baseball (set 1)		WORKING	WORKING		NEOGEO	320	224	0
2020bba.zip	2020 Super Baseball (set 2)	2020bb	WORKING	WORKING		NEOGEO	320	224	0
2020bbh.zip	2020 Super Baseball (set 3)	2020bb	WORKING	WORKING		NEOGEO	320	224	0
3countb.zip	3 Count Bout / Fire Suplex (NGM-043)(NGH-043)		TOO BIG	WORKING		NEOGEO	320	224	0
3in1semi.zip	XESS - The New Revolution (SemCom 3-in-1)		TOO BIG	WORKING		MISC (POST 90)	256	224	0
3wonders.zip	Three Wonders (wonder 3 910520 etc)		WORKING	WORKING		CAPCOM CPS 1	384	224	0
3wondersb.zip	Three Wonders (bootleg set 2, wonder 3 910520 etc)	3wonders	WORKING	WORKING		CAPCOM CPS 1	384	224	0
3wondersf.zip	Three Wonders (bootleg set 1, wonder 3 910520 etc)	3wonders	WORKING	WORKING		CAPCOM CPS 1	384	224	0
3wondersr1.zip	Three Wonders (wonder 3 910513 etc)	3wonders	WORKING	WORKING		CAPCOM CPS 1	384	224	0
3wondersu.zip	Three Wonders (wonder 3 910520 USA)	3wonders	WORKING	WORKING		CAPCOM CPS 1	384	224	0
4dwarrio.zip	4-D Warriors (315-5162)		WORKING	WORKING		SEGA	612	224	0
4enraya.zip	4 En Raya		WORKING	WORKING		MISC (PRE 90)	256	224	0
4in1.zip	4 Fun in 1 (Bootleg)		WORKING	WORKING		GALAXIAN	256	224	90
4in1boot.zip	Puzzle King (Bootleg)		TOO BIG	WORKING		MISC (POST 90)	256	224	0
4play.zip	4 player input test (Demo, 4 player input test cartridge)	demo		WORKING		NEOGEO	320	224	0
600.zip	600		UNPLAYABLE	UNKNOWN	Crashes on GC	GALAXIAN	600	768	224
7ordr.zip	7 Drid (Korea)		TOO BIG		Crashess issue?	MISC (POST 90)	320	240	0
7otus.zip	Chi-Totus	mgakuen		GFX	Crashess issue?	MISC (PRE 90)	384	240	0
800fah.zip	800 Fathoms	manier		GFX	Crashess issue?	GALAXIAN	256	224	90
88games.zip	88 Games		TOO BIG	WORKING		KONAMI	230	224	0
8ballact.zip	Eight Ball Action (DK conversion) [Parent set for working drivers]		NON-WORKING	NON-WORKING	Marked as non-working in FBA.	PACMAN	256	224	90
8gym.zip	Eight Ball Action (Pac-Man conversion)	8ballact	NON-WORKING	NON-WORKING	Marked as non-working in FBA.	PACMAN	256	224	90
99stwar.zip	'99: The Last War	reputse	NON-WORKING	NON-WORKING	Marked as non-working in FBA.	MISC (PRE 90)	288	224	90
99stwarv.zip	'99: The Last War (alternate)	reputse	NON-WORKING	NON-WORKING	Marked as non-working in FBA.	MISC (PRE 90)	288	224	90
99stwarw.zip	'99: The Last War (Kyugo)	reputse	NON-WORKING	NON-WORKING	Marked as non-working in FBA.	MISC (PRE 90)	288	224	90
abcp.zip	A.B. Cop (World, FD1094 317-0169b)		TOO BIG	SLOW	Too demanding for the Wii CPU	SEGA	320	224	0
abcpj.zip	A.B. Cop (Japan, FD1094 317-0169b)	abcp	TOO BIG	SLOW	Too demanding for the Wii CPU	SEGA	320	224	0
abscam.zip	Abscam	puckman	WORKING	WORKING		PACMAN	288	224	90
aburner.zip	After Burner (Japan)	aburner2	WORKING	SLOW	Too demanding for the Wii CPU	SEGA	320	224	0
aburner2.zip	After Burner II	aburner2	TOO BIG	SLOW	Too demanding for the Wii CPU	SEGA	320	224	0
aceattac.zip	Ace Attacker (FD1094 317-0059)		NON-WORKING	NON-WORKING	Marked as non-working in FBA.	SEGA	320	224	270
aceattaca.zip	Ace Attacker (Japan, System 16A, FD1094 317-0060)	aceattac	NON-WORKING	NON-WORKING	Marked as non-working in FBA.	SEGA	320	224	270
achya.zip	Atlantic City Action	bwcasin	NON-WORKING	NON-WORKING	Marked as non-working in FBA.	PACMAN	288	224	90
acrbatm.zip	Acrobat Mission		TOO BIG	WORKING		MISC (POST 90)	256	224	270
actfancr.zip	Act-Fancier Cybernetick Hyper Weapon (World revision 2)		WORKING	WORKING		DATA EAST	256	240	0
actfancr1.zip	Act-Fancier Cybernetick Hyper Weapon (World revision 1)	actfancr	WORKING	WORKING		DATA EAST	256	240	0
actfancrj.zip	Act-Fancier Cybernetick Hyper Weapon (Japan revision 1)	actfancr	WORKING	WORKING		DATA EAST	256	240	0
act08r1.zip	A.D. 2083 (Incomplete Sound)		WORKING	WORKING		GALAXIAN	256	224	90
aerofgt.zip	Aero Fighters		TOO BIG	WORKING		MISC (POST 90)	320	224	270
aerofgtb.zip	Aero Fighters (Turbo Force hardware set 1)	aerofgt	TOO BIG	WORKING		MISC (POST 90)	320	224	270
aerofgtc.zip	Aero Fighters (Turbo Force hardware set 2)	aerofgt	TOO BIG	WORKING		MISC (POST 90)	320	224	270
afighter.zip	Action Fighter, FD1089A 317-0018		UNPLAYABLE	WORKING	Resets GC	SEGA	320	224	270
agallet.zip	Air Gallet (Europe)		TOO BIG	WORKING		CAVE	320	240	270
agalleth.zip	Air Gallet (Hong Kong)	agallet	TOO BIG	WORKING		CAVE	320	240	270
agalletj.zip	Air Gallet (Japan)	agallet	TOO BIG	WORKING		CAVE	320	240	270
agalletk.zip	Air Gallet (Korea)	agallet	TOO BIG	WORKING		CAVE	320	240	270
agallett.zip	Air Gallet (Taiwan)	agallet	TOO BIG	WORKING		CAVE	320	240	270
agalletu.zip	Air Gallet (USA)	agallet	TOO BIG	WORKING		CAVE	320	240	270
agress.zip	Agress		UNPLAYABLE	ALMOST	Crashes on GC: On Wii: Title screen graphics are sort of "blurred" and text hard to read	TECHNOS	320	240	0
agressb.zip	Agress (English bootleg)	agress	UNPLAYABLE	ALMOST	Crashes on GC: On Wii: Title screen graphics are sort of "blurred" and text hard to read	MISC (POST 90)	320	240	0
airattck.zip	Air Attack (set 1)		TOO BIG	WORKING		MISC (POST 90)	256	224	270
airattcka.zip	Air Attack (set 2)	airattck	TOO BIG	WORKING		MISC (POST 90)	256	224	270
airbustr.zip	Air Buster: Trouble Specialty Raid Unit (World)		UNPLAYABLE	WORKING	Crashes on GC	KANEKO	256	224	0
airbustrb.zip	Air Buster: Trouble Specialty Raid Unit (bootleg)	airbustr	UNPLAYABLE	WORKING	Crashes on GC	KANEKO	256	224	0
airbustrj.zip	Air Buster: Trouble Specialty Raid Unit (Japan)	airbustr	UNPLAYABLE	WORKING	Crashes on GC	KANEKO	256	224	0
airduel.zip	Air Duel (Japan)		TOO BIG	UNPLAYABLE	Black screen	IREM	260	270	270
airwolf.zip	Airwolf		WORKING	WORKING		MISC (PRE 90)	288	224	0
airwfla.zip	Airwolf (US)	airwolf	WORKING	WORKING		MISC (PRE 90)	288	224	0
ajax.zip	Ajax		TOO BIG	WORKING		KONAMI	304	224	90
ajaxj.zip	Ajax (Japan)	ajax	TOO BIG	WORKING		KONAMI	304	224	90
akumajou.zip	Akuma-Jou Dracula (Japan ver. P)	hcastfe	UNPLAYABLE	WORKING	Resets GC	KONAMI	256	224	0
akumajoun.zip	Akuma-Jou Dracula (Japan ver. N)	hcastfe	UNPLAYABLE	WORKING		KONAMI	256	224	0
alcan.zip	Alcan (US)		WORKING	WORKING		TOAPLAN	280	240	270
alexkidd.zip	Alex Kidd: The Lost Stars (set 2, unprotected)		UNPLAYABLE	WORKING	Resets GC	SEGA	320	224	0
alexkidd1.zip	Alex Kidd: The Lost Stars (set 1, FD1089A 317-unknown)	alexkidd	UNPLAYABLE	WORKING	Resets GC	SEGA	320	224	0
alibaba.zip	Ali Baba and 40 Thieves		WORKING	WORKING		PACMAN	288	224	90
alibabab.zip	Mutafix and 40 Thieves (bootleg)	alibabab	WORKING	WORKING		PACMAN	288	224	90
aliencha.zip	Alien Challenge (World) [Imperfect sound]		TOO BIG	BROKEN	Starts OK then graphics go wrong and crashes	MISC (POST 90)	448	224	0
alienchac.zip	Alien Challenge (China)	aliencha	TOO BIG	BROKEN	Starts OK then graphics go wrong and crashes	MISC (POST 90)	448	224	0
aliens.zip	Aliens (World set 1)		TOO BIG	WORKING		KONAMI	288	224	0
aliens2.zip	Aliens (World set 2)	aliens	TOO BIG	WORKING		KONAMI	288	224	0
aliens3.zip	Aliens (World set 3)	aliens	TOO BIG	WORKING		KONAMI	288	224	0
aliensa.zip	Aliens (Asia)	aliens	TOO BIG	WORKING		KONAMI	288	224	0
aliensec.zip	Alien Sector		WORKING	WORKING		MISC (PRE 90)	288	224	0
aliensj.zip	Aliens (Japan set 1)	aliens	TOO BIG	WORKING		KONAMI	288	224	0
aliensj2.zip	Aliens (Japan set 2)	aliens	TOO BIG	WORKING		KONAMI	288	224	0
aliensu.zip	Aliens (US)	aliens	TOO BIG	WORKING		KONAMI	288	224	0
aliensyn.zip	Alien Syndrome (set 4, System 16B, unprotected)		UNPLAYABLE	WORKING	Resets GC	SEGA	320	224	0
aliensyn2.zip	Alien Syndrome (set 2, System 16A, FD1089A 317-0033)	aliensyn	UNPLAYABLE	WORKING	Resets GC	SEGA	320	224	0
aliensyn3.zip	Alien Syndrome (set 3, System 16B, FD1089A 317-0033)	aliensyn	UNPLAYABLE	WORKING	Resets GC	SEGA	320	224	0
aliensyn5.zip	Alien Syndrome (set 5, System 16A, FD1089B 317-0037)	aliensyn	UNPLAYABLE	WORKING	Resets GC	SEGA	320	224	0
aliensyn7.zip	Alien Syndrome (set 7, System 16B, MC-8123B 317-00xx)	aliensyn	UNPLAYABLE	WORKING	Resets GC	SEGA	320	224	0
aliensynj.zip	Alien Syndrome (set 6, Japan, new, System 16B, FD1089A	aliensyn	UNPLAYABLE	WORKING	Resets GC	SEGA	320	224	0
aliensynyo.zip	Alien Syndrome (set 1, Japan, old, System 16A, FD1089A	aliensyn	UNPLAYABLE	WORKING	Resets GC	SEGA	320	224	0
alpham2.zip	Alpha Mission II / ASO II - Last Guardian (NGM-007)(NGH-007)		WORKING	WORKING		NEOGEO	320	224	0
alpham2.zip	Alpha Mission II / ASO II - Last Guardian (prototype)	alpham2	WORKING	WORKING		NEOGEO	320	224	0
altheast.zip	Altered Beast (set 8, 8751 317-0078)		TOO BIG	BROKEN	Monsters don't disappear when killed, scrolling stops after a while	SEGA	320	224	0
altheast2.zip	Altered Beast (set 2, MC-8123B 317-0066)	altheast	TOO BIG	BROKEN	Monsters don't disappear when killed, scrolling stops	SEGA	320	224	0
altheast4.zip	Altered Beast (set 4, MC-8123B 317-0066)	altheast	TOO BIG	BROKEN	Monsters don't disappear when killed, scrolling stops	SEGA	320	224	0
altheast5.zip	Altered Beast (set 5, FD1094 317-0069)	altheast	TOO BIG	BROKEN	Monsters don't disappear when killed, scrolling stops	SEGA	320	224	0
altheast6.zip	Altered Beast (set 6, 8751 317-0076)	altheast	TOO BIG	BROKEN	Monsters don't disappear when killed, scrolling stops	SEGA	320	224	0
altheastbl.zip	Altered Beast (Datsun bootleg)	altheast	TOO BIG	BROKEN	Monsters don't disappear when killed, scrolling stops	SEGA	320	224	0
altheastj.zip	Juuzuki (set 1, Japan, 8751 317-0077)	altheast	TOO BIG	BROKEN	Monsters don't disappear when killed, scrolling stops	SEGA	320	224	0
altheast3.zip	Juuzuki (set 3, Japan, FD1094 317-0068)	altheast	TOO BIG	BROKEN	Monsters don't disappear when killed, scrolling stops	SEGA	320	224	0
amatelas.zip	Sei Senshi Amateless		GFX	GFX	Crashess issue?	MISC (PRE 90)	256	224	270
amazon.zip	Soldier Girl Amazon		GFX	GFX	Crashess issue?	MISC (PRE 90)	256	224	270
ambush.zip	Ambush		WORKING	WORKING		MISC (PRE 90)	256	224	0
ambushh.zip	Ambush (hack?)	ambush	WORKING	WORKING		MISC (PRE 90)	256	224	0
ambushj.zip	Ambush (Japan)	ambush	WORKING	WORKING		MISC (PRE 90)	256	224	0
ambushv.zip	Ambush (Volt Elec co-ltd)	ambush	WORKING	WORKING		MISC (PRE 90)	256	224	0
amidar.zip	Amidar		WORKING	WORKING		GALAXIAN	768	224	90
amidar1.zip	Amidar (older)	amidar	WORKING	WORKING		GALAXIAN	768	224	90
amidarb.zip	Amidar (bootleg)	amidar	WORKING	WORKING		GALAXIAN	768	224	90
amidaro.zip	Amidar (Olympia)	amidar	WORKING	WORKING		GALAXIAN	768	224	90
amidars.zip	Amidar (Scramble hardware)	amidar	WORKING	WORKING		GALAXIAN	768	224	90
amidaru.zip	Amidar (Stern)	amidar	WORKING	WORKING		GALAXIAN	768	224	90
amigo.zip	Amigo	amidar	WORKING	WORKING		GALAXIAN	768	224	90
androdun.zip	Andro Dunos (NGM-049)(NGH-049)		WORKING	WORKING		NEOGEO	320	224	0
angelids.zip	Angel Kicks (Japan)		CONTROLCS	CONTROLCS	Controls aren't mapped except for Start/Select	SEGA			

FILE NAME	GAME TITLE	Parent	GC Status	Wii Status	Known issue / Bug Description	Platform	Screen Width	Screen Height	Rotation
aquajack.zip	Aquajack (Japan)	aquajack	TOO BIG	WORKING		TAITO	320	240	0
aquajack2.zip	Aquajack (US)	aquajack	TOO BIG	WORKING		TAITO	320	240	0
aquarium.zip	Aquarium (Japan)		TOO BIG	WORKING		MISC (POST 90)	320	256	0
arabian.zip	Arabian		WORKING	WORKING		MISC (PRE 90)	256	234	270
arabiana.zip	Arabian (Atari)	arabian	WORKING	WORKING		MISC (PRE 90)	256	234	270
arascnis.zip	Arascnis (bootleg of Scorpion on Moon Cresta hardware)	arascnis	WORKING	WORKING		GALAXIAN	768	224	90
arblastst.zip	Arblastst [Imperfect inputs]		TOO BIG	SOUND	gameplay OK, some controls issues but music runs slow.	SETA	384	224	270
arcadia.zip	Arcadia		TOO BIG	WORKING		MISC (POST 90)	192	262	0
areall8.zip	Area 88 (Japan)	unquad	WORKING	WORKING		CAPCOM CPS 1	384	224	0
area88r.zip	Area 88 (Japan Resale ver.)	unquad	WORKING	WORKING		CAPCOM CPS 1	384	224	0
ark1ball.zip	Arkanoïd (bootleg with MCU, harder)	arkanoïd	CONTROLS	WORKING		TAITO	256	224	90
ark1balla.zip	Arkanoïd (bootleg with MCU, harder, alt)	arkanoïd	CONTROLS	WORKING		TAITO	256	224	90
arkangc.zip	Arkanoïd (Game Corporation bootleg, set 1)	arkanoïd	CONTROLS	WORKING		TAITO	256	224	90
arkangc2.zip	Arkanoïd (Game Corporation bootleg, set 2)	arkanoïd	CONTROLS	WORKING		TAITO	256	224	90
arkanoïd.zip	Arkanoïd (World)	arkanoïd	CONTROLS	CONTROLS	Directions don't work (Arkanoïd Paddle)	TAITO	256	224	90
arkanoïd2.zip	Arkanoïd (Japan)	arkanoïd	CONTROLS	CONTROLS	Directions don't work (Arkanoïd Paddle)	TAITO	256	224	90
arkanoïd2b.zip	Arkanoïd (bootleg with MCU set 1)	arkanoïd	CONTROLS	CONTROLS	Directions don't work (Arkanoïd Paddle)	TAITO	256	224	90
arkanoïd2b2.zip	Arkanoïd (bootleg with MCU set 2)	arkanoïd	CONTROLS	CONTROLS	Directions don't work (Arkanoïd Paddle)	TAITO	256	224	90
arkanoïd2ba.zip	Arkanoïd (bootleg with MCU, alt)	arkanoïd	CONTROLS	CONTROLS	Directions don't work (Arkanoïd Paddle)	TAITO	256	224	90
arkanoïdu.zip	Arkanoïd (US)	arkanoïd	CONTROLS	CONTROLS	Directions don't work (Arkanoïd Paddle)	TAITO	256	224	90
arkanoïdu2.zip	Arkanoïd (US, older)	arkanoïd	CONTROLS	CONTROLS	Directions don't work (Arkanoïd Paddle)	TAITO	256	224	90
arkatayt.zip	Arkanoïd (Tayto bootleg)	arkanoïd	CONTROLS	CONTROLS	Directions don't work (Arkanoïd Paddle)	TAITO	256	224	90
arkatour.zip	Tourament Arkanoïd (US)	arkanoïd	CONTROLS	CONTROLS	Directions don't work (Arkanoïd Paddle)	TAITO	256	224	90
arkblo2.zip	Block (Game Corporation bootleg, set 2)	arkanoïd	CONTROLS	CONTROLS	Directions don't work (Arkanoïd Paddle)	TAITO	256	224	90
arkblock.zip	Block (Game Corporation bootleg, set 1)	arkanoïd	CONTROLS	CONTROLS	Directions don't work (Arkanoïd Paddle)	TAITO	256	224	90
arkgbl.zip	Arkanoïd (bootleg on Block hardware)	arkanoïd	CONTROLS	CONTROLS	Directions don't work (Arkanoïd Paddle)	TAITO	256	224	90
arknoïd2.zip	Arkanoïd - Revenge of DOH (World)		CONTROLS	CONTROLS	Directions don't work on Wii (Arkanoïd Paddle).On GC, load fctory first otherwise it will crash	TAITO	256	224	270
arknoïd2b.zip	Arkanoïd - Revenge of DOH (Japan bootleg)	arknoïd2	CONTROLS	CONTROLS	Directions don't work on Wii (Arkanoïd Paddle).On GC, load fctory first otherwise it will crash	TAITO	256	224	270
arknoïd2j.zip	Arkanoïd - Revenge of DOH (Japan)	arknoïd2	CONTROLS	CONTROLS	Directions don't work on Wii (Arkanoïd Paddle).On GC, load fctory first otherwise it will crash	TAITO	256	224	270
arknoïd2u.zip	Arkanoïd - Revenge of DOH (US)	arknoïd2	CONTROLS	CONTROLS	Directions don't work on Wii (Arkanoïd Paddle).On GC, load fctory first otherwise it will crash	TAITO	256	224	270
arktayt2.zip	Arkanoïd (Tayto bootleg, harder)	arknoïd	CONTROLS	CONTROLS		TAITO	256	224	90
armed.zip	Armed Formation	armedf	GFX	GFX	Endianness issue?	MISC (PRE 90)	320	240	270
armedf.zip	Armed Formation (Filmcore license)	armedf	GFX	GFX	Endianness issue?	MISC (PRE 90)	320	240	270
armorcar.zip	Armored Car (set 1)	armorcar	WORKING	WORKING		GALAXIAN	768	224	90
armorcar2.zip	Armored Car (set 2)	armorcar	WORKING	WORKING		GALAXIAN	768	224	90
armwar.zip	Armored Warriors (941024 Europe)	armwar	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
armwar1d.zip	Armored Warriors (941011 Europe Phoenix Edition)	armwar	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
armwara.zip	Armored Warriors (940920 Asia)	armwar	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
armwar1.zip	Armored Warriors (941011 Europe)	armwar	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
armwaru.zip	Armored Warriors (941024 USA)	armwar	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
armwaru1.zip	Armored Warriors (940920 USA)	armwar	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
ashnoje.zip	Ashita no Joe (Japan)	scsjejo	UNPLAYABLE	WORKING	Crashes on GC	TAITO	288	208	0
ashura.zip	Ashura Blaster (World)	ashura	TOO BIG	GFX	Endianness issue?	TAITO	320	224	270
ashura2.zip	Ashura Blaster (Japan)	ashura	TOO BIG	GFX	Endianness issue?	TAITO	320	224	270
ashurau.zip	Ashura Blaster (US)	ashura	TOO BIG	GFX	Endianness issue?	TAITO	320	224	270
asideral.zip	Ataque Sideral (Spanish bootleg of UniWar S)	univars	UNPLAYABLE	GFX	Crashes on GC. On Wii: Endianness issue?	GALAXIAN	768	224	90
astorm.zip	Alien Storm (set 4, World, 2 Players, FD1094 317-0154)	astorm	TOO BIG	UNPLAYABLE	Black screen	SEGA	320	224	0
astorm3.zip	Alien Storm (set 3, World, 3 Players, FD1094 317-0148)	astorm	TOO BIG	UNPLAYABLE	Black screen	SEGA	320	224	0
astormj.zip	Alien Storm (set 1, Japan Rev B, 2 Players, FD1094 317-0148)	astorm	TOO BIG	SLOW	Black screen	SEGA	320	224	0
astormja.zip	Alien Storm (set 5, Japan Rev B, 2 Players, FD1094 317-0148)	astorm	TOO BIG	UNPLAYABLE	Black screen	SEGA	320	224	0
astormu.zip	Alien Storm (set 2, US, 3 Players, FD1094 317-0147)	astorm	TOO BIG	UNPLAYABLE	Black screen	SEGA	320	224	0
astrians.zip	Astrians (clone of Swamp)	galaxian	UNPLAYABLE	UNPLAYABLE	Black screen	MISC (PRE 90)	768	224	90
asuka.zip	Asuka & Asuka (World)		TOO BIG	WORKING		TAITO	320	240	270
asukaj.zip	Asuka & Asuka (Japan)	asuka	TOO BIG	WORKING		TAITO	320	240	270
asurabld.zip	Asura Blade - Sword of Dynesty (Japan) [Imperfect GFX]		TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	MISC (POST 90)	320	240	0
asurabus.zip	Asura Buster - Elemental Warriors (Japan) [Imperfect SND, freezes on first boss]		TOO BIG	TOO BIG	this worked on RA 1.0.0.2 FBA core	MISC (POST 90)	320	240	0
atehale.zip	Athena no Halena ?		TOO BIG	WORKING		SETA	384	240	0
atetris.zip	Tetris (set 1) [No sound]		CONTROLS	CONTROLS	Controls aren't mapped except for Select / no sound in FBA	MISC (PRE 90)	336	240	0
atetrisa.zip	Tetris (set 2)	atetris	CONTROLS	CONTROLS	Controls aren't mapped except for Select / no sound in FBA	MISC (PRE 90)	336	240	0
atetrisb.zip	Tetris (bootleg set 1)	atetris	CONTROLS	CONTROLS	Controls aren't mapped except for Select / no sound in FBA	MISC (PRE 90)	336	240	0
atetrisb2.zip	Tetris (bootleg set 2)	atetris	CONTROLS	CONTROLS	Controls aren't mapped except for Select / no sound in FBA	MISC (PRE 90)	336	240	0
atetrisc.zip	Tetris (cocktail set 1)	atetris	CONTROLS	CONTROLS	Controls aren't mapped except for Select / no sound in FBA	MISC (PRE 90)	336	240	270
atetrisc2.zip	Tetris (cocktail set 2)	atetris	CONTROLS	CONTROLS	Controls aren't mapped except for Select / no sound in FBA	MISC (PRE 90)	336	240	270
atlantis.zip	Battle of Atlantis (set 1)	atlantis	WORKING	WORKING		GALAXIAN	768	224	90
atlantis2.zip	Battle of Atlantis (set 2)	atlantis	WORKING	WORKING		GALAXIAN	768	224	90
atlantisb.zip	Battle of Atlantis (bootleg)	atlantis	WORKING	WORKING		GALAXIAN	768	224	270
atomboy.zip	Atomic Boy (revision B)	wilytlow	WORKING	WORKING	No sound.	IREM	256	224	180
atomboya.zip	Atomic Boy (revision A)	wilytlow	WORKING	WORKING	No sound.	IREM	256	224	180
atompup.zip	Atomic Point (Korea)		UNPLAYABLE	WORKING	Crashes on GC	SEGA	320	224	0
atompunk.zip	Atomic Punk (US)	dynabist	UNPLAYABLE	WORKING	Crashes on GC	IREM	320	224	0
aurall.zip	Aural (set 3, US, unprotected)		TOO BIG	WORKING		SEGA	320	224	0
aurall1.zip	Aural (set 2, World, FD1089B 317-0168)	aurall	TOO BIG	WORKING		SEGA	320	224	0
aurallj.zip	Aural (set 1, Japan, FD1089A 317-0167)	aurall	TOO BIG	WORKING		SEGA	320	224	0
avengers.zip	Avengers (US set 1)	avengers	WORKING	WORKING		CAPCOM	256	240	270
avengers2.zip	Avengers (US set 2)	avengers	WORKING	WORKING		CAPCOM	256	240	90
avsp.zip	Alien vs Predator (940520 Euro)	avsp	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
avspa.zip	Alien vs Predator (940520 Asia)	avsp	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
avsp2.zip	Alien vs Predator (940520 Euro Phoenix Edition)	avsp	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
avsp3.zip	Alien vs Predator (940520 Hispanic)	avsp	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
avspj.zip	Alien vs Predator (940520 Japan)	avsp	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
avspu.zip	Alien vs Predator (940520 USA)	avsp	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
aztarac.zip	Aztarac (Vector graphics)		GFX	GFX	Resolution looks unadaptd	MISC (PRE 90)	320	224	0
azurian.zip	Azurian Attack		WORKING	WORKING		GALAXIAN	768	224	90
b2buster.zip	Bang 2 Busters (Prototype) [Prototype]	demo		WORKING		NEOGEO	320	224	0
backfire.zip	Backfire (set 1)		TOO BIG	UNPLAYABLE	Black screen. Side by side 2 screens game - not worth it on Wii SD resolutions.	DATA EAST	320 & 320	240 & 240	0 & 0
backfirea.zip	Backfire (set 2)	backfire	TOO BIG	UNPLAYABLE	Black screen. Side by side 2 screens game - not worth it on Wii SD resolutions.	DATA EAST	320 & 320	240 & 240	0 & 0
backfirz.zip	Back Fire (Tecmo) (Japan, Bootleg, Prototype?)		WORKING	WORKING		MISC (PRE 90)	256	224	0
baddules.zip	Bad Duels vs. Dragonninja (US)		TOO BIG	SLOW	use MAME	DATA EAST	256	240	0
bagman.zip	Bagman (Parent set for working drivers)	bagman	NON-WORKING	NON-WORKING	Marked as non-working in FBA.	GALAXIAN	256	224	270
bagmann2.zip	Bagman (bootleg on Moon Cresta hardware set 2)	bagman	NON-WORKING	NON-WORKING	Marked as non-working in FBA.	GALAXIAN	256	240	90
bagmannnc.zip	Bagman (bootleg on Moon Cresta hardware set 1)	bagman	NON-WORKING	NON-WORKING	Marked as non-working in FBA.	GALAXIAN	256	224	90
bakatonoz.zip	Bakatonosama Mahjong Manyuuki (MOM-002)(MOM-002)		WORKING	WORKING		NEOGEO	320	224	0
bakufurp.zip	Bakufurp Breaker	explbrkr	TOO BIG	WORKING		KANEKO	256	224	0
ballboy.zip	Ball Boy	snowbro3	TOO BIG	WORKING		KANEKO	256	224	0
ballbros.zip	Ballon Brothers		WORKING	WORKING		TAITO	384	240	0
banghead.zip	Bang Head		TOO BIG	WORKING		NEOGEO	320	224	0
bangledz.zip	Bang Beat (Prototype?)	banghead	TOO BIG	WORKING		NEOGEO	320	224	0
bankp.zip	Bank Panic		GFX	GFX	Graphics are garbled	SEGA	224	224	0
baraduke.zip	Baraduke	allencsc	GFX	GFX	Graphics are garbled	MISC (PRE 90)	288	224	0
battcir.zip	Battle Circuit (970319 Euro)	battcir	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
battcir2.zip	Battle Circuit (970319 Asia)	battcir	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
battcir3.zip	Battle Circuit (970319 Euro Phoenix Edition)	battcir	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
battcirj.zip	Battle Circuit (970319 Japan)	battcir	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
battman2.zip	Batman Part 2	phoenix	WORKING	WORKING		GALAXIAN	768	224	270
battndr.zip	Armed Police Batrider (Europe) (Fri Feb 13 1998)		TOO BIG	WORKING		TOAPLAN	320	240	270
battndrc.zip	Armed Police Batrider (China) (Fri Feb 13 1998)		TOO BIG	WORKING		TOAPLAN	320	240	270
battndrj.zip	Armed Police Batrider - B Version (Japan) (Fri Feb 13 1998)		TOO BIG	WORKING		TOAPLAN	320	240	270
battndrja.zip	Armed Police Batrider - A Version (Japan) (Mon Dec 22 1997)		TOO BIG	WORKING		TOAPLAN	320	240	270
battndrk.zip	Armed Police Batrider (Korea) (Fri Feb 13 1998)		TOO BIG	WORKING		TOAPLAN	320	240	270
battndrt.zip	Armed Police Batrider - A Version (Taiwan) (Mon Dec 22 1997)		TOO BIG	WORKING		TOAPLAN	320	240	270
battndru.zip	Armed Police Batrider (U.S.A.) (Fri Feb 13 1998)		TOO BIG	WORKING		TOAPLAN	320	240	270
batsugun.zip	Batsugun (set 1)	batsugun	TOO BIG	WORKING		TOAPLAN	320	240	270
batsugun2.zip	Batsugun (set 2)	batsugun	TOO BIG	WORKING		TOAPLAN	320	240	270
batsugunsp.zip	Batsugun (Special Ver.)	batsugun	TOO BIG	WORKING		TOAPLAN	320	240	270
battroad.zip	The Battle-Road		WORKING	WORKING		IREM	256	256	90
bayroute.zip	Bay Route (set 3, World, FD1094 317-0116)		UNPLAYABLE	WORKING	Crashes on GC	SEGA	320	224	0
bayroute1.zip	Bay Route (set 1, US, unprotected)	bayroute	UNPLAYABLE	WORKING	Crashes on GC	SEGA	320	224	0
bayroutej.zip	Bay Route (set 2, Japan, FD1094 317-0115)	bayroute	UNPLAYABLE	WORKING	Crashes on GC	SEGA	320	224	0
bbakraid.zip	Battle Bakraid - Unlimited Version (U.S.A.) (Tue Jun 8 1999)		TOO BIG	WORKING		TOAPLAN	320	240	270
bbakraidj.zip	Battle Bakraid - Unlimited Version (Japan) (Tue Jun 8 1999)		TOO BIG	WORKING		TOAPLAN	320	240	270
bbakraidja.zip	Battle Bakraid (Japan) (Wed Apr 7 1999)		TOO BIG	WORKING		TOAPLAN	320	240	270
bballs.zip	Bouncing Balls		GFX	WORKING	Graphics garbled on GC	MISC (POST 90)	256	224	0
bbmanw.zip	Bomber Man World / New Dyna Blaster - Global Quest		UNPLAYABLE	WORKING	Crashes on GC	IREM	320	240	0
bbmanwjp.zip	Bomber Man World (Japan)	bbmanw	UNPLAYABLE	WORKING	Crashes on GC	IREM	320	240	0
bbros.zip	Buster Bros. (US)	pang	WORKING	WORKING		MISC (PRE 90)	384	240	0
bchopper.zip	Battle Chopper		TOO BIG	WORKING	also in FBA but with garbled graphics	IREM	384	256	0
bcstry.zip	B.C. Story (set 1)		TOO BIG	WORKING		MISC (POST 90)	320	240	0
bcstrya.zip	B.C. Story (set 2)	bcstry	TOO BIG	WORKING		MISC (POST 90)	320	240	0
best.zip	Shadow of the Beast (Neo Geo demo) [Demo]		WORKING	WORKING		NEOGEO	320	224	0
besta.zip	Beastie Feastie	supplgob	WORKING	WORKING		PACMAN	272	236	270
berwall.zip	The Berlin Wall		TOO BIG	WORKING		KANEKO	256	224	0
berwall2.zip	The Berlin Wall (bootleg ?)	berwall	TOO BIG	WORKING		KANEKO	256	224	0
bestofbest.zip	Best Of Best		TOO BIG	WORKING		MISC (POST 90)	256	224	0
bestri.zip	Bestri (Korea)		TOO BIG	WORKING		MISC (POST 90)	320	240	0
bgaregga.zip	Battle Garegga (World) (Sat Feb 3 1996)		TOO BIG	WORKING		TOAPLAN	320	240	270
bgaregga2.zip	1945 Part 2 (Battle Garaaga hack)	bgaregga	TOO BIG	WORKING		TOAPLAN	320	240	270

FILE NAME	GAME TITLE	Parent	GC Status	Wii Status	Known issue / Bug Description	Platform	Screen Width	Screen Height	Rotation
billard.zip	The Billiards	hustler	WORKING	WORKING		GALAXIAN	256	224	90
bionboy.zip	Biomechanical Toy (Ver. 1.0.1885)		TOO BIG	WORKING		MISC (POST 90)	320	240	0
biontoya.zip	Biomechanical Toy (Ver. 1.0.1884)	biontoyt	TOO BIG	WORKING		MISC (POST 90)	320	240	0
bionicc.zip	Bionic Commando (Euro)		GFX	GFX	Graphics are garbled (endianness issue)	CAPCOM	256	224	0
bionict1.zip	Bionic Commando (US set 1)	bionict	GFX	GFX	Graphics are garbled (endianness issue)	CAPCOM	256	224	0
bionict2.zip	Bionic Commando (US set 2)	bionict	GFX	GFX	Graphics are garbled (endianness issue)	CAPCOM	256	224	0
bioship.zip	Bio-ship Paladin		TOO BIG	WORKING		MISC (POST 90)	256	224	0
birdy.zip	Birdy		WORKING	WORKING		PACMAN	288	224	270
bjourney.zip	Blue's Journey / Raguy (ALM-001)(ALH-001)		WORKING	WORKING		NEO GEO	320	224	0
bjwin.zip	Bombjack Twin (set 1)		TOO BIG	WORKING		MISC (POST 90)	384	224	270
bjwin2.zip	Bombjack Twin (set 2)	bjwin	TOO BIG	WORKING		MISC (POST 90)	384	224	270
blandia.zip	Blandia		TOO BIG	WORKING		SETA	384	240	0
blansep.zip	Blandia (prototype)	blandia	TOO BIG	WORKING		SETA	384	240	0
blazeon.zip	Blaze On (Japan)		TOO BIG	GFX	Graphics are garbled (endianness issue?)	KANEKO	320	232	0
blazstar.zip	Blazing Star		TOO BIG	WORKING		NEO GEO	320	224	0
bldrgon.zip	Black Dragon (Japan)	bldtiger	WORKING	WORKING		CAPCOM	256	224	0
bldrgonb.zip	Black Dragon (bootleg)	bldtiger	WORKING	WORKING		CAPCOM	256	224	0
bkhheart.zip	Black Heart		TOO BIG	WORKING		MISC (POST 90)	256	224	0
bkhheartj.zip	Black Heart (Japan)	bkhheart	TOO BIG	WORKING		MISC (POST 90)	256	224	0
bkhole.zip	Black Hole		WORKING	WORKING		GALAXIAN	768	224	90
bktiger.zip	Black Tiger		WORKING	WORKING		CAPCOM	256	224	0
bktigera.zip	Black Tiger (older)	bktiger	WORKING	WORKING		CAPCOM	256	224	0
bktigerb1.zip	Black Tiger (bootleg set 1)	bktiger	WORKING	WORKING		CAPCOM	256	224	0
bktigerb2.zip	Black Tiger (bootleg set 2)	bktiger	WORKING	WORKING		CAPCOM	256	224	0
bimbycar.zip	Bimby Car		TOO BIG	WORKING		MISC (POST 90)	384	256	0
bimbycars.zip	Bimby Car (not encrypted)	bimbycar	TOO BIG	WORKING		MISC (POST 90)	384	256	0
block.zip	Block Block (World 910910)		WORKING	WORKING	yet another breakout clone, also in MAME but bad sound	MISC (POST 90)	384	240	270
blockbl.zip	Block Block (bootleg)	block	WORKING	WORKING	yet another breakout clone, also in MAME but bad sound	MISC (POST 90)	384	240	270
blockcar.zip	Block Carnival / Thunder & Lightning 2		UNPLAYABLE	WORKING	Crashes on GC	SETA	384	240	90
blockgal.zip	Block Gal (MC-81238, 317-0029)		WORKING	WORKING		SEGA	512	224	90
blockhl.zip	Block Hole		WORKING	WORKING		KONAMI	288	224	0
blockj.zip	Block Block (Japan 910910)	block	WORKING	WORKING		MISC (POST 90)	384	240	270
blockjoy.zip	Block Block (World 911116 Joystick)	block	WORKING	WORKING		MISC (POST 90)	384	240	270
blockout.zip	Block Out (set 1)		GFX	GFX	garbled graphics and missing sprites, works in MAME	TECHNOS	320	240	0
blockout2.zip	Block Out (set 2)	blockout	GFX	GFX	garbled graphics and missing sprites, works in MAME	TECHNOS	320	240	0
blockoutj.zip	Block Out (Japan)	blockout	GFX	GFX	garbled graphics and missing sprites, works in MAME	TECHNOS	320	240	0
bloodbro.zip	Blood Bros. (set 1)		TOO BIG	WORKING		MISC (POST 90)	256	224	0
bloodbroa.zip	Blood Bros. (set 2)	bloodbro	TOO BIG	WORKING		MISC (POST 90)	256	224	0
bloodbrob.zip	Blood Bros. (set 3)	bloodbro	TOO BIG	WORKING		MISC (POST 90)	256	224	0
bloodwar.zip	Blood Warrior		TOO BIG	TOO BIG	DSi Error	KANEKO	320	240	0
blox16b.zip	Bloxxed (System 16B, PS2 data file)	bloxxed	UNPLAYABLE	UNPLAYABLE	DSi Error	SEGA			
bloxxed.zip	Bloxxed (Japan, FD1094 317-0139)		UNPLAYABLE	WORKING	Crashes on GC	SEGA	320	224	0
blwheft.zip	Bells & Whistles (ver. 1)		TOO BIG	WORKING		KONAMI	320	224	90
bluepnt.zip	Blue Print (Midway)		WORKING	WORKING		MISC (PRE 90)	256	224	270
bluepntj.zip	Blue Print (Jaleco)	bluepnt	WORKING	WORKING		MISC (PRE 90)	256	224	270
bmastei.zip	Blade Master (World) [imperfect sound and graphics]		TOO BIG	SLOW		IREM	320	240	0
bobibobi.zip	Bobbie Bobbie (set 1)		WORKING	WORKING		TAITO	256	224	0
bobibobi2.zip	Bobbie Bobbie (set 2)		WORKING	WORKING		TAITO	256	224	0
bodyslam.zip	Body Slam (8751 317-0015)		UNPLAYABLE	WORKING	Crashes on GC	SEGA	320	224	0
bombair.zip	Bomber (bootleg of Scramble)	scramble	WORKING	WORKING		GALAXIAN	768	224	90
bombjack.zip	Bomb Jack (set 1)		WORKING	WORKING		MISC (PRE 90)	256	224	90
bombjack2.zip	Bomb Jack (set 2)		WORKING	WORKING		MISC (PRE 90)	256	224	90
bombjackt.zip	Bomb Jack (Techni, Spain)		WORKING	WORKING		MISC (PRE 90)	256	224	90
bombkick.zip	Bomb Kick		GFX	GFX	Endianness issue?	MISC (POST 90)	380	224	0
bombkicka.zip	Bomb Kick (set 2)	bombkick	TOO BIG	GFX	Endianness issue?	MISC (POST 90)	380	224	0
bombman.zip	Bomber Man (Japan)	dynablit	UNPLAYABLE	GFX	Endianness issue?	IREM	320	240	0
bonjo.zip	Bonjo		WORKING	WORKING		GALAXIAN	256	224	90
bonkadv.zip	B.C. Kid / Bonk's Adventure / Kyukyoku!! PC Genjin		TOO BIG	UNPLAYABLE	Black screen	KANEKO	320	240	0
bonzeadv.zip	Bonze Adventure (World, Newer)		TOO BIG	WORKING		TAITO	320	224	0
bonzeadv2.zip	Bonze Adventure (World, Older)	bonzeadv	TOO BIG	WORKING		TAITO	320	224	0
bonzeadv3.zip	Bonze Adventure (US)	bonzeadv	TOO BIG	WORKING		TAITO	320	224	0
boothack.zip	Bowie Kids (Italian manufactured graphic hack / bootle)	boothack	TOO BIG	WORKING		MISC (PRE 90)	256	224	270
boogwing.zip	Boogie Wings (Euro v1.5, 92.12.07)	hoerid	TOO BIG	SLOW	Too demanding for the Wii CPU	DATA EAST	320	240	0
boogwinga.zip	Boogie Wings (Asia v1.5, 92.12.07)	boogwing	TOO BIG	SLOW	Too demanding for the Wii CPU	DATA EAST	320	240	0
bottom9.zip	Bottom of the Ninth (ver. 1)		TOO BIG	WORKING		KONAMI	288	224	0
bottom9n.zip	Bottom of the Ninth (ver. N)	bottom9	TOO BIG	WORKING		KONAMI	288	224	0
bouldash.zip	Boulder Dash / Boulder Dash Part 2 (World)		TOO BIG	SLOW	use MAME	DATA EAST	256	240	0
bouldashj.zip	Boulder Dash / Boulder Dash Part 2 (Japan)	bouldash	TOO BIG	SLOW	Too demanding for the Wii CPU	DATA EAST	256	240	0
brain.zip	Brain		WORKING	WORKING		SEGA	512	224	0
breakers.zip	Breakers		TOO BIG	WORKING		NEO GEO	320	224	0
breakrev.zip	Breakers Revenge		TOO BIG	WORKING		NEO GEO	320	224	0
breywood.zip	Breywood (Japan revision 2)		WORKING	WORKING	Slow with stuttered audio on GC.	DATA EAST	256	240	0
brx.zip	Brx		WORKING	WORKING		MISC (PRE 90)	256	224	90
bshark.zip	Battle Shark (World)	zyzyzyx	TOO BIG	UNPLAYABLE	SUB CPU ERROR at self-check	TAITO	320	240	0
bsharkj.zip	Battle Shark (Japan)	bshark	TOO BIG	UNPLAYABLE	SUB CPU ERROR at self-check	TAITO	320	240	0
bsharkjs.zip	Battle Shark (Japan, Joystick)	bshark	TOO BIG	UNPLAYABLE	SUB CPU ERROR at self-check	TAITO	320	240	0
bsharku.zip	Battle Shark (US)	bshark	TOO BIG	UNPLAYABLE	SUB CPU ERROR at self-check	TAITO	320	240	0
bsscocr.zip	Back Street Soccer [graphics issues?]		TOO BIG	WORKING		MISC (POST 90)	256	224	0
bstars.zip	Baseball Stars Professional (NGM-002)		WORKING	WORKING		NEO GEO	320	224	0
bstars2.zip	Baseball Stars 2		WORKING	WORKING		NEO GEO	320	224	0
bstarsn.zip	Baseball Stars Professional (NGH-002)	bstars	WORKING	WORKING		NEO GEO	320	224	0
btfroad.zip	Battle K-Road		TOO BIG	CONTROLS	Start, Select, D-Pad work but no buttons	PSIKYO	320	224	0
bub68705.zip	Bubble Bobble (bootleg with 68705)	bubibobi	WORKING	CONTROLS	Perfect on GC. On Wii: Start, Select, D-Pad work but not	TAITO	256	224	0
bubi2000.zip	Bubble 2000		TOO BIG	WORKING		MISC (PRE 90)	256	224	0
bubibobi1.zip	Bubble Bobble		WORKING	WORKING		TAITO	256	224	0
bubibobi2.zip	Bubble Bobble (older)	bubibobi	WORKING	WORKING		TAITO	256	224	0
bubibobi3.zip	Bubble Bobble (US with mode select)	bubibobi	WORKING	WORKING		TAITO	256	224	0
bubibobi4.zip	Bubble Bobble (US)	bubibobi	WORKING	WORKING		TAITO	256	224	0
bubicave.zip	Bubble Bobble Lost Cave (v1.1)	bubibobi	WORKING	WORKING	Be sure to get the romset that contains files prefixed with	TAITO	256	224	0
bubicave10.zip	Bubble Bobble Lost Cave (v1.0)	bubibobi	WORKING	WORKING		TAITO	256	224	0
bucaner.zip	Buccaneer	puckman	WORKING	WORKING		PACMAN	288	224	90
buccanrs.zip	Buccaneers (set 1)		WORKING	WORKING		IREM	256	256	0
buccanrsa.zip	Buccaneers (set 2)	buccanrs	WORKING	WORKING		MISC (PRE 90)	256	256	0
bullet.zip	Bullet (FD1094 317-0041)		UNPLAYABLE	CONTROLS	Controls aren't mapped on Wii. Resets GC immediately.	SEGA	320	224	0
bulftg.zip	Bulftig (315-5085)		WORKING	WORKING		SEGA	512	224	0
buraken.zip	Hassaku Buraken (Japan)	avengers	WORKING	WORKING		CAPCOM	256	240	90
burglarx.zip	Burglar X		TOO BIG	GFX	Endianness issue?	MISC (POST 90)	384	224	0
burningf.zip	Burning Fight (NGM-018)(NGH-018)		WORKING	WORKING		NEO GEO	320	224	0
burningfh.zip	Burning Fight (NGH-018)(US)	burningf	WORKING	WORKING		NEO GEO	320	224	0
burningfg.zip	Burning Fight (prototype)	burningf	WORKING	WORKING		NEO GEO	320	224	0
buzzard.zip	Buzzard	gyrodine	WORKING	WORKING		MISC (PRE 90)	288	224	90
bwcasino.zip	Boardwalk Casino		WORKING	WORKING		PACMAN	288	224	0
bygone.zip	Bygone [imperfect sound]		WORKING	WORKING		TAITO	240	224	0
cactus.zip	Cactus (bootleg of Saboten Bombers)	sabotenb	TOO BIG	WORKING		MISC (POST 90)	384	224	0
cadash.zip	Cadash (World)		UNPLAYABLE	WORKING	Resets GC immediately	TAITO	320	240	0
cadashf.zip	Cadash (France)	cadash	UNPLAYABLE	WORKING	Resets GC immediately	TAITO	320	240	0
cadashg.zip	Cadash (Germany)	cadash	UNPLAYABLE	WORKING	Resets GC immediately	TAITO	320	240	0
cadashh.zip	Cadash (Italy)	cadash	UNPLAYABLE	WORKING	Resets GC immediately	TAITO	320	240	0
cadashj.zip	Cadash (Japan)	cadash	UNPLAYABLE	WORKING	Resets GC immediately	TAITO	320	240	0
cadashu.zip	Cadash (US)	cadash	UNPLAYABLE	WORKING	Resets GC immediately	TAITO	320	240	0
calibr50.zip	Caliber 50 [No sound, imperfect inputs]		TOO BIG	CONTROLS	Game used rotary joystick to rotate main character. Maybe map to L and R ? / No sound	SETA	384	240	270
calispo.zip	Calispo		WORKING	WORKING		GALAXIAN	768	224	90
cameltry.zip	Cameltry (US, YM2610)		UNPLAYABLE	WORKING	Resets GC immediately (Taiko F1)	TAITO	320	224	0
cameltrya.zip	Cameltry (US, YM2203 + M6295)	cameltry	UNPLAYABLE	WORKING	Runs normal in RA 1.4, version, slow later releases [bug]	TAITO	320	224	0
cameltryau.zip	Cameltry (World, YM2203 + M6295)	cameltry	UNPLAYABLE	WORKING	Resets GC immediately (Taiko F1)	TAITO	320	224	0
cameltryj.zip	Cameltry (Japan, YM2610)	cameltry	UNPLAYABLE	WORKING	Resets GC immediately (Taiko F1)	TAITO	320	224	0
candance.zip	Cannon Dancer (Japan)	osmen	WORKING	WORKING	Resets GC immediately (Taiko F1)	DATA EAST	320	240	0
cannonbp.zip	Cannon Ball (Pacman Hardware) [wrong colors]		WORKING	WORKING		PACMAN	288	224	90
captcomm.zip	Captain Commando (911202 other country)		WORKING	WORKING		CAPCOM CPS 1	384	224	0
captcommb.zip	Captain Commando (bootleg set 1, 911014 other country)	captcomm	WORKING	WORKING		CAPCOM CPS 1	384	224	0
captcommc.zip	Captain Commando (bootleg set 2, with YM2151 + 2xMSM5205), 911014 other country)	captcomm	WORKING	WORKING		CAPCOM CPS 1	384	224	0
captcommj.zip	Captain Commando (911202 Japan)	captcomm	WORKING	WORKING		CAPCOM CPS 1	384	224	0
captcommr1.zip	Captain Commando (910928 Japan)	captcomm	WORKING	WORKING		CAPCOM CPS 1	384	224	0
captcommr2.zip	Captain Commando (911014 other country)	captcomm	WORKING	WORKING		CAPCOM CPS 1	384	224	0
captcommu.zip	Captain Commando (910928 USA)	captcomm	WORKING	WORKING		CAPCOM CPS 1	384	224	0
catacomb.zip	Catacomb [Bad Colors]		WORKING	WORKING		GALAXIAN	768	224	90
catt.zip	Catt (Japan)	mcaladv	TOO BIG	WORKING		MISC (POST 90)	320	224	0
cavelon.zip	Cavelon		WORKING	WORKING		GALAXIAN	256	224	90
cavenger.zip	Cosmic Avenger		WORKING	WORKING		MISC (PRE 90)	240	192	0
cawing.zip	Carrier Air Wing (U.S. navy 901012 etc)		BROKEN	BROKEN	In the first level right after descending below the clouds, enemy sprites coming from behind appear black. Game hangs soon after.	CAPCOM CPS 1	384	224	0
cawingb2.zip	Carrier Air Wing (bootleg set 2 (with 2xYM2203 + 2xMSM	cawing	BROKEN	BROKEN	In the first level right after descending below the clouds	CAPCOM CPS 1	384	224	0
cawingbl.zip	Carrier Air Wing (bootleg set 1 (with 2xYM2203 + 2xMSM	cawing	BROKEN	BROKEN	In the first level right after descending below the clouds	CAPCOM CPS 1	384	224	0
cawingj.zip	U.S. Navy (901012 Japan)	cawing	BROKEN	BROKEN	In the first level right after descending below the clouds	CAPCOM CPS 1	384	224	0
cawingr1.zip	Carrier Air Wing (U.S. navy 901009 etc)	cawing	BROKEN	BROKEN	In the first level right after descending below the clouds	CAPCOM CPS 1	384	224	0
cawingru.zip	Carrier Air Wing (U.S. navy 901012 USA)	cawing	BROKEN	BROKEN	In the first level right after descending below the clouds	CAPCOM CPS 1	384	224	0
cbuster.zip	Crude Buster (World FX version)		TOO BIG	SLOW	use MAME	DATA EAST	256	240	0
cbusterj.zip	Crude Buster (Japan)	cbuster	TOO BIG	SLOW	use MAME	DATA EAST	256	240	0
cbustere.zip	Crude Buster (World FU version)	cbuster	TOO BIG	SLOW	use MAME	DATA EAST	256	240	0
colimbr2.zip	Crazy Climber 2 (Japan)		GFX	GFX	Endianness issue?	MISC (PRE 90)	288	224	0
colimbr2a.zip	Crazy Climber 2 (Japan, Harder)	colimbr2	GFX	GFX	Endianness issue?	MISC (PRE 90)	288	224	0
chainrec.zip	Chain Reaction (World, Version 2.2, 1995.09.25)		TOO BIG	GFX	Graphics are garbled (endianness issue?)	DATA EAST	320	224	0
chackn.zip	Chack'n Pop		WORKING	WORKING		TAITO	256	224	0
charlen.zip	Charlie Ninja		TOO BIG	GFX	Graphics are garbled (endianness issue?)	DATA EAST	320	240	0
chasehq.zip	Chase H.Q. (World)		TOO BIG	SLOW	Too demanding for the Wii CPU	TAITO	320	240	0
chasehqj.zip	Chase H.Q. (Japan)								



FILE NAME	GAME TITLE	Parent	GC Status	Wii Status	Known issue / Bug Description	Platform	Screen Width	Screen Height	Rotation
chasehq.zip	Chase H.Q. (US)	chasehq	TOO BIG	SLOW	Too demanding for the Wii CPU	TAITO	320	240	0
checkman.zip	Check Man	checkman	WORKING	WORKING		GALEXIAN	768	224	90
checkmanj.zip	Check Man (Japan)	checkman	WORKING	WORKING		GALEXIAN	768	224	90
chelnov.zip	Chelnov - Atomic Runner (World)	chelnov	WORKING	WORKING		DATA EAST	256	240	0
chelnovj.zip	Chelnov - Atomic Runner (Japan)	chelnov	WORKING	WORKING		DATA EAST	256	240	0
chelnovu.zip	Chelnov - Atomic Runner (US)	chelnov	WORKING	WORKING		DATA EAST	256	240	0
chewing.zip	Chewing Gum	luctoday	WORKING	WORKING		GALEXIAN	768	224	90
chikij.zip	Chiki Chiki Boys (000619 Japan)	chikij	WORKING	WORKING		CAPCOM CPS 1	384	224	0
chinatwn.zip	China Town (Japan)	chikij	TOO BIG	WORKING		DATA EAST	320	240	0
chokohok.zip	Chokoi Chokoi	chokohok	TOO BIG	GFX	Endianness issue?	MISC (POST 90)	320	240	0
choko.zip	Choko (010820 Japan)	choko	TOO BIG	CONTROLS	RetroPad Select and D-Pad work, Start and buttons don't	CAPCOM CPS 2	384	224	0
chukatali.zip	Chuka Taisen (World)	chukatali	WORKING	WORKING	On GC, load listory first otherwise it will crash	TAITO	256	224	0
chukataj.zip	Chuka Taisen (Japan)	chukatali	WORKING	WORKING	On GC, load listory first otherwise it will crash	TAITO	256	224	0
chukatau.zip	Chuka Taisen (US)	chukatali	WORKING	WORKING	On GC, load listory first otherwise it will crash	TAITO	256	224	0
ckong.zip	Crazy Kong Part II (set 1) (Parent set for working drives)	ckong	NON-WORKING	NON-WORKING	Marked as non-working in FBA	GALEXIAN	256	224	270
ckongu.zip	Crazy Kong (bootleg on Galisan hardware)	ckong	NON-WORKING	NON-WORKING	Marked as non-working in FBA	GALEXIAN	256	224	90
ckongmc.zip	Crazy Kong (bootleg on Moon Cresta hardware)	ckong	NON-WORKING	NON-WORKING	Marked as non-working in FBA	GALEXIAN	256	224	90
ckongz.zip	Crazy Kong (Scramble hardware)	ckong	NON-WORKING	NON-WORKING	Marked as non-working in FBA	GALEXIAN	256	224	90
clutchr.zip	Clutch Hitter (set 2, US, FD1094 317-0176)	clutchr	TOO BIG	BROKEN	Graphics start messing up at team selection screen, game hangs when the baseball game is about to start	SEGA	320	224	0
clutchrj.zip	Clutch Hitter (set 1, Japan, FD1094 317-0175)	clutchr	TOO BIG	BROKEN	Graphics start messing up at team selection screen, game hangs when the baseball game is about to start	SEGA	320	224	0
cnbe.zip	CodeName - Blat Engel (2006-01-19) [Homebrew]	demo		WORKING		NEOGEO	320	224	0
endi.zip	Chip n Dale (Intro demo)	demo		UNPLAYABLE	BIOS loads but then black screen	NEOGEO	320	224	0
cninja.zip	Caverna Ninja (World ver 4)	cninja	TOO BIG	SLOW	use MAME	DATA EAST	256	240	0
cneng1.zip	Caverna Ninja (World ver 1)	cninja	TOO BIG	SLOW	use MAME	DATA EAST	256	240	0
cninja2.zip	Caverna Ninja (alternate)	cninja	TOO BIG	SLOW	use MAME	DATA EAST	256	240	0
cninabl.zip	Caverna Ninja (bootleg)	cninja	TOO BIG	SLOW	use MAME	DATA EAST	256	240	0
cninajp.zip	Caverna Ninja (US ver 4)	cninja	TOO BIG	SLOW	use MAME	DATA EAST	256	240	0
cobracom.zip	Cobra-Command (World revision 5)	cobracom	WORKING	WORKING		DATA EAST	256	240	0
cobracomb.zip	Cobra-Command (Italian bootleg)	cobracom	WORKING	WORKING		DATA EAST	256	240	0
cobracomj.zip	Cobra-Command (Japan)	cobracom	WORKING	WORKING		DATA EAST	256	240	0
cobracompj.zip	Cobra-Command (Japan?) (set 2)	cobracom	WORKING	WORKING		DATA EAST	256	240	0
columns.zip	Columns (Neo Geo) [Homebrew]	demo		WORKING	no sound	NEOGEO	320	224	0
combh.zip	Combat Hawk		GFX	GFX	Graphics are garbled	SEGA	224	270	270
commando.zip	Commando (World)		WORKING	WORKING		CAPCOM	256	224	270
commandob.zip	Commando (bootleg)	commando	WORKING	WORKING		CAPCOM	256	224	270
commandob2.zip	Commando (bootleg 2)	commando	WORKING	WORKING		CAPCOM	256	224	270
commandoj.zip	Senjou no Ookami	commando	WORKING	WORKING		CAPCOM	256	224	270
contirc.zip	Continental Circus (World)	contirc	TOO BIG	SLOW	Too demanding for the Wii CPU	TAITO	320	224	0
contircj.zip	Continental Circus (Japan)	contirc	TOO BIG	SLOW	Too demanding for the Wii CPU	TAITO	320	224	0
contircu.zip	Continental Circus (US set 1)	contirc	TOO BIG	SLOW	Too demanding for the Wii CPU	TAITO	320	224	0
contircus.zip	Continental Circus (US set 2)	contirc	TOO BIG	SLOW	Too demanding for the Wii CPU	TAITO	320	224	0
contra.zip	Contra (US, Set 1)	contra	WORKING	WORKING		KONAMI	280	224	90
contra1.zip	Contra (US, Set 2)	contra	WORKING	WORKING		KONAMI	280	224	90
contrab.zip	Contra (bootleg)	contra	WORKING	WORKING		KONAMI	280	224	90
contra1j.zip	Contra (Japan bootleg, set 2)	contra	WORKING	WORKING		KONAMI	280	224	90
contraj.zip	Contra (Japan)	contra	WORKING	WORKING		KONAMI	280	224	90
contrabj.zip	Contra (Japan bootleg)	contra	WORKING	WORKING		KONAMI	280	224	90
cookib.zip	Cookie & Bibi		UNPLAYABLE	GFX	Crashes on GC. Wi: Endianness issue?	MISC (POST 90)	320	240	0
cookib2.zip	Cookie & Bibi 2		TOO BIG	WORKING		MISC (POST 90)	256	224	0
cookib3.zip	Cookie & Bibi 3		TOO BIG	WORKING		MISC (POST 90)	256	224	0
cosmccop.zip	Cosmic Cop (World)		→	SLOW		IREM	384	256	0
cotton.zip	Cotton (set 3, World, FD1094 317-0181a)		TOO BIG	WORKING	Title screen music is slow, game seems to run mostly smoothly	SEGA	320	224	0
cottonj.zip	Cotton (set 2, Japan, Rev B, FD1094 317-0179b)	cotton	TOO BIG	WORKING	Title screen music is slow, game seems to run mostly smoothly	SEGA	320	224	0
cottonja.zip	Cotton (set 1, Japan, Rev A, FD1094 317-0179a)	cotton	TOO BIG	WORKING	Title screen music is slow, game seems to run mostly smoothly	SEGA	320	224	0
cottonu.zip	Cotton (set 2, US, FD1094 317-0180)	cotton	TOO BIG	WORKING	Title screen music is slow, game seems to run mostly smoothly	SEGA	320	224	0
cps1demo.zip	Chase Demo (CPS-1) [Demo]					CAPCOM CPS 1	384	224	270
cps1frog.zip	Frog Feast (CPS-1) [Homebrew]			WORKING		CAPCOM CPS 1	384	224	270
crazycop.zip	Crazy Cop (Japan)	gbusters	TOO BIG	WORKING		KONAMI	320	224	90
crazyfht.zip	Crazy Fight		TOO BIG	UNPLAYABLE	Black screen. Probably a light gun game	SETA	384	224	0
crimec.zip	Crime City (World)	crimec	TOO BIG	GFX	Endianness issue?	TAITO	320	224	0
crimecj.zip	Crime City (Japan)	crimec	TOO BIG	GFX	Endianness issue?	TAITO	320	224	0
crimecu.zip	Crime City (US)	crimec	TOO BIG	GFX	Endianness issue?	TAITO	320	224	0
crimfht.zip	Crime Fighters (US 4 players)	crimfht	UNPLAYABLE	WORKING	Crashes on GC	KONAMI	320	224	0
crimfht2.zip	Crime Fighters (World 2 Players)	crimfht	UNPLAYABLE	WORKING	Crashes on GC	KONAMI	320	224	0
crimfhtj.zip	Crime Fighters (Japan 2 Players)	crimfht	UNPLAYABLE	WORKING	Crashes on GC	KONAMI	320	224	0
crockman.zip	Crock-Man (bootleg, Rene-Pierre)	puckman	WORKING	WORKING		PACMAN	288	224	90
croquis.zip	Croquis (Germany)	logicro	TOO BIG	WORKING		MISC (POST 90)	320	224	0
crospang.zip	Cross Pang	logicro	TOO BIG	WORKING		MISC (POST 90)	320	240	0
crossblad.zip	Cross Blades! (Japan)	bmaste	TOO BIG	WORKING		IREM	320	240	0
crshace.zip	Lethal Crash Race (set 1)	crshace	TOO BIG	WORKING		MISC (POST 90)	320	224	270
crshace2.zip	Lethal Crash Race (set 2)	crshace	TOO BIG	WORKING		MISC (POST 90)	320	224	270
crsword.zip	Crossed Swords (ALH-002)(ALH-002)		WORKING	WORKING		NEOGEO	320	224	0
crush.zip	Crush Roller (Kural Samno)	crush	WORKING	WORKING		PACMAN	288	224	90
crush2.zip	Crush Roller (Kural Esco - bootleg?)	crush	WORKING	WORKING		PACMAN	288	224	90
crush3.zip	Crush Roller (Kural - bootleg?)	crush	WORKING	WORKING		PACMAN	288	224	90
crush4.zip	Crush Roller (Kural TWT)	crush	WORKING	WORKING		PACMAN	288	224	90
crushbl.zip	Crush Roller (bootleg set 1)	crush	WORKING	WORKING		PACMAN	288	224	90
crushb2.zip	Crush Roller (bootleg set 2)	crush	WORKING	WORKING		PACMAN	288	224	90
crushb3.zip	Crush Roller (bootleg set 3)	crush	WORKING	WORKING		PACMAN	288	224	90
crushern.zip	Crusher Malchan (Japan)	crush	TOO BIG	GFX	Wrong color palette	CAVE	316	239	0
crushs.zip	Crush Roller (Sidam bootleg)	crush	WORKING	GFX	Wrong color palette	PACMAN	288	224	90
cscub.zip	Capcom Sports Club (971017 Euro)		UNPLAYABLE	WORKING	Resets GC, use the Phoenix (bootleg) version instead as it works.	CAPCOM CPS 2	384	224	0
cscub1.zip	Capcom Sports Club (970722 Euro)	cscub	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
cscub1d.zip	Capcom Sports Club (970722 Euro Phoenix Edition)(bootleg)	cscub	WORKING	WORKING		CAPCOM CPS 2	384	224	0
cscuba.zip	Capcom Sports Club (970722 Asia)	cscub	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
cscubh.zip	Capcom Sports Club (970722 Hispanc)	cscub	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
cscubj.zip	Capcom Sports Club (970722 Japan)	cscub	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
cscubj2.zip	Capcom Sports Club (970722 Japan, Rent version)	cscub	TOO BIG	WORKING		CAPCOM CPS 2	384	224	270
csilver.zip	Captain Silver (World)	csilver	WORKING	WORKING		DATA EAST	256	240	0
csilverj.zip	Captain Silver (Japan)	csilver	WORKING	WORKING		DATA EAST	256	240	0
ct2k3a.zip	Crouching Tiger Hidden Dragon 2003 Super Plus alternat	kof2001	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
ct2k3a2.zip	Crouching Tiger Hidden Dragon 2003 Super Plus	kof2001	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
ctf2003.zip	Crouching Tiger Hidden Dragon 2003 (set 1)	kof2001	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
ctf2k3a.zip	Crouching Tiger Hidden Dragon 2003 (set 2)	kof2001	TOO BIG	WORKING		NEOGEO	320	224	0
ctomaday.zip	Captain Tomorrow		TOO BIG	WORKING		NEOGEO	320	224	0
ctribe.zip	The Combatribes (bootleg set 1) [Bootleg]		TOO BIG	WORKING		TECHNOS	320	240	0
ctribel1.zip	The Combatribes (US) - Set 1?	ctribe	TOO BIG	WORKING		TECHNOS	320	240	0
ctribel2.zip	The Combatribes (bootleg set 1)	ctribe	TOO BIG	WORKING		TECHNOS	320	240	0
ctribel3.zip	The Combatribes (bootleg set 2)	ctribe	TOO BIG	WORKING		TECHNOS	320	240	0
ctribel4.zip	The Combatribes (Japan)	ctribe	TOO BIG	WORKING		TECHNOS	320	240	0
ctripill.zip	Caterpillar Pacman Hack	puckman	WORKING	WORKING		PACMAN	288	224	90
cuebrk.zip	Cue Brick (World ver. D)	cuebrk	WORKING	WORKING		KONAMI	304	224	0
cuebrkj.zip	Cue Brick (Japan)	cuebrk	WORKING	WORKING		KONAMI	304	224	0
cworld.zip	Capcom World (Japan)		WORKING	WORKING		MISC (POST 90)	384	240	0
cworld2.zip	Capcom World 2 (920611 Japan)		WORKING	WORKING		CAPCOM CPS 1	384	224	0
cyberlp.zip	Cyber-Lip (NGM-010)		WORKING	WORKING		NEOGEO	320	224	0
cybertrk.zip	Cyber Tank (v1.4)		TOO BIG	CONTROLS-SLOW	Looks like directions aren't mapped	MISC (PRE 90)	256 & 256	224 & 224	0 & 0
cybots.zip	Cyberbots - fullmetal madness (950424 Euro)	cybots	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
cybotbj.zip	Cyberbots - fullmetal madness (950420 Japan)	cybots	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
cybotbj2.zip	Cyberbots - fullmetal madness (Japan 950424) (decrypte)	cybots	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
cybotsu.zip	Cyberbots - fullmetal madness (950424 USA)	cybots	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
cybotsud.zip	Cyberbots - fullmetal madness (950424 USA Phoenix Edit)	cybots	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
daimakai.zip	Dai Makai-Mura (Japan)	ghouls	WORKING	WORKING		CAPCOM CPS 1	384	224	0
daimakai2.zip	Dai Makai-Mura (bootleg, Japan)	ghouls	WORKING	WORKING		CAPCOM CPS 1	384	224	0
daimakai3.zip	Dai Makai-Mura (Japan Resale Ver.)	ghouls	WORKING	WORKING		CAPCOM CPS 1	384	224	0
daioh.zip	Daioh (set 1)	daioh	TOO BIG	WORKING		SETA	384	240	270
daioha.zip	Daioh (set 2)	daioh	TOO BIG	WORKING		SETA	384	240	270
daiohpu.zip	Daioh (Japan)	daioh	TOO BIG	WORKING		TAITO	384	224	0
dambustr.zip	Dambusters (US, set 1)	twishawk	WORKING	WORKING		GALEXIAN	256	224	90
dambustra2.zip	Dambusters (US, set 2)	dambustr	WORKING	WORKING		GALEXIAN	256	224	90
dambustruk.zip	Dambusters (UK)	dambustr	WORKING	WORKING		GALEXIAN	256	224	90
daraku.zip	Daraku Tenshi - The Fallen Angels		TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PSIKEY	320	224	0
darius.zip	Darius (World)		TOO BIG	SLOW	Too demanding for the Wii CPU	TAITO	288 & 288 & 288	224 & 224 & 224	0 & 0 & 0
darius2.zip	Darius II (Japan)		TOO BIG	SLOW	Can't seem to see the ship / Resolution inadapted for the Wii	TAITO	288 & 288 & 288	224 & 224 & 224	0 & 0 & 0
darius2d.zip	Darius II (dual screen) (Japan)	darius2	TOO BIG	SLOW	Can't seem to see the ship / Resolution inadapted for the Wii	TAITO	320 & 320	232 & 232	0 & 0
darius2do.zip	Darius II (dual screen) (Japan old version)	darius2	TOO BIG	SLOW	Can't seem to see the ship / Resolution inadapted for the Wii	TAITO	320 & 320	232 & 232	0 & 0
dariusu.zip	Darius (Extra) (Japan)	darius	TOO BIG	SLOW	Can't seem to see the ship / Resolution inadapted for the Wii	TAITO	288 & 288 & 288	224 & 224 & 224	0 & 0 & 0
dariusj.zip	Darius (Japan)	darius	TOO BIG	SLOW	Can't seem to see the ship / Resolution inadapted for the Wii	TAITO	288 & 288 & 288	224 & 224 & 224	0 & 0 & 0
dariuso.zip	Darius (Japan old version)	darius	TOO BIG	SLOW	Can't seem to see the ship / Resolution inadapted for the Wii	TAITO	288 & 288 & 288	224 & 224 & 224	0 & 0 & 0
darkadv.zip	Dark Adventure	devilw	TOO BIG	SLOW	use MAME instead	KONAMI	320	224	0
darkpint.zip	Dark Planet (Dial doesn't work very well)		WORKING	WORKING		GALEXIAN	256	224	180
darkseal.zip	Dark Seal (World revision 3)		TOO BIG	WORKING		DATA EAST	256	240	0
darkseal1.zip	Dark Seal (World revision 1)	darkseal	TOO BIG	WORKING		DATA EAST	256	240	0
darkseal2.zip	Dark Seal 2 (Japan v2.1)	wizdfre	TOO BIG	WORKING		DATA EAST	320	240	0
darkseal3.zip	Dark Seal (Japan)	darkseal	TOO BIG	WORKING		DATA EAST	256	240	0
darktow.zip	Dark Tower		WORKING	WORKING		TECHNOS	256	240	0
dassault.zip	Desert Assault (US)	thndzone	TOO BIG	WORKING		DATA EAST	320	240	0
dassault4.zip	Desert Assault (US 4 Players)	thndzone	TOO BIG	WORKING		DATA EAST	320	240	0
dbaxe.zip	Double Axe (US)		TOO BIG	SLOW	Too demanding for the Wii CPU	TAITO	320		

FILE NAME	GAME TITLE	Parent	GC Status	Wii Status	Known Issue / Bug Description	Platform	Screen Width	Screen Height	Rotation
dcon.zip	D-Con		TOO BIG	WORKING		MISC (POST 90)	320	224	0
ddcrew.zip	D. D. Crew (set 4, World, 3 Player, FD1094 317-0190)		TOO BIG	GFX-SLOW	Intro and enemy sprites are messed up / Too demanding for Wii CPU	SEGA	320	224	0
ddcrew1.zip	D. D. Crew (set 1, World, 4 Players, FD1094 317-7)	ddcrew	TOO BIG	GFX-SLOW	Intro and enemy sprites are messed up / Too demanding for Wii CPU	SEGA	320	224	0
ddcrew2.zip	D. D. Crew (set 2, World, 2 Players, FD1094 317-0184)	ddcrew	TOO BIG	GFX-SLOW	Intro and enemy sprites are messed up / Too demanding for Wii CPU	SEGA	320	224	0
ddcrew3.zip	D. D. Crew (set 5, Japan, 4 Players, FD1094 317-0185)	ddcrew	TOO BIG	GFX-SLOW	Intro and enemy sprites are messed up / Too demanding for Wii CPU	SEGA	320	224	0
ddcrew2.zip	D. D. Crew (set 6, Japan, 2 Players, FD1094 317-0182)	ddcrew	TOO BIG	GFX-SLOW	Intro and enemy sprites are messed up / Too demanding for Wii CPU	SEGA	320	224	0
ddcrewu.zip	D. D. Crew (set 3, US, 4 Players, FD1094 317-0186)	ddcrew	TOO BIG	GFX-SLOW	Intro and enemy sprites are messed up / Too demanding for Wii CPU	SEGA	320	224	0
ddonpach.zip	DoDonPachi (International, master ver. 97/02/05)		TOO BIG	WORKING		CAVE	320	240	270
ddonpachi.zip	DoDonPachi (Japan, master ver. 97/02/05)	ddonpach	TOO BIG	WORKING		CAVE	320	240	270
ddonpachi2.zip	DoDonPachi (Arrange Demo version 1.1, hack by Trap15)	ddonpach	TOO BIG	WORKING		CAVE	320	240	90
ddp2.zip	Bee Storm - DoDonPachi II (V102)		TOO BIG	TOO BIG	DSI Error / ROM too big to fit in Wii RAM	PGM	448	224	270
ddp2100.zip	Bee Storm - DoDonPachi II (V100, World)	ddp2	TOO BIG	TOO BIG	DSI Error / ROM too big to fit in Wii RAM	PGM	448	224	270
ddp2100c.zip	Bee Storm - DoDonPachi II (V100, China)	ddp2	TOO BIG	TOO BIG	DSI Error / ROM too big to fit in Wii RAM	PGM	448	224	270
ddp2100hk.zip	Bee Storm - DoDonPachi II (V100, Hong Kong)	ddp2	TOO BIG	TOO BIG	DSI Error / ROM too big to fit in Wii RAM	PGM	448	224	270
ddp2100j.zip	Bee Storm - DoDonPachi II (V100, Japan)	ddp2	TOO BIG	TOO BIG	DSI Error / ROM too big to fit in Wii RAM	PGM	448	224	270
ddp2100k.zip	Bee Storm - DoDonPachi II (V100, Korea)	ddp2	TOO BIG	TOO BIG	DSI Error / ROM too big to fit in Wii RAM	PGM	448	224	270
ddp2100t.zip	Bee Storm - DoDonPachi II (V100, Taiwan)	ddp2	TOO BIG	TOO BIG	DSI Error / ROM too big to fit in Wii RAM	PGM	448	224	270
ddp2101.zip	Bee Storm - DoDonPachi II (V101, World)	ddp2	TOO BIG	TOO BIG	DSI Error / ROM too big to fit in Wii RAM	PGM	448	224	270
ddp2101c.zip	Bee Storm - DoDonPachi II (V101, China)	ddp2	TOO BIG	TOO BIG	DSI Error / ROM too big to fit in Wii RAM	PGM	448	224	270
ddp2101hk.zip	Bee Storm - DoDonPachi II (V101, Hong Kong)	ddp2	TOO BIG	TOO BIG	DSI Error / ROM too big to fit in Wii RAM	PGM	448	224	270
ddp2101j.zip	Bee Storm - DoDonPachi II (V101, Japan)	ddp2	TOO BIG	TOO BIG	DSI Error / ROM too big to fit in Wii RAM	PGM	448	224	270
ddp2101k.zip	Bee Storm - DoDonPachi II (V101, Korea)	ddp2	TOO BIG	TOO BIG	DSI Error / ROM too big to fit in Wii RAM	PGM	448	224	270
ddp2101t.zip	Bee Storm - DoDonPachi II (V101, Taiwan)	ddp2	TOO BIG	TOO BIG	DSI Error / ROM too big to fit in Wii RAM	PGM	448	224	270
ddp2c.zip	Bee Storm - DoDonPachi II (V102, Taiwan)	ddp2	TOO BIG	TOO BIG	DSI Error / ROM too big to fit in Wii RAM	PGM	448	224	270
ddp2zhk.zip	Bee Storm - DoDonPachi II (V102, Hong Kong)	ddp2	TOO BIG	TOO BIG	DSI Error / ROM too big to fit in Wii RAM	PGM	448	224	270
ddp2j.zip	Bee Storm - DoDonPachi II (V102, Japan)	ddp2	TOO BIG	TOO BIG	DSI Error / ROM too big to fit in Wii RAM	PGM	448	224	270
ddp2k.zip	Bee Storm - DoDonPachi II (V102, Korea)	ddp2	TOO BIG	TOO BIG	DSI Error / ROM too big to fit in Wii RAM	PGM	448	224	270
ddp2t.zip	Bee Storm - DoDonPachi II (V102, Taiwan)	ddp2	TOO BIG	TOO BIG	DSI Error / ROM too big to fit in Wii RAM	PGM	448	224	270
dddpdai.zip	DoDonPachi Dai-Ou-Jou (V101, Japan)		TOO BIG	TOO BIG	DSI Error / ROM too big to fit in Wii RAM	PGM	448	224	270
dddpdai2.zip	DoDonPachi Dai-Ou-Jou (V100 (second version), Japan)	dddpdaj	TOO BIG	TOO BIG	DSI Error / ROM too big to fit in Wii RAM	PGM	448	224	270
dddpdaj.zip	DoDonPachi Dai-Ou-Jou (V100 (first version), Japan)	dddpdaj	TOO BIG	TOO BIG	DSI Error / ROM too big to fit in Wii RAM	PGM	448	224	270
dddpdajk.zip	DoDonPachi Dai-Ou-Jou Black Label (V100, 2002-10-07 B)	dddpdaj	TOO BIG	TOO BIG	DSI Error / ROM too big to fit in Wii RAM	PGM	448	224	270
dddpdajk2.zip	DoDonPachi Dai-Ou-Jou Black Label (V100 (2002-10-07 B))	dddpdaj	TOO BIG	TOO BIG	DSI Error / ROM too big to fit in Wii RAM	PGM	448	224	270
ddragon.zip	Double Dragon (Japan)		WORKING	WORKING		TECHNOS	256	240	0
ddragon2.zip	Double Dragon II - The Revenge (World)		WORKING	WORKING		TECHNOS	256	240	0
ddragon2u.zip	Double Dragon II - The Revenge (US)	ddragon2	TOO BIG	WORKING		TECHNOS	256	240	0
ddragon3.zip	Double Dragon 3 - The Rosetta Stone (US)		TOO BIG	WORKING		TECHNOS	320	240	0
ddragon3b.zip	Double Dragon 3 - The Rosetta Stone (bootleg)	ddragon3	TOO BIG	WORKING		TECHNOS	320	240	0
ddragon3j.zip	Double Dragon 3 - The Rosetta Stone (Japan)	ddragon3	TOO BIG	WORKING		TECHNOS	320	240	0
ddragon3u.zip	Double Dragon 3 - The Rosetta Stone (prototype)	ddragon3	TOO BIG	WORKING		TECHNOS	320	240	0
ddragonb.zip	Double Dragon (bootleg with HD6309)	ddragon	WORKING	WORKING		TECHNOS	256	240	0
ddragonb2.zip	Double Dragon (bootleg)	ddragon	WORKING	WORKING		TECHNOS	256	240	0
ddragonb3.zip	Double Dragon (bootleg with M8603)	ddragon	WORKING	WORKING		TECHNOS	256	240	0
ddragonu.zip	Double Dragon (US set 1)	ddragon	WORKING	WORKING		TECHNOS	256	240	0
ddragonu2.zip	Double Dragon (US set 2)	ddragon	WORKING	WORKING		TECHNOS	256	240	0
ddragonub.zip	Double Dragon (US set 3)	ddragon	WORKING	WORKING		TECHNOS	256	240	0
ddragonw.zip	Double Dragon (World set 1)	ddragon	WORKING	WORKING		TECHNOS	256	240	0
ddragonw1.zip	Double Dragon (World set 2)	ddragon	WORKING	WORKING		TECHNOS	256	240	0
ddsom.zip	Dungeons & Dragons - shadow over mystara (960619 Euro)		TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
ddsama.zip	Dungeons & Dragons - shadow over mystara (960619 Asia)	ddsom	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
ddsom2.zip	Dungeons & Dragons - shadow over mystara (960223 Brazil)	ddsom	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
ddsomh.zip	Dungeons & Dragons - shadow over mystara (960223 Hapa)	ddsom	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
ddsomj.zip	Dungeons & Dragons - shadow over mystara (960619 Japan)	ddsom	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
ddsomj1.zip	Dungeons & Dragons - shadow over mystara (960206 Japan)	ddsom	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
ddsomr1.zip	Dungeons & Dragons - shadow over mystara (960223 Euro)	ddsom	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
ddsom2.zip	Dungeons & Dragons - shadow over mystara (960208 Euro)	ddsom	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
ddsom3.zip	Dungeons & Dragons - shadow over mystara (960208 Euro)	ddsom	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
ddsomu.zip	Dungeons & Dragons - shadow over mystara (960619 USA)	ddsom	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
ddsomud.zip	Dungeons & Dragons - shadow over mystara (960619 USA P)	ddsom	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
ddsomu1.zip	Dungeons & Dragons - shadow over mystara (960208 USA)	ddsom	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
ddtd.zip	Dungeons & Dragons - tower of doom (940412 Euro)		TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
ddtda.zip	Dungeons & Dragons - tower of doom (940412 Asia)	ddtd	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
ddtda1.zip	Dungeons & Dragons - tower of doom (940113 Asia)	ddtd	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
ddtdh1.zip	Dungeons & Dragons - tower of doom (940412 Euro Phoenix)	ddtd	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
ddtdh2.zip	Dungeons & Dragons - tower of doom (940412 Hispanic)	ddtd	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
ddtdh1.zip	Dungeons & Dragons - tower of doom (940125 Hispanic)	ddtd	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
ddtdh2.zip	Dungeons & Dragons - tower of doom (940113 Japan)	ddtd	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
ddtdj1.zip	Dungeons & Dragons - tower of doom (940412 Japan)	ddtd	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
ddtdj2.zip	Dungeons & Dragons - tower of doom (940125 Japan)	ddtd	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
ddtdj1.zip	Dungeons & Dragons - tower of doom (940113 Japan)	ddtd	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
ddtdj2.zip	Dungeons & Dragons - tower of doom (940113 Euro)	ddtd	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
ddtdu1.zip	Dungeons & Dragons - tower of doom (940125 USA)	ddtd	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
ddtdu2.zip	Dungeons & Dragons - tower of doom (940113 USA)	ddtd	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
ddux.zip	Dynmite Dux (set 2, FD1094 317-0086)		TOO BIG	SLOW	Too demanding for the Wii CPU	SEGA	320	224	0
ddux1.zip	Dynmite Dux (set 1, 8751 317-0095)	ddux	TOO BIG	SLOW	Too demanding for the Wii CPU	SEGA	320	224	0
dduxh.zip	Dynmite Dux (bootleg)	ddux	TOO BIG	SLOW	Too demanding for the Wii CPU	SEGA	320	224	0
deadconx.zip	Dead Connection (World)		TOO BIG	GFX-SLOW	Graphics are garbled / Too demanding for the Wii CPU	TAITO	320	224	0
deadconx2.zip	Dead Connection (Japan)	deadconx	TOO BIG	GFX-SLOW	Graphics are garbled / Too demanding for the Wii CPU	TAITO	320	224	0
dealer.zip	The Dealer (Incorrect Colors)		GFX	GFX	Wrong color palette	MISC (PRE 90)	272	236	270
deathbrd.zip	Death Brade (Japan ver JM-3)	mutant	TOO BIG	GFX	Wrong color palette	DATA EAST	320	240	0
deerhunt.zip	Deer Hunting USA V4.3		TOO BIG	CONTROLS	Light gun game, IR in future versions?	SETA	320	240	0
deerhunta.zip	Deer Hunting USA V4.2	deerhunt	TOO BIG	CONTROLS	Light gun game, IR in future versions?	SETA	320	240	0
deerhunta2.zip	Deer Hunting USA V4.0	deerhunt	TOO BIG	CONTROLS	Light gun game, IR in future versions?	SETA	320	240	0
deerhunta3.zip	Deer Hunting USA V3.0	deerhunt	TOO BIG	CONTROLS	Light gun game, IR in future versions?	SETA	320	240	0
deerhunta4.zip	Deer Hunting USA V2	deerhunt	TOO BIG	CONTROLS	Light gun game, IR in future versions?	SETA	320	240	0
deerhunta5.zip	Deer Hunting USA V1	deerhunt	TOO BIG	CONTROLS	Light gun game, IR in future versions?	SETA	320	240	0
defense.zip	Defense (System 168, FD1089A 317-0028)	sd1		CONTROLS	Light gun game, IR in future versions?	SEGA	320	224	0
demonwld.zip	Demon's World / Horror Story (set 1)		UNPLAYABLE	UNPLAYABLE	Slowly cycles through black and blue screens as if stuck in self test.	TOAPLAN	320	240	0
demonwld1.zip	Demon's World / Horror Story (Taiko license, set 2)	demonwld	UNPLAYABLE	UNPLAYABLE	Slowly cycles through black and blue screens as if stuck in self test.	TOAPLAN	320	240	0
demonwld2.zip	Demon's World / Horror Story (set 3)	demonwld	UNPLAYABLE	UNPLAYABLE	Slowly cycles through black and blue screens as if stuck in self test.	TOAPLAN	320	240	0
demonwld3.zip	Demon's World / Horror Story (set 4)	demonwld	UNPLAYABLE	UNPLAYABLE	Slowly cycles through black and blue screens as if stuck in self test.	TOAPLAN	320	240	0
deron.zip	Deron DeroDero (No sound)		TOO BIG	UNPLAYABLE		MISC (POST 90)	320	240	0
desertrb.zip	Desert Breaker (World, FD1094 317-0196)		TOO BIG	UNPLAYABLE	No error message just quits back to Wii System Menu	SEGA	320	224	270
desertrj.zip	Desert Breaker (Japan, FD1094 317-0194)	desertrb	TOO BIG	UNPLAYABLE	No error message just quits back to Wii System Menu	SEGA	320	224	270
detatwn.zip	Detatani! Twin Bee (Japan ver. J)		UNPLAYABLE	UNPLAYABLE	No error message just quits back to Wii System Menu	KONAMI	320	224	90
devilfish.zip	Devil Fish (Galaxian hardware, bootleg?)	blatfish	UNPLAYABLE	UNPLAYABLE	No error message just quits back to Wii System Menu	GALAXIAN	768	224	90
devilfish2.zip	Devil Fish		WORKING	WORKING		GALAXIAN	256	224	90
devilw.zip	Devil World		TOO BIG	WORKING		KONAMI	320	224	0
devlstrs.zip	Devilators (ver. Z)		UNPLAYABLE	WORKING	Crashes on GC	KONAMI	304	224	90
devlstrs2.zip	Devilators (ver. X)	devlstrs	UNPLAYABLE	WORKING	Crashes on GC	KONAMI	304	224	90
devlstrs3.zip	Devilators (ver. V)	devlstrs	UNPLAYABLE	WORKING	Crashes on GC	KONAMI	304	224	90
dfeveron.zip	Dangan Feveron (Japan, ver. 98/09/17)		WORKING	WORKING		CAVE	320	240	270
diamond.zip	Diamond Run		WORKING	WORKING		CAPCOM	256	224	0
dietgo.zip	Diet Go Go (Euro v1.1 1992.09.26)		TOO BIG	WORKING		DATA EAST	320	240	0
dietgo2.zip	Diet Go Go (Euro v1.1 1992.09.26)	dietgo	TOO BIG	WORKING		DATA EAST	320	240	0
dietgo3.zip	Diet Go Go (Japan v1.1 1992.09.26)	dietgo	TOO BIG	WORKING		DATA EAST	320	240	0
dietgo4.zip	Diet Go Go (USA v1.1 1992.09.26)	dietgo	TOO BIG	WORKING		DATA EAST	320	240	0
diggerma.zip	Digger Man (Homebrew)		WORKING	WORKING		NEOGEO	320	224	0
dimahoo.zip	Dimahoo (000121 Euro)		TOO BIG	WORKING		CAPCOM CPS 2	384	224	270
dimahoo2.zip	Dimahoo (000121 USA)	dimahoo	TOO BIG	WORKING		CAPCOM CPS 2	384	224	270
dimahoo3.zip	Dimahoo (000121 USA Phoenix Edition)	dimahoo	TOO BIG	WORKING		CAPCOM CPS 2	384	224	270
dingo.zip	Dingo		WORKING	WORKING		GALAXIAN	768	224	90
dingo2.zip	Dingo (encrypted)	dingo	WORKING	WORKING		GALAXIAN	768	224	90
dino.zip	Cadillacs & Dinosaurs (930201 etc)		WORKING	WORKING		CAPCOM CPS 1	384	224	0
dino2.zip	Cadillacs & Dinosaurs (hack, 930201 etc)	dino	WORKING	WORKING		CAPCOM CPS 1	384	224	0
dino3.zip	Cadillacs & Dinosaurs (bootleg set 3, 930223 Asia TW)	dino	WORKING	WORKING		CAPCOM CPS 1	384	224	0
dino4.zip	Cadillacs & Dinosaurs (Chinese bootleg, 930223 Asia T)	dino	WORKING	WORKING		CAPCOM CPS 1	384	224	0
dino5.zip	Dinosaur Hunter (Chinese bootleg, 930223 Asia TW)	dino	WORKING	WORKING		CAPCOM CPS 1	384	224	0
dino6.zip	Cadillacs & Dinosaurs (Chinese bootleg, 930201 Japan)	dino	WORKING	WORKING		CAPCOM CPS 1	384	224	0
dino7.zip	Cadillacs & Dinosaurs (bootleg set 1 (with PIC16c57))	dino	WORKING	WORKING		CAPCOM CPS 1	384	224	0
dino8.zip	Cadillacs & Dinosaurs (bootleg set 2 (with PIC16c57))	dino	WORKING	WORKING		CAPCOM CPS 1	384	224	0
dino9.zip	Cadillacs & Dinosaurs (bootleg set 3 (with PIC16c57))	dino	WORKING	WORKING		CAPCOM CPS 1	384	224	0
dino10.zip	Dino Rex (World)	dino	TOO BIG	WORKING		TAITO	320	224	0
dino11.zip	Dino Rex (Japan)	dinorex	TOO BIG	WORKING		TAITO	320	224	0
dino12.zip	Dino Rex (US)	dinorex	TOO BIG	WORKING		TAITO	320	224	0
dino13.zip	Cadillacs & Dinosaurs Turbo (bootleg set 1, 930223 A)	dino	WORKING	WORKING		CAPCOM CPS 1	384	224	0
dino14.zip	Cadillacs & Dinosaurs Turbo (bootleg set 2 (with PIC Cadillacs & Dinosaurs (930201 USA)	dino	WORKING	WORKING		CAPCOM CPS 1	384	224	0
dino15.zip	Cadillacs &								

FILE NAME	GAME TITLE	Parent	GC Status	Wii Status	Known issue / Bug Description	Platform	Screen Width	Screen Height	Rotation
dkongp.zip	Donkey Kong (US set 2)	dkong	SOUND	SOUND	use mame instead, supports samples	MISC (PRE 90)	256	224	90
dkongp11.zip	Donkey Kong II - Jumpman Returns (V1.2) (hack)	dkong	WORKING	WORKING	use mame instead, supports samples	MISC (POST 90)	256	224	90
dkongx11.zip	Donkey Kong II - Jumpman Returns (V1.1) (hack)	dkong	WORKING	WORKING	use mame instead, supports samples	MISC (POST 90)	256	224	90
dland.zip	Dream Land / Super Dream Land (bootleg of Bubble Bobble)	bubble	WORKING	WORKING		TAITO	256	224	0
dmfrnt1.zip	Demon Front (V105)	dmfrnt	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PGM	448	224	0
dmfrnt1a.zip	Demon Front (V102, China)	dmfrnt	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PGM	448	224	0
dmfrnt1b.zip	Demon Front (V103)	dmfrnt	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PGM	448	224	0
dmfrnt1pcb.zip	Demon Front (V107, Korea, Single PCB Version)	dmfrnt	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PGM	448	224	0
dockman.zip	Dock Man (Parent set for working drivers)		NON-WORKING	NON-WORKING	Marked as non-working in FBA.	GALAXIAN	256	224	90
dogyuun.zip	Dogyuun	dogyuun	TOO BIG	WORKING		TAOPLAN	320	240	270
dogyuun1.zip	Dogyuun (Licensed to Unite Trading For Korea)	dogyuun	TOO BIG	WORKING		TAOPLAN	320	240	270
dogyuun2.zip	Dogyuun (test location version)	dogyuun	TOO BIG	WORKING		MISC (PRE 90)	320	240	0
dokaben.zip	Dokaben (Japan)	dokaben	WORKING	WORKING		TECHNOS	240	240	270
domny.zip	Domny		WORKING	WORKING		TAITO	320	224	0
dondokod.zip	Don Doko Don (World)		TOO BIG	GFX-SLOW	Runs a tad slow / Sprites are upside down	TAITO	320	224	0
dondokodj.zip	Don Doko Don (Japan)		TOO BIG	GFX-SLOW	Runs a tad slow / Sprites are upside down	TAITO	320	224	0
dondokodu.zip	Don Doko Don (US)		TOO BIG	GFX-SLOW	Runs a tad slow / Sprites are upside down	TAITO	320	224	0
dorpachi.zip	DonPachi (USA, ver. 1.12, 95/05/2x)	dorpachi	TOO BIG	WORKING		CAVE	320	240	270
dorpachi1h.zip	DonPachi (Hong Kong, ver. 1.10, 95/05/17)	dorpachi	TOO BIG	WORKING		CAVE	320	240	270
dorpachi1j.zip	DonPachi (Japan, ver. 1.01, 95/05/11)	dorpachi	TOO BIG	WORKING		CAVE	320	240	270
dorpachi1k.zip	DonPachi (Korea, ver. 1.12, 95/05/2x)	dorpachi	TOO BIG	WORKING		CAVE	320	240	270
dorodon.zip	Dorodon (set 1)	dorodon	WORKING	WORKING		MISC (PRE 90)	240	192	270
dorodon2.zip	Dorodon (set 2)	dorodon	WORKING	WORKING		MISC (PRE 90)	240	192	270
dotriku.zip	Dottri Kun (new version)		GFX	GFX	Wrong color palette / A SEGA test rom, doesn't look like it can be controlled?	SEGA	128	192	0
dotriku2.zip	Dottri Kun (old version)	dotriku		GFX	Wrong color palette / A SEGA test rom, doesn't look like it can be controlled?	SEGA	128	192	0
doubledr.zip	Double Dragon (Neo-Geo)		TOO BIG	WORKING		NEOGEO	320	224	0
downtown.zip	DownTown / Mokuageki (Set 1) [No sound, imperfect inputs]		NON-WORKING	NON-WORKING	Marked as non-working in FBA but launches. No sound, can't rotate player left/right.	SETA	384	240	270
downtown2.zip	DownTown / Mokuageki (Set 2)	downtown	NON-WORKING	NON-WORKING	Marked as non-working in FBA but launches. No sound, can't rotate player left/right.	SETA	384	240	270
downtownj.zip	DownTown / Mokuageki (Joystick Hack)	downtown	NON-WORKING	NON-WORKING	Marked as non-working in FBA but launches. No sound, can't rotate player left/right.	SETA	384	240	270
downtownp.zip	DownTown / Mokuageki (prototype)	downtown	NON-WORKING	NON-WORKING	Marked as non-working in FBA but launches. No sound, can't rotate player left/right.	SETA	384	240	270
doutzip.zip	Date Quiz Go Go (Korea)		TOO BIG	GFX	Endlessness issue?	MISC (POST 90)	320	240	0
dragblt.zip	Dragon Blaze		TOO BIG	WORKING		SPARKY	320	224	270
drakon.zip	Drakon (DK conversion) [No sound]		WORKING	WORKING		MISC (PRE 90)	256	224	90
dreamshpr.zip	Dream Shopper		WORKING	WORKING		PACMAN	288	224	270
dragnowl.zip	Dragon Bowl		TOO BIG	WORKING		MISC (POST 90)	256	224	0
dragonbuzt.zip	Dragon Buster [Missing sounds]		WORKING	WORKING		MISC (PRE 90)	288	224	0
drgrinja.zip	Dragoninja (Japan)	baddudes	TOO BIG	SLOW	use MAME	DATA EAST	256	240	0
drgrinjab.zip	Dragoninja (bootleg set 1)	baddudes	TOO BIG	SLOW	use MAME	DATA EAST	256	240	0
drgrinjab2.zip	Dragoninja (bootleg set 2)	baddudes	TOO BIG	SLOW	use MAME	DATA EAST	256	240	0
drgrinjt.zip	Dragon Unit / Castle of Dragon		TOO BIG	WORKING		SETA	384	240	0
drgrw2.zip	Dragon World II (V110X, World)		TOO BIG	WORKING		PGM	448	224	0
drgrw2c.zip	Zhong Guo Long II (V100C, China)	drgrw2	TOO BIG	WORKING		PGM	448	224	0
drgrw2j.zip	Chuangkyunyu II (V100J, Japan)	drgrw2	TOO BIG	WORKING		PGM	448	224	0
drgrw100.zip	Dragon World 3 (ver. 100)	drgrw3	TOO BIG	WORKING		PGM	448	224	0
drgrw105.zip	Dragon World 3 (ver. 105)	drgrw3	TOO BIG	WORKING		PGM	448	224	0
driftout1.zip	Drift Out (Europe)		TOO BIG	SLOW	Too slow for gameplay	TAITO	320	224	270
driftout2.zip	Drift Out (Japan)		TOO BIG	SLOW	Too slow for gameplay	TAITO	320	224	270
driveout.zip	Drive Out		TOO BIG	SLOW	Too slow for gameplay	TAITO	320	224	270
drivrcb.zip	Driving Force (Galaxian conversion bootleg)		WORKING	WORKING	Too slow for gameplay	GALAXIAN	256	224	90
drivrcg.zip	Driving Force (Galaxian conversion)		WORKING	WORKING	Too slow for gameplay	GALAXIAN	256	224	90
drivrcp.zip	Driving Force (Pac-Man conversion)		WORKING	WORKING	Too slow for gameplay	PACMAN	256	224	90
drivrcz.zip	Top Racer (bootleg of Driving Force)		WORKING	WORKING		GALAXIAN	256	224	90
drknjr.zip	Drakon (DKJ conversion)		WORKING	WORKING		MISC (PRE 90)	256	224	90
drkomy.zip	Dr. Tomy		UNPLAYABLE	WORKING	Crashes on GC	MISC (POST 90)	320	240	0
drtopel1.zip	Dr. Toppel's Adventure (World)		WORKING	WORKING	On GC - load history first otherwise it will crash	TAITO	256	224	90
drtopel2.zip	Dr. Toppel's Tankential (Japan)		WORKING	WORKING	On GC - load history first otherwise it will crash	TAITO	256	224	90
drtopel3.zip	Dr. Toppel's Adventure (US)		WORKING	WORKING	On GC - load history first otherwise it will crash	TAITO	256	224	90
dsccor94.zip	Dream Soccer '94 [Imperfect sound and graphics]		NON-WORKING	NON-WORKING	Marked as non-working in FBA	IREM	320	240	0
dsccor94j.zip	Dream Soccer '94 (Japan)		NON-WORKING	NON-WORKING	Marked as non-working in FBA	IREM	320	240	0
dstlk.zip	Darkstalkers - the night warriors (940705 Euro)	dstlk	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
dstlka.zip	Darkstalkers - the night warriors (940705 Asia)	dstlk	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
dstlkh.zip	Darkstalkers - the night warriors (940818 Hispanic)	dstlk	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
dstlki1.zip	Darkstalkers - the night warriors (940818 USA)	dstlk	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
dstlki1d.zip	Darkstalkers - the night warriors (940705 USA Phoenix)	dstlk	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
dstlki1f.zip	Darkstalkers - the night warriors (940705 USA)	dstlk	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
ducki.zip	Duck Tales (Intro demo)		demo	UNPLAYABLE	BIOS loads but then black screen	NEOGEO	320	224	0
dumpmtrnt1.zip	Dump Matsuno (Japan, 8751 317-unknown)	bodyslam		WORKING		SEGA	320	224	0
dunkshot.zip	Dunk Shot (FD1089 317-0022)		UNPLAYABLE	WORKING	Crashes on GC	SEGA	320	224	0
dw2001.zip	Dragon World 2001 (V100, Japan) [Bad sound?]		TOO BIG	UNPLAYABLE	loads PGM BIOS and crashes soon after	PGM	448	224	0
dw2v100a.zip	Dragon World II (V100X, World)	drgrw2	TOO BIG	UNPLAYABLE	DSI Error	PGM	448	224	0
dw2v100b.zip	DarkWing Duck (Intro demo, alt)	dw2	TOO BIG	UNPLAYABLE	BIOS loads but then black screen	NEOGEO	320	224	0
dwia.zip	DarkWing Duck (Intro demo, alt)	dw2	TOO BIG	UNPLAYABLE	DSI Error	NEOGEO	320	224	0
dwpc.zip	Dragon World Pretty Chance (V101, Japan) [Bad sound?]		TOO BIG	UNPLAYABLE	loads PGM BIOS, runs very slowly and crashes soon after	PGM	448	224	0
dynablt.zip	Dynablastor / Bomber Man		UNPLAYABLE	WORKING	Crashes on GC	IREM	320	240	0
dynduke.zip	Dynomite Duke (Europe set 1)		TOO BIG	UNPLAYABLE	Blue screen	MISC (PRE 90)	256	224	0
dyndukea.zip	Dynomite Duke (Europe set 2)	dynduke	TOO BIG	UNPLAYABLE	Blue screen	MISC (PRE 90)	256	224	0
dyndukej.zip	Dynomite Duke (Japan)	dynduke	TOO BIG	UNPLAYABLE	Blue screen	MISC (PRE 90)	256	224	0
dyndukeu.zip	Dynomite Duke (US)	dynduke	TOO BIG	UNPLAYABLE	Blue screen	MISC (PRE 90)	256	224	0
dynwar.zip	Dynasty Wars (US set 1)		WORKING	WORKING		CAPCOM CPS 1	384	224	0
dynwara.zip	Dynasty Wars (US set 2)	dynwar	WORKING	WORKING		CAPCOM CPS 1	384	224	0
dynwarj.zip	Tenchu wo Kuruu (Japan)	dynwar	WORKING	WORKING		CAPCOM CPS 1	384	224	0
dynwarj2.zip	Tenchu wo Kuruu (Japan Resale Ver.)	dynwar	WORKING	WORKING		CAPCOM CPS 1	384	224	0
eagle.zip	Eagle (set 1)	mooncst	WORKING	WORKING		GALAXIAN	768	224	90
eagle2.zip	Eagle (set 2)	mooncst	WORKING	WORKING		GALAXIAN	768	224	90
eagles3.zip	Eagle (set 3)	mooncst	TOO BIG	WORKING		TAITO	320	240	270
ecofght1.zip	U.N. Defense Force: Earth Joker		TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
ecofght2.zip	Eco Fighters (831203 etc)	ecofght	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
ecofght3.zip	Eco Fighters (931203 Asia)	ecofght	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
ecofght4.zip	Eco Fighters (931203 World Phoenix Edition)	ecofght	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
ecofght5.zip	Eco Fighters (931203 Hispanic)	ecofght	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
ecofght6.zip	Eco Fighters (940215 USA)	ecofght	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
ecofght7.zip	Eco Fighters (931203 USA)	ecofght	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
ecofght8.zip	The Cliffhanger - Edward Randy (World ver 3)	ecofght	TOO BIG	SLOW	Too demanding for the Wii CPU	DATA EAST	256	240	0
ecofght9.zip	The Cliffhanger - Edward Randy (World ver 1)	ecofght	TOO BIG	SLOW	Too demanding for the Wii CPU	DATA EAST	256	240	0
ecofght10.zip	The Cliffhanger - Edward Randy (World ver 2)	ecofght	TOO BIG	SLOW	Too demanding for the Wii CPU	DATA EAST	256	240	0
ecofght11.zip	The Cliffhanger - Edward Randy (Japan ver 3)	ecofght	TOO BIG	SLOW	Too demanding for the Wii CPU	DATA EAST	256	240	0
egg.zip	Egg Hunt		TOO BIG	WORKING		MISC (POST 90)	384	240	0
eggor.zip	Eggor		WORKING	WORKING		PACMAN	288	224	90
eggs.zip	Eggs	scregg	WORKING	WORKING		TECHNOS	240	240	270
eightfz.zip	Eight Forces		TOO BIG	WORKING		SETA	384	224	90
eightman.zip	Eight Man (NGM-025)(NGH-025)		WORKING	WORKING		NEOGEO	320	224	270
endurobl.zip	Enduro Racer (bootleg set 1)	enduror	GFX	WORKING		SEGA	320	224	0
enduror.zip	Enduro Racer (YM2151, FD1089B 317-0013A)	enduror	GFX	GFX	missing bike sprites and scenery	SEGA	320	224	0
enduror1.zip	Enduro Racer (YM2203, FD1089B 317-0013A)	enduror	GFX	GFX	missing bike sprites and scenery	SEGA	320	224	0
enforce.zip	Enforce (World)		TOO BIG	CONTROLS-SLOW	Shot button not mapped	TAITO	320	232	0
enforcej.zip	Enforce (Japan)		TOO BIG	CONTROLS-SLOW	Shot button not mapped	TAITO	320	232	0
enforceja.zip	Enforce (Japan, Analog Controls)		TOO BIG	CONTROLS-SLOW	Shot button not mapped	TAITO	320	232	0
eskids1.zip	Escape Kids (Asia, 4 Players)	eskids	TOO BIG	WORKING		KONAMI	288	224	0
eskids2.zip	Escape Kids (Japan, 2 Players)	eskids	TOO BIG	WORKING		KONAMI	288	224	0
espgal.zip	Espegaluta (V100, Japan)		TOO BIG	TOO BIG	DSI Error / ROM too big to fit in Wii RAM	PGM	448	224	270
esprade.zip	ESP Ra.De. - A.D.2018 Tokyo International, ver. 98/04/22)		TOO BIG	WORKING		CAVE	320	240	270
espradej.zip	ESP Ra.De. (Japan, ver. 98/04/21)	esprade	TOO BIG	WORKING		CAVE	320	240	270
espradeu.zip	ESP Ra.De. (Japan, ver. 98/04/14)	esprade	TOO BIG	WORKING		CAVE	320	240	270
eswat.zip	E-Swat - Cyber Police (set 3, World, FD1094 317-0130)		TOO BIG	WORKING		SEGA	320	224	0
eswatbl.zip	E-Swat - Cyber Police (bootleg)	eswat	TOO BIG	WORKING		SEGA	320	224	0
eswat1.zip	E-Swat - Cyber Police (set 1, Japan, FD1094 317-0128)	eswat	TOO BIG	WORKING		SEGA	320	224	0
eswat2.zip	E-Swat - Cyber Police (set 2, US, FD1094 317-0129)	eswat	TOO BIG	WORKING		SEGA	320	224	0
eto.zip	Kokonrouzai Eto Monogatari (Japan)		TOO BIG	WORKING		TAITO	320	240	0
eurocd2.zip	Euro Champ '92 (World)	footchmp	TOO BIG	WORKING		TAITO	320	224	0
exciteag.zip	Excite League (FD1094 317-0079)		CONTROLS-SLOW	CONTROLS-SLOW	Only D-pad and Insert Coin work. Slow depending on screen.	SEGA	320	224	0
excitedex.zip	Exed Exes		WORKING	WORKING		CAPCOM	256	224	270
exerzber.zip	Exerizer (Japan) (bootleg)	skyfox	WORKING	WORKING		MISC (PRE 90)	320	224	90
exodus.zip	Exodus (bootleg?)	redufo	WORKING	WORKING		GALAXIAN	768	224	90
explobrt.zip	Explosive Breaker		TOO BIG	UNPLAYABLE	garbage on screen but sound is running	KANEKO	256	224	90
explor.zip	Explorer	scramble	WORKING	UNPLAYABLE		GALAXIAN	768	224	90
extdwnhl.zip	Extreme Downhill (v1.5)		TOO BIG	WORKING		SETA	320	240	0
extmatn.zip	Extremation (World)	extmatn	WORKING	WORKING	On GC, load history first otherwise it will crash	TAITO	256	224	270
extmatnj.zip	Extremation (Japan)	extmatn	WORKING	WORKING	On GC, load history first otherwise it will crash	TAITO	256	224	270
extmatnu.zip	Extremation (US)	extmatn	WORKING	WORKING	On GC, load history first otherwise it will crash	TAITO	256	224	270
eyes.zip	Eyes (Digiflex Techstar)		WORKING	WORKING		PACMAN	288	224	90
eyes2.zip	Eyes (Techstar)	eyes	WORKING	WORKING		PACMAN	288	224	90
eyes3.zip	Eyes (bootleg set 1)	eyes	WORKING	WORKING		PACMAN	288	224	90
eyes3ac.zip	Eyes (bootleg set 2, decrypted)	eyes	WORKING	WORKING		PACMAN	288	224	90
f1dream.zip	F-1 Dream		GFX	GFX	Graphics are garbled (endianness issue)	CAPCOM	256	224	0
f1dreamb.zip	F-1 Dream (bootleg)		GFX	GFX	Graphics are garbled (endianness issue)	CAPCOM	256	224	0
f1gp.zip	F-1 Grand Prix		TOO BIG	GFX	Endianness issue?	MISC (POST 90)	320	224	90
f1gp2.zip	F-1 Grand Prix Part II		TOO BIG	GFX	Endianness issue?	MISC (POST 90)	320	224	90
f1gp3.zip	F-1 Grand Prix (Playmarket bootleg)	f1gp	TOO BIG	GFX	Endianness issue?	MISC (POST 90)	320	224	90
fantasia.zip	Fantasia (940429 PCB)	fantasia	TOO BIG	GFX</					



FILE NAME	GAME TITLE	Parent	GC Status	Wii Status	Known issue / Bug Description	Platform	Screen Width	Screen Height	Rotation
fanztzn2xps2.zip	Fantasy Zone II - The Tears of Opa-Opa (System 16C, PS	fanztzn2x	TOO BIG	WORKING	Seems to run a little slow (music)	SEGA	256	192	0
fanztzn2a.zip	Fantasy Zone Time Attack (System 16B, PS2 data file)	fanztzn2x	TOO BIG	WORKING	Seems to run a little slow (music)	SEGA	320	224	0
fanztzn2e.zip	Fantasy Zone (Rev A, unprotected)	fanztzn2e	UNPLAYABLE	WORKING	Resets GC	SEGA	320	224	0
fanztzn2e1.zip	Fantasy Zone (unprotected)	fanztzn2e	UNPLAYABLE	WORKING	Resets GC	SEGA	320	224	0
fanztznep.zip	Fantasy Zone (317-5000)	fanztznep	UNPLAYABLE	WORKING	Resets GC	SEGA	320	224	0
farmers.zip	Farmers Rebellion	ikki	WORKING	WORKING		MISC (PRE 90)	320	224	0
fartfusp.zip	Fatal Fury Special / Garou Densetsu Special (set 1)(NGM-058)(NGH-058)	fartfusp	TOO BIG	WORKING		NEO GEO	320	224	0
fartfusp2a.zip	Fatal Fury Special / Garou Densetsu Special (set 2)(NG	fartfusp	TOO BIG	WORKING		NEO GEO	320	224	0
fartfury1.zip	Fatal Fury - King of Fighters / Garou Densetsu - shikunai no tatakai (NGM-033)(NGH-033)	fartfury1	WORKING	WORKING		NEO GEO	320	224	0
fartfury2.zip	Fatal Fury 2 - Garou Densetsu 2 - aniki-naru tatakai (NGM-047)(NGH-047)	fartfury2	TOO BIG	WORKING		NEO GEO	320	224	0
fartfury3.zip	Fatal Fury 3 - Road to the Final Victory / Garou Densetsu 3 - haruka-naru tatakai (NGM-069)(NGH-069)	fartfury3	TOO BIG	WORKING		NEO GEO	320	224	0
fbfrenzy.zip	Football Frenzy (NGM-034)(NGH-034)	fbfrenzy	WORKING	WORKING		NEO GEO	320	224	0
forash.zip	Final Crash (bootleg (with 2xYM2203 + 2xMSM5205))	flight	WORKING	WORKING		CAPCOM CPS 1	384	224	0
feveros.zip	Fever SOS (International, ver. 980925)	flight	TOO BIG	WORKING		CAVE	512	240	270
fantasy.zip	Fighting Fantasy (Japan revision 2)	hippodrm		WORKING		DATA EAST	256	240	0
fantasya.zip	Fighting Fantasy (Japan)	hippodrm		WORKING		DATA EAST	256	240	0
flight.zip	Final Fight (World, set 1)	flight	WORKING	WORKING		CAPCOM CPS 1	384	224	0
flight2.zip	Final Fight (World, set 2)	flight	WORKING	WORKING		CAPCOM CPS 1	384	224	0
flightbl.zip	Final Fight (bootleg, World)	flight	WORKING	WORKING		CAPCOM CPS 1	384	224	0
flightj.zip	Final Fight (Japan)	flight	WORKING	WORKING		CAPCOM CPS 1	384	224	0
flightj1.zip	Final Fight (900112 Japan)	flight	WORKING	WORKING		CAPCOM CPS 1	384	224	0
flightj2.zip	Final Fight (900305 Japan)	flight	WORKING	WORKING		CAPCOM CPS 1	384	224	0
flightjh.zip	Street Smart / Final Fight (Japan, hack)	flight	WORKING	WORKING		CAPCOM CPS 1	384	224	0
flightu.zip	Final Fight (USA, set 1)	flight	WORKING	WORKING		CAPCOM CPS 1	384	224	0
flightu1.zip	Final Fight (USA, set 2)	flight	WORKING	WORKING		CAPCOM CPS 1	384	224	0
flightua.zip	Final Fight (900112 USA)	flight	WORKING	WORKING		CAPCOM CPS 1	384	224	0
flightub.zip	Final Fight (900613 USA)	flight	WORKING	WORKING		CAPCOM CPS 1	384	224	0
flightsekt.zip	Fighting Basketball	flightsekt	WORKING	WORKING		IREM	256	224	0
flightsekt.zip	Fight Fever (set 1)	flightsekt	WORKING	WORKING	Largest Neo Geo ROM that will work on GameCube	NEO GEO	320	224	0
flightsekt.zip	Fight Fever (set 2)	flightsekt	WORKING	WORKING		NEO GEO	320	224	0
finalb.zip	Final Blow (World)	finalb	TOO BIG	WORKING	A tad slow	TAITO	320	224	0
finalbj.zip	Final Blow (Japan)	finalb	TOO BIG	WORKING	A tad slow	TAITO	320	224	0
finalbu.zip	Final Blow (US)	finalb	TOO BIG	WORKING	A tad slow	TAITO	320	224	0
finaltt.zip	Final Tattai	finaltt	WORKING	WORKING		MISC (POST 90)	256	224	0
firehawk.zip	Fire Hawk	firehawk	TOO BIG	WORKING		MISC (POST 90)	256	224	180
firehsk.zip	Fire Shark [No sound]	firehsk	SOUND	SOUND	No sound / On MAME Driver TODO List (Z180 with missing internal rom dump)	TOAPLAN	320	240	270
firehskd.zip	Fire Shark (Korea, set 1, easier)	firehskd	SOUND	SOUND	No sound / On MAME Driver TODO List (Z180 with missing internal rom dump)	TOAPLAN	320	240	270
firehskdh.zip	Fire Shark (Korea, set 2, harder)	firehskdh	SOUND	SOUND	No sound / On MAME Driver TODO List (Z180 with missing internal rom dump)	TOAPLAN	320	240	270
fixeight.zip	FixEight (Europe)	fixeight	TOO BIG	WORKING		TOAPLAN	320	240	270
fixeighta.zip	FixEight (Southeast Asia)	fixeight	TOO BIG	WORKING		TOAPLAN	320	240	270
fixeightat.zip	FixEight (Southeast Asia, Taito license)	fixeight	TOO BIG	WORKING		TOAPLAN	320	240	270
fixeighth.zip	FixEight (Hong Kong)	fixeight	TOO BIG	WORKING		TOAPLAN	320	240	270
fixeightht.zip	FixEight (Hong Kong, Taito license)	fixeight	TOO BIG	WORKING		TOAPLAN	320	240	270
fixeightj.zip	FixEight (Japan)	fixeight	TOO BIG	WORKING		TOAPLAN	320	240	270
fixeightjp.zip	FixEight (Japan, Taito license)	fixeight	TOO BIG	WORKING		TOAPLAN	320	240	270
fixeightk.zip	FixEight (Korea)	fixeight	TOO BIG	WORKING		TOAPLAN	320	240	270
fixeightkt.zip	FixEight (Korea, Taito license)	fixeight	TOO BIG	WORKING		TOAPLAN	320	240	270
fixeightt.zip	FixEight (Europe, Taito license)	fixeight	TOO BIG	WORKING		TOAPLAN	320	240	270
fixeighttw.zip	FixEight (Taiwan)	fixeight	TOO BIG	WORKING		TOAPLAN	320	240	270
fixeighttwl.zip	FixEight (Taiwan, Taito license)	fixeight	TOO BIG	WORKING		TOAPLAN	320	240	270
fixeightu.zip	FixEight (USA)	fixeight	TOO BIG	WORKING		TOAPLAN	320	240	270
fixeightut.zip	FixEight (USA, Taito license)	fixeight	TOO BIG	WORKING		TOAPLAN	320	240	270
flashgal.zip	Flashgal (set 1)	flashgal	WORKING	WORKING		MISC (PRE 90)	288	224	0
flashgal2.zip	Flashgal (set 2)	flashgal	WORKING	WORKING		MISC (PRE 90)	288	224	0
flcky.zip	Flicky (128k Version, System 2, 315-5051)	flcky	WORKING	WORKING		SEGA	512	224	0
flcky1.zip	Flicky (128k Version, System 2, 315-5051, alt graphics)	flcky	WORKING	WORKING		SEGA	512	224	0
flcky2.zip	Flicky (64k Version, System 1, 315-5051, set 1)	flcky2	WORKING	WORKING		SEGA	512	224	0
flcky3.zip	Flicky (64k Version, System 1, 315-5051, set 2)	flcky3	WORKING	WORKING		SEGA	512	224	0
flcky52.zip	Flicky (128k Version, System 2, not encrypted)	flcky52	WORKING	WORKING		SEGA	512	224	0
flcky52g.zip	Flicky (128k Version, System 2, not encrypted, alt gra	flcky52g	WORKING	WORKING		SEGA	512	224	0
flipshot.zip	Battle Flip Shot	flipshot	WORKING	WORKING		NEO GEO	320	224	0
flstory.zip	The FairyLand Story	flstory	WORKING	WORKING	No music, expected behavior	TAITO	256	224	180
flstory1.zip	The FairyLand Story (Japan)	flstory1	WORKING	WORKING	No music, expected behavior	TAITO	256	224	180
flstory2.zip	Fancy World - Earth of Onas	flstory2	TOO BIG	GFX	MISC (POST 90) 320	MISC (POST 90)	320	240	90
flstory3.zip	Funky Fish	flstory3	WORKING	WORKING	Endianness issue?	MISC (PRE 90)	512	240	90
footchmp.zip	Football Champ (World)	footchmp	TOO BIG	SLOW	available in MAME	TAITO	320	224	0
forgeth.zip	Forgotten Worlds (World)	forgeth	CONTROLS	CONTROLS	Can't press start at title screen	CAPCOM CPS 1	384	224	0
forgeth1.zip	Forgotten Worlds (US, B-Board 8861B-2, rev C)	forgeth1	CONTROLS	CONTROLS	Can't press start at title screen	CAPCOM CPS 1	384	224	0
forgeth2.zip	Forgotten Worlds (US, B-Board 8861B-2, rev C)	forgeth2	CONTROLS	CONTROLS	Can't press start at title screen	CAPCOM CPS 1	384	224	270
forgeth3.zip	Forgotten Worlds (US, B-Board 8861B-2, rev A)	forgeth3	CONTROLS	CONTROLS	Can't press start at title screen	CAPCOM CPS 1	384	224	0
forgeth4.zip	Forgotten Worlds (US, B-Board 8861B-2, rev AA)	forgeth4	CONTROLS	CONTROLS	Can't press start at title screen	CAPCOM CPS 1	384	224	0
fpont.zip	Flash Point (set 2, Japan, FD1094 317-0127A)	fpont	UNPLAYABLE	WORKING		SEGA	320	224	0
fpont1.zip	Flash Point (set 1, Japan, FD1094 317-0127A)	fpont1	UNPLAYABLE	WORKING		SEGA	320	224	0
fpont2.zip	Flash Point (Japan, bootleg)	fpont2	UNPLAYABLE	WORKING		SEGA	320	224	0
fpont3.zip	Flash Point (World, bootleg)	fpont3	UNPLAYABLE	WORKING		SEGA	320	224	0
fr2ch.zip	Idol Mahjong - final romance 2 (CD to MVS Conversion) [Hack]	fr2ch	demo	WORKING		NEO GEO	320	224	0
freeze.zip	Freeze	freeze	CONTROLS	CONTROLS	Controls aren't mapped	MISC (PRE 90)	256	224	90
frogf.zip	Frog (Falcon bootleg)	frogf	WORKING	CONTROLS	Controls aren't mapped	GALAXIAN	768	224	90
frogg.zip	Frog (Galaxian hardware)	frogg	WORKING	CONTROLS	Controls aren't mapped	GALAXIAN	768	224	90
frogger.zip	Frogger	frogger	WORKING	WORKING		GALAXIAN	768	224	90
froggerm.zip	Frogger (Moon Cresta hardware)	froggerm	WORKING	WORKING		GALAXIAN	768	224	90
froggers.zip	Frogger	froggers	WORKING	WORKING		GALAXIAN	768	224	90
froggers1.zip	Frogger (Sega set 1)	froggers1	WORKING	WORKING		GALAXIAN	768	224	90
froggers2.zip	Frogger (Sega set 2)	froggers2	WORKING	WORKING		GALAXIAN	768	224	90
froggrs.zip	Frogger (Scramble hardware)	froggrs	WORKING	WORKING		GALAXIAN	768	224	90
fround.zip	The Final Round (ver. M)	fround	TOO BIG	GFX	Graphics are garbled (endianness issue?)	KONAMI	320	224	0
fround1.zip	The Final Round (ver. L)	fround1	TOO BIG	GFX	Graphics are garbled (endianness issue?)	KONAMI	320	224	0
fstarfc.zip	Final Star Force (US)	fstarfc	TOO BIG	WORKING		MISC (POST 90)	256	224	90
fstarfj.zip	Final Star Force (Japan)	fstarfj	TOO BIG	WORKING		MISC (POST 90)	256	224	90
fswords.zip	Fighters Swords (Korean release of Samurai Shodown III	fswords	TOO BIG	WORKING		NEO GEO	320	224	0
fuhttt.zip	Full Throttle (Japan)	fuhttt	TOO BIG	WORKING		TAITO	320	240	0
funkybee.zip	Funky Bee	funkybee	WORKING	WORKING		MISC (PRE 90)	224	224	90
funkybeeb.zip	Funky Bee (bootleg, harder)	funkybeeb	WORKING	WORKING		MISC (PRE 90)	236	224	90
funkyjet.zip	Funky Jet (World)	funkyjet	TOO BIG	CONTROLS	Can't insert coins (button mapping?)	DATA EAST	320	240	0
funkyjetj.zip	Funky Jet (Japan)	funkyjetj	TOO BIG	CONTROLS	Can't insert coins (button mapping?)	DATA EAST	320	240	0
funkybul.zip	Funny Bubble	funkybul	TOO BIG	WORKING		MISC (POST 90)	320	224	0
funkybulc.zip	Funny Bubble (Comad version)	funkybulc	TOO BIG	WORKING		MISC (POST 90)	320	224	0
fx.zip	F-X	fx	WORKING	WORKING		MISC (PRE 90)	288	224	90
fxa.zip	F-X (alternate set)	fxa	WORKING	WORKING		MISC (PRE 90)	288	224	90
gala.zip	Gals Crusaders	gala	TOO BIG	WORKING		CAVE	320	224	0
galden.zip	Ninja Gaiden (US)	shadown	TOO BIG	WORKING		MISC (PRE 90)	256	224	0
galaga.zip	Galaga (Namco rev. B)	galaga	SOUND	SOUND	use mame instead, supports samples and better shoot control	MISC (PRE 90)	288	224	90
galagamf.zip	Galaga (Midway set 1 with fast shoot hack)	galagamf	SOUND	SOUND	use mame instead, supports samples and better shoot control	MISC (PRE 90)	288	224	90
galagamg.zip	Galaga (Midway set 2)	galagamg	SOUND	SOUND	use mame instead, supports samples and better shoot control	MISC (PRE 90)	288	224	90
galagamw.zip	Galaga (Midway set 1)	galagamw	SOUND	SOUND	use mame instead, supports samples and better shoot control	MISC (PRE 90)	288	224	90
galagao.zip	Galaga (Namco)	galagao	SOUND	SOUND	use mame instead, supports samples and better shoot control	MISC (PRE 90)	288	224	90
galap1.zip	Space Invaders Galactica (galaxiaj hack)	galap1	SOUND	SOUND	use mame instead, supports samples	GALAXIAN	768	224	90
galap2.zip	Galaxian Part 4 (hack)	galap2	SOUND	SOUND	use mame instead, supports samples	GALAXIAN	768	224	90
galap3.zip	Galaxian Part X (moonah hack)	galap3	SOUND	SOUND	use mame instead, supports samples	GALAXIAN	768	224	90
galaxbzf.zip	Galaxian (bootleg, set 1)	galaxbzf	SOUND	SOUND	use mame instead, supports samples	GALAXIAN	768	224	90
galaxian.zip	Galaxian (Namco set 1)	galaxian	SOUND	SOUND	use mame instead, supports samples	GALAXIAN	768	224	90
galaxiana.zip	Galaxian (Namco set 2)	galaxiana	SOUND	SOUND	use mame instead, supports samples	GALAXIAN	768	224	90
galaxianbl.zip	Galaxian (bootleg, set 2)	galaxianbl	SOUND	SOUND	use mame instead, supports samples	GALAXIAN	768	224	90
galaxianm.zip	Galaxian (Midway set 1)	galaxianm	SOUND	SOUND	use mame instead, supports samples	GALAXIAN	768	224	90
galaxianm2.zip	Galaxian (Midway set 2)	galaxianm2	SOUND	SOUND	use mame instead, supports samples	GALAXIAN	768	224	90
galaxiant.zip	Galaxian (Taito)	galaxiant	SOUND	SOUND	use mame instead, supports samples	GALAXIAN	768	224	90
galaxitf.zip	Galaxian (Recreativos Franco S.A. Spanish bootleg)	galaxitf	SOUND	SOUND	use mame instead, supports samples	GALAXIAN	768	224	90
galaxyfg.zip	Galaxy Fight - Universal Warriors	galaxyfg	TOO BIG	WORKING		NEO GEO	320	224	0
galamp.zip	Galaxy Empire (bootleg?)	galamp	WORKING	WORKING		GALAXIAN	768	224	90
galnust.zip	Gals Nustler	galnust	TOO BIG	GFX	Endianness issue?	MISC (POST 90)	256	224	90
gallag.zip	Gallag	gallag	WORKING	GFX	Endianness issue?	MISC (PRE 90)	288	224	90
gallop.zip	Gallop - Armed police Unit (Japan)	cosmccop	WORKING	GFX	Endianness issue?	IREM	384	256	0
galmedes.zip	Galmedes (Japan)	galmedes	UNPLAYABLE	WORKING	Intro is slow, gameplay is fine on Wii. Resets GC immediately	TAITO	320	240	270
galpanic.zip	Gals Panic (Unprotected)	galpanic	TOO BIG	GFX	Endianness issue?	MISC (POST 90)	256	224	90
galpsnbl.zip	Gals Pinball	galpsnbl	TOO BIG	CONTROLS	Can't get passed the title screen	MISC (POST 90)	512	224	90
galturbo.zip	Galaxian Turbo (super hack)	galturbo	WORKING	CONTROLS	The game can't be controlled (was a medal game, probably used some sort of canon as a game controller?)	GALAXIAN	768	224	90
ganbare.zip	Ganbare Marin-kun (Marine 2K0411 JPN)	ganbare		CONTROLS	The game can't be controlled (was a medal game, probably used some sort of canon as a game controller?)	CAPCOM CPS 1	384	224	0
ganbarita.zip	Ganbare Gantai! 2 / Party Time: Gonta the Diver II (J)	ganbarita		CONTROLS	The game can't be controlled (was a medal game, probably used some sort of canon as a game controller?)	DATA EAST	320	240	90
ganryu.zip	Ganryu / Musashi Ganryuki	ganryu	TOO BIG	WORKING		NEO GEO	320	224	0
gardia.zip	Gardia (317-0006)	gardia	WORKING	WORKING		SEGA	512	224	270
gardiab.zip	Gardia (317-0007, bootleg)	gardiab	WORKING	WORKING		SEGA	512	224	270
garogun.zip	Garogun - Servoing (Korea)	garogun	TOO BIG	GFX	Endianness issue?	MISC (POST 90)	320	240	0
garou.zip	Garou - Mark of the Wolves (NGM-2530)	garou	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEO GEO	320	224	0
garou2.zip	Garou - Mark of the Wolves (bootleg)	garou2	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEO GEO	320	224	0
garou3.zip	Garou - Mark of the Wolves (NGM-2530) (NGH-2530)	garou3	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEO GEO	320	224	0
garoup.zip	Garou - Mark of the Wolves (prototype)	garoup	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEO GEO	320	224	0
garuka.zip	Garuka (Japan ver. W)	devtors	UNPLAYABLE	UNPLAYABLE	ROM too big to fit in Wii or GC RAM	KONAMI	304	224	90
garyotet.zip</									

FILE NAME	GAME TITLE	Parent	GC Status	Wii Status	Known Issue / Bug Description	Platform	Screen Width	Screen Height	Rotation
gaunt2p1.zip	Gauntlet II (2 Players, rev 1)	gaunt2	GFX	GFX	Graphics are garbled after entering the exit of the first level. Use MAME.	MISC (PRE 90)	336	240	0
gaunt2p2.zip	Gauntlet II (2 Players, German)	gaunt2	GFX	GFX	Graphics are garbled after entering the exit of the first level. Use MAME.	MISC (PRE 90)	336	240	0
gaunt2g.zip	Gauntlet II (German)	gaunt2	GFX	GFX	Graphics are garbled after entering the exit of the first level. Use MAME.	MISC (PRE 90)	336	240	0
gaunflet.zip	Gauntlet (rev 14)		BROKEN	BROKEN	Character is stuck in the left of the screen after entering the exit to level 4 in level 2.	MISC (PRE 90)	336	240	0
gaunflet2p.zip	Gauntlet (2 Players, rev 6)	gaunflet	BROKEN	BROKEN	Character is stuck in the left of the screen after entering the exit to level 4 in level 2.	MISC (PRE 90)	336	240	0
gaunflet2p2.zip	Gauntlet (2 Players, German, rev 4)	gaunflet	BROKEN	BROKEN	Character is stuck in the left of the screen after entering the exit to level 4 in level 2.	MISC (PRE 90)	336	240	0
gaunflet2p3.zip	Gauntlet (2 Players, German, rev 1)	gaunflet	BROKEN	BROKEN	Character is stuck in the left of the screen after entering the exit to level 4 in level 2.	MISC (PRE 90)	336	240	0
gaunflet2p4.zip	Gauntlet (2 Players, Japanese, rev 5)	gaunflet	BROKEN	BROKEN	Character is stuck in the left of the screen after entering the exit to level 4 in level 2.	MISC (PRE 90)	336	240	0
gaunflet2p5.zip	Gauntlet (2 Players, Japanese, rev 2)	gaunflet	BROKEN	BROKEN	Character is stuck in the left of the screen after entering the exit to level 4 in level 2.	MISC (PRE 90)	336	240	0
gaunflet2p6.zip	Gauntlet (2 Players, rev 3)	gaunflet	BROKEN	BROKEN	Character is stuck in the left of the screen after entering the exit to level 4 in level 2.	MISC (PRE 90)	336	240	0
gaunfletg.zip	Gauntlet (German, rev 10)	gaunflet	BROKEN	BROKEN	Character is stuck in the left of the screen after entering the exit to level 4 in level 2.	MISC (PRE 90)	336	240	0
gaunfletg3.zip	Gauntlet (German, rev 3)	gaunflet	BROKEN	BROKEN	Character is stuck in the left of the screen after entering the exit to level 4 in level 2.	MISC (PRE 90)	336	240	0
gaunfletg6.zip	Gauntlet (German, rev 6)	gaunflet	BROKEN	BROKEN	Character is stuck in the left of the screen after entering the exit to level 4 in level 2.	MISC (PRE 90)	336	240	0
gaunfletg8.zip	Gauntlet (German, rev 8)	gaunflet	BROKEN	BROKEN	Character is stuck in the left of the screen after entering the exit to level 4 in level 2.	MISC (PRE 90)	336	240	0
gaunfletj.zip	Gauntlet (Japanese, rev 13)	gaunflet	BROKEN	BROKEN	Character is stuck in the left of the screen after entering the exit to level 4 in level 2.	MISC (PRE 90)	336	240	0
gaunfletj2.zip	Gauntlet (Japanese, rev 12)	gaunflet	BROKEN	BROKEN	Character is stuck in the left of the screen after entering the exit to level 4 in level 2.	MISC (PRE 90)	336	240	0
gaunfletj3.zip	Gauntlet (rev 1)	gaunflet	BROKEN	BROKEN	Character is stuck in the left of the screen after entering the exit to level 4 in level 2.	MISC (PRE 90)	336	240	0
gaunfletj4.zip	Gauntlet (rev 2)	gaunflet	BROKEN	BROKEN	Character is stuck in the left of the screen after entering the exit to level 4 in level 2.	MISC (PRE 90)	336	240	0
gaunfletj5.zip	Gauntlet (rev 4)	gaunflet	BROKEN	BROKEN	Character is stuck in the left of the screen after entering the exit to level 4 in level 2.	MISC (PRE 90)	336	240	0
gaunfletj6.zip	Gauntlet (rev 5)	gaunflet	BROKEN	BROKEN	Character is stuck in the left of the screen after entering the exit to level 4 in level 2.	MISC (PRE 90)	336	240	0
gaunfletj7.zip	Gauntlet (rev 7)	gaunflet	BROKEN	BROKEN	Character is stuck in the left of the screen after entering the exit to level 4 in level 2.	MISC (PRE 90)	336	240	0
gaunfletj8.zip	Gauntlet (rev 9)	gaunflet	BROKEN	BROKEN	Character is stuck in the left of the screen after entering the exit to level 4 in level 2.	MISC (PRE 90)	336	240	0
gaunfletj9.zip	Gauntlet (Spanish, rev 15)	gaunflet	BROKEN	BROKEN	Character is stuck in the left of the screen after entering the exit to level 4 in level 2.	MISC (PRE 90)	336	240	0
gberet.zip	Green Beret		WORKING	WORKING		KONAMI	240	224	0
gberetb.zip	Green Beret (bootleg)	gberet	WORKING	WORKING		KONAMI	240	224	0
gbusters.zip	Gang Busters (set 1)		WORKING	WORKING		KONAMI	320	224	90
gbusters2.zip	Gang Busters (set 2)	gbusters	WORKING	WORKING		KONAMI	320	224	90
genix.zip	Genix Family		WORKING	WORKING		MISC (PRE 90)	256	224	0
genioui.zip	Geni-Tou 1930's (Japan)	prehiue	UNPLAYABLE	UNPLAYABLE	Black screen	MISC (PRE 90)	288	224	0
geostorm.zip	Geostorm (Japan)	gunfor2	TOO BIG	SLOW	Black screen	MISC (PRE 90)	256	224	0
getstar.zip	Get Star	getstar	WORKING	WORKING	Must be first rom loaded	IREM	320	240	0
gforce2.zip	Galaxy Force 2		WORKING	WORKING		TOAPLAN	280	240	0
gforce2j.zip	Galaxy Force 2 (Japan)		TOO BIG	GFX-SLOW	Too demanding for the Wii CPU / Garbled GFX	SEGA	320	224	0
gforce2p.zip	Galaxy Force 2 (Japan, Rev A)	gforce2	TOO BIG	GFX-SLOW	Too demanding for the Wii CPU / Garbled GFX	SEGA	320	224	0
ghostb.zip	The Real Ghostbusters (US 2 Players, revision 2)	ghostb2	TOO BIG	GFX-SLOW	Too demanding for the Wii CPU / Garbled GFX	SEGA	320	224	0
ghostb3.zip	The Real Ghostbusters (US 3 Players)		SLOW	GFX	Wrong color palette	DATA EAST	256	240	0
ghostb4.zip	Ghost Busters (Intro demo)	ghostb	SLOW	GFX	Wrong color palette	DATA EAST	256	240	0
ghostop.zip	Ghostop (prototype) [Prototype]	demo	WORKING	UNPLAYABLE	BIOS loads but then black screen	NEOGEO	320	224	0
ghostm.zip	Ghost Muncher	puckman	WORKING	WORKING		NEOGEO	320	224	0
ghoulis.zip	Ghouls'n Ghosts (World)		WORKING	WORKING		GALAXIAN	768	224	90
ghoulis2.zip	Ghouls'n Ghosts (US)	ghoulis	WORKING	WORKING		CAPCOM CPS 1	384	224	0
ghox.zip	Ghox (spinner) [No Sound (undumped MCU)]			SOUND	No sound / On MAME Driver TODO List (Z180 with missing internal rom dump)	TOAPLAN	320	240	270
ghoxj.zip	Ghox (joystick)	ghox		SOUND	No sound / On MAME Driver TODO List (Z180 with missing internal rom dump)	TOAPLAN	320	240	270
gigaman2.zip	Gigaman 2: The Power Fighters (bootleg)	megaman2	TOO BIG	SOUND	No sound / On MAME Driver TODO List (Z180 with missing internal rom dump)	CAPCOM CPS 2	384	224	0
gigandes.zip	Gigandes (earlier)		TOO BIG	WORKING		TAITO	384	240	0
gigawing.zip	Giga Wing (990222 USA)		TOO BIG	WORKING		TAITO	384	240	0
gigawing2.zip	Giga Wing (990222 Asia)		TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
gigawing3.zip	Giga Wing (990222 Brazil)		TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
gigawing4.zip	Giga Wing (990222 USA Phoenix Edition)		TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
gigawing5.zip	Giga Wing (990222 Hispanic)		TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
gigawing6.zip	Giga Wing (990223 Japan)		TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
gigawing7.zip	Giga Wing (990222 Japan Phoenix Edition)		TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
ginganin.zip	Ginga NinkyouDen (set 1)		GFX	GFX	Endianness issue?	MISC (PRE 90)	256	224	0
ginganin2.zip	Ginga NinkyouDen (set 2)	ginganin	GFX	GFX	Endianness issue?	MISC (PRE 90)	256	224	0
ginkun.zip	Garbare Ginkun (Imperfect GFX)		TOO BIG	WORKING		MISC (POST 90)	256	224	0
gloc.zip	G-LOC Air Battle (US)		TOO BIG	GFX-SLOW	Too demanding for the Wii CPU / Garbled GFX	SEGA	320	224	0
gloc360.zip	G-LOC R360		TOO BIG	GFX-SLOW	Too demanding for the Wii CPU / Garbled GFX	SEGA	320	224	0
gmahou.zip	Great Mahou Daisakusen (000121 Japan)	dimahoo	TOO BIG	WORKING		CAPCOM CPS 2	384	224	90
gmgalax.zip	Ghostmuncher Galaxian (bootleg) [Bootleg]		WORKING	WORKING		GALAXIAN	768	224	270
gnbarich.zip	Gnbarich		TOO BIG	WORKING		PSIKYO	320	224	0
gnb.zip	Ghost'n Goblins (World? set 1)		WORKING	WORKING	sound is bad, available in MAME but has GFX probs	CAPCOM	256	224	0
gnb2.zip	Ghost'n Goblins (World? set 2)	gnb	WORKING	WORKING	sound is bad, available in MAME but has GFX probs	CAPCOM	256	224	0
gnb3.zip	Ghost'n Goblins (bootleg with Cross)	gnb	WORKING	WORKING	sound is bad, available in MAME but has GFX probs	CAPCOM	256	224	0
gnb4.zip	Ghost'n Goblins (bootleg, harder)	gnb	WORKING	WORKING	sound is bad, available in MAME but has GFX probs	CAPCOM	256	224	0
gnb5.zip	Ghost'n Goblins (Italian bootleg, harder)	gnb	WORKING	WORKING	sound is bad, available in MAME but has GFX probs	CAPCOM	256	224	0
gnb6.zip	Ghost'n Goblins (World Revision C)	gnb	WORKING	WORKING	sound is bad, available in MAME but has GFX probs	CAPCOM	256	224	0
gnb7.zip	Ghost'n Goblins (prototype)	gnb	WORKING	WORKING	sound is bad, available in MAME but has GFX probs	CAPCOM	256	224	0
gnb8.zip	Ghost'n Goblins (US)	gnb	WORKING	WORKING	sound is bad, available in MAME but has GFX probs	CAPCOM	256	224	0
gnb9.zip	Goal! Goal! Goal!		TOO BIG	WORKING		NEOGEO	320	224	0
goldaxe.zip	Golden Axe (set 6, US, 8751 317-123A)		TOO BIG	WORKING		SEGA	320	224	0
goldaxe1.zip	Golden Axe (set 1, World, FD1094 317-0110)	goldaxe	TOO BIG	WORKING		SEGA	320	224	0
goldaxe2.zip	Golden Axe (set 2, US, 8751 317-0112)	goldaxe	TOO BIG	WORKING		SEGA	320	224	0
goldaxe3.zip	Golden Axe (set 3, World, FD1094 317-0120)	goldaxe	TOO BIG	WORKING		SEGA	320	224	0
goldaxe4.zip	Golden Axe (set 4, Japan, FD1094 317-0121)	goldaxe	TOO BIG	WORKING		SEGA	320	224	0
goldaxe5.zip	Golden Axe (set 5, US, FD1094 317-0122)	goldaxe	TOO BIG	WORKING		SEGA	320	224	0
gorkans.zip	Gorkans		TOO BIG	WORKING		PACMAN	288	224	90
gotcha.zip	Got-cha Mini Game Festival		TOO BIG	GFX	Endianness issue?	MISC (POST 90)	320	240	0
gowcaizer.zip	Voltage Fighter - Gowcaizer / Choujin Gakuen Gowcaizer		TOO BIG	WORKING		NEOGEO	320	224	0
golots.zip	Ghost Pilots (NGH-020) [NGH-020]		WORKING	WORKING		NEOGEO	320	224	0
golots2.zip	Ghost Pilots (NGH-020) [US]	golots	WORKING	WORKING		NEOGEO	320	224	0
gprider.zip	GP Rider (World, FD1094 317-0163)		TOO BIG	GFX-SLOW	Has a flickering blue line at the bottom of the screen during the race / Too demanding for the Wii CPU	SEGA	320 & 320	224 & 224	0 & 0
gprider2.zip	GP Rider (Japan, FD1094 317-0161)	gprider	TOO BIG	GFX-SLOW	Has a flickering blue line at the bottom of the screen during the race / Too demanding for the Wii CPU	SEGA	320 & 320	224 & 224	0 & 0
gprider3.zip	GP Rider (US, FD1094 317-0162)	gprider	TOO BIG	GFX-SLOW	Has a flickering blue line at the bottom of the screen during the race / Too demanding for the Wii CPU	SEGA	320 & 320	224 & 224	0 & 0
gradius2.zip	Gradius II - GOFER no Yabou (Japan New ver.)	vulcan	TOO BIG	GFX-SLOW	flickering blue line at the bottom of the screen, perfect	KONAMI	320	224	0
gradius2a.zip	Gradius II - GOFER no Yabou (Japan Old ver.)	vulcan	TOO BIG	GFX-SLOW	flickering blue line at the bottom of the screen, perfect	KONAMI	320	224	0
gradius2b.zip	Gradius II - GOFER no Yabou (Japan Older ver.)	vulcan	TOO BIG	GFX-SLOW	flickering blue line at the bottom of the screen, perfect	KONAMI	320	224	0
gradius3.zip	Gradius III (World)		TOO BIG	WORKING		KONAMI	320	224	0
gradius3a.zip	Gradius III (Asia)	gradius3	TOO BIG	WORKING		KONAMI	320	224	0
gradius3j.zip	Gradius III (Japan)	gradius3	TOO BIG	WORKING		KONAMI	320	224	0
guardia.zip	Guardians		TOO BIG	WORKING		SETA	384	232	0
grdstm.zip	Guardian Storm		TOO BIG	WORKING		MISC (POST 90)	256	224	180
grdstm2.zip	Guardian Storm (Germany)	grdstm	TOO BIG	WORKING		MISC (POST 90)	256	224	270
grdstm3.zip	Sen Jhn - Guardian Storm (Korea)	grdstm	TOO BIG	WORKING		MISC (POST 90)	256	224	270
grdstm4.zip	Guardian Storm (vertical)	grdstm	TOO BIG	WORKING		MISC (POST 90)	256	224	270
grdstm5.zip	Grind Stormer		TOO BIG	WORKING		TOAPLAN	320	240	270
grdstm6.zip	Grind Stormer (older set)	grdstm	TOO BIG	WORKING		TOAPLAN	320	240	270
grow.zip	Growl (World)		TOO BIG	SLOW	available in MAME	TAITO	320	224	0
grow2.zip	Growl (US)	growl	TOO BIG	SLOW	available in MAME	TAITO	320	224	0
gryzor.zip	Gryzor (Set 1)	contra	→	SLOW	Too demanding for the Wii CPU	KONAMI	280	224	90
gryzor1.zip	Gryzor (Set 2)	contra	→	SLOW	Too demanding for the Wii CPU	KONAMI	280	224	90
gryzor2.zip	Gryzor (Set 3)	contra	→	WORKING		KONAMI	280	224	90
gteikob2.zip	Gingateikoku No Oyakushu (bootleg set 2)	univars	→	SLOW	Too demanding for the Wii CPU	GALAXIAN	768	224	90
gteikob3.zip	Gingateikoku No Oyakushu (bootleg set 1)	univars	→	SLOW	Too demanding for the Wii CPU	GALAXIAN	768	224	270
gteikob4.zip	Gingateikoku No Oyakushu	univars	→	SLOW	Too demanding for the Wii CPU	GALAXIAN	768	224	90
gtmr.zip	1000 Migra: Great 1000 Miles Rally (94/07/18)		TOO BIG	UNPLAYABLE	Black screen	KANEKO	320	240	0
gtmr2.zip	1000 Migra 2: Great 1000 Miles Rally (95/05/24)		TOO BIG	UNPLAYABLE	Black screen - tested with 1.5.0	KANEKO	320	240	0
gtmr2a.zip	1000 Migra 2a: Great 1000 Miles Rally (95/04/04)	gtmr2	TOO BIG	UNPLAYABLE	Black screen	KANEKO	320	240	0
gtmr2b.zip	1000 Migra 2b: Great 1000 Miles Rally (95/05/18)	gtmr2	TOO BIG	UNPLAYABLE	Black screen	KANEKO	320	240	0
gtmr3.zip	1000 Migra: Great 1000 Miles Rally (94/06/13)	gtmr	TOO BIG	UNPLAYABLE	Black screen	KANEKO	320	240	0
gtmr4.zip	1000 Migra: Evolution Model! (94/09/06)	gtmr	TOO BIG	UNPLAYABLE	Black screen	KANEKO	320	240	0
gtmr5.zip	1000 Migra: U.S.A Version! (94/09/06)	gtmr	TOO BIG	UNPLAYABLE	Black screen	KANEKO	320	240	0
gtstar1.zip	Get Star (bootleg, set 1)	getstar	WORKING	UNPLAYABLE		TOAPLAN	280	240	0
gtstar2.zip	Get Star (bootleg, set 2)	getstar	WORKING	UNPLAYABLE		TOAPLAN	280	240	0
gumbo.zip	Gumbo		GFX	GFX	Endianness issue?	MISC (POST 90)	320	224	0
gunbal.zip	Gun Ball (Japan)	nitrobal		GFX	Endianness issue?	DATA EAST	320	240	270
gunbird.zip	Gunbird (World)		TOO BIG	WORKING		PSIKYO	320	224	270
gunbird2.zip	Gunbird 2		TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PSIKYO	320	224	270
gunbird3.zip	Gunbird (Japan)		TOO BIG	UNPLAYABLE	DSI Error / ROM too big to fit in Wii RAM ?	PSIKYO	320	224	270
gunbird4.zip	Gunbird (Korea)		TOO BIG	UNPLAYABLE	DSI Error / ROM too big to fit in Wii RAM ?	PSIKYO	320	224	270
gundamex.zip	Mobile Suit Gundam EX Revue		TOO BIG	WORKING		SETA	384	224	0
gundara.zip	Gundara		TOO BIG	WORKING		SETA	384	240	270
gunfor2.zip	Gunforce 2 (US) [Imperfect sound and graphics]		TOO BIG	SLOW		IREM	320	240	0
gunforce.zip	Gunforce - Battle Fire Engulfed Terror Island (World) [Imperfect sound and graphics]		TOO BIG	SLOW		IREM	320	240	0
gunforce2.zip	Gunforce - Battle Fire Engulfed Terror Island (Japan)	gunforce	TOO BIG	SLOW		IREM	320	240	0
gunforce3.zip	Gunforce - Battle Fire Engulfed Terror Island (US)	gunforce	TOO BIG	GFX-SLOW	Black screen	IREM	320	240	0
gunfont.zip	Gun & Frontier (World)	gunfont	TOO BIG	GFX-SLOW	Graphics are garbled / available in MAME	TAITO	320	224	270
gunfont2.zip	Gun Frontier (Japan)	gunfont	TOO BIG	GFX-SLOW	Graphics are garbled / available in MAME	TAITO	320	224	270
gunhohki.zip	Gun Hohki (Japan)	mystici	UNPLAYABLE	GFX-SLOW	Graphics are garbled / available in MAME	IREM	320	240	0
gunnai.zip	GunNai (28th May, 1992)		TOO BIG	WORKING		MISC (POST 90)	384	224	270
gunsmoke.zip	Gun. Smoke (World)		SOUND	SOUND	intro sequence runs too fast, musicout of sync. Use MAME instead	CAPCOM	256	224	270



FILE NAME	GAME TITLE	Parent	GC Status	Wii Status	Known issue / Bug Description	Platform	Screen Width	Screen Height	Rotation
gyruss.zip	Gyruss (Konami)		WORKING	WORKING		KONAMI	256	224	90
gyrussb.zip	Gyruss (bootleg)	gyruss	WORKING	WORKING		KONAMI	256	224	90
gyrussce.zip	Gyruss (Centuri)	gyruss	WORKING	WORKING		KONAMI	256	224	90
hachamf.zip	Hacha Mecha Fighter (19th Sep. 1991)		TOO BIG	UNPLAYABLE	Black screen	MISC (POST 90)	256	224	0
hangly1.zip	Hangly-Man (set 1)	puckman	WORKING	UNPLAYABLE		PACMAN	288	224	90
hangly2.zip	Hangly-Man (set 2)	puckman	WORKING	UNPLAYABLE		PACMAN	288	224	90
hangly3.zip	Hangly-Man (set 3)	puckman	WORKING	UNPLAYABLE		PACMAN	288	224	90
hangon.zip	Hang-On (rev A)		UNPLAYABLE	WORKING	Resets GC	SEGA	320	224	0
hangon1.zip	Hang-On	hangon	UNPLAYABLE	WORKING	Resets GC	SEGA	320	224	0
hangon2.zip	Hang-On (ride-on)	hangon	UNPLAYABLE	WORKING	Resets GC	SEGA	320	224	0
hasamu.zip	Hasamu (Japan)		UNPLAYABLE	WORKING	Crashes on GC	IREM	384	240	0
hatena.zip	Adventure Quiz 2 Hatena Hatena no Dai-Bouken (Japan 900228)		TOO BIG	CONTROLS	Missing 4th button mapping	MISC (POST 90)	384	240	0
hbarrel.zip	Heavy Barrel (US)		UNPLAYABLE	SLOW	Too demanding for the Wii CPU / Need to map rotary joystick used to rotate main character left/right	DATA EAST	256	240	270
hbarrelw.zip	Heavy Barrel (World)	hbarrel	UNPLAYABLE	SLOW	Too demanding for the Wii CPU / Need to map rotary joystick used to rotate main character left/right	DATA EAST	256	240	270
hcastle.zip	Haunted Castle (ver. M)		TOO BIG	WORKING		KONAMI	256	224	0
hcastleie.zip	Haunted Castle (ver. E)	hcastle	TOO BIG	WORKING		KONAMI	256	224	0
hcastlek.zip	Haunted Castle (ver. K)	hcastle	TOO BIG	WORKING		KONAMI	256	224	0
hedpanic.zip	Head Panic (ver. 0117, 17/01/2000) [Story line & game instructions in English]		TOO BIG	WORKING		MISC (POST 90)	320	240	0
hedpanicf.zip	Head Panic (ver. 0315, 15/03/2000)	hedpanic	TOO BIG	WORKING		MISC (POST 90)	320	240	0
hellfire1.zip	Hellfire (2P Ver.)	hellfire	WORKING	WORKING		TOAPLAN	320	240	0
hellfire1.1.zip	Hellfire (1P Ver.)	hellfire	WORKING	WORKING		TOAPLAN	320	240	0
hellfire2.zip	Hellfire (2P Ver., first edition)	hellfire	WORKING	WORKING		TOAPLAN	320	240	0
hellfire3.zip	Hellfire (1P Ver., alt)	hellfire	WORKING	WORKING		TOAPLAN	320	240	0
herbie2k.zip	Herbie at the Olympics (DK conversion)	huncholy	NON-WORKING	WORKING		GALAXIAN	256	224	90
hero.zip	Hero (Parent set for working drivers)		NON-WORKING	NON-WORKING	Marked as non-working in FBA	MISC (PRE 90)	240	248	90
herodk.zip	Hero in the Castle of Doom (DK conversion)	hero	NON-WORKING	NON-WORKING	Marked as non-working in FBA	MISC (PRE 90)	256	224	90
herodku.zip	Hero in the Castle of Doom (DK conversion not encrypte	hero	NON-WORKING	NON-WORKING	Marked as non-working in FBA	MISC (PRE 90)	256	224	90
heuksun.zip	Heuk Sun Baek Sa (Korea)		TOO BIG	WORKING		MISC (POST 90)	320	240	0
heva.zip	Heva		WORKING	WORKING		TAITO	256	224	0
hexion.zip	Hexion (Japan ver. JAB)		WORKING	WORKING		KONAMI	512	256	0
hexpool.zip	Hex Pool (Shinkai)	racknrol	WORKING	WORKING		GALAXIAN	256	224	90
hexpoola.zip	Hex Pool (Senko)	racknrol	WORKING	WORKING		GALAXIAN	256	224	90
hgkairak.zip	Taisen Hot Gimick Kairakuten (Japan)		TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PSIKYO	320 & 320	224 & 224	0 & 0
hharry.zip	Hammerit' Harry (World)			SLOW	game runs slower than it should, probably due to 55hz refresh in the original?	IREM	384	256	0
hharryu.zip	Hammerit' Harry (US)	hharry		SLOW		IREM	384	256	0
higemaru.zip	Pirate Ship Higemaru		WORKING	WORKING		CAPCOM	256	224	0
hippodrm.zip	Hippodrome (US)		UNPLAYABLE	GFX-SLOW		DATA EAST	256	240	0
hllice.zip	Hit the Ice (US) [Imperfect graphics]		UNPLAYABLE	GFX	Endianness issue? Crashes on GC	TAITO	320	224	0
hllicej.zip	Hit the Ice (Japan)	hllice	UNPLAYABLE	GFX	Endianness issue? Crashes on GC	TAITO	320	224	0
hnholms.zip	Hunchback Olympic (Scramble hardware)	huncholy		GFX	Endianness issue?	GALAXIAN	256	224	90
honeydoll.zip	Honey Dolls		TOO BIG	WORKING		MISC (POST 90)	256	224	0
hook.zip	Hook (World) [Imperfect sound and graphics]		TOO BIG	SLOW		IREM	320	240	0
hookj.zip	Hook (Japan)	hook	TOO BIG	SLOW		IREM	320	240	0
hooku.zip	Hook (US)	hook	TOO BIG	SLOW		IREM	320	240	0
horekid.zip	Kid no Hore Hore Daisakusen		GFX	GFX	Endianness issue?	MISC (PRE 90)	256	224	270
horekdb.zip	Kid no Hore Hore Daisakusen (bootleg)	horekid	GFX	GFX	Endianness issue?	MISC (PRE 90)	256	224	270
horizon.zip	Horizon		WORKING	WORKING		IREM	256	256	0
hotbubl.zip	Hot Bubble	bub2000	TOO BIG	WORKING		MISC (POST 90)	256	224	0
hotdebub.zip	Quiz de Idol! Hot Debut (Japan)		TOO BIG	WORKING		PSIKYO	320 & 320	240 & 240	0 & 0
holdogst.zip	Holdog Storm - The First Supersonics (International)		TOO BIG	WORKING		CAVE	384	240	90
holgmex.zip	Taisen Hot Gimick 4 Ever (Japan)		TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PSIKYO	320 & 320	224 & 224	0 & 0
holgmck.zip	Taisen Hot Gimick (Japan)		TOO BIG	TOO BIG	DSI Error / ROM too big to fit in Wii RAM	PSIKYO	320 & 320	224 & 224	0 & 0
holgmck3.zip	Taisen Hot Gimick 3 Digital Surfing (Japan)		TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PSIKYO	320 & 320	224 & 224	0 & 0
holgmckd.zip	Mahjong Hot Gimick Integral (Japan)		TOO BIG	TOO BIG	DSI Error / ROM too big to fit in Wii RAM	PSIKYO	320 & 320	224 & 224	0 & 0
hotgrat.zip	Hot Pinball		TOO BIG	CONTROLS	Can't get passed the title screen	MISC (POST 90)	612	224	90
hotshock.zip	Hot Shocker		WORKING	WORKING		GALAXIAN	256	224	90
hotshockb.zip	Hot Shocker (bootleg)	hotshock	WORKING	WORKING		GALAXIAN	256	224	90
hpuncher.zip	Hard Puncher (Japan)	fround	TOO BIG	WORKING		KONAMI	320	224	0
hsf2.zip	Hyper Street Fighter 2: The Anniversary Edition (040202 USA)		TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
hsf2a.zip	Hyper Street Fighter 2: The Anniversary Edition (04020	hsf2	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
hsf2d.zip	Hyper Street Fighter 2: The Anniversary Edition (04020	hsf2	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
hsf2a.zip	Hyper Street Fighter 2: The Anniversary Edition (04020	hsf2	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
hsf2j.zip	Hyper Street Fighter 2: The Anniversary Edition (03122	hsf2	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
htchdch.zip	Hatch Catch		UNPLAYABLE	GFX	Crashes on GC	MISC (POST 90)	320	240	0
hthero.zip	Hat Trick Hero (Japan)	footchmp	TOO BIG	GFX		TAITO	320	224	0
hunchbak.zip	Hunchback (set 1) [Parent set for working drivers]		NON-WORKING	NON-WORKING	Marked as non-working in FBA	GALAXIAN	240	248	90
hunchbakd.zip	Hunchback (DK conversion)	hunchbak	NON-WORKING	NON-WORKING	Marked as non-working in FBA	GALAXIAN	256	224	90
hunchbkg.zip	Hunchback (Galaxian hardware)	hunchbak	NON-WORKING	NON-WORKING	Marked as non-working in FBA	GALAXIAN	256	224	90
hunchbks.zip	Hunchback (Scramble hardware)	hunchbak	NON-WORKING	NON-WORKING	Marked as non-working in FBA	GALAXIAN	256	224	90
huncholy.zip	Hunchback Olympic [Parent set for working drivers]		NON-WORKING	NON-WORKING	Marked as non-working in FBA	GALAXIAN	240	248	90
hustler.zip	Video Hustler		WORKING	WORKING		GALAXIAN	256	224	0
hustlerb.zip	Video Hustler (bootleg)	hustler	WORKING	WORKING		GALAXIAN	256	224	90
hymetal.zip	Heavy Metal (315-5135)		WORKING	WORKING		SEGA	512	224	0
hwchamp.zip	Heavyweight Champ		TOO BIG	SLOW	Too demanding for the Wii CPU	SEGA	320	224	0
hwchampj.zip	Heavyweight Champ (Japan, FD1094 317-0046)	hwchamp	TOO BIG	SLOW	Too demanding for the Wii CPU	SEGA	320	224	0
hyperpac.zip	Hyper Pacman		WORKING	WORKING		MISC (POST 90)	256	224	0
hyperpacb.zip	Hyper Pacman (bootleg)	hyperpac	WORKING	WORKING		KANEKO	256	224	0
hypasfzp.zip	Hyper Sports Special (Japan)	85games	UNPLAYABLE	WORKING		KONAMI	320	224	0
igmo.zip	IGMO [Incorrect Colors]		GFX	GFX	Wrong color palette	MISC (PRE 90)	272	236	270
ikar3.zip	Ikar III - The Rescue (8-Way Joystick)		TOO BIG	WORKING		MISC (PRE 90)	256	224	0
ikar3j.zip	Ikar III - The Rescue (Japan, Rotary Joystick)	ikar3	TOO BIG	WORKING		MISC (PRE 90)	256	224	0
ikar3k.zip	Ikar III - The Rescue (Korea, 8-Way Joystick)	ikar3	TOO BIG	WORKING		MISC (PRE 90)	256	224	0
ikar3u.zip	Ikar III - The Rescue (US, Rotary Joystick)	ikar3	TOO BIG	WORKING		MISC (PRE 90)	256	224	0
ikki.zip	Ikki (Japan)		WORKING	WORKING		MISC (PRE 90)	240	224	0
imgfight.zip	Image Fight (Japan, revision A)		UNPLAYABLE	GFX	complete grahics garbage	IREM	384	256	270
imgfhtj.zip	Image Fight (Japan)	imgfight	UNPLAYABLE	GFX	complete grahics garbage	IREM	384	256	270
imsoryj.zip	I'm Sorry (315-5110, US)		WORKING	WORKING		SEGA	612	224	0
imsoryj.zip	Gonbee no I'm Sorry (315-5110, Japan)	imsoryj		WORKING		SEGA	512	224	0
insectx.zip	Insector X (World)		WORKING	WORKING	Vertical lines and scrolling flickers. MAME version is fine	TAITO	256	224	0
inhunt.zip	In The Hunt (World) [Imperfect sound and graphics]		TOO BIG	SLOW	stuttery	IREM	320	240	0
inhuntu.zip	In The Hunt (US)	inhunt	TOO BIG	SLOW	stuttery	IREM	320	240	0
intoolte.zip	International Toolte (Germany)	jockeyc		UNPLAYABLE	Black screen	SETA	384	240	0
intooltea.zip	International Toolte II (World?)	jockeyc		UNPLAYABLE	Black screen	SETA	384	240	0
ironclad.zip	Choutetsu Brikin'ger - Iron clad (Prototype) [Prototype]		TOO BIG	WORKING	Need to use official BIOS, Unlabeled BIOS has problems	NEOGEO	320	224	0
ironclad2.zip	Choutetsu Brikin'ger - Iron clad (Prototype, older)	ironclad	TOO BIG	WORKING	Need to use official BIOS, Unlabeled BIOS has problems	NEOGEO	320	224	0
irmaze.zip	The Intriguing Maze / Ultra Dennyu Iraitu Bou		NON-WORKING	NON-WORKING	Neo Geo BIOS doesn't even load	NEOGEO	320	224	0
isgm.zip	ISG Selection Master Type 2006 System BIOS [BIOS only]				BIOS	SEGA			
jackm.zip	Jack the Giantkiller (set 1)		CONTROLS	CONTROLS	Up button does not work, can't climb tree in the first screen	MISC (PRE 90)	256	224	90
jack2.zip	Jack the Giantkiller (set 2)	jack	CONTROLS	CONTROLS	Up button does not work, can't climb tree in the first screen	MISC (PRE 90)	256	224	90
jack3.zip	Jack the Giantkiller (set 3)	jack	CONTROLS	CONTROLS	Up button does not work, can't climb tree in the first screen	MISC (PRE 90)	256	224	90
janshin.zip	Janshin Denetsu - Quest of Jongmaster		WORKING	WORKING		NEOGEO	320	224	0
jchan.zip	Jockey Chan - The Kung-Fu Master		TOO BIG	TOO BIG	DSI Error / ROM too big to fit in Wii RAM	KANEKO	320	240	0
jchndf.zip	Jockey Chan in Fists of Fire		TOO BIG	UNPLAYABLE	DSI Error / ROM too big to fit in Wii RAM ?	KANEKO	320	240	0
jigkmgrj.zip	Jigoku Meguri (Japan)	bonzeadv	TOO BIG	UNPLAYABLE		TAITO	320	224	0
jsquawk.zip	J. J. Squawks		TOO BIG	WORKING		SETA	384	240	0
jsquawkb.zip	J. J. Squawks (bootleg)	jsquawk	TOO BIG	WORKING		SETA	384	240	0
jsquawk2.zip	J. J. Squawks (bootleg, Blandia conversion)	jsquawk	TOO BIG	WORKING		SETA	384	240	0
jockeygp.zip	Jockey Grand Prix (set 1)		TOO BIG	WORKING		NEOGEO	320	224	0
jockeygpa.zip	Jockey Grand Prix (set 2)	jockeygp	TOO BIG	WORKING		NEOGEO	320	224	0
joemac.zip	Tatakai Genshin Joe & Mac (Japan ver 1)	cninja	TOO BIG	WORKING		DATA EAST	256	240	0
joemacr.zip	Joe & Mac Returns (World, Version 1.0, 1994 05.19)	joemacr	TOO BIG	GFX	Graphics are garbled (endianness issue)	DATA EAST	320	240	0
joemcrj.zip	Joemac		WORKING	WORKING	Graphics are garbled (endianness issue)	MISC (PRE 90)	256	224	90
jjo.zip	JoJo's Venture (USA 990128)		TOO BIG	UNPLAYABLE	CP33 not supported... yet?	CAPCOM CPS 3	384	224	0
jjoba.zip	JoJo no Kimyou na Bouken: Mirai e no Isan (Japan 990927)		TOO BIG	UNPLAYABLE	CP33 not supported... yet?	CAPCOM CPS 3	384	224	0
jjoban.zip	JoJo's Bizarre Adventure: Heritage for the Future / Jo	jjoba	TOO BIG	UNPLAYABLE	CP33 not supported... yet?	CAPCOM CPS 3	384	224	0
jjobane.zip	JoJo's Bizarre Adventure: Heritage for the Future / Jo	jjoba	TOO BIG	UNPLAYABLE	CP33 not supported... yet?	CAPCOM CPS 3	384	224	0
jjobanet1.zip	JoJo's Bizarre Adventure: Heritage for the Future / Jo	jjoba	TOO BIG	UNPLAYABLE	CP33 not supported... yet?	CAPCOM CPS 3	384	224	0
jjobanet1.zip	JoJo's Bizarre Adventure: Heritage for the Future / Jo	jjoba	TOO BIG	UNPLAYABLE	CP33 not supported... yet?	CAPCOM CPS 3	384	224	0
jjobanet1.zip	JoJo's Bizarre Adventure: Heritage for the Future / Jo	jjoba	TOO BIG	UNPLAYABLE	CP33 not supported... yet?	CAPCOM CPS 3	384	224	0
jjobj1.zip	JoJo's Venture / JoJo no Kimyou na Bouken (Japan 99012	jjjo	TOO BIG	UNPLAYABLE	CP33 not supported... yet?	CAPCOM CPS 3	384	224	0
jjobj2.zip	JoJo's Venture / JoJo no Kimyou na Bouken (USA 991008)	jjjo	TOO BIG	UNPLAYABLE	CP33 not supported... yet?	CAPCOM CPS 3	384	224	0
jjobj3.zip	JoJo's Venture / JoJo no Kimyou na Bouken (USA 981202)	jjjo	TOO BIG	UNPLAYABLE	CP33 not supported... yet?	CAPCOM CPS 3	384	224	0
jjobj4.zip	JoJo's Venture / JoJo no Kimyou na Bouken (Asia 990128)	jjjo	TOO BIG	UNPLAYABLE	CP33 not supported... yet?	CAPCOM CPS 3	384	224	0
jjobj5.zip	JoJo's Venture / JoJo no Kimyou na Bouken (Asia 990128)	jjjo	TOO BIG	UNPLAYABLE	CP33 not supported... yet?	CAPCOM CPS 3	384	224	0
jjobj6.zip	JoJo's Venture / JoJo no Kimyou na Bouken (Asia 981202)	jjjo	TOO BIG	UNPLAYABLE	CP33 not supported... yet?	CAPCOM CPS 3	384	224	0
jjobj7.zip	JoJo's Venture / JoJo no Kimyou na Bouken (USA 981202)	jjjo	TOO BIG	UNPLAYABLE	CP33 not supported... yet?	CAPCOM CPS 3	384	224	0
jjobj8.zip	JoJo's Venture / JoJo no Kimyou na Bouken (USA 990108)	jjjo	TOO BIG	UNPLAYABLE	CP33 not supported... yet?	CAPCOM CPS 3	384	224	0
jjobj9.zip	JoJo's Venture / JoJo no Kimyou na Bouken (USA 981202)	jjjo	TOO BIG	UNPLAYABLE	CP33 not supported... yet?	CAPCOM CPS 3	384	224	0
jjobj10.zip	Puzzled / Joy Joy Kid (NGM-021) (NGH-021)		WORKING	WORKING		NEOGEO	320	224	0
joymjan.zip	Joymjan	puckman	WORKING	WORKING		PACMAN	288	224	90
jponicsa.zip	Jumping Pop (Nica, Korean bootleg of Plump Pop) [Imperfect graphics]		WORKING	WORKING		TAITO	256	224	0
jking.zip	Junior King (bootleg of Donkey Kong Jr.)	dkongrj	WORKING	WORKING		GALAXIAN	256	224	90
juju.zip	JuJu Denetsu (Japan)		TOO BIG	WORKING		MISC (PRE 90)	256	224	0
jujub.zip	JuJu Denetsu (Playmark bootleg)	toki	TOO BIG	WORKING		MISC (PRE 90)	256	224	0
jujubu.zip	JuJu Denetsu (Japan, bootleg)	toki	TOO BIG	WORKING		MISC (PRE 90)	256	224	180
jumpbug.zip	Jump Bug		WORKING	WORKING		GALAXIAN	768	224	90
jumpbugb.zip	Jump Bug (bootleg)	jumpbug	WORKING	WORKING		GALAXIAN	768	224	90
jumping.zip	Jumping	rbsland	WORKING	WORKING		TAITO	320	224	

FILE NAME	GAME TITLE	Parent	GC Status	Wii Status	Known Issue / Bug Description	Platform	Screen Width	Screen Height	Rotation
kageki.zip	Kageki (Japan)	kageki	WORKING	WORKING		TAITO	256	224	90
kaleido.zip	Kalei Densetsu (Japan)	kotsum	WORKING	WORKING		IREM	320	240	0
kamakazi.32p	Kamakazi III (superf hack)	galaxian	WORKING	WORKING		GALAXIAN	768	240	0
kamenrid.zip	Masked Riders Club Battle Race		TOO BIG	WORKING		SETA	384	240	0
kangaroo.zip	Kangaroo		WORKING	WORKING		MISC (PRE 90)	512	240	90
kangarooa.zip	Kangaroo (Atari)	kangaroo	WORKING	WORKING		MISC (PRE 90)	512	240	0
kangarooo.zip	Kangaroo (bootleg)	kangaroo	WORKING	WORKING		MISC (PRE 90)	512	240	90
karatblz.zip	Karate Blazers (World?)		TOO BIG	WORKING		MISC (POST 90)	352	240	0
karatblzj.zip	Karate Blazers (Japan)	karatblz	TOO BIG	WORKING		MISC (POST 90)	352	240	0
karatblzu.zip	Karate Blazers (US)	karatblz	TOO BIG	WORKING		MISC (POST 90)	352	240	0
karianx.zip	Karian Cross (Rev. 1.0)		TOO BIG	WORKING		MISC (POST 90)	320	224	0
karnov.zip	Karnov (US)		WORKING	WORKING		DATA EAST	256	240	0
karnova.zip	Karnov (US, rev 5)	karnov	WORKING	WORKING		DATA EAST	256	240	0
karnovj.zip	Karnov (Japan)	karnov	WORKING	WORKING		DATA EAST	256	240	0
karnovr.zip	Karnov's Revenge / Fighter's History Dynamite		TOO BIG	WORKING		NEOGEO	320	224	0
kbash.zip	Kruckle Bash		TOO BIG	WORKING		TOPLAN	320	240	0
kbash2.zip	Kruckle Bash 2 (bootleg)		TOO BIG	WORKING	No music	TOPLAN	320	240	0
keropi.zip	Kero Kero Keroppi no Isayori Asobu (Japan)		TOO BIG	WORKING		SETA	320	240	0
ket.zip	Ketsui Kizuna Jigoku Tachi (Revision 27, Japan)		TOO BIG	TOO BIG	DSI Error / ROM too big to fit in Wii RAM	PGM	448	224	270
keta.zip	Ketsui Kizuna Jigoku Tachi (Revision 17, Japan)	ket	TOO BIG	TOO BIG	DSI Error / ROM too big to fit in Wii RAM	PGM	448	224	270
kettar.zip	Ketsui Kizuna Jigoku Tachi (Arrange Mode version 1.0, boot)	ket	TOO BIG	TOO BIG	DSI Error / ROM too big to fit in Wii RAM	PGM	448	224	270
kettar15.zip	Ketsui Kizuna Jigoku Tachi (Arrange Mode version 1.5, boot)	ket	TOO BIG	TOO BIG	DSI Error / ROM too big to fit in Wii RAM	PGM	448	224	270
kettar151.zip	Ketsui Kizuna Jigoku Tachi (Arrange Mode version 1.51, boot)	ket	TOO BIG	TOO BIG	DSI Error / ROM too big to fit in Wii RAM	PGM	448	224	270
ketb.zip	Ketsui Kizuna Jigoku Tachi (Original?, Japan)	ket	TOO BIG	TOO BIG	DSI Error / ROM too big to fit in Wii RAM	PGM	448	224	270
ketstouci.zip	Ketsui Kizuna Jigoku Tachi (MR, Slow version, hack by the King of Fighters 10th Anniversary Extra Plus boot)	ket	TOO BIG	TOO BIG	DSI Error / ROM too big to fit in Wii RAM	PGM	448	224	0
kf10nep.zip	The King of Fighters 2001 Plus (set 2, bootleg / hack)	kof2001	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kf2k1pa.zip	The King of Fighters 2001 Plus (set 2, bootleg / hack)	kof2001	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kf2k1pls.zip	The King of Fighters 2001 Plus (set 1, bootleg / hack)	kof2001	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kf2k2mp.zip	The King of Fighters 2002 Magic Plus (bootleg)	kof2002	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kf2k2mp2.zip	The King of Fighters 2002 Magic Plus (bootleg)	kof2002	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kf2k2pla.zip	The King of Fighters 2002 Plus (bootleg set 2)	kof2002	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kf2k2plb.zip	The King of Fighters 2002 Plus (bootleg set 3)	kof2002	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kf2k2plc.zip	The King of Fighters 2002 Super (bootleg)	kof2002	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kf2k2pls.zip	The King of Fighters 2002 Super (bootleg)	kof2002	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kf2k2ps2.zip	The King of Fighters 2002 (PlayStation 2 ver 0.4, EGHT)	kof2002	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kf2k3bl.zip	The King of Fighters 2003 (bootleg set 1)	kof2003	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kf2k3blu.zip	The King of Fighters 2003 (bootleg set 2)	kof2003	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kf2k3bch.zip	The King of Fighters 2003 (dedicated PCB version, Japan region)	kof2003	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kf2k3pl.zip	The King of Fighters 2004 Plus / Hero (bootleg)	kof2003	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kf2k3upl.zip	The King of Fighters 2004 Ultra Plus (bootleg)	kof2003	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kf2k4ps.zip	The King of Fighters Special Edition 2004 Plus (bootleg)	kof2002	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kf2k5uni.zip	The King of Fighters 10th Anniversary 2005 Unique (boo)	kof2002	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kidniki.zip	Kid Niki - Radical Ninja (World)		WORKING	WORKING		IREM	384	256	0
kidnikiu.zip	Kid Niki - Radical Ninja (US)	kidniki	WORKING	WORKING		IREM	384	256	0
kikucubc.zip	Melny, Jima (Japan)	kikucubc	WORKING	WORKING		IREM	384	256	0
kikucubh.zip	Cubele		WORKING	WORKING		IREM	384	256	0
killbid.zip	The Killing Blade (V109, China)		TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PGM	448	224	0
killbid104.zip	The Killing Blade (V104)	killbid	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PGM	448	224	0
kingball.zip	King & Balloon (US)		WORKING	WORKING		GALAXIAN	768	224	90
kingballj.zip	King & Balloon (Japan)	kingball	WORKING	WORKING		GALAXIAN	768	224	90
kingdmpg.zip	Kingdom Grandprix (World)		TOO BIG	WORKING		TOPLAN	320	240	270
kizuna.zip	Kizuna Encounter - Super Tag Battle / FuFu Super Tag Battle		TOO BIG	WORKING		NEOGEO	320	224	0
knights.zip	Knights of the Round (911127 etc)		WORKING	WORKING		CAPCOM CPS 1	384	224	0
knightsb.zip	Knights of the Round (bootleg set 1 with YM2151 + 2xM)	knights	WORKING	WORKING		CAPCOM CPS 1	384	224	0
knightsb2.zip	Knights of the Round (bootleg set 2, 911127 etc)	knights	WORKING	WORKING		CAPCOM CPS 1	384	224	0
knightsb3.zip	Knights of the Round (bootleg set 3, 911127 Japan)	knights	WORKING	WORKING		CAPCOM CPS 1	384	224	0
knightsb4.zip	Knights of the Round (bootleg set 4 with YM2151 + 2xM)	knights	WORKING	WORKING		CAPCOM CPS 1	384	224	0
knightsb5.zip	Knights of the Round (hack set 1)	knights	WORKING	WORKING		CAPCOM CPS 1	384	224	0
knightsb6.zip	Knights of the Round (hack set 2)	knights	WORKING	WORKING		CAPCOM CPS 1	384	224	0
knightsb7.zip	Knights of the Round (hack set 3)	knights	WORKING	WORKING		CAPCOM CPS 1	384	224	0
knightsb8.zip	Knights of the Round (hack set 4)	knights	WORKING	WORKING		CAPCOM CPS 1	384	224	0
knightsj.zip	Knights of the Round (911127 Japan, B-Board 91634B-2)	knights	WORKING	WORKING		CAPCOM CPS 1	384	224	0
knightsja.zip	Knights of the Round (911127 Japan, B-Board 99625B-1)	knights	WORKING	WORKING		CAPCOM CPS 1	384	224	0
knightsu.zip	Knights of the Round (911127 USA)	knights	WORKING	WORKING		CAPCOM CPS 1	384	224	0
knockoutj.zip	Knock Out!	triplep		WORKING		GALAXIAN	256	224	90
kod.zip	The King of Dragons (bootleg, 910731 etc)		WORKING	WORKING		CAPCOM CPS 1	384	224	0
kodh.zip	The King of Dragons (bootleg, 910731 etc)	kod	WORKING	WORKING		CAPCOM CPS 1	384	224	0
kodda.zip	The King of Dragons (Phoenix bootleg, 910731 etc)	kod	WORKING	WORKING		CAPCOM CPS 1	384	224	0
kodh.zip	The King of Dragons (hack)	kod	WORKING	WORKING		CAPCOM CPS 1	384	224	0
kodj.zip	The King of Dragons (Japan 910805, B-Board 90629B-3)	kod	WORKING	WORKING		CAPCOM CPS 1	384	224	0
kodja.zip	The King of Dragons (Japan 910805, B-Board 99625B-1)	kod	WORKING	WORKING		CAPCOM CPS 1	384	224	0
kodr1.zip	The King of Dragons (910711 etc)	kod	WORKING	WORKING		CAPCOM CPS 1	384	224	0
kodu.zip	The King of Dragons (US 910910)	kod	WORKING	WORKING		CAPCOM CPS 1	384	224	0
kof10h.zip	The King of Fighters 10th Anniversary (bootleg)	kof2002	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kof2000.zip	The King of Fighters 2000 (NGM-2570) (NGH-2570)		TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kof2000n.zip	The King of Fighters 2000 (not encrypted)	kof2000	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kof2001.zip	The King of Fighters 2001 (NGM-262?)		TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kof2001h.zip	The King of Fighters 2001 (NGH-2621)	kof2001	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kof2002.zip	The King of Fighters 2002 (NGM-2650) (NGH-2650)		TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kof2002b.zip	The King of Fighters 2002 (bootleg)	kof2002	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kof2003.zip	The King of Fighters 2003 (NGM-2710)		TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kof2003h.zip	The King of Fighters 2003 (NGH-2710)	kof2003	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kof2k4e.zip	The King of Fighters Special Edition 2004 (bootleg)	kof2002	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kof94.zip	The King of Fighters '94 (NGM-055) (NGH-055)		TOO BIG	WORKING		NEOGEO	320	224	0
kof95.zip	The King of Fighters '95 (NGM-084)		TOO BIG	WORKING		NEOGEO	320	224	0
kof95h.zip	The King of Fighters '95 (NGH-084)	kof95	TOO BIG	WORKING		NEOGEO	320	224	0
kof96.zip	The King of Fighters '96 (NGM-214)		TOO BIG	WORKING		NEOGEO	320	224	0
kof96ae.zip	The King of Fighters '96 (Anniversary Edition, EGHT ha)	kof96	TOO BIG	WORKING		NEOGEO	320	224	0
kof96cn.zip	The King of Fighters '96 (Chinese Edition ver 1.0, hac)	kof96	TOO BIG	WORKING		NEOGEO	320	224	0
kof96ep.zip	The King of Fighters '96 (bootleg / hack)	kof96	TOO BIG	WORKING		NEOGEO	320	224	0
kof96n.zip	The King of Fighters '96 (NGM-214)	kof96	TOO BIG	WORKING		NEOGEO	320	224	0
kof97.zip	The King of Fighters '97 (NGM-2320)		TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kof97cn.zip	The King of Fighters '97 (10th Anniversary Chinese Edi)	kof97	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kof97n.zip	The King of Fighters '97 (NGH-2320)	kof97	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kof97j.zip	The King of Fighters '97 (Korean release)	kof97	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kof97oro.zip	The King of Fighters '97 oroshi plus 2003	kof97	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kof97pla.zip	The King of Fighters '97 Plus (bootleg / hack)	kof97	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kof97pls.zip	The King of Fighters '97 Plus (bootleg)	kof97	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kof97t1.zip	The King of Fighters '97 - Final Battle (hack)	kof97	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kof98.zip	The King of Fighters '98 - The Slugfest / King of Fighters '98 - dream match never ends (NGM-2420)		TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kof98ae.zip	The King of Fighters '98 (Anniversary Edition, EGHT ha)	kof98	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kof98h.zip	The King of Fighters '98 - The Slugfest / King of Figh	kof98	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kof98j.zip	The King of Fighters '98 - The Slugfest / King of Figh	kof98	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kof98ka.zip	The King of Fighters '98 - The Slugfest / King of Figh	kof98	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kof99.zip	The King of Fighters '99 - Millennium Battle (NGM-2510)		TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kof99e.zip	The King of Fighters '99 - Millennium Battle (earlier)	kof99	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kof99h.zip	The King of Fighters '99 - Millennium Battle (NGH-2510)	kof99	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kof99k.zip	The King of Fighters '99 - Millennium Battle (Korean r)	kof99	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kof99p.zip	The King of Fighters '99 - Millennium Battle (prototy	kof99	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kog.zip	King of Gladiator (The King of Fighters '97 bootleg)	kof97	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
kogkila.zip	King of Gladiator Plus (The King of Fighters '97 bootl	kof97	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
konami88.zip	Konami '88	88games		WORKING		KONAMI	224	224	0
kong.zip	Kong (Brazil) [Bad Colours]		WORKING	WORKING	colours messed up as expected	GALAXIAN	768	224	90
kontest.zip	Konami Test Board (GX800, Japan)		CONTROLS	CONTROLS	Can't select game. There were GAME A and GAME B buttons. Select enters Service Menu.	KONAMI	256	224	0
korokoro.zip	Koro Koro Quest (Japan)		TOO BIG	GFX	Wrong color palette	CAVE	318	239	0
korosuke.zip	Korosuke Roller	crush	CONTROLS	GFX	Wrong color palette	PACMAN	288	224	90
koshen.zip	An Ekoku no Kosheen (Japan)		TOO BIG	WORKING		TAITO	320	224	0
kotm.zip	King of the Monsters (set 1)		WORKING	WORKING		NEOGEO	320	224	0
kotm2.zip	King of the Monsters 2 - The Next Thing (NGM-039) (NGH-039)		UNPLAYABLE	WORKING	Crashes on GC	NEOGEO	320	224	0
kotm2p.zip	King of the Monsters 2 - The Next Thing (prototype)	kotm2	UNPLAYABLE	WORKING	Crashes on GC	NEOGEO	320	224	0
kotmh.zip	King of the Monsters (set 2)	kotmh	WORKING	WORKING		NEOGEO	320	224	0
kov.zip	Knights of Valour - Sangoku Senki (V117)		TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PGM	448	224	0
kov100.zip	Knights of Valour - Sangoku Senki (V100, Japan)	kov	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PGM	448	224	0
kov115.zip	Knights of Valour - Sangoku Senki (V115)	kov	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PGM	448	224	0
kov2.zip	Knights of Valour 2 (V107, 102, 100, Hong Kong)	kov2	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PGM	448	224	0
kov2100.zip	Knights of Valour 2 (V100, 100, 100, Hong Kong)	kov2	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PGM	448	224	0
kov2101.zip	Knights of Valour 2 (V101, 101, 100, Hong Kong)	kov2	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PGM	448	224	0
kov2102.zip	Knights of Valour 2 (V102, 101, 100, Hong Kong)	kov2	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PGM	448	224	0
kov2103.zip	Knights of Valour 2 (V103, 101, 100, Hong Kong)	kov2	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PGM	448		

FILE NAME	GAME TITLE	Parent	GC Status	Wii Status	Known issue / Bug Description	Platform	Screen Width	Screen Height	Rotation
kovshb.zip	Knights of Valour Superheroes / Sangoku Senki Superher	kovsh	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PGM	448	224	0
kovshb2.zip	Knights of Valour Super Heroes Plus / Sangoku Senki Super Heroes Plus (ver. 100) [Imperfect Protection Emulat	kovsh	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PGM	448	224	0
kovshpa.zip	Knights of Valour Super Heroes Plus / Sangoku Senki Su	kovshp	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PGM	448	224	0
kovshas.zip	Knights of Valour: Ao Shi San Guo / Sangoku Senki: Ao	kovshp	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PGM	448	224	0
kozure.zip	Kozure Ookami (Japan) [Imperfect Graphics]			GFX	Endianness issue?	MISC (PRE 90)	320	240	0
kuhga.zip	Kuhga - Operation Code Vagor Trail (Japan revision 3	vaportra	TOO BIG		Endianness issue?	DATA EAST	256	240	270
kungfub.zip	Kung-Fu Master (bootleg set 1)	kungfum	WORKING	GFX	Endianness issue?	IREM	256	256	0
kungfub2.zip	Kung-Fu Master (bootleg set 2)	kungfum	WORKING	GFX	Endianness issue?	IREM	256	256	0
kungfub3.zip	Kung-Fu Master (bootleg set 3)	kungfum	WORKING	GFX	Endianness issue?	IREM	256	256	0
kungfum.zip	Kung-Fu Master	kungfum	WORKING	WORKING		IREM	256	256	0
kungfumd.zip	Kung-Fu Master (Data East)	kungfum	WORKING	WORKING		IREM	256	256	0
kunikun.zip	Nekketsu Kouha Kunio-kun (Japan)	renegade	WORKING	WORKING		TECHNOS	240	240	0
kuniokunb.zip	Nekketsu Kouha Kunio-kun (Japan bootleg)	renegade	WORKING	WORKING		TECHNOS	240	240	0
kyustkr.zip	Last Striker / Kyuskyoku no Striker	ladybug	WORKING	WORKING		TAITO	384	240	180
ladybgb2.zip	Lady Bug (bootleg set 2)	ladybug	WORKING	WORKING		GALAXIAN	256	224	90
ladybug.zip	Lady Bug	ladybug	WORKING	WORKING		GALAXIAN	240	192	270
ladybugb.zip	Lady Bug (bootleg set 1)	ladybug	WORKING	WORKING		GALAXIAN	240	192	270
ladybugg.zip	Lady Bug (bootleg on Galaxian hardware)	ladybug	WORKING	WORKING		GALAXIAN	256	224	270
lans2004.zip	Lansquenet 2004 (Shook Troopers - 2nd Squad bootleg)	shockr2	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
lastblad.zip	The Last Blade / Bakumatsu Roman - Gekka no Kenshi (NGM-2340)	lastblad	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
lastblad2.zip	The Last Blade / Bakumatsu Roman - Gekka no Kenshi (NG	lastblad	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
lastblt2.zip	The Last Blade 2 / Bakumatsu Roman - Dai Ni Maku Gekka no Kenshi (NGM-2430)(NGH-2430)	lastblad	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
lastduel.zip	Last Duel (US New Ver.)		GFX	GFX	Graphics are garbled (endianness issue)	CAPCOM	384	240	270
lastduelb.zip	Last Duel (bootleg)	lastduel	GFX	GFX	Graphics are garbled (endianness issue)	CAPCOM	384	240	270
lastduell.zip	Last Duel (Japan)	lastduel	GFX	GFX	Graphics are garbled (endianness issue)	CAPCOM	384	240	270
lastduelo.zip	Last Duel (US Old Ver.)	lastduel	GFX	GFX	Graphics are garbled (endianness issue)	CAPCOM	384	240	270
lastmian.zip	Last Mission (US revision 6)	lastmian	SLOW	WORKING		DATA EAST	256	240	270
lastmianj.zip	Last Mission (Japan)	lastmian	SLOW	WORKING		DATA EAST	256	240	270
lastmiano.zip	Last Mission (US revision 5)	lastmian	SLOW	WORKING		DATA EAST	256	240	270
lastsol2.zip	The Last Soldier (Korean release of The Last Blade)	lastsol2	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
lastsurv.zip	Last Survivor (FD1094 317-0083)	lastsol2	TOO BIG	SLOW	Too demanding for the Wii CPU	SEGA	320	224	0
lbowling.zip	League Bowling (NGM-019)(NGH-019)		WORKING	WORKING		NEOGEO	320	224	0
ldrun.zip	Lode Runner (set 1)	ldrun	WORKING	WORKING		IREM	384	256	0
ldrun2.zip	Lode Runner I - The Bungeling Strikes Back	ldrun	WORKING	WORKING		IREM	384	256	0
ldrun3.zip	Lode Runner III - The Golden Labyrinth	ldrun	WORKING	WORKING		IREM	384	256	0
ldrun32.zip	Lode Runner III - Majin No Fukukatsu	ldrun	WORKING	WORKING		IREM	384	256	0
ldrun4.zip	Lode Runner IV - Teikoku Karano Dasshutsu	ldrun	WORKING	WORKING		IREM	384	256	0
ldruna.zip	Lode Runner (set 2)	ldrun	WORKING	WORKING		IREM	384	256	0
leaguerm.zip	Yakyuu Kakutoku League-Man (Japan)	rbatman		WORKING		IREM	320	240	0
ledstorm.zip	Led Storm (US)	madgear	TOO BIG	WORKING		CAPCOM	384	240	270
ledstorm2.zip	Led Storm Rally 2011 (US)	madgear	TOO BIG	WORKING		CAPCOM	384	240	90
legend.zip	Legend of Success Joe / Ashitano Joe Densetsu		WORKING	WORKING		MISC (PRE 90)	288	224	0
legendso.zip	Legend of Success Joe / Ashitano Joe Densetsu		WORKING	WORKING		NEOGEO	320	224	0
legion.zip	Chouji Meikyu Legion (ver 2.03) [Imperfect Graphics]	legion	GFX	GFX	Endianness issue?	MISC (PRE 90)	288	224	270
legionc.zip	Chouji Meikyu Legion (ver 1.05)	legion	GFX	GFX	Endianness issue?	MISC (PRE 90)	288	224	270
lemmings.zip	Lemmings (US prototype)		UNPLAYABLE	WORKING	Crashes on GC	DATA EAST	320	224	0
lethal.zip	Lethal Thunder (World) [Imperfect sound and graphics]		TOO BIG	SLOW		IREM	320	240	270
levers.zip	Levers		WORKING	WORKING		GALAXIAN	768	224	90
lghost.zip	Laser Ghost (set 2, World, 317-0166)	lghost	WORKING	UNPLAYABLE	Light gun. Can't get passed Gun Adjust screen.	SEGA	320	224	0
lghost2.zip	Laser Ghost (set 1, US, 317-0165)	lghost	TOO BIG	UNPLAYABLE	Light gun. Can't get passed Gun Adjust screen.	SEGA	320	224	0
lghtfght.zip	Lightning Fighters (World)	lghtfght	TOO BIG	WORKING		KONAMI	320	224	90
lghtfghta.zip	Lightning Fighters (Asia)	lghtfght	TOO BIG	WORKING		KONAMI	320	224	90
lghtfghtb.zip	Lightning Fighters (US)	lghtfght	TOO BIG	WORKING		KONAMI	320	224	90
liochi.zip	Last Hope CD Beta (Neo CD conversion) [Hack, Imperfect graphics]	liochi	TOO BIG	GFX	graphci glitches	NEOGEO	320	224	0
liquid.zip	Liquid Kids (World)		TOO BIG	GFX	Runs a tad slow / Sprites are upside down	TAITO	320	224	0
liquidu.zip	Liquid Kids (US)	liquid	TOO BIG	GFX	Runs a tad slow / Sprites are upside down	TAITO	320	224	0
lithero.zip	Little Hero	lithero	TOO BIG	GFX	Runs a tad slow / Sprites are upside down	IREM	384	256	0
livequiz.zip	Live Quiz Show		TOO BIG	WORKING		MISC (POST 90)	320	224	0
lizwiz.zip	Lizard Wizard		WORKING	WORKING		PACMAN	288	224	90
lkage.zip	The Legend of Kage		WORKING	WORKING		TAITO	240	224	0
lkageb2.zip	The Legend of Kage (bootleg set 1)	lkage	WORKING	WORKING		TAITO	240	224	0
lkageb3.zip	The Legend of Kage (bootleg set 2)	lkage	WORKING	WORKING		TAITO	240	224	0
lkageb4.zip	The Legend of Kage (bootleg set 3)	lkage	WORKING	WORKING		TAITO	240	224	0
lkagec.zip	The Legend of Kage (older)	lkage	WORKING	WORKING		TAITO	240	224	0
lkageoo.zip	The Legend of Kage (oldest)	lkage	WORKING	WORKING		TAITO	240	224	0
lodernf2.zip	Lode Runner - The Dig Fight (ver. B)	lodernf	TOO BIG	WORKING	This is a dual screen game.	PSIKYO	320 & 320	240 & 240	0 & 0
lodernf3.zip	Lode Runner - The Dig Fight (ver. A)	lodernf	TOO BIG	WORKING		PSIKYO	320 & 320	240 & 240	0 & 0
loffire.zip	Line of Fire / Bakudan Yarou (World, FD1094 317-0136)	loffire	TOO BIG	UNPLAYABLE	Light gun. Can't get passed Gun Adjust screen.	SEGA	320	224	0
loffire2.zip	Line of Fire / Bakudan Yarou (Japan, FD1094 317-0134)	loffire	TOO BIG	UNPLAYABLE	Light gun. Can't get passed Gun Adjust screen.	SEGA	320	224	0
loffire3.zip	Line of Fire / Bakudan Yarou (US, FD1094 317-0135)	loffire	TOO BIG	UNPLAYABLE	Light gun. Can't get passed Gun Adjust screen.	SEGA	320	224	0
logicp2.zip	Logic Pro 2 (Japan)		TOO BIG	WORKING		MISC (POST 90)	320	224	0
logicpro.zip	Logic Pro (Japan)		TOO BIG	WORKING		MISC (POST 90)	320	224	0
loht.zip	Legend of Hero Tonma	loht	TOO BIG	WORKING		IREM	384	256	0
lohtb2.zip	Legend of Hero Tonma (bootleg, set 1)	loht	UNPLAYABLE	WORKING		IREM	384	256	0
lohtc2.zip	Legend of Hero Tonma (bootleg, set 2)	loht	UNPLAYABLE	WORKING		IREM	384	256	0
lohtj.zip	Legend of Hero Tonma (Japan)	loht	UNPLAYABLE	WORKING		IREM	384	256	0
lostlgn.zip	Lord of Gun (USA) [Imperfect graphics and sound]	lostlgn	TOO BIG	WORKING	Light gun game, IR in future versions?	MISC (POST 90)	448	224	0
lostlomb.zip	Lost Tomb (Easy)	lostlomb	WORKING	WORKING		GALAXIAN	768	224	90
lostlombh.zip	Lost Tomb (Hard)	lostlomb	WORKING	WORKING		GALAXIAN	768	224	90
lostwld.zip	Lost Worlds (Japan)	lostwld	CONTROLS	CONTROLS	CONTROLS	CAPCOM CPS 1	384	224	0
lostwldo.zip	Lost Worlds (Japan Old ver.)	lostwld	CONTROLS	CONTROLS	CONTROLS	CAPCOM CPS 1	384	224	0
lotlot.zip	Lot Lot	lotlot	WORKING	WORKING		IREM	384	256	0
loverboy.zip	Lover Boy [No sound]		WORKING	WORKING		MISC (PRE 90)	256	240	90
lresort.zip	Last Resort		WORKING	WORKING		NEOGEO	320	224	0
lotb1.zip	Jonas Indiana and the Lost Temple of RA (20050717) [Homebrew]	demo		WORKING		NEOGEO	320	224	0
luctoday.zip	Lucky Today [Bad colours]		WORKING	WORKING		GALAXIAN	768	224	270
lvgr94.zip	Las Vegas Girl (Girl '94)		WORKING	WORKING		MISC (POST 90)	368	224	0
lwings.zip	Legendary Wings (US set 1)	lwings	WORKING	WORKING		CAPCOM	256	240	90
lwings2.zip	Legendary Wings (US set 2)	lwings	WORKING	WORKING		CAPCOM	256	240	90
lwingsb.zip	Legendary Wings (bootleg)	lwings	WORKING	WORKING		CAPCOM	256	240	90
lwingsj.zip	Ares no Tsubasa (Japan)	lwings	WORKING	WORKING		CAPCOM	256	240	90
macross.zip	Super Spacefortress Macross / Chou-Jikuu Yousai Macross		TOO BIG	WORKING		MISC (POST 90)	256	224	270
macross2.zip	Super Spacefortress Macross II / Chou-Jikuu Yousai Macross II		TOO BIG	WORKING		MISC (POST 90)	384	240	270
madgear.zip	Mad Gear (US)		TOO BIG	GFX	Graphics are garbled (endianness issue)	CAPCOM	384	240	270
madgearj.zip	Mad Gear (Japan)	madgear	TOO BIG	GFX	Graphics are garbled (endianness issue)	CAPCOM	384	240	270
madshark.zip	Mad Shark		TOO BIG	WORKING		SETA	384	224	270
magdrop.zip	Magic Drop (Japan, Version 1.1, 1995.06.21)	chainrec	TOO BIG	WORKING		DATA EAST	320	240	0
magdrop2.zip	Magic Drop II	chainrec	WORKING	WORKING		NEOGEO	320	224	0
magdrop3.zip	Magic Drop III	chainrec	TOO BIG	WORKING		NEOGEO	320	224	0
magdropp.zip	Magic Drop Plus 1 (Japan, Version 2.1, 1995.09.12)	chainrec	TOO BIG	WORKING		DATA EAST	320	240	0
magicbub.zip	Magic Bubble	magicbub	TOO BIG	GFX	Endianness issue?	MISC (POST 90)	320	224	0
magicbuba.zip	Magic Bubble (Adult version)	magicbub	TOO BIG	GFX	Endianness issue?	MISC (POST 90)	320	224	0
maglord.zip	Magician Lord (NGM-005)	maglord	WORKING	WORKING		NEOGEO	320	224	0
maglordh.zip	Magician Lord (NGH-005)	maglord	WORKING	WORKING		NEOGEO	320	224	0
mahoudai.zip	Mahou Daisakusen (Japan)	estricer	TOO BIG	WORKING	ROM too big to fit in Wii or GC RAM	TOARLAN	320	240	270
mahrets.zip	Mahjong Kyo Retsuden (NGM-004)(NGH-004)		WORKING	WORKING		NEOGEO	320	224	0
mainevt.zip	The Main Event (4 Players ver. Y)	mainevt	TOO BIG	WORKING		KONAMI	288	224	0
mainevt2.zip	The Main Event (2 Players ver. X)	mainevt	TOO BIG	WORKING		KONAMI	288	224	0
mainevt3.zip	The Main Event (4 Players ver. F)	mainevt	TOO BIG	WORKING		KONAMI	288	224	0
majest12.zip	Majestic Twelve - The Space Partners Part IV (Japan)		UNPLAYABLE	WORKING	Resets GC immediately	TAITO	320	224	90
majtft2.zip	Major Title 2 (World) [Imperfect sound and graphics]	majtft2	TOO BIG	SLOW		IREM	320	240	0
majtft3.zip	Major Title 3 (Japan)	majtft2	TOO BIG	SLOW		IREM	320	240	0
majtft4.zip	Major Title (World)	majtft2	TOO BIG	WORKING		IREM	384	256	0
majtft5.zip	Major Title (Japan)	majtft2	TOO BIG	WORKING		IREM	384	256	0
majuu.zip	Majuu no Ohoku	devilt	TOO BIG	UNPLAYABLE	Black screen	KONAMI	320	224	0
makamur.zip	Makai-Mura (Japan)	grg	WORKING	WORKING	sound is bad	CAPCOM	256	224	0
makamur2.zip	Makai-Mura (Japan revision C)	grg	WORKING	WORKING	sound is bad	CAPCOM	256	224	0
makamur3.zip	Makai-Mura (Japan revision G)	grg	WORKING	WORKING	sound is bad	CAPCOM	256	224	0
maketrax.zip	Make Trax (set 1)	crush	WORKING	UNPLAYABLE	Black screen	PACMAN	288	224	270
maketrax2.zip	Make Trax (set 2)	crush	WORKING	UNPLAYABLE	Black screen	PACMAN	288	224	270
makyosen.zip	Makyuu Senshi (Japan)	gondo	WORKING	UNPLAYABLE	Black screen	DATA EAST	256	240	270
mangchi.zip	Mang-Chi		TOO BIG	WORKING		MISC (POST 90)	256	224	0
maniacsp.zip	Maniac Square (prototype)	maniacsq	UNPLAYABLE	WORKING	Crashes on GC	MISC (POST 90)	320	240	0
maniacsq.zip	Maniac Square (unprotected) [Parent set for working drives]	maniacsq	UNPLAYABLE	WORKING	Crashes on GC	MISC (POST 90)	320	240	0
manylock.zip	Manny Block		UNPLAYABLE	WORKING	Crashes on GC	MISC (POST 90)	256	240	270
marineb.zip	Marine Boy		GFX	GFX	Wrong color palette	MISC (PRE 90)	256	224	0
mariner.zip	Mariner		CONTROLS	CONTROLS	Controls aren't mapped	GALAXIAN	256	224	90
mario.zip	Mario Bros. (US, Revision F) [Parent set for working drives]		UNPLAYABLE	UNPLAYABLE	Marked as non-working in FBA.	MISC (PRE 90)	256	224	0
markham.zip	Markham		GFX	GFX	Wrong color palette	MISC (PRE 90)	240	224	0
mars.zip	Mars		WORKING	WORKING		GALAXIAN	256	224	90
martmast.zip	Martial Masters (V104, 102, 102, USA)	martmast	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PGM	448	224	0
martmast2.zip	Martial Masters (V104, 102, 101, China)	martmast	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PGM	448	224	0
martmast102.zip	Martial Masters (V102, 101, 101, China)	martmast	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PGM	448	224	0
marukin.zip	Super Marukin-Ban (Japan 901017)		TOO BIG	CONTROLS	Majhong (poker) controls not mapped	MISC (POST 90)	384	240	0
marukodq.zip	Chibi Marukochan Deluxe Quiz		TOO BIG	WORKING		NEOGEO	320	224	0
masterw.zip	Master of Weapon (World) [Imperfect graphics]	masterw	UNPLAYABLE	WORKING	Endianness issue? Crashes on GC	TAITO	320	224	270
masterw2.zip	Master of Weapon (Japan)	masterw	UNPLAYABLE	GFX	Endianness issue?	TAITO	320	224	270
masterw3.zip	Master of Weapon (US)	masterw	UNPLAYABLE	GFX	Endianness issue?	TAITO	320	224	270
matchi2.zip	Match II		TOO BIG	WORKING		IREM	384	256	0
matrimo.zip	Matrimoele / Shin Gouketsuji Ichizoku Toukon (NGM-2660) (NGH-2660)	matrim	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
matrimb.zip									



FILE NAME	GAME TITLE	Parent	GC Status	Wii Status	Known issue / Bug Description	Platform	Screen Width	Screen Height	Rotation
mcatadv.zip	Magic Cat Adventure (Japan)	mcatadv	TOO BIG	WORKING		MISC (POST 90)	320	224	0
mcatadv.zip	Magic Cat Adventure (Japan)	mcatadv	TOO BIG	WORKING		MISC (POST 90)	320	224	0
mchamdpk.zip	Multi Champ Deluxe (ver. 0106, 06/01/2000)	mchamdpk	TOO BIG	WORKING		MISC (POST 90)	320	240	0
mchamdpk.zip	Multi Champ Deluxe (ver. 1126, 26/11/1999)	mchamdpk	TOO BIG	WORKING		MISC (POST 90)	320	240	0
megablst.zip	Mega Blast (World)		TOO BIG	SLOW	Background is garbled/ Too demanding for the Wii CPU	TAITO	320	224	0
megablst.zip	Mega Blast (Japan)	megablst	TOO BIG	SLOW	Background is garbled/ Too demanding for the Wii CPU	TAITO	320	224	0
megablst.zip	Mega Blast (US)	megablst	TOO BIG	SLOW	Background is garbled/ Too demanding for the Wii CPU	TAITO	320	224	0
megadon.zip	Megadon		WORKING	WORKING		MISC (PRE 90)	272	236	270
megaman.zip	Mega Man - the power battle (951006 USA)		WORKING	WORKING		CAPCOM CPS 1	384	224	0
megaman2.zip	Mega Man 2 - the power fighters (960708 USA)		WORKING	WORKING		CAPCOM CPS 2	384	224	0
megaman2a.zip	Mega Man 2 - the power fighters (960708 Asia)	megaman2	WORKING	WORKING		CAPCOM CPS 2	384	224	0
megaman2h.zip	Mega Man 2 - the power fighters (960712 Hispanic)	megaman2	WORKING	WORKING		CAPCOM CPS 2	384	224	0
megamana.zip	Mega Man - the power battle (951006 Asia)	megaman	WORKING	WORKING		CAPCOM CPS 1	384	224	0
megamn2d.zip	Mega Man 2 - the power fighters (960708 USA Phoenix Ed)	megaman2	WORKING	WORKING		CAPCOM CPS 2	384	224	0
meijnen.zip	Meijinsen		WORKING	WORKING		MISC (PRE 90)	232	224	0
mekiyuh.zip	Mekiyuu Hunter G (Japan, set 1)	ghostb		WORKING		DATA EAST	256	240	0
mekiyuha.zip	Mekiyuu Hunter G (Japan, set 2)	ghostb		WORKING		DATA EAST	256	240	0
merc3.zip	Mercs (900302 etc)	merc3	WORKING	WORKING		CAPCOM CPS 1	384	224	270
merc3.zip	Senjo no Ookami II (Ookami 2 900302 Japan)	merc3	WORKING	WORKING		CAPCOM CPS 1	384	224	270
merc3u.zip	Mercs (900606 USA)	merc3	WORKING	WORKING		CAPCOM CPS 1	384	224	270
merc3u1.zip	Mercs (900302 USA)	merc3	WORKING	WORKING		CAPCOM CPS 1	384	224	270
metafox.zip	Meta Fox (Imperfect inputs)		TOO BIG	UNPLAYABLE	Black-ish screen with what looks like half-drawn letters?	SETA	384	224	270
metaltb.zip	Metal Black (World)		TOO BIG	GFX-SLOW	Too demanding for the Wii CPU	TAITO	320	224	0
metaltb.zip	Metal Black (Japan)	metaltb	TOO BIG	GFX-SLOW	Too demanding for the Wii CPU	TAITO	320	224	0
metalsv.zip	Metal Saver		TOO BIG	GFX	Endianness issue?	MISC (POST 90)	320	240	0
metmqgr.zip	Melanoquester (International)		TOO BIG	WORKING		CAVE	384	240	0
metrcors.zip	Metro-Cross (set 1)	metrcors	WORKING	WORKING		MISC (PRE 90)	288	224	0
metrcors2.zip	Metro-Cross (set 2)	metrcors	WORKING	WORKING		MISC (PRE 90)	288	224	0
mgakuen.zip	Mahjong Gakuen		TOO BIG	CONTROLS	Mahjong controls not mapped	MISC (PRE 90)	384	240	0
mgakuen2.zip	Mahjong Gakuen 2 Gakuen-dou no Fukushima		TOO BIG	CONTROLS	Mahjong controls not mapped	MISC (PRE 90)	384	240	0
mgcrystl.zip	Magic Crystals (World, 92/01/10)		TOO BIG	GFX	Graphics are garbled (endianness issue?)	KANEKO	256	224	0
mgcrystl.zip	Magic Crystals (Japan, 92/01/13)	mgcrystl	TOO BIG	GFX	Graphics are garbled (endianness issue?)	KANEKO	256	224	0
mgcrystl2.zip	Magic Crystals (World, 91/12/10)	mgcrystl	TOO BIG	GFX	Graphics are garbled (endianness issue?)	KANEKO	256	224	0
mia.zip	M.I.A. - Missing in Action (ver. 1)	mia	UNPLAYABLE	WORKING	Resets GC immediately	KONAMI	304	224	0
mia2.zip	M.I.A. - Missing in Action (ver. 2)	mia	UNPLAYABLE	WORKING	Resets GC immediately	KONAMI	304	224	0
miaj.zip	M.I.A. - Missing in Action (Japan)	mia	UNPLAYABLE	WORKING	Resets GC immediately	KONAMI	304	224	0
midres.zip	Midnight Resistance (World)	midres	TOO BIG	SLOW	use MAME	DATA EAST	256	240	0
midresj.zip	Midnight Resistance (Japan)	midres	TOO BIG	SLOW	use MAME	DATA EAST	256	240	0
midresu.zip	Midnight Resistance (US)	midres	TOO BIG	SLOW	use MAME	DATA EAST	256	240	0
miechng.zip	Money Puzzle Exchanger / Money Idol Exchanger		UNPLAYABLE	WORKING	Crashes on GC	NEOGEO	320	224	0
mimmonkey.zip	Mighty Monkey		WORKING	WORKING		GALAXIAN	256	224	90
mimonsco.zip	Mighty Monkey (bootleg on Super Cobra hardware)	mimmonkey	WORKING	WORKING		GALAXIAN	256	224	90
mimonscr.zip	Mighty Monkey (bootleg on Scramble hardware)	mimmonkey	WORKING	WORKING		GALAXIAN	256	224	90
minasanz.zip	Minasanz Otagesamadesuf Daiyugorokutakai (MON-001)(MOH-001)		WORKING	WORKING		NEOGEO	320	224	0
minefld.zip	Minefield		CONTROLS	CONTROLS	Controls aren't mapped	GALAXIAN	256	224	90
minvdr.zip	Minvader		WORKING	WORKING		TAITO	256	224	0
missw6l.zip	Miss Mister World '96 (Nude)	missw6l	TOO BIG	WORKING		MISC (POST 90)	256	224	0
missw6l.zip	Miss Mister World '96 (Nude)	missw6l	TOO BIG	GFX	Endianness issue?	MISC (POST 90)	256	224	0
mizubaku.zip	Mizubaku Daibouken (Japan)	liquick	TOO BIG	GFX	Endianness issue?	TAITO	320	224	0
mjkaimai.zip	Yakakusamonzogastri Mahjong Yonshimai (Japan)		TOO BIG	WORKING		SETA	384	240	0
mkjaste.zip	Mahjong G-Taste		TOO BIG	WORKING		PSIKYO	320	224	0
mjleague.zip	Major League		UNPLAYABLE	WORKING	Crashes on GC. On Wii: can't seem to bat. Control scheme?	SEGA	320	224	270
mjqquest.zip	Mahjong Quest (Japan)		TOO BIG	CONTROLS	Mahjong controls not mapped	TAITO	320	224	0
mjqquestb.zip	Mahjong Quest (No Nudity)	mjqquest	TOO BIG	CONTROLS	Mahjong controls not mapped	TAITO	320	224	0
mmancp2.zip	Mega Man - The Power Battle (951006 USA, SAMPLE Versio	megaman	WORKING	CONTROLS	Mahjong controls not mapped	CAPCOM CPS 2	384	224	0
mmatrix.zip	Mars Matrix (000412 USA)		TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
mmatrixd.zip	Mars Matrix (000412 USA Phoenix Edition)	mmatrix	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
mmatrixj.zip	Mars Matrix (000412 Japan)	mmatrix	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
mmofflzt.zip	Maze of Flott (Japan)		TOO BIG	WORKING	A tad slow	TAITO	320	240	270
mogura.zip	Mogura Desse (Konami test board)		WORKING	WORKING		KONAMI	320	256	0
mole.zip	Mole Attack		GFX	GFX	Graphics are garbled	MISC (PRE 90)	320	200	0
moonoko.zip	Momoko 120%		WORKING	WORKING		MISC (PRE 90)	240	216	0
moonal2.zip	Moon Alien Part 2	galaxian	WORKING	WORKING		GALAXIAN	768	224	90
moonal2b.zip	Moon Alien Part 2 (older version)	galaxian	WORKING	WORKING		GALAXIAN	768	224	90
moonah.zip	Moon Alien	galaxian	WORKING	WORKING		GALAXIAN	768	224	90
mooncmw.zip	Moon War (Moon Cresta bootleg)	mooncrst	WORKING	WORKING		GALAXIAN	768	224	90
mooncpcp.zip	Moon Cresta (Petaco S.A. Spanish bootleg)	mooncrst	UNPLAYABLE	WORKING	Crashes on GC	GALAXIAN	768	224	90
mooncrg.zip	Moon Cresta (Electrogame S.A. Spanish bootleg)	mooncrst	UNPLAYABLE	WORKING	Crashes on GC	GALAXIAN	768	224	90
mooncrg2.zip	Moon Cresta (Galaxian hardware)	mooncrst	WORKING	WORKING		GALAXIAN	768	224	270
mooncrgs2.zip	Moon Cresta (bootleg set 2)	mooncrst	WORKING	WORKING		GALAXIAN	768	224	90
mooncrgs3.zip	Moon Cresta (bootleg set 3)	mooncrst	WORKING	WORKING		GALAXIAN	768	224	90
mooncrg4.zip	Moon Crest	mooncrst	WORKING	WORKING		GALAXIAN	768	224	90
mooncrg5.zip	Moon Cresta (bootleg set 1)	mooncrst	WORKING	WORKING		GALAXIAN	768	224	90
mooncrgs1.zip	Cresta Mundo (Laguna S.A. Spanish Moon Cresta bootleg)	mooncrst	UNPLAYABLE	WORKING	Crashes on GC	GALAXIAN	768	224	90
mooncrgs2.zip	Moon Cresta (Nichibutsu)	mooncrst	WORKING	WORKING		GALAXIAN	768	224	90
mooncrgs3.zip	Moon Cresta (Gremlin)	mooncrst	WORKING	WORKING		GALAXIAN	768	224	90
mooncrgs4.zip	Moon Cresta (Nichibutsu, old rev)	mooncrst	WORKING	WORKING		GALAXIAN	768	224	90
mooncrgs5.zip	Moon Cresta (Nichibutsu USA, unencrypted)	mooncrst	WORKING	WORKING		GALAXIAN	768	224	90
mooncrgs6.zip	Moon Cresta (Nichibutsu UK)	mooncrst	WORKING	WORKING		GALAXIAN	768	224	90
mooncrgs7.zip	Moon Cresta (Nichibutsu UK, unencrypted)	mooncrst	WORKING	WORKING		GALAXIAN	768	224	90
mooncrgs8.zip	Moon Cresta (Nichibutsu UK, unencrypted)	mooncrst	WORKING	WORKING		GALAXIAN	768	224	90
mooncrgs9.zip	Moon Quasar	moonwar	WORKING	WORKING		GALAXIAN	768	224	90
moonwar.zip	Moonwar	moonwar	WORKING	WORKING		GALAXIAN	768	224	90
moonwara.zip	Moonwar (older)	moonwar	WORKING	WORKING		GALAXIAN	768	224	90
moonwara2.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara3.zip	More More Plus		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara4.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara5.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara6.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara7.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara8.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara9.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara10.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara11.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara12.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara13.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara14.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara15.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara16.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara17.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara18.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara19.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara20.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara21.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara22.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara23.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara24.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara25.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara26.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara27.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara28.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara29.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara30.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara31.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara32.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara33.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara34.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara35.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara36.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara37.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara38.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara39.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara40.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara41.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara42.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara43.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara44.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara45.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara46.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara47.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara48.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara49.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara50.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara51.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara52.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara53.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara54.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara55.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara56.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara57.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara58.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara59.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara60.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara61.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara62.zip	More More		TOO BIG	WORKING		MISC (POST 90)	256	224	0
moonwara63.zip	More More		TOO BIG</						

FILE NAME	GAME TITLE	Parent	GC Status	Wii Status	Known issue / Bug Description	Platform	Screen Width	Screen Height	Rotation
mslugh.zip	Metal Slug 5 (NGH-2680)	mslug5	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEO GEO	320	224	0
mslug.zip	Metal Slug X - Super Vehicle-001 (NGM-2500)(NGH-2500)	mslug	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEO GEO	320	224	0
mspacmab.zip	Ms. Pacman (bootleg)	mspacman	WORKING	WORKING		PACMAN	288	224	90
mspacman.zip	Ms. Pacman	mspacman	WORKING	WORKING		PACMAN	288	224	90
mspacmanbg.zip	Ms. Pac-Man (Made in Greece bootleg)	mspacman	UNPLAYABLE	WORKING	Crashes on GC.	PACMAN	288	224	90
mspacman1.zip	Ms. Pac-Man	mspacman	WORKING	WORKING		PACMAN	288	224	90
mspacmbe.zip	Ms. Pac-Man (bootleg, encrypted)	mspacman	WORKING	WORKING		PACMAN	288	224	90
mspacmrf.zip	Ms. Pac-Man (with speedup hack)	mspacman	WORKING	WORKING		PACMAN	288	224	90
mspacpla.zip	Ms. Pac-Man Plus	mspacman	WORKING	WORKING		PACMAN	288	224	90
mspuzzle.zip	Miss Puzzle		TOO BIG	GFX	Endianness issue?	MISC (POST 90)	320	224	0
mspuzzle2.zip	Miss Puzzle (Clone of Gumbo)	gumbo	GFX	GFX	Endianness issue?	MISC (POST 90)	320	224	0
mspuzzle3.zip	Miss Puzzle (Nudes)	mspuzzle	TOO BIG	GFX	Endianness issue?	MISC (POST 90)	320	224	0
msstadium.zip	Main Stadium (Japan ver. 4)	bottoms	TOO BIG	GFX	Endianness issue?	KONAMI	288	224	0
msworld.zip	Monsters World	spang	WORKING	WORKING		MISC (POST 90)	384	240	0
msword.zip	Magic Sword - heroic fantasy (25.07.1990 other country)		WORKING	WORKING		CAPCOM CPS 1	384	224	0
msword1.zip	Magic Sword (23.06.1990 Japan)	msword	WORKING	WORKING		CAPCOM CPS 1	384	224	0
msword11.zip	Magic Sword - heroic fantasy (23.06.1990 other country)	msword	WORKING	WORKING		CAPCOM CPS 1	384	224	0
msword12.zip	Magic Sword - heroic fantasy (25.07.1990 USA)	msword	WORKING	WORKING		CAPCOM CPS 1	384	224	0
mtwins.zip	Mega Twins (chiki chiki boys 900619 etc)		WORKING	WORKING		CAPCOM CPS 1	384	224	0
mugsmash.zip	Mug Smashers		TOO BIG	WORKING		MISC (POST 90)	320	240	0
multchmp.zip	Multi Champ (World)		TOO BIG	WORKING		MISC (POST 90)	320	240	0
multchmp1.zip	Multi Champ (Korea)	multchmp	TOO BIG	WORKING		MISC (POST 90)	320	240	0
mustang.zip	US AAF Mustang (25th May, 1990)		TOO BIG	WORKING	No music, expected behavior	MISC (POST 90)	256	224	0
mustangb.zip	US AAF Mustang (bootleg)	mustang	TOO BIG	WORKING	No music, expected behavior	MISC (POST 90)	256	224	0
mustang2.zip	US AAF Mustang (TAB Austria bootleg)	mustang	TOO BIG	WORKING	No music, expected behavior	MISC (POST 90)	256	224	0
mustang3.zip	US AAF Mustang (25th May, 1990 / Seoul Trading)	mustang	TOO BIG	WORKING	No music, expected behavior	MISC (POST 90)	256	224	0
mutantf.zip	Mutant Fighter (World ver EM-5)		TOO BIG	SLOW		DATA EAST	320	240	0
mutantf3.zip	Mutant Fighter (World ver EM-3)	mutantf	TOO BIG	SLOW		DATA EAST	320	240	0
mutantf4.zip	Mutant Fighter (World ver EM-4)	mutantf	TOO BIG	SLOW		DATA EAST	320	240	0
mutnat.zip	Mutation Nation (NGM-014)(NGH-014)		WORKING	WORKING		NEO GEO	320	224	0
mvp.zip	MVP (set 2, US, FD1094 317-0143)		TOO BIG	WORKING		SEGA	320	224	0
mvp1.zip	MVP (set 1, Japan, FD1094 317-0142)	mvp	TOO BIG	WORKING		SEGA	320	224	0
mvsc.zip	Marvel vs Capcom - clash of super heroes (980123 Euro)		TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
mvsc1.zip	Marvel vs Capcom - clash of super heroes (980123 Asia)	mvsc	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
mvsc1.1.zip	Marvel vs Capcom - clash of super heroes (980123 Asia)	mvsc	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
mvscb.zip	Marvel vs Capcom - clash of super heroes (980123 Brazil)	mvsc	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
mvsc2.zip	Marvel vs Capcom - clash of super heroes (980123 Hispa)	mvsc	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
mvsc3.zip	Marvel vs Capcom - clash of super heroes (980123 USA)	mvsc	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
mvscf1.zip	Marvel vs Capcom - clash of super heroes (980123 Japan)	mvsc	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
mvscjg1.zip	Marvel vs Capcom - clash of super heroes (980123 Japan)	mvsc	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
mvscf1.1.zip	Marvel vs Capcom - clash of super heroes (980123 Euro)	mvsc	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
mvscu1.zip	Marvel vs Capcom - clash of super heroes (980123 USA)	mvsc	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
mvscud.zip	Marvel vs Capcom - clash of super heroes (980123 USA P)	mvsc	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
mvscu1.1.zip	Marvel vs Capcom - clash of super heroes (971222 USA)	mvsc	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
mwalk1.zip	Michael Jackson's Moonwalker (set 3, World, FD1094/8751 317-0159)	mwalk	NON-WORKING	NON-WORKING	Marked as non-working in FBA.	SEGA	320	224	0
mwalk2.zip	Michael Jackson's Moonwalker (bootleg)	mwalk	NON-WORKING	NON-WORKING	Marked as non-working in FBA.	SEGA	320	224	0
myangel.zip	Kosodate Quiz My Angel (Japan)		TOO BIG	WORKING		SETA	376	240	0
myangel2.zip	Kosodate Quiz My Angel 2 (Japan)		TOO BIG	WORKING		SETA	376	240	0
myhero.zip	My Hero (US, not encrypted)		TOO BIG	WORKING		SEGA	512	224	0
myhenk.zip	My Hero (Korea)	myhero	WORKING	WORKING		SEGA	512	224	0
mystici.zip	Mystic Riders (World) [Imperfect sound and graphics]		TOO BIG	SLOW		IREM	320	240	0
mysticrib.zip	Mystic Riders (bootleg?)	mystici	TOO BIG	SLOW		IREM	320	240	0
mystaton.zip	Mysterious Stones - Dr. John's Adventure	mystaton	WORKING	WORKING		TECHNOS	256	240	270
mystatono.zip	Mysterious Stones - Dr. Kick in Adventure	mystaton	WORKING	WORKING		TECHNOS	256	240	270
mystatono1.zip	Mysterious Stones - Dr. Kick in Adventure (Itisa PCB)	mystaton	WORKING	WORKING		TECHNOS	256	240	270
nam1975.zip	NAM-1975 (NGM-001)(NGH-001)		WORKING	WORKING		NEO GEO	320	224	0
namame.zip	Namame de Magic!		TOO BIG	WORKING		MISC (POST 90)	320	240	0
nastar.zip	Nastar (World)		TOO BIG	GFX	Endianness issue?	TAITO	320	224	0
nastarw.zip	Nastar Warrior (US)	nastar	TOO BIG	GFX	Endianness issue?	TAITO	320	224	0
nbatmanu.zip	Ninja Baseball Batman (US)	nbatman		GFX	Endianness issue?	IREM	320	240	0
ncombat.zip	Ninja Combat (NGM-009)		WORKING	WORKING		NEO GEO	320	224	0
ncombath.zip	Ninja Combat (NGH-009)	ncombat	WORKING	WORKING		NEO GEO	320	224	0
ncommand.zip	Ninja Command		WORKING	WORKING		NEO GEO	320	224	0
nemo.zip	Nemo (90 11 30 etc)		WORKING	WORKING		CAPCOM CPS 1	384	224	0
nemo1.zip	Nemo (90 11 30 Japan)	nemo	WORKING	WORKING		CAPCOM CPS 1	384	224	0
neo2000.zip	Neo 2000 Demo [Demo]	demo	WORKING	WORKING		NEO GEO	320	224	0
neo3ddmo.zip	NeoGeo 3D Demo [Homebrew]	demo		WORKING		NEO GEO	320	224	0
neobatt.zip	SD Gundam Neo Battling (Japan)		TOO BIG	WORKING		SETA	384	240	270
neobomber.zip	Neo Bomberman		TOO BIG	WORKING		NEO GEO	320	224	0
neocdz.zip	Neo Geo CDZ system [System - media selected separately]	demo	TOO BIG	BIOS		NEO GEO	320	224	0
neocstv.zip	Neo CastleVania Demo [Homebrew]	demo		WORKING		NEO GEO	320	224	0
neocurp8.zip	Neo-Geo Cup '98 - The Road to the Victory		TOO BIG	WORKING		NEO GEO	320	224	0
neodem0.zip	Chase Demo (Neo Geo) [Demo]	demo		WORKING		NEO GEO	320	224	0
neodrift.zip	Neo Drift Out - New Technology		TOO BIG	WORKING		NEO GEO	320	224	0
neogalaga.zip	Galaga Demo (set 2)	neogalag		WORKING		NEO GEO	320	224	0
neogeo.zip	Neo Geo (BIOS only)		BIOS	BIOS		NEO GEO	320	224	0
neomrdo.zip	Neo Mr. Do!		WORKING	WORKING		NEO GEO	320	224	0
neonopon.zip	Neo No Panapon (beta) [Homebrew]	demo		WORKING		NEO GEO	320	224	0
neopong.zip	Neo Pong (ver 1.1) [Homebrew]	demo		WORKING		NEO GEO	320	224	0
neopongia.zip	Neo Pong (ver 1.0)	neopong		WORKING		NEO GEO	320	224	0
neothndr.zip	Neo Thunder [Homebrew, sebastianmhai.com]	demo		WORKING		NEO GEO	320	224	0
neoww2.zip	WW2 Demo - Arcade Development Project [Homebrew]			WORKING		NEO GEO	320	224	0
newapunk.zip	New Atomic Punk - Global Quest (US)	bmanw	UNPLAYABLE	WORKING	Crashes on GC	IREM	320	240	0
newfant.zip	New F Fantasia		TOO BIG	GFX	Endianness issue?	MISC (POST 90)	256	224	90
newfant1.zip	New Fantasia (set 2)	newfant	TOO BIG	GFX	Endianness issue?	MISC (POST 90)	256	224	90
newpuc2.zip	New Puck-X	puckman	WORKING	GFX	Endianness issue?	PACMAN	288	224	90
newpuc2b.zip	New Puck-X	puckman	WORKING	GFX	Endianness issue?	PACMAN	288	224	90
newpuck2.zip	New Puck-X	puckman	WORKING	GFX	Endianness issue?	PACMAN	288	224	90
news.zip	News (set 1)		WORKING	WORKING		MISC (POST 90)	256	224	0
news2.zip	News (set 2)	news	WORKING	WORKING		MISC (POST 90)	256	224	0
newsin7.zip	New Sinbad 7		WORKING	WORKING		GALAXIAN	256	224	90
ngemc2.zip	NGEMC2 (beta 2006-01-18) [Homebrew]	demo		WORKING		NEO GEO	320	224	0
ngfngf.zip	Frog Fast (Neo Geo) [Homebrew]	demo		WORKING		NEO GEO	320	224	0
ngfdemo.zip	NGF Transparency Demo [Homebrew, redamornet.net]	demo		WORKING		NEO GEO	320	224	0
nightstr.zip	Night Striker (Japan)		TOO BIG	CONTROLS-SLOW	Left does Down-Left, Right does Up-Right, Up and Down do nothing	TAITO	320	240	0
nightstr1.zip	Night Striker (World)	nightstr	TOO BIG	CONTROLS-SLOW	Left does Down-Left, Right does Up-Right, Up and Down do nothing	TAITO	320	240	0
nightstru.zip	Night Striker (US)	nightstr	TOO BIG	CONTROLS-SLOW	Left does Down-Left, Right does Up-Right, Up and Down do nothing	TAITO	320	240	0
ninja.zip	The Ninja Kids (World)	seganin	CONTROLS-SLOW	CONTROLS-SLOW	Left does Down-Left, Right does Up-Right, Up and Down do nothing	SEGA	512	224	0
ninja1.zip	The Ninja Kids (Japan)	ninja1	TOO BIG	WORKING		TAITO	320	224	0
ninja2.zip	The Ninja Kids (US)	ninja2	TOO BIG	WORKING		TAITO	320	224	0
ninjak1.zip	The Ninja Kids (Japan)	ninjak	TOO BIG	WORKING		TAITO	320	224	0
ninjak2.zip	The Ninja Kids (US)	ninjak	TOO BIG	WORKING		TAITO	320	224	0
ninjasas.zip	Ninja Master's - hach-ninpo-cho		TOO BIG	WORKING		NEO GEO	320	224	0
ninjaw.zip	The Ninja Warriors (World)		TOO BIG	SLOW	Can't seem to see the main character (very Darius II like)	TAITO	288 & 288 & 288	224 & 224 & 224	0 & 0 & 0
ninjaw1.zip	The Ninja Warriors (Japan)	ninjaw	TOO BIG	SLOW	Can't seem to see the main character (very Darius II like)	TAITO	288 & 288 & 288	224 & 224 & 224	0 & 0 & 0
ninjaw2.zip	The Ninja Warriors (US)	ninjaw	TOO BIG	SLOW	Can't seem to see the main character (very Darius II like)	TAITO	288 & 288 & 288	224 & 224 & 224	0 & 0 & 0
nitd.zip	Nightmare in the Dark		TOO BIG	WORKING		NEO GEO	320	224	0
nitd1.zip	Nightmare in the Dark (bootleg)	nitd	TOO BIG	WORKING		NEO GEO	320	224	0
nitrobal.zip	Nitro Ball (US)		TOO BIG	SLOW		DATA EAST	320	240	270
nrmaster.zip	Oni - The Ninja Master (Japan)	nmqstr		SLOW	Too demanding for the Wii CPU	CAVE	384	240	0
rmgi.zip	Multi 5 / New Multi Game 5	rmgi5	TOO BIG	GFX	Endianness issue?	MISC (POST 90)	320	240	0
rmgi5.zip	Multi 5 / New Multi Game 5 (earlier)	rmgi5	TOO BIG	GFX	Endianness issue?	MISC (POST 90)	320	240	0
rmouse.zip	Naughty Mouse (set 1)		WORKING	WORKING		PACMAN	288	224	90
rmouseb.zip	Naughty Mouse (set 2)	rmouse	WORKING	WORKING		PACMAN	288	224	90
nob.zip	Noboranka (Japan)		NON-WORKING	NON-WORKING	Marked as non-working in FBA.	SEGA	512	224	270
nobb.zip	Noboranka (Japan, bootleg)	nob	NON-WORKING	NON-WORKING	Marked as non-working in FBA.	SEGA	512	224	270
nost.zip	Nostradamus		TOO BIG	WORKING		MISC (POST 90)	320	224	0
nost1.zip	Nostradamus (Japan)	nost	TOO BIG	WORKING		MISC (POST 90)	320	224	270
nostk.zip	Nostradamus (Korea)	nost	TOO BIG	WORKING		MISC (POST 90)	320	224	270
nouryoku.zip	Nouryoku Koujyou Iinkai		TOO BIG	WORKING		MISC (POST 90)	384	224	0
nprinces.zip	Ninja Princess (315-5051, 64k Ver. bootleg?)	seganin	WORKING	WORKING		SEGA	512	224	0
nprinces2.zip	Ninja Princess (315-5051, 128k Ver. bootleg?)	seganin	WORKING	WORKING		SEGA	512	224	0
nprinces3.zip	Ninja Princess (315-5058, 128k Ver.)	seganin	WORKING	WORKING		SEGA	512	224	0
nprincesu.zip	Ninja Princess (64k Ver. not encrypted)	seganin	WORKING	WORKING		SEGA	512	224	0
nrallyx.zip	New Rally X		WORKING	WORKING		MISC (PRE 90)	288	224	0
nsprit.zip	Ninja Spirit			SLOW		IREM	384	256	0
nsprit1.zip	Saigo no Nindou (Japan)	nsprit		SLOW		IREM	384	256	0
nwar1.zip	Night Warriors - darkstalkers' revenge (950316 Euro)		TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
nwar2.zip	Night Warriors - darkstalkers' revenge (950302 Asia)	nwar1	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
nwar3.zip	Night Warriors - darkstalkers' revenge (950403 Brazil)	nwar1	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
nwar4.zip	Night Warriors - darkstalkers' revenge (950403 Hispani)	nwar1	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
nwaru.zip	Night Warriors - darkstalkers' revenge (950406 USA)	nwar1	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
nwarud.zip	Night Warriors - darkstalkers' revenge (950406 USA Pho)	nwar1	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
onmygod.zip	Oh My God!		TOO BIG	WORKING		MISC (POST 90)	320	240	0
osidpuz.zip	Oishi Puzzle Ha Irimesenka		TOO BIG	WORKING		SETA	320	224	0
olds.zip	Oriental Legend Super (V101, Korea) [Imperfect Protection Emulation]		TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PGM	448	224	0
olds100.zip	Oriental Legend Special - Xi Yo Gi Shi Re Zuang Super	olds	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PGM	448	224	0
olds100a.zip	Oriental Legend Special - Xi Yo Gi Shi Re Zuang Super	olds	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PGM	448	224	0
olds100b.zip	Oriental Legend Special - Xi Yo Gi Shi Re Zuang Super	olds	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PGM	448	224	0
oldplus.zip	Oriental Legend Special Plus (Xi Yo Shi E Zuan Super Plus (ver. 205) [Incomplete Dump])		TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PGM	448	224	0
omega.zip	Omega	theend		UNPLAYABLE	DSI Error	GALAXIAN	256	224	270

FILE NAME	GAME TITLE	Parent	GC Status	Wii Status	Known issue / Bug Description	Platform	Screen Width	Screen Height	Rotation
opwolfu.zip	Operation Wolf (US)	opwolf	CONTROLS	CONTROLS	Light gun game, IR in future versions?	TAITO	320	240	0
orbtron.zip	Orbtron		WORKING	WORKING		GALAXIAN	768	224	270
orbs.zip	Orbs (107/94 prototype?)		TOO BIG	WORKING		SETA	304	240	0
orlegend.zip	Oriental Legend - Xi Yo Gi Shi Re Zuang (V126)		TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PGM	448	224	0
orlegend105k.zip	Oriental Legend (V105, Korea)	orlegend	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PGM	448	224	0
orlegend111c.zip	Oriental Legend - Xi Yo Gi Shi Re Zuang (V111, China)	orlegend	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PGM	448	224	0
orlegendc.zip	Oriental Legend - Xi Yo Gi Shi Re Zuang (V112, China)	orlegend	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PGM	448	224	0
orlegendca.zip	Oriental Legend - Xi Yo Gi Shi Re Zuang (V112 alt, Chi)	orlegend	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PGM	448	224	0
orlegendze.zip	Oriental Legend - Xi Yo Gi Shi Re Zuang (V112)	orlegend	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PGM	448	224	0
oscar.zip	Psycho-Nics Oscar (World version 0)		SLOW	WORKING		DATA EAST	256	240	0
oscarj1.zip	Psycho-Nics Oscar (Japan revision 1)	oscar	SLOW	WORKING		DATA EAST	256	240	0
oscarj2.zip	Psycho-Nics Oscar (Japan revision 2)	oscar	SLOW	WORKING		DATA EAST	256	240	0
oscaru.zip	Psycho-Nics Oscar (US)	oscar	SLOW	WORKING		DATA EAST	256	240	0
osman.zip	Osman (World)		TOO BIG	GFX	Graphics are garbled (endianness issue)	DATA EAST	320	240	0
othunder.zip	Operation Thunderbolt (World)		TOO BIG	CONTROLS	Light gun game, IR in future versions?	TAITO	320	240	0
othunderj.zip	Operation Thunderbolt (Japan)	othunder	TOO BIG	CONTROLS	Light gun game, IR in future versions?	TAITO	320	240	0
othunderu.zip	Operation Thunderbolt (US)	othunder	TOO BIG	CONTROLS	Light gun game, IR in future versions?	TAITO	320	240	0
othunderuo.zip	Operation Thunderbolt (US, older)	othunder	TOO BIG	CONTROLS	Light gun game, IR in future versions?	TAITO	320	240	0
otrurn.zip	Out Run (sidload/upright, Rev B)		UNPLAYABLE	WORKING	Slow on title screen, mostly smooth after race starts	SEGA	320	224	0
otrurnb.zip	Out Run (bootleg)	otrurn	UNPLAYABLE	WORKING	Slow on title screen, mostly smooth after race starts	SEGA	320	224	0
otrurndx.zip	Out Run (deluxe sidload)	otrurn	UNPLAYABLE	WORKING	Slow on title screen, mostly smooth after race starts	SEGA	320	224	0
otrurnu.zip	Out Run (sidload/upright)	otrurn	UNPLAYABLE	WORKING	Slow on title screen, mostly smooth after race starts	SEGA	320	224	0
otrurnva.zip	Out Run (sidload/upright, Rev A)	otrurn	UNPLAYABLE	WORKING	Slow on title screen, mostly smooth after race starts	SEGA	320	224	0
outzone.zip	Out Zone (set 1)		UNPLAYABLE	WORKING	Crashes on GC.	TOAPLAN	320	240	270
outzonea.zip	Out Zone (set 2)		UNPLAYABLE	WORKING	Crashes on GC.	TOAPLAN	320	240	270
outzoneb.zip	Out Zone (set 3, prototype?)	outzone	UNPLAYABLE	WORKING	Crashes on GC.	TOAPLAN	320	240	270
outzonec.zip	Out Zone (set 4)	outzone	UNPLAYABLE	WORKING	Crashes on GC.	TOAPLAN	320	240	270
outzonee.zip	Out Zone (set 5)	outzone	UNPLAYABLE	WORKING	Crashes on GC.	TOAPLAN	320	240	90
overtop.zip	Over Top		TOO BIG	WORKING		NEOGEO	320	224	0
ozon1.zip	Ozon		WORKING	WORKING		GALAXIAN	256	224	90
pacgal.zip	Pac-Gal	mispacman	WORKING	WORKING		PACMAN	288	224	90
pacheart.zip	Pac-Man (Hearts)	puckman	WORKING	WORKING		PACMAN	288	224	90
pacland.zip	Pac-Land (World)		WORKING	WORKING		MISC (PRE 90)	288	224	0
paclandj.zip	Pac-Land (Japan new)	pacland	WORKING	WORKING		MISC (PRE 90)	288	224	0
paclandjo.zip	Pac-Land (Japan old)	pacland	WORKING	WORKING		MISC (PRE 90)	288	224	0
paclandjo2.zip	Pac-Land (Japan older)	pacland	WORKING	WORKING		MISC (PRE 90)	288	224	0
paclandm.zip	Pac-Land (Midway)	pacland	WORKING	WORKING		MISC (PRE 90)	288	224	0
pacman.zip	Pac-Man (Midway)	puckman	WORKING	WORKING		PACMAN	288	224	90
pacmanbl.zip	Pac-Man (Galaxian hardware, set 1)	puckman	WORKING	WORKING		GALAXIAN	768	224	270
pacmanbla.zip	Pac-Man (Galaxian hardware, set 2)	puckman	WORKING	WORKING		GALAXIAN	768	224	270
pacmanf.zip	Pac-Man (Midway, with speedup hack)	puckman	WORKING	WORKING		PACMAN	288	224	90
pacmanap.zip	Puck Man (Spanish, "Made in Greece" bootleg)	puckman	UNPLAYABLE	WORKING	Crashes on GC	PACMAN	288	224	90
pacmod.zip	Pac-Man (Midway, harder)	puckman	WORKING	WORKING		PACMAN	288	224	90
pacplus.zip	Pac-Man Plus		WORKING	WORKING		PACMAN	288	224	90
pacmanup.zip	Pacu-Man (Spanish bootleg of Puck Man)		UNPLAYABLE	WORKING	Crashes on GC	PACMAN	288	224	90
padle2.zip	Padle2 (bootleg on Block hardware)	arkanoid	UNPLAYABLE	WORKING	Crashes on GC	TAITO	256	224	90
paintrl.zip	Paint Roller	crush	WORKING	WORKING		PACMAN	288	224	90
pairlove.zip	Pairs Love		UNPLAYABLE	WORKING	Crashes on GC.	SETA	384	240	270
paiares.zip	Pajaro del Espacio (Spanish bootleg of UniWar S)	uniwars	WORKING	WORKING	Crashes on GC.	GALAXIAN	768	224	90
pang.zip	Pang (World)		WORKING	WORKING		MISC (PRE 90)	384	240	0
pang3.zip	Pang! 3 (950601 Euro)		WORKING	WORKING		CAPCOM CPS 1	384	224	0
pang3b.zip	Pang! 3 (bootleg set 1, 950511 Euro)	pang3	WORKING	WORKING		CAPCOM CPS 1	384	224	0
pang3b2.zip	Pang! 3 (bootleg set 2, 950511 Euro)	pang3	WORKING	WORKING		CAPCOM CPS 1	384	224	0
pang3b3.zip	Pang! 3 (bootleg set 3, 950601 Euro)	pang3	WORKING	WORKING		CAPCOM CPS 1	384	224	0
pang3j.zip	Pang! 3: Kaitou Tachi no Karei na Gogo (950511 Japan)	pang3	WORKING	WORKING		CAPCOM CPS 1	384	224	0
pang3f1.zip	Pang! 3 (950511 Euro)	pang3	WORKING	WORKING		CAPCOM CPS 1	384	224	0
pang3f1a.zip	Pang! 3 (950511 Euro, alt)	pang3	WORKING	WORKING		CAPCOM CPS 1	384	224	0
pangb.zip	Pang (bootleg, set 1)	pang	WORKING	WORKING		MISC (PRE 90)	384	240	0
pangb2.zip	Pang (bootleg, set 4)	pang	WORKING	WORKING		MISC (PRE 90)	384	240	0
pangbold.zip	Pang (bootleg, set 2)	pang	WORKING	WORKING		MISC (PRE 90)	384	240	0
pangpang.zip	Pang Pang		TOO BIG	GFX	Endianness issue?	MISC (POST 90)	320	240	0
panicom.zip	Panic Bomber		WORKING	WORKING		NEOGEO	320	224	0
paprazzi.zip	Paprazzi		TOO BIG	GFX	Endianness issue?	MISC (POST 90)	380	224	270
parodius.zip	Parodius DAI (World, set 1)		TOO BIG	WORKING		KONAMI	288	224	0
parodiusa.zip	Parodius DAI (Asia)	parodius	TOO BIG	WORKING		KONAMI	288	224	0
parodiusu.zip	Parodius DAI (World, set 2)	parodius	TOO BIG	WORKING		KONAMI	288	224	0
parodiusj.zip	Parodius DAI (Japan)	parodius	TOO BIG	WORKING		KONAMI	288	224	0
pass.zip	Pass		GFX	GFX	Endianness issue?	MISC (POST 90)	320	224	0
passht1.zip	Passing Shot (World, 2 Players, FD1094 317-0080)		UNPLAYABLE	WORKING	Crashes on GC.	SEGA	320	224	270
passht1fa.zip	Passing Shot (Japan, 4 Players, System 16A, FD1094 317	passht	UNPLAYABLE	WORKING	Crashes on GC.	SEGA	320	224	270
passht1a.zip	Passing Shot (World, 4 Players, FD1094 317-0074)	passht	UNPLAYABLE	WORKING	Crashes on GC.	SEGA	320	224	270
passhtb.zip	Passing Shot (bootleg, 2 Players)	passht	UNPLAYABLE	WORKING	Crashes on GC.	SEGA	320	224	270
passhtj.zip	Passing Shot (Japan, 4 Players, FD1094 317-0070)	passht	UNPLAYABLE	WORKING	Crashes on GC.	SEGA	320	224	270
pbobb2n.zip	Puzzle Bobble 2 / Bust-A-Move Again (Neo-Geo)		TOO BIG	WORKING		NEOGEO	320	224	0
pbobble.zip	Puzzle Bobble (Japan, B-System)		TOO BIG	GFX	Endianness issue?	TAITO	320	224	0
pbobblen.zip	Puzzle Bobble / Bust-A-Move (Neo-Geo) (NGM-083)		UNPLAYABLE	WORKING	Crashes on GC - use the bootleg instead.	NEOGEO	320	224	0
pbobblenb.zip	Puzzle Bobble / Bust-A-Move (Neo-Geo) (bootleg)	pbobblen	UNPLAYABLE	WORKING		NEOGEO	320	224	0
pcubys.zip	Puzzle Club (Yun Sung, set 1)		TOO BIG	GFX	Endianness issue?	MISC (POST 90)	320	240	0
pcubysa.zip	Puzzle Club (Yun Sung, set 2)	pcubys	TOO BIG	GFX	Endianness issue?	MISC (POST 90)	320	240	0
pdrtt.zip	Power Drift (World, Rev A)		TOO BIG	GFX-SLOW	Too demanding for the Wii CPU / Garbled GFX	SEGA	320	224	0
pdrtta.zip	Power Drift (World)	pdrtt	TOO BIG	GFX-SLOW	Too demanding for the Wii CPU / Garbled GFX	SEGA	320	224	0
pdrtte.zip	Power Drift (World, Earlier)	pdrtt	TOO BIG	GFX-SLOW	Too demanding for the Wii CPU / Garbled GFX	SEGA	320	224	0
pdrttj.zip	Power Drift (Japan)	pdrtt	TOO BIG	GFX-SLOW	Too demanding for the Wii CPU / Garbled GFX	SEGA	320	224	0
penbroz.zip	Penguin Brothers (Japan)		TOO BIG	WORKING		SETA	320	224	0
pengo.zip	Pengo (set 1 rev c)		WORKING	WORKING		PACMAN	288	224	90
pengo2.zip	Pengo (set 2)	pengo	WORKING	WORKING		PACMAN	288	224	90
pengo2u.zip	Pengo (set 2 not encrypted)	pengo	WORKING	WORKING		PACMAN	288	224	90
pengo3u.zip	Pengo (set 3 not encrypted)	pengo	WORKING	WORKING		PACMAN	288	224	90
pengo4.zip	Pengo (set 4)	pengo	WORKING	WORKING		PACMAN	288	224	90
pengob.zip	Pengo (bootleg)	pengo	WORKING	WORKING		PACMAN	288	224	90
penta.zip	Penta	pengo	WORKING	WORKING		PACMAN	288	224	90
pestpice.zip	Pest Pice	mano	TOO BIG	WORKING		MISC (PRE 90)	256	224	180
pfghj.zip	Pocket Fighter (970904 Japan)	agentf	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
pgear.zip	Powered Gear - strategic variant armor equipment (9410	armwar	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
pgear1.zip	Powered Gear - strategic variant armor equipment (9409	armwar	TOO BIG	WORKING	Homebrew coded demo	CAPCOM CPS 2	384	224	0
pgemem1.zip	P-Gemini (960123) [Homebrew]		BIOS	BIOS	Homebrew coded demo	PGM			
pgm.zip	PGM (Polygame Master) System BIOS (BIOS only)		BIOS	BIOS	Homebrew coded demo	PGM			
pgmdemo.zip	Chaos (PGM Demo) [Demo, Demo Game]		BIOS	WORKING	Homebrew coded demo	PGM			
pgmfrng.zip	Frog Feast (PGM) [Homebrew]		TOO BIG	WORKING	Homebrew coded demo	PGM			
pggal.zip	Pressure Goal / Futbal - 5 on 5 Mini Soccer (NGM-219)		NON-WORKING	NON-WORKING	Marked as non-working in FBA.	NEOGEO	320	224	0
phoenix.zip	Phoenix (Amstar) (Parent set for working drivers)		NON-WORKING	NON-WORKING	Marked as non-working in FBA.	GALAXIAN	768	224	270
phoenixx2.zip	Phoenix Part 2	phoenix	NON-WORKING	NON-WORKING	Marked as non-working in FBA.	GALAXIAN	768	224	270
photo2k.zip	Photo Y2K / Real and Fake (V105)		TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PGM	448	224	0
photo2k102.zip	Real and Fake/Photo Y2K (V102, Japan)	photo2k	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PGM	448	224	0
photo2k104.zip	Photo Y2K / Real and Fake (V104)	photo2k	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PGM	448	224	0
pipibibs.zip	Pipi & Bibis / Whoopee!! (Z80 sound cpu, set 1)		TOO BIG	WORKING		TOAPLAN	320	240	0
pipibibsa.zip	Pipi & Bibis / Whoopee!! (Z80 sound cpu, set 2)	pipibibs	TOO BIG	WORKING		TOAPLAN	320	240	0
pipibibsp.zip	Pipi & Bibis / Whoopee!! (prototype)	pipibibs	TOO BIG	WORKING		TOAPLAN	320	240	0
piranha.zip	Piranha	puckman	WORKING	WORKING		PACMAN	288	224	90
piranhah.zip	Piranha (hack)	puckman	WORKING	WORKING		PACMAN	288	224	90
piranhao.zip	Piranha (older)	puckman	WORKING	WORKING		PACMAN	288	224	90
pirates.zip	Pirates		TOO BIG	UNPLAYABLE	Black screen	MISC (POST 90)	288	224	0
pisces.zip	Pisces		WORKING	WORKING		GALAXIAN	768	224	90
piscesb.zip	Pisces (bootleg)	pisces	WORKING	WORKING		GALAXIAN	768	224	90
pitfall2.zip	Pitfall II (315-5093)		WORKING	WORKING		SEGA	512	224	0
pitfall2a.zip	Pitfall II (315-5093, Flicky Conversion)		WORKING	WORKING		SEGA	512	224	0
pitfall2u.zip	Pitfall II (not encrypted)	pitfall2	WORKING	WORKING		SEGA	512	224	0
pkdadies.zip	Poker Ladies		TOO BIG	CONTROLS	Majhong (poker) controls not mapped	MISC (PRE 90)	384	240	0
pkdadiesl.zip	Poker Ladies (Leprechaun ver. 510)	pkdadies	TOO BIG	CONTROLS	Majhong (poker) controls not mapped	MISC (PRE 90)	384	240	0
pkdadiesla.zip	Poker Ladies (Leprechaun ver. 401)	pkdadies	TOO BIG	CONTROLS	Majhong (poker) controls not mapped	MISC (PRE 90)	384	240	0
pktdadx.zip	Pocket Gal Deluxe (Euro v3.00)		TOO BIG	WORKING		DATA EAST	320	240	0
pktdadxj.zip	Pocket Gal Deluxe (Japan v3.00)	pktdadx	TOO BIG	WORKING		DATA EAST	320	240	0
pkunwar.zip	Penguin-Kun Wars (US)		GFX	GFX	Graphics are garbled	MISC (PRE 90)	256	192	0
pkunwarj.zip	Penguin-Kun Wars (Japan)	pkunwar	GFX	GFX	Graphics are garbled	MISC (PRE 90)	256	192	0
plegends.zip	Gouketsuji Gaiden Legends (USA, ver. 95/06/20)		TOO BIG	TOO BIG	DSI Error / ROM too big to fit in Wii RAM	CAVE	320	240	0
plegendj.zip	Gouketsuji Gaiden Saikyou Denetsu (Japan, ver. 95/06/	plegends	TOO BIG	TOO BIG	DSI Error	CAVE	320	240	0
pumpopp.zip	Pump Pop (Japan)		WORKING	WORKING		TAITO	256	224	0
prickj.zip	Prickies (940608 Japan)		WORKING	WORKING		CAPCOM CPS 1	384	224	0
pricku.zip	Prickies (940608 USA)	prickj	WORKING	WORKING		CAPCOM CPS 1	384	224	0
prnyaa.zip	Pochi and Nyaa		TOO BIG	WORKING		NEOGEO	320	224	0
poknight.zip	Poker Night [Homebrew]	demo	WORKING	WORKING		NEOGEO	320	224	0
pompinghw.zip	Pomping World (Japan)	pang	WORKING	WORKING		MISC (PRE 90)	384	240	0
ponpoko.zip	Ponpoko		WORKING	WORKING		PACMAN	288	224	0
ponpokov.zip	Ponpoko (Venture Line)	ponpoko	WORKING	WORKING		PACMAN	288	224	0
pootan.zip	Pootan		WORKING	WORKING		KONAMI	256	224	90
pooyan.zip	Pooyan		WORKING	WORKING		KONAMI	256	224	90
pooyans.zip	Pooyan (Stem)	pooyan	WORKING	WORKING		KONAMI	256	224	90
popbounc.zip	Pop 'n Bounce / Gappoin		WORKING	WORKING		NEOGEO	320	224	0
poppeyan.zip	Poppeyan	puckman	WORKING	WORKING		PACMAN	288	224	90
popospa.zip	Pop's Pop's		TOO BIG	WORKING		MISC (POST 90)	256	224	0
porky.zip	Porky		WORKING	WORKING		PACMAN			



FILE NAME	GAME TITLE	Parent	GC Status	Wii Status	Known issue / Bug Description	Platform	Screen Width	Screen Height	Rotation
ppan.zip	Peter Pan (bootleg of Hook)	hook	TOO BIG	GFX	Endianness issue?	IREM	320	240	0
ppchamp.zip	Pasha Pasha Champ Mini Game Festival	gotcha	TOO BIG	GFX	Endianness issue?	MISC (POST 90)	320	240	0
prehile1.zip	Prehistoric Isle in 1930 (World)		GFX	GFX	Color palette problems. Works in MAME	MISC (PRE 90)	256	224	0
prehile2.zip	Prehistoric Isle in 1930 (Korea)	prehile2	GFX	GFX	Color palette problems. Works in MAME	MISC (PRE 90)	256	224	0
prehileu.zip	Prehistoric Isle in 1930 (US)	prehile	GFX	GFX	Color palette problems. Works in MAME	MISC (PRE 90)	256	224	0
preiso2.zip	Prehistoric Isle 2		TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEO GEO	320	224	0
progear.zip	Progear (010117 USA)		TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
progeara.zip	Progear (010117 Asia)	progear	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
progearj.zip	Progear No Arashi (010117 Japan)	progear	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
progearjp.zip	Progear No Arashi (010117 Japan, decrypted set)	progear	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
progearjp2.zip	Progear No Arashi (010117 Japan Phoenix Edition)	progear	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
progearur.zip	Progear(010117 USA Phoenix Edition)	progear	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
prlytime.zip	Party Time: Gonta the Diver II / Ganbare! Gonta! 2 (World Release)		TOO BIG	WORKING		DATA EAST	320	240	90
psoldier.zip	Perfect Soldiers (Japan)	soldier	UNPLAYABLE	WORKING	Crashes on GC	IREM	320	240	0
pspikes2.zip	Power Spikes II (NGM-068)		UNPLAYABLE	WORKING	Crashes on GC	NEO GEO	320	224	0
puckman.zip	PuckMan (Japan set 1, Probably Bootleg)		WORKING	WORKING		PACMAN	288	224	90
puckmana.zip	PuckMan (Japan set 2)	puckman		WORKING		GALAXIAN			
puckmanb.zip	Puck Man (Bootleg set 1)		UNPLAYABLE	WORKING	Crashes on GC	PACMAN	288	224	90
puckmanf.zip	PuckMan (speedup hack)	puckman	WORKING	WORKING		PACMAN	288	224	90
puckmanh.zip	Puck Man (bootleg set 2)	puckman	WORKING	WORKING		PACMAN	288	224	90
puckmod.zip	Puck Man (Japan set 2)	puckman	WORKING	WORKING		PACMAN	288	224	90
pulrula.zip	PuLiRuLa (World) (Some priority problems)		TOO BIG	SLOW	Too demanding for the Wii CPU	TAITO	320	224	0
pulrulaj.zip	PuLiRuLa (Japan)	pulrula	→	SLOW	Too demanding for the Wii CPU	TAITO	320	224	0
pulstar.zip	Pulstar		TOO BIG	WORKING		NEO GEO	320	224	0
punipic.zip	The Punisher (bootleg set 1 with PIC16c57, 930422 et	punisher	WORKING	WORKING		CAPCOM CPS 1	384	224	0
punipic2.zip	The Punisher (bootleg set 2 with PIC16c57, 930422 et	punisher	WORKING	WORKING		CAPCOM CPS 1	384	224	0
punipic3.zip	The Punisher (bootleg set 3 with PIC16c57, 930422 et	punisher	WORKING	WORKING		CAPCOM CPS 1	384	224	0
punisher.zip	The Punisher (930422 etc)		WORKING	WORKING		CAPCOM CPS 1	384	224	0
punisherbz.zip	Biaofeng Changjing (Chinese bootleg)		WORKING	WORKING		CAPCOM CPS 1	384	224	0
punisherh.zip	The Punisher (930422 Hispano)	punisher	WORKING	WORKING		CAPCOM CPS 1	384	224	0
punisherj.zip	The Punisher (930422 Japan)	punisher	WORKING	WORKING		CAPCOM CPS 1	384	224	0
punisheru.zip	The Punisher (930422 USA)	punisher	WORKING	WORKING		CAPCOM CPS 1	384	224	0
punkshot.zip	Punk Shot (US 4 Players)		TOO BIG	WORKING		KONAMI	288	224	0
punkshotf.zip	Punk Shot (US 2 Players)	punkshot	TOO BIG	WORKING		KONAMI	288	224	0
punkshotj.zip	Punk Shot (Japan 2 Players)	punkshot	TOO BIG	WORKING		KONAMI	288	224	0
pushman.zip	Pushman (Korea, set 1)		GFX	GFX	Endianness issue?	MISC (POST 90)	256	224	0
pushmana.zip	Pushman (Korea, set 2)	pushman	GFX	GFX	Endianness issue?	MISC (POST 90)	256	224	0
pushmans.zip	Pushman (American Sammy license)	pushman	GFX	GFX	Endianness issue?	MISC (POST 90)	256	224	0
puzzle.zip	Puzzle Star (V100MG) [incomplete dump]		TOO BIG	UNPLAYABLE	PGM BIOS loads and then hangs at date & time display	PGM	320	224	0
puzzldr.zip	Puzzle De Pont RI		UNPLAYABLE	UNPLAYABLE		NEO GEO	320	224	0
puzzldp.zip	Puzzle De Pont	puzzldp	WORKING	WORKING		NEO GEO	320	224	0
puzzl2s.zip	Puzzli 2 Super (V200)		dbxide	UNPLAYABLE		PGM	448	224	0
pwheels.zip	Power Wheels (Japan)		TOO BIG	WORKING		TAITO	320	240	0
pwinst2.zip	Power Instinct 2 (USA, ver. 94/04/08) [Bad Music from first MSM6295]		TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	CAVE	320	240	0
pwinstf2.zip	Gouketsuji Ichizoku 2 (Japan, ver. 94/04/08)	pwinst2	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	CAVE	320	240	0
pzbowl.zip	Puzzle De Bowling (Japan)		TOO BIG	UNPLAYABLE	Loops back to title screen after player selection	SETA	384	240	0
pzbreak.zip	Puzzle Break		WORKING	WORKING		MISC (POST 90)	256	224	0
pzloop2.zip	Puzz Loop 2 (010302 Euro)		TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
pzloop3.zip	Puzz Loop 2 (010226 Japan)	pzloop2	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
pzloop2j1.zip	Puzz Loop 2 (010205 Japan)	pzloop2	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
qad.zip	Quiz & Dragons (capcom quiz game 920701 USA)		WORKING	WORKING		CAPCOM CPS 1	384	224	0
qwip.zip	Quiz & Dragons (040521 Japan Resale Ver.)	qad	WORKING	WORKING		CAPCOM CPS 1	384	224	0
qcrayon.zip	Quiz Crayon Shinchan (Japan)		TOO BIG	WORKING		TAITO	320	224	0
qcrayon2.zip	Crayon Shinchan Orato Asobo (Japan)		TOO BIG	GFX-SLOW	Graphics are garbled / Too demanding for the Wii CPU	TAITO	320	224	0
qgakumon.zip	Quiz Gakumon no Susume (Japan ver. JA1 Type H)		TOO BIG	WORKING		KONAMI	304	224	0
qjinsei.zip	Quiz Jinsei Gekijoh (Japan)		TOO BIG	CONTROLS-SLOW	Missing 4th button mapping / A tad slow	TAITO	320	224	0
qndream.zip	Quiz Nanairo Dreams - nijirochou no kiseki (nanairo dreams 960826 Japan)		WORKING	WORKING		CAPCOM CPS 2	384	224	0
qsangoku.zip	Quiz Sangokushi (Japan)		TOO BIG	CONTROLS					
qtono1.zip	Quiz Tonosama no Yabou (Japan)		TOO BIG	UNPLAYABLE	Need to press P2 start to exit Service Mode / Probably missing 4th button mapping	MISC (POST 90)	384	240	0
qtono2.zip	Quiz Tonosama no Yabou 2 Zenkoku-ban (tonosama 2 950123 Japan)		WORKING	WORKING	Black screen after self check	MISC (POST 90)	384	240	0
qtorimon.zip	Quiz Torimonochou (Japan)		CONTROLS-SLOW	CONTROLS-SLOW	Missing 4th button mapping / A tad slow	CAPCOM CPS 1	384	224	0
quartet.zip	Quartet (Rev A, 8751 317-unknown)		UNPLAYABLE	CONTROLS	Resets on GC. On Wii: Controls aren't mapped except for Select	TAITO	320	224	0
quartet2.zip	Quartet 2 (8751 317-0010)	quartet	UNPLAYABLE	CONTROLS	Resets on GC. On Wii: Controls aren't mapped except for Select	SEGA	320	224	0
quartet2a.zip	Quartet 2 (unprotected)	quartet	UNPLAYABLE	CONTROLS	Resets on GC. On Wii: Controls aren't mapped except for Select	SEGA	320	224	0
quartet2b.zip	Quartet 2 (unprotected)	quartet	UNPLAYABLE	CONTROLS	Resets on GC. On Wii: Controls aren't mapped except for Select	SEGA	320	224	0
quartet2c.zip	Quartet 2 (unprotected)	quartet	UNPLAYABLE	CONTROLS	Resets on GC. On Wii: Controls aren't mapped except for Select	SEGA	320	224	0
quartet2d.zip	Quartet 2 (unprotected)	quartet	UNPLAYABLE	CONTROLS	Resets on GC. On Wii: Controls aren't mapped except for Select	SEGA	320	224	0
quartet2e.zip	Quartet 2 (unprotected)	quartet	UNPLAYABLE	CONTROLS	Resets on GC. On Wii: Controls aren't mapped except for Select	SEGA	320	224	0
quartet2f.zip	Quartet 2 (unprotected)	quartet	UNPLAYABLE	CONTROLS	Resets on GC. On Wii: Controls aren't mapped except for Select	SEGA	320	224	0
quartet2g.zip	Quartet 2 (unprotected)	quartet	UNPLAYABLE	CONTROLS	Resets on GC. On Wii: Controls aren't mapped except for Select	SEGA	320	224	0
quartet2h.zip	Quartet 2 (unprotected)	quartet	UNPLAYABLE	CONTROLS	Resets on GC. On Wii: Controls aren't mapped except for Select	SEGA	320	224	0
quartet2i.zip	Quartet 2 (unprotected)	quartet	UNPLAYABLE	CONTROLS	Resets on GC. On Wii: Controls aren't mapped except for Select	SEGA	320	224	0
quartet2j.zip	Quartet 2 (unprotected)	quartet	UNPLAYABLE	CONTROLS	Resets on GC. On Wii: Controls aren't mapped except for Select	SEGA	320	224	0
quartet2k.zip	Quartet 2 (unprotected)	quartet	UNPLAYABLE	CONTROLS	Resets on GC. On Wii: Controls aren't mapped except for Select	SEGA	320	224	0
quartet2l.zip	Quartet 2 (unprotected)	quartet	UNPLAYABLE	CONTROLS	Resets on GC. On Wii: Controls aren't mapped except for Select	SEGA	320	224	0
quartet2m.zip	Quartet 2 (unprotected)	quartet	UNPLAYABLE	CONTROLS	Resets on GC. On Wii: Controls aren't mapped except for Select	SEGA	320	224	0
quartet2n.zip	Quartet 2 (unprotected)	quartet	UNPLAYABLE	CONTROLS	Resets on GC. On Wii: Controls aren't mapped except for Select	SEGA	320	224	0
quartet2o.zip	Quartet 2 (unprotected)	quartet	UNPLAYABLE	CONTROLS	Resets on GC. On Wii: Controls aren't mapped except for Select	SEGA	320	224	0
quartet2p.zip	Quartet 2 (unprotected)	quartet	UNPLAYABLE	CONTROLS	Resets on GC. On Wii: Controls aren't mapped except for Select	SEGA	320	224	0
quartet2q.zip	Quartet 2 (unprotected)	quartet	UNPLAYABLE	CONTROLS	Resets on GC. On Wii: Controls aren't mapped except for Select	SEGA	320	224	0
quartet2r.zip	Quartet 2 (unprotected)	quartet	UNPLAYABLE	CONTROLS	Resets on GC. On Wii: Controls aren't mapped except for Select	SEGA	320	224	0
quartet2s.zip	Quartet 2 (unprotected)	quartet	UNPLAYABLE	CONTROLS	Resets on GC. On Wii: Controls aren't mapped except for Select	SEGA	320	224	0
quartet2t.zip	Quartet 2 (unprotected)	quartet	UNPLAYABLE	CONTROLS	Resets on GC. On Wii: Controls aren't mapped except for Select	SEGA	320	224	0
quartet2u.zip	Quartet 2 (unprotected)	quartet	UNPLAYABLE	CONTROLS	Resets on GC. On Wii: Controls aren't mapped except for Select	SEGA	320	224	0
quartet2v.zip	Quartet 2 (unprotected)	quartet	UNPLAYABLE	CONTROLS	Resets on GC. On Wii: Controls aren't mapped except for Select	SEGA	320	224	0
quartet2w.zip	Quartet 2 (unprotected)	quartet	UNPLAYABLE	CONTROLS	Resets on GC. On Wii: Controls aren't mapped except for Select	SEGA	320	224	0
quartet2x.zip	Quartet 2 (unprotected)	quartet	UNPLAYABLE	CONTROLS	Resets on GC. On Wii: Controls aren't mapped except for Select	SEGA	320	224	0
quartet2y.zip	Quartet 2 (unprotected)	quartet	UNPLAYABLE	CONTROLS	Resets on GC. On Wii: Controls aren't mapped except for Select	SEGA	320	224	0
quartet2z.zip	Quartet 2 (unprotected)	quartet	UNPLAYABLE	CONTROLS	Resets on GC. On Wii: Controls aren't mapped except for Select	SEGA	320	224	0
quartz.zip	Quartz (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz2.zip	Quartz 2 (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz3.zip	Quartz 3 (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz4.zip	Quartz 4 (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz5.zip	Quartz 5 (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz6.zip	Quartz 6 (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz7.zip	Quartz 7 (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz8.zip	Quartz 8 (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz9.zip	Quartz 9 (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz10.zip	Quartz 10 (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz11.zip	Quartz 11 (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz12.zip	Quartz 12 (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz13.zip	Quartz 13 (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz14.zip	Quartz 14 (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz15.zip	Quartz 15 (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz16.zip	Quartz 16 (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz17.zip	Quartz 17 (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz18.zip	Quartz 18 (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz19.zip	Quartz 19 (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz20.zip	Quartz 20 (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz21.zip	Quartz 21 (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz22.zip	Quartz 22 (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz23.zip	Quartz 23 (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz24.zip	Quartz 24 (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz25.zip	Quartz 25 (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz26.zip	Quartz 26 (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz27.zip	Quartz 27 (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz28.zip	Quartz 28 (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz29.zip	Quartz 29 (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz30.zip	Quartz 30 (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz31.zip	Quartz 31 (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz32.zip	Quartz 32 (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz33.zip	Quartz 33 (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz34.zip	Quartz 34 (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz35.zip	Quartz 35 (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz36.zip	Quartz 36 (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz37.zip	Quartz 37 (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz38.zip	Quartz 38 (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz39.zip	Quartz 39 (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz40.zip	Quartz 40 (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz41.zip	Quartz 41 (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz42.zip	Quartz 42 (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz43.zip	Quartz 43 (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz44.zip	Quartz 44 (8751 315-5194)		quartz	UNPLAYABLE	CONTROLS	SEGA	320	224	0
quartz45.zip	Quartz 45 (8751 315-5194)								

FILE NAME	GAME TITLE	Parent	GC Status	Wii Status	Known issue / Bug Description	Platform	Screen Width	Screen Height	Rotation
retolfinv.zip	Return of the Invaders		WORKING	WORKING		TAITO	288	224	90
retolfinv1.zip	Return of the Invaders (bootleg set 1)	retolfinv	WORKING	WORKING		TAITO	288	224	90
retolfinv2.zip	Return of the Invaders (bootleg set 2)	retolfinv	WORKING	WORKING		TAITO	288	224	90
rezon.zip	Rezon	rezon	TOO BIG	WORKING		SETA	384	240	0
rezoni.zip	Rezon (Taito)	rezon	TOO BIG	WORKING		SETA	384	240	0
ridhero.zip	Riding Hero (NGM-006)(NGH-006)		WORKING	WORKING		NEOGEO	320	224	0
ridhero2.zip	Riding Hero (set 2)	ridhero	WORKING	WORKING		NEOGEO	320	224	0
ringdest.zip	Ring of Destruction - slammasters II (940902 Euro)		TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
ringdesta.zip	Ring of Destruction - slammasters II (940831 Asia)	ringdest	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
ringdest1.zip	Ring of Destruction - slammasters II (940902 Euro Phoe	ringdest	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
ringgha.zip	Ring no Ohja (Japan 2 Players ver. N)	mainevt	TOO BIG	WORKING		KONAMI	288	224	0
riot.zip	Riot		TOO BIG	WORKING		MISC (POST 90)	256	224	0
riotcity.zip	Riot City (Japan)		TOO BIG	WORKING	has some sound problems	SEGA	320	224	0
riskchal.zip	Risky Challenge [Unemulated CPU functions]		TOO BIG	WORKING		IREM	320	240	0
rmancp2.zip	Rockman: The Power Battle (950922 Japan)	rmancp2u	WORKING	WORKING		CAPCOM CPS 2	384	224	0
roboarmy.zip	Robo Army		WORKING	WORKING		NEOGEO	320	224	0
robocop.zip	Robocop (World revision 4)		UNPLAYABLE	SLOW		DATA EAST	256	240	0
robocop2.zip	Robocop 2 (Euro/Asia v0.10)		TOO BIG	SLOW		DATA EAST	320	240	0
robocop2p.zip	Robocop 2 (Japan v0.11)	robocop2	TOO BIG	SLOW		DATA EAST	320	240	0
robocop2u.zip	Robocop 2 (US v0.05)	robocop2	TOO BIG	SLOW		DATA EAST	320	240	0
robocop3.zip	Robocop (World bootleg)	robocop3	UNPLAYABLE	SLOW	This works fine on MAME	DATA EAST	256	240	0
robocop4.zip	Robocop (intro demo)	robocop4	UNPLAYABLE	UNPLAYABLE	BIOS loads but then black screen	NEOGEO	320	224	0
robocopi.zip	Robocop (Japan)	robocopi	UNPLAYABLE	SLOW		DATA EAST	256	240	0
robocopi2.zip	Robocop (US revision 1)	robocopi2	UNPLAYABLE	SLOW		DATA EAST	256	240	0
robocopi3.zip	Robocop (US revision 0)	robocopi3	UNPLAYABLE	SLOW		DATA EAST	256	240	0
robocopi4.zip	Robocop (World revision 3)	robocopi4	UNPLAYABLE	SLOW		DATA EAST	256	240	0
rockclim.zip	Rock Climber		CONTROLS	CONTROLS	Controls aren't mapped	GALAXIAN	256	224	180
rockduck.zip	Rock Duck (prototype?) [Incorrect colors]		WORKING	WORKING		TECHNOS	240	240	270
rockman2.zip	Rockman 2 - the power fighters (860708 Japan)	megaman2	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
rockmanj.zip	Rockman - the power battle (950922 Japan)	megamanj	WORKING	WORKING		CAPCOM CPS 1	384	224	0
rocktrv2.zip	MTV Rock-N-Roll Trivia (Part 2)		WORKING	WORKING		PACMAN	288	224	90
rohga.zip	Rohga Armor Force (Asia/Europe v5.0)		TOO BIG	SLOW	Too demanding for the Wii CPU	DATA EAST	320	240	0
rohga1.zip	Rohga Armor Force (Asia/Europe v3.0 Set 1)	rohga	TOO BIG	SLOW	Too demanding for the Wii CPU	DATA EAST	320	240	0
rohga2.zip	Rohga Armor Force (Asia/Europe v3.0 Set 2)	rohga	TOO BIG	SLOW	Too demanding for the Wii CPU	DATA EAST	320	240	0
rohga3.zip	Rohga Armor Force (Hong Kong v3.0)	rohga	TOO BIG	SLOW	Too demanding for the Wii CPU	DATA EAST	320	240	0
rohga4.zip	Rohga Armor Force (US v1.0)	rohga	TOO BIG	SLOW	Too demanding for the Wii CPU	DATA EAST	320	240	0
rollerg.zip	Rollergames (US)	rollerg	TOO BIG	WORKING		KONAMI	288	224	0
rollerg1.zip	Rollergames (Japan)	rollerg1	TOO BIG	WORKING		KONAMI	288	224	0
rold.zip	Rage of the Dragons (NGM-2647)		TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
route16.zip	Route 16		WORKING	GFX	Graphics are garbled	MISC (PRE 90)	256	256	270
route16a.zip	Route 16 (set 2)	route16	WORKING	GFX	Graphics are garbled	MISC (PRE 90)	256	256	270
route16b.zip	Route 16 (bootleg)	route16	WORKING	GFX	Graphics are garbled	MISC (PRE 90)	256	256	270
route16c.zip	Route 16 (bootleg)	route16	WORKING	GFX	Graphics are garbled	MISC (PRE 90)	256	256	270
rpunch.zip	Rabbit Punch (US)	rabiclep	WORKING	GFX	Graphics are garbled	MISC (PRE 90)	288	216	0
rtype.zip	R-Type (World)		ALMOST	ALMOST	Music runs slow. Works on MAME, but with some graphics garble.	IREM	384	256	0
rtype2.zip	R-Type II		ALMOST	ALMOST	Music runs slow. Works on MAME, but with some graphics garble.	IREM	384	256	0
rtype2j.zip	R-Type II (Japan)	rtype2	ALMOST	ALMOST	Music runs slow. Works on MAME, but with some graphics garble.	IREM	384	256	0
rtype2jc.zip	R-Type II (Japan, revision C)	rtype2	ALMOST	ALMOST	Music runs slow. Works on MAME, but with some graphics garble.	IREM	384	256	0
rtypeb.zip	R-Type (World bootleg)	rtype	ALMOST	ALMOST	Music runs slow. Works on MAME, but with some graphics garble.	IREM	384	256	0
rtypej.zip	R-Type (Japan)	rtype	ALMOST	ALMOST	Music runs slow. Works on MAME, but with some graphics garble.	IREM	384	256	0
rtypepe.zip	R-Type (Japan prototype)	rtype	ALMOST	ALMOST	Music runs slow. Works on MAME, but with some graphics garble.	IREM	384	256	0
rtypeleo.zip	R-Type Leo (World) [Imperfect sound and graphics]	rtypeleo	SLOW	SLOW	Stuttery. Works on MAME, but no sound	IREM	320	240	0
rtypeleo2.zip	R-Type Leo (Japan)	rtypeleo2	SLOW	SLOW	Stuttery. Works on MAME, but no sound	IREM	320	240	0
rtypeu.zip	R-Type (US)	rtype	WORKING	WORKING	Music runs slow. Works on MAME, but with some graphics garble.	IREM	384	256	0
runark.zip	Runark (Japan)	growl	UNPLAYABLE	UNPLAYABLE	Black screen	TAITO	320	224	0
rushatck.zip	Rush'n Attack (US)	gberet	WORKING	WORKING		KONAMI	240	224	0
rushatsh.zip	Rush & Crash (Japan)	rumblerr	WORKING	WORKING		CAPCOM	362	240	270
rygar.zip	Rygar (US set 1)		WORKING	WORKING		MISC (PRE 90)	256	224	0
rygar2.zip	Rygar (US set 2)	rygar	WORKING	WORKING		MISC (PRE 90)	256	224	0
rygar3.zip	Rygar (US set 3, old version)	rygar	WORKING	WORKING		MISC (PRE 90)	256	224	0
rygar4.zip	Rygar (US bootleg)	rygar	WORKING	WORKING		MISC (PRE 90)	256	224	0
rygar5.zip	Rygar (US bootleg)	rygar	WORKING	WORKING		MISC (PRE 90)	256	224	0
ryujin.zip	Ryu Jin (Japan)	ryujin	TOO BIG	GFX	Endianness issue?	TAITO	320	224	270
ryukendz.zip	Ninja Ryukenden (Japan, set 1)	shadoww	TOO BIG	GFX	Endianness issue?	MISC (PRE 90)	256	224	0
ryukendz2.zip	Ninja Ryukenden (Japan, set 2)	shadoww	TOO BIG	GFX	Endianness issue?	MISC (PRE 90)	256	224	0
ryukyuy.zip	Ryuukyuu (Japan, FD1094 317-5023)		UNPLAYABLE	WORKING	Crashes on GC.	SEGA	320	224	0
s1945.zip	Strikers 1945		TOO BIG	WORKING		PSIKYO	320	224	270
s1945a.zip	Strikers 1945 (Alt)	s1945	TOO BIG	WORKING		PSIKYO	320	224	270
s1945b.zip	Strikers 1945 I	s1945	TOO BIG	WORKING		PSIKYO	320	224	270
s1945c.zip	Strikers 1945 II (World) / Strikers 1999 (Japan)	s1945	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PSIKYO	320	224	270
s1945d.zip	Strikers 1945 (Japan)	s1945	TOO BIG	WORKING		PSIKYO	320	224	270
s1945e.zip	Strikers 1945 (Japan, unprotected)	s1945	TOO BIG	WORKING		PSIKYO	320	224	270
s1945f.zip	Strikers 1945 (Korea)	s1945	TOO BIG	WORKING		PSIKYO	320	224	270
s1945g.zip	Strikers 1945 Plus	s1945	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
sabotenb.zip	Saboten Bombers (set 1)		TOO BIG	WORKING		MISC (POST 90)	384	224	0
sabotenb2.zip	Saboten Bombers (set 2)	sabotenb2	TOO BIG	WORKING		MISC (POST 90)	384	224	0
sailormn.zip	Pretty Soldier Sailor Moon (ver. 950322B, Europe)		TOO BIG	WORKING		CAVE	320	240	0
sailormnh.zip	Pretty Soldier Sailor Moon (ver. 950322B, Hong Kong)	sailormn	TOO BIG	WORKING		CAVE	320	240	0
sailormnj.zip	Pretty Soldier Sailor Moon (ver. 950322B, Japan)	sailormn	TOO BIG	WORKING		CAVE	320	240	0
sailormnk.zip	Pretty Soldier Sailor Moon (ver. 950322B, Korea)	sailormn	TOO BIG	WORKING		CAVE	320	240	0
sailormno.zip	Pretty Soldier Sailor Moon (ver. 950322, Taiwan)	sailormn	TOO BIG	WORKING		CAVE	320	240	0
sailormnh2.zip	Pretty Soldier Sailor Moon (ver. 950322, Hong Kong)	sailormn	TOO BIG	WORKING		CAVE	320	240	0
sailormnj2.zip	Pretty Soldier Sailor Moon (ver. 950322, Japan)	sailormn	TOO BIG	WORKING		CAVE	320	240	0
sailormnk2.zip	Pretty Soldier Sailor Moon (ver. 950322B, Korea)	sailormn	TOO BIG	WORKING		CAVE	320	240	0
sailormno2.zip	Pretty Soldier Sailor Moon (ver. 950322, Taiwan)	sailormn	TOO BIG	WORKING		CAVE	320	240	0
sailormnh3.zip	Pretty Soldier Sailor Moon (ver. 950322, USA)	sailormn	TOO BIG	WORKING		CAVE	320	240	0
sailormnj3.zip	Pretty Soldier Sailor Moon (ver. 950322B, Taiwan)	sailormn	TOO BIG	WORKING		CAVE	320	240	0
sailormnk3.zip	Pretty Soldier Sailor Moon (ver. 950322B, USA)	sailormn	TOO BIG	WORKING		CAVE	320	240	0
samesame2.zip	Same! Same! Same! (2 player alternating ver.)	freshrk	SOUND	WORKING		TOPLAN	320	240	270
samesame3.zip	Same! Same! Same!	freshrk	SOUND	WORKING		TOPLAN	320	240	270
samsh5p.zip	Samurai Shodown V Special / Samurai Spirits Zero Special (NGM-2700)		TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
samsh5p1.zip	Samurai Shodown V Special / Samurai Spirits Zero Special (NGM-2700)	samsh5p1	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
samsh5p2.zip	Samurai Shodown V Special / Samurai Spirits Zero Special (NGM-2700)	samsh5p2	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
samsho.zip	Samurai Shodown / Samurai Spirits (NGM-045)		TOO BIG	WORKING		NEOGEO	320	224	0
samsho2.zip	Samurai Shodown II / Shin Samurai Spirits - Haohmaru jigokuhen (NGM-063)(NGH-063)	samsho2	TOO BIG	WORKING		NEOGEO	320	224	0
samsho3.zip	Saibai Spirits / Jin Saibai To Hon (Korean release)	samsho3	TOO BIG	WORKING		NEOGEO	320	224	0
samsho4.zip	Samurai Shodown III / Samurai Spirits - Zanikuro Musouken (NGM-087)	samsho4	TOO BIG	WORKING		NEOGEO	320	224	0
samsho5.zip	Samurai Shodown III / Samurai Spirits - Zanikuro Musou	samsho5	TOO BIG	WORKING		NEOGEO	320	224	0
samsho6.zip	Samurai Shodown IV - Amakusa's Revenge / Samurai Spirits - Amakusa Kourin (NGM-222)(NGH-222)	samsho6	TOO BIG	WORKING		NEOGEO	320	224	0
samsho7.zip	Pae Wang Jeon Seol / Legend of a Warrior (Korean censo	samsho7	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
samsho8.zip	Samurai Shodown V / Samurai Spirits Zero (NGM-2700)	samsho8	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
samsho9.zip	Samurai Shodown V / Samurai Spirits Zero (bootleg)	samsho9	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
samsho10.zip	Samurai Shodown V / Samurai Spirits Zero (NGH-2700)	samsho10	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
samsho11.zip	Samurai Shodown / Samurai Spirits (NGH-045)	samsho11	TOO BIG	WORKING		PSIKYO	320	224	270
samsho12.zip	Samurai Aces (World)		WORKING	WORKING		MISC (PRE 90)	256	224	270
saturmzi.zip	Saturn		TOO BIG	WORKING		NEOGEO	320	224	0
savageze.zip	Savage Reign / Fu'un Mokushiroku - kakitoku sourei		TOO BIG	WORKING		CAPCOM	256	224	270
savageze2.zip	Savage Reign	exedones	WORKING	WORKING		MISC (POST 90)	384	240	0
sbstora.zip	Super Buster Bros. (US 901001)	spang	TOO BIG	GFX	Endianness issue?	TAITO	320	224	0
sbm.zip	Sonic Blast Man (Japan)		WORKING	GFX	Perfect on GC. On Wii: Endianness issue?	TAITO	320	224	0
sbobboa.zip	Super Bobble Bobble (set 1)	bulbobot	TOO BIG	WORKING	Largest ROM data for FBA (RA 1.5 core)	PSIKYO	320	224	270
sbobbob.zip	Super Bobble Bobble (set 2)	bulbobot	TOO BIG	WORKING		PSIKYO	320	224	270
sbomber.zip	Space Bomber (ver. B)	sbomber	TOO BIG	WORKING		MISC (POST 90)	256	224	0
sbomber2.zip	Space Bomber	sbomber2	TOO BIG	WORKING		MISC (POST 90)	256	224	0
sbogmo.zip	Space Battle Ship Gomorrah	bioship	TOO BIG	UNPLAYABLE	Black screen, music and SFX play (endianness?)	MISC (POST 90)	256	224	0
scapoe.zip	Success Joe (World) [Incomplete sound]		TOO BIG	SLOW	Too demanding for the Wii CPU	TAITO	320	240	0
schmeisr.zip	Space Meis Robo (Japan)		TOO BIG	SLOW	Too demanding for the Wii CPU	TAITO	320	240	0
scd.zip	Special Criminal Investigation (World set 1)	sci	TOO BIG	SLOW	Too demanding for the Wii CPU	TAITO	320	240	0
scia.zip	Special Criminal Investigation (World set 2)	sci	TOO BIG	SLOW	Too demanding for the Wii CPU	TAITO	320	240	0
scj.zip	Special Criminal Investigation (Japan)	sci	TOO BIG	SLOW	Too demanding for the Wii CPU	TAITO	320	240	0
scnegro.zip	Special Criminal Investigation (Negro bootleg)	sci	TOO BIG	SLOW	Too demanding for the Wii CPU	TAITO	320	240	0
scu.zip	Special Criminal Investigation (US)	sci	TOO BIG	SLOW	Too demanding for the Wii CPU	TAITO	320	240	0
scobra.zip	Super Cobra		WORKING	WORKING		GALAXIAN	768	224	90
scobrab.zip	Super Cobra (bootleg)	scobra	WORKING	WORKING		GALAXIAN	768	224	90
scobras.zip	Super Cobra (Stem)	scobra	WORKING	WORKING		GALAXIAN	768	224	90
scobrase.zip	Super Cobra (Sega)	scobra	WORKING	WORKING		GALAXIAN	768	224	90
scontra.zip	Super Contra		TOO BIG	WORKING		KONAMI	320	224	90
scotraj.zip	Super Contra (Japan)	scontra	TOO BIG	WORKING		KONAMI	320	224	90
scorpion.zip	Scorpion (set 1) [Incomplete Sound]		WORKING	WORKING		GALAXIAN	768	224	90
scorpion2.zip	Scorpion (set 2)		WORKING	WORKING		GALAXIAN	768	224	90
scorpion3.zip	Scorpion (set 3)		WORKING	WORKING		GALAXIAN	768	224	90
scorpionmc.zip	Scorpion (Moon Oresta hardware)	scorpion	WORKING	WORKING		GALAXIAN	768	224	90
scotrlt.zip	Scotter Shooter		WORKING	WORKING		KONAMI	256	224	90
scramb2.zip	Scramble (bootleg)	scramble2	WORKING	WORKING		GALAXIAN	256	224	90
scrambb.zip	Scramble (bootleg on Galaxian hardware)	scramble	WORKING	WORKING		GALAXIAN	256	224	90
scramble.zip	Scramble		WORKING	WORKING		GALAXIAN	768	224	90
scrambleb.zip	Scramble (bootleg?)	scrambleb	WORKING	WORKING		GALAXIAN	768	224	90
scramblef.zip	Scramble (Karateko, French bootleg)	scramblef	WORKING	WORKING		GALAXIAN	768	224	90
scrambler.zip	Scramble (Reben S.A., Spanish bootleg)	scrambler	WORKING	WORKING		GALAXIAN	256	224	90
scrambles									

FILE NAME	GAME TITLE	Parent	GC Status	Wii Status	Known issue / Bug Description	Platform	Screen Width	Screen Height	Rotation
sdgndmps.zip	SD Gundam Psycho Salamander no Kyoul		TOO BIG	UNPLAYABLE	Black screen	MISC (POST 90)	320	224	0
sdgi.zip	SDI - Strategic Defense Initiative (Japan, old, System 16A, FD1089B 317-0027)			GFX-SLOW	Starts OK then colors go wrong / Too demanding for the Wii CPU	SEGA	320	224	0
sdib.zip	SDI - Strategic Defense Initiative (System 16B, FD1089			GFX-SLOW	Starts OK then colors go wrong / Too demanding for the Wii CPU	SEGA	320	224	0
sdil.zip	SDI - Strategic Defense Initiative (bootleg)	sdil		GFX-SLOW	Starts OK then colors go wrong / Too demanding for the Wii CPU	SEGA	320	224	0
sdodgeb.zip	Super Dodge Ball / Kuno no Nekketsu Tokkyuu Denstetsu		TOO BIG	WORKING	Starts OK then colors go wrong / Too demanding for the Wii CPU	NEOGEO	320	224	0
searchar.zip	SAR - Search And Rescue (World)		TOO BIG	WORKING		MISC (PRE 90)	256	224	90
searcharj.zip	SAR - Search And Rescue (Japan)	searchar	TOO BIG	WORKING		MISC (PRE 90)	256	224	90
searcharu.zip	SAR - Search And Rescue (US)	searchar	TOO BIG	WORKING		MISC (PRE 90)	256	224	90
searchey.zip	Search Eye		TOO BIG	GFX	Endianness issue?	MISC (POST 90)	320	240	0
searchp2.zip	Search Eye Plus V2.0		TOO BIG	GFX	Endianness issue?	MISC (POST 90)	320	240	0
secretag.zip	Secret Agent (World)	stsyip	TOO BIG	GFX	Endianness issue?	DATA EAST	256	240	0
sectionz.zip	Section Z (set 1)	sectionz	WORKING	WORKING		CAPCOM	256	240	0
sectionza.zip	Section Z (set 2)		WORKING	WORKING		CAPCOM	256	240	0
seganinj.zip	Sega Ninja (315-5102)		WORKING	WORKING		SEGA	512	224	0
seganmju.zip	Sega Ninja (not encrypted)	seganinj	WORKING	WORKING		SEGA	512	224	0
seffens.zip	Sai Fens		TOO BIG	GFX	Endianness issue?	TATTO	320	224	0
semitase.zip	MuHanSeungBu (SemiCom Baseball) (Korea)		TOO BIG	GFX	Endianness issue?	MISC (POST 90)	320	240	0
sengoku.zip	Sengoku / Sengoku Denshou (NGM-017)(NGH-017)		WORKING	WORKING		NEOGEO	320	224	0
sengoku2.zip	Sengoku 2 / Sengoku Denshou 2		WORKING	WORKING		NEOGEO	320	224	0
sengoku3.zip	Sengoku 3 / Sengoku Denshou 2001		TOO BIG	WORKING		NEOGEO	320	224	0
sengokuh.zip	Sengoku / Sengoku Denshou (NGH-017)(US)	sengoku	TOO BIG	WORKING		NEOGEO	320	224	0
sf.zip	Street Fighter (World)		TOO BIG	WORKING		CAPCOM	384	224	0
sf2.zip	Street Fighter II - the world warrior (910522 etc)		WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2acc.zip	Street Fighter II - Champion Edition (Accelerator) bo	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2accp2.zip	Street Fighter II - Champion Edition (Accelerator) Pt.	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2amf.zip	Street Fighter II - Champion Edition (Alpha Magic-F bo	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2amf2.zip	Street Fighter II - Champion Edition (Alpha Magic-F bo	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2amf3.zip	Street Fighter II - Champion Edition (Alpha Magic-F bo	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2amf4.zip	Street Fighter II - Champion Edition (Alpha Magic-F bo	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2amf5.zip	Street Fighter II - Champion Edition (Alpha Magic-F bo	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2amf6.zip	Street Fighter II - Champion Edition (Alpha Magic-F bo	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2amf7.zip	Street Fighter II - Champion Edition (Alpha Magic-F bo	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2any.zip	Street Fighter II - Champion Edition (bootleg)	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2bz.zip	Street Fighter II - The World Warrior (bootleg, 910214	sf2	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2bz2.zip	Street Fighter II - The World Warrior (bootleg, 910214	sf2	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2bzh.zip	Street Fighter II - Champion Edition (Hung-Hai bootl	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2ce.zip	Street Fighter II - champion edition (street fighter 2' 920513 etc)	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2cebr.zip	Street Fighter II - Champion Edition (bootleg, Brazil	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2cewa.zip	Street Fighter II - Champion Edition (Brazil)	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2cewab2.zip	Street Fighter II - Champion Edition (920313 etc boot	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2cewab1.zip	Street Fighter II - Champion Edition (920313 etc boot	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2ceah.zip	Street Fighter II - Champion Edition (bootleg, Hispan	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2ceja.zip	Street Fighter II - Champion Edition (bootleg, Japan	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2cejab2.zip	Street Fighter II - Champion Edition (920322 Japan bo	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2cejab1.zip	Street Fighter II - Champion Edition (920322 Japan bo	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2cejp.zip	Street Fighter II - Champion Edition (street fighter	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2cejs.zip	Street Fighter II - Champion Edition (street fighter	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2ceusa.zip	Street Fighter II - Champion Edition (street fighter	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2ceusab2.zip	Street Fighter II - Champion Edition (920313 USA boot	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2ceusab3.zip	Street Fighter II - Champion Edition (920313 USA boot	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2ceusab1.zip	Street Fighter II - Champion Edition (920313 USA boot	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2ceusab5.zip	Street Fighter II - Champion Edition (920313 USA boot	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2ceusab6.zip	Street Fighter II - Champion Edition (920313 USA boot	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2ceusab1.zip	Street Fighter II - Champion Edition (920313 USA boot	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2ceusb.zip	Street Fighter II - Champion Edition (street fighter	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2ceusc.zip	Street Fighter II - Champion Edition (street fighter	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2ceuscl.zip	Street Fighter II - Champion Edition (920603 USA boot	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2cdkof2.zip	Street Fighter II - Champion Edition (Double K.O. Tur	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2cdongb.zip	Street Fighter II - Champion Edition (Rainbow Bubi p	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2eb.zip	Street Fighter II - The World Warrior (910214 etc)	sf2	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2ebbl.zip	Street Fighter II - The World Warrior (TAB Austria boo	sf2	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2ee.zip	Street Fighter II - The World Warrior (910228 etc)	sf2	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2fh.zip	Street Fighter II - Hyper Fighting (street fighter 2' 921209 ETC)	sf2fh	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2fhf.zip	Street Fighter II Turbo - Hyper Fighting (street figh	sf2fh	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2fhf2.zip	Street Fighter II Turbo - Hyper Fighting (bootleg set	sf2fh	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2fhz.zip	Street Fighter II - Hyper Fighting (street fighter 2'	sf2fh	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2fhzb.zip	Street Fighter II - Hyper Fighting (bootleg set 3, at	sf2fh	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2j.zip	Street Fighter II - The World Warrior (911210 Japan)	sf2	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2ja.zip	Street Fighter II - The World Warrior (910214 Japan)	sf2	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2jc.zip	Street Fighter II - The World Warrior (910306 Japan)	sf2	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2jz.zip	Street Fighter II - The World Warrior (910411 Japan)	sf2	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2jh.zip	Street Fighter II - The World Warrior (910522 Japan)	sf2	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2jz.zip	Street Fighter II - The World Warrior (920312 Japan)	sf2	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2koryu1.zip	Street Fighter II - Xiang Long (bootleg set 1, 811102	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2koryu2.zip	Street Fighter II - Xiang Long (bootleg set 2, 811102	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2koryu3.zip	Street Fighter II - Xiang Long (bootleg set 3, 811102	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2mdm.zip	Street Fighter II - Magic Delta Turbo (bootleg set 1	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2mdta.zip	Street Fighter II - Magic Delta Turbo (bootleg set 2	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2mega.zip	Street Fighter II - Champion Edition (Mega Co bootleg	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2mega2.zip	Street Fighter II - Champion Edition (Mega Co bootleg	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2gpl.zip	Street Fighter II - The World Warrior (Quiken P-1 bo	sf2	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2h.zip	Street Fighter II - Champion Edition (Rainbow bootleg	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2h2.zip	Street Fighter II - Champion Edition (Rainbow bootleg	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2h3.zip	Street Fighter II - Champion Edition (Rainbow bootleg	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2h4.zip	Street Fighter II - Champion Edition (Rainbow bootleg	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2h5.zip	Street Fighter II - Champion Edition (Rainbow bootleg	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2h6.zip	Street Fighter II - Champion Edition (Rainbow bootleg	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2red.zip	Street Fighter II - Champion Edition (Red Wave bootl	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2red2.zip	Street Fighter II - Champion Edition (Red Wave bootl	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2tat.zip	Street Fighter II - The World Warrior (STT, TAB Austri	sf2	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2thndr.zip	Street Fighter II - The World Warrior (Thunder Editio	sf2	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2tlona.zip	Street Fighter II - Champion Edition (Tu Long bootleg	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2tlonb.zip	Street Fighter II - Champion Edition (Tu Long bootleg	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2tlonc.zip	Street Fighter II - Champion Edition (Tu Long bootleg	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2ua.zip	Street Fighter II - The World Warrior (910206 USA)	sf2	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2ub.zip	Street Fighter II - The World Warrior (910214 USA)	sf2	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2uc.zip	Street Fighter II - The World Warrior (910306 USA)	sf2	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2ud.zip	Street Fighter II - The World Warrior (910318 USA)	sf2	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2ue.zip	Street Fighter II - The World Warrior (910228 USA)	sf2	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2uf.zip	Street Fighter II - The World Warrior (910411 USA)	sf2	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2ug.zip	Street Fighter II - The World Warrior (910422 USA, rev	sf2	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2uq.zip	Street Fighter II - The World Warrior (910522 USA, rev	sf2	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2uk.zip	Street Fighter II - The World Warrior (911101 USA)	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2v004.zip	Street Fighter II - Champion Edition (V004 bootleg se	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2v0042.zip	Street Fighter II - Champion Edition (V004 bootleg se	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2v0043.zip	Street Fighter II - Champion Edition (V004 bootleg se	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2vyc.zip	Street Fighter II - Champion Edition (YYC bootleg set	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2vyc2.zip	Street Fighter II - Champion Edition (YYC bootleg set	sf2ce	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2a.zip	Street Fighter Alpha - warriors' dreams (950727 Euro)		WORKING	WORKING		CAPCOM CPS 2 384	224	0	
sf2a2.zip	Street Fighter Alpha 2 (950228 Euro)		TOO BIG	WORKING		CAPCOM CPS 2 384	224	0	
sf2a2u.zip	Street Fighter Alpha 2 (950430 USA)	sf2a2	TOO BIG	WORKING		CAPCOM CPS 2 384	224	0	
sf2a2u1.zip	Street Fighter Alpha 2 (950306 USA)	sf2a2	TOO BIG	WORKING		CAPCOM CPS 2 384	224	0	
sf2a3.zip	Street Fighter Alpha 3 (950904 Euro)		TOO BIG	WORKING		CAPCOM CPS 2 384	224	0	
sf2a3b.zip	Street Fighter Alpha 3 (950628 Brazil)	sf2a3	TOO BIG	WORKING		CAPCOM CPS 2 384	224	0	
sf2a3h.zip	Street Fighter Alpha 3 (950904 Hispanic)	sf2a3	TOO BIG	WORKING		CAPCOM CPS 2 384	224	0	
sf2a3h1.zip	Street Fighter Alpha 3 (950628 Hispanic)	sf2a3	TOO BIG	WORKING		CAPCOM CPS 2 384	224	0	
sf2a3u.zip	Street Fighter Alpha 3 (950904 USA)	sf2a3	TOO BIG	WORKING		CAPCOM CPS 2 384	224	0	
sf2a3ud.zip	Street Fighter Alpha 3 (950904 USA Phoenix Edition)	sf2a3	TOO BIG	WORKING		CAPCOM CPS 2 384	224	0	
sf2a3u1.zip	Street Fighter Alpha 3 (950628 USA)	sf2a3	TOO BIG	WORKING		CAPCOM CPS 2 384	224	0	
sf2ach.zip	Street Fighter Alpha (CPS Changer, 950727 Publicity US	sf2ch	WORKING	WORKING		CAPCOM CPS 1 384	224	0	
sf2ad.zip	Street Fighter Alpha - warriors' dreams (950727 Euro) P	sfa	WORKING	WORKING		CAPCOM CPS 2 384	224	0	
sf2ar1.zip	Street Fighter Alpha - warriors' dreams (950718 Euro)	sfa	WORKING	WORKING		CAPCOM CPS 2 384	224	0	
sf2ar2.zip	Street Fighter Alpha - warriors' dreams (950627 Euro)	sfa	WORKING	WORKING		CAPCOM CPS 2 384	224	0	
sf2ar3.zip	Street Fighter Alpha - warriors' dreams (950605 Euro)	sfa	WORKING	WORKING		CAPCOM CPS 2 384	224	0	
sf2au.zip	Street Fighter Alpha - warriors' dreams (950607 USA)	sfa	WORKING	WORKING		CAPCOM CPS 2 384	224	0	
sf2aud.zip	Street Fighter Alpha - warriors' dreams (950727 USA Ph	sfa	WORKING	WORKING		CAPCOM CPS 2 384	224	0	
sf2lii.zip	Street Fighter III: New Generation (USA 970204)		TOO BIG	TOO BIG		CAPCOM CPS 3 384	224	0	
sf2li2.zip	Street Fighter III: New Generation: Giant Attack (USA 970930)		TOO BIG	TOO BIG		CAPCOM CPS 3 384	224	0	
sf2li3.zip	Street Fighter III 2nd Impact: Giant Attack (Japan 970	sf2li2	TOO BIG	TOO BIG		CAPCOM CPS 3 384	224	0	
sf2li2n.zip	Street Fighter III 2nd Impact: Giant Attack (Asia 9709	sf2li2	TOO BIG	TOO BIG		CAPCOM CPS 3 384	224	0	
sf2li3n.zip	Street Fighter III 3rd Strike: Fight for the Future (Euro 990608)		TOO BIG	TOO BIG		CAPCOM CPS 3 384	224	0	
sf2li3n2.zip	Street Fighter III 3rd Strike: Fight for the Future (U	sf2li3	TOO BIG	TOO BIG		CAPCOM CPS 3 384	224	0	
sf2li3n1.zip	Street Fighter III 3rd Strike: Fight for the Future (U	sf2li3	TOO BIG	TOO BIG		CAPCOM CPS 3 384	224	0	
sf2li3n3.zip	Street Fighter III 3rd Strike: Fight for the Future (E	sf2li3	TOO BIG	TOO BIG		CAPCOM CPS 3 384	224	0	
sf2li3u.zip	Street Fighter III 3rd Strike: Fight for the Future (U	sf2li3	TOO BIG	TOO BIG		CAPCOM CPS 3 384	224	0	
sf2li3u1.zip	Street Fighter III 3rd Strike: Fight for the Future (U	sf2li3	TOO BIG	TOO BIG		CAPCOM CPS 3 384	224	0	
sf2liu.zip	Street Fighter III: New Generation (Hispanic 970204)	sf2li	TOO BIG	TOO BIG		CAPCOM CPS 3 384	224	0	
sf2liu1.zip	Street Fighter III: New Generation (Japan 970204)	sf2li	TOO BIG	TOO BIG		CAPCOM CPS 3 384	224	0	
sf2lin.zip	Street Fighter III: New Generation (								



FILE NAME	GAME TITLE	Parent	GC Status	Wii Status	Known Issue / Bug Description	Platform	Screen Width	Screen Height	Rotation
st2zaid.zip	Street Fighter Zero 2 Alpha (960826 Asia Phoenix Edit)	stf2zal	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
st2zai.zip	Street Fighter Zero 2 Alpha (960813 Hispanic)	stf2zal	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
st2zal.zip	Street Fighter Zero 2 Alpha (960805 Japan)	stf2zal	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
stf2b.zip	Street Fighter Zero 2 (960531 Brazil)	stf2b	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
stf2br1.zip	Street Fighter Zero 2 (960304 Brazil)	stf2b	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
stf2b.zip	Street Fighter Zero 2 (960304 Hispanic)	stf2b	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
stf2j.zip	Street Fighter Zero 2 (960430 Japan)	stf2b	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
stf2jd.zip	Street Fighter Zero 2 (960227 Japan Phoenix Edition)	stf2b	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
stf2jr1.zip	Street Fighter Zero 2 (960227 Japan)	stf2b	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
stf2n.zip	Street Fighter Zero 2 (960229 Oceania)	stf2b	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
stf3a.zip	Street Fighter Zero 3 (980904 Asia)	stf3a	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
stf3ar1.zip	Street Fighter Zero 3 (980701 Asia)	stf3a	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
stf3j.zip	Street Fighter Zero 3 (980727 Japan)	stf3a	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
stf3jr1.zip	Street Fighter Zero 3 (980727 Japan)	stf3a	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
stf3j2.zip	Street Fighter Zero 3 (980629 Japan)	stf3a	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
stf3j2d.zip	Street Fighter Zero 3 (980629 Japan Phoenix Edition)	stf3a	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
stf3a.zip	Street Fighter Zero (950627 Asia)	stf3a	WORKING	WORKING		CAPCOM CPS 2	384	224	0
stf3ch.zip	Street Fighter Zero (CPS Changer, 950925 Asia)	stf3ch	WORKING	WORKING		CAPCOM CPS 2	384	224	0
stf3ar1.zip	Street Fighter Zero (950605 Asia)	stf3ch	WORKING	WORKING		CAPCOM CPS 2	384	224	0
stf3b.zip	Street Fighter Zero (951109 Brazil)	stf3b	WORKING	WORKING		CAPCOM CPS 2	384	224	0
stf3bch.zip	Street Fighter Zero (CPS Changer, 950727 Brazil)	stf3bch	WORKING	WORKING		CAPCOM CPS 1	384	224	0
stf3cr1.zip	Street Fighter Zero (950727 Brazil)	stf3b	WORKING	WORKING		CAPCOM CPS 2	384	224	0
stf3ch.zip	Street Fighter Zero (CPS Changer, 951020 Japan)	stf3ch	WORKING	WORKING		CAPCOM CPS 1	384	224	0
stf3ech.zip	Street Fighter Zero (CPS Changer, 950727 Euro)	stf3ch	WORKING	WORKING		CAPCOM CPS 1	384	224	0
stf3n.zip	Street Fighter Zero (950718 Hispanic)	stf3n	WORKING	WORKING		CAPCOM CPS 2	384	224	0
stf3ch.zip	Street Fighter Zero (CPS Changer, 950727 Hispanic)	stf3ch	WORKING	WORKING		CAPCOM CPS 1	384	224	0
stf3hr1.zip	Street Fighter Zero (950627 Hispanic)	stf3n	WORKING	WORKING		CAPCOM CPS 2	384	224	0
stf3j.zip	Street Fighter Zero (950727 Japan)	stf3a	WORKING	WORKING		CAPCOM CPS 2	384	224	0
stf3jr1.zip	Street Fighter Zero (950627 Japan)	stf3a	WORKING	WORKING		CAPCOM CPS 2	384	224	0
stf3j2.zip	Street Fighter Zero (950605 Japan)	stf3a	WORKING	WORKING		CAPCOM CPS 2	384	224	0
sgemf.zip	Super Gem Fighter Mini Mix (970904 USA)	sgemf	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
sgemfa.zip	Super Gem Fighter Mini Mix (970904 Asia)	sgemf	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
sgemfj.zip	Super Gem Fighter Mini Mix (970904 USA Phoenix Edition)	sgemf	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
sgemfj.zip	Super Gem Fighter Mini Mix (970904 Hispanic)	sgemf	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
sgynz.zip	Sangokushi II: Sanguo Yingxiong Zhuan (Chinese bootleg)	wof	WORKING	WORKING		CAPCOM CPS 1	384	224	0
shackled.zip	Shackled (US)		SLOW	WORKING	On GC: slow framerate and stuttered sound	DATA EAST	256	240	0
shadfcce.zip	Shadow Force (US Version 2)	shadfcce	TOO BIG	UNPLAYABLE	core exits back to menu without trying to load game	TECHNOS	320	240	0
shadfccej.zip	Shadow Force (Japan Version 3)	shadfcce	TOO BIG	UNPLAYABLE	core exits back to menu without trying to load game	TECHNOS	320	240	0
shadfccej2.zip	Shadow Force (Japan Version 2)	shadfcce	TOO BIG	UNPLAYABLE	core exits back to menu without trying to load game	TECHNOS	320	240	0
shadoww.zip	Shadow Warriors (World, set 1)	shadoww	TOO BIG	WORKING		MISC (PRE 90)	256	224	0
shadoww2.zip	Shadow Warriors (World, set 2)	shadoww	TOO BIG	WORKING		MISC (PRE 90)	256	224	0
shangon.zip	Super Hang-On (sldownupright, unprotected)	shangon	UNPLAYABLE	WORKING	Crashes on GC.	SEGA	320	224	0
shangon2.zip	Super Hang-On (mini ride-on, Rev A, FD1089B 317-0034)	shangon	UNPLAYABLE	WORKING	Crashes on GC.	SEGA	320	224	0
shangon3.zip	Super Hang-On (sldownupright, FD1089B 317-0034)	shangon	UNPLAYABLE	WORKING	Crashes on GC.	SEGA	320	224	0
shangon3e.zip	Limited Edition Hang-On	shangon	UNPLAYABLE	WORKING	Crashes on GC.	SEGA	320	224	0
shangonb.zip	Super Hang-On (bootleg)	shangon	UNPLAYABLE	WORKING	Crashes on GC.	SEGA	320	224	0
shangonro.zip	Super Hang-On (Japan, FD1094 317-0038)	shangon	UNPLAYABLE	WORKING	Crashes on GC.	SEGA	320	224	0
sharrier.zip	Space Harrier (Rev A, 8751 315-5163A)		UNPLAYABLE	CONTROLS	Left does Up-Left Diagonal, Right does Down-Left Diagonal, Up/Down do nothing.	SEGA	320	224	0
sharrier1.zip	Space Harrier (8751 315-5163)	sharrier	UNPLAYABLE	CONTROLS	Left does Up-Left Diagonal, Right does Down-Left Diagonal	SEGA	320	224	0
shdancbl.zip	Shadow Dancer (bootleg)	shdancer	TOO BIG	CONTROLS	Left does Up-Left Diagonal, Right does Down-Left Diagonal	SEGA	320	224	0
shdancer.zip	Shadow Dancer (set 3, US)	shdancer	TOO BIG	WORKING		SEGA	320	224	0
shdancerf1.zip	Shadow Dancer (set 1)	shdancer	TOO BIG	WORKING		SEGA	320	224	0
shdancerf2.zip	Shadow Dancer (set 2, Japan)	shdancer	TOO BIG	WORKING		SEGA	320	224	0
shinfz.zip	Shinobi / FZ-2006 (Korean System 16 bootleg) (ISG Selection Master Type 2006)	shinobi	TOO BIG	UNPLAYABLE	Black screen (uses lgsm bios)	SEGA	320	224	0
shinobi.zip	Shinobi (set 6, System 16A, unprotected)		UNPLAYABLE	ALMOST	playable but has some sound problems. available in MAME but some GFX issues	SEGA	320	224	0
shinobi1.zip	Shinobi (set 1, System 16A, FD1094 317-0050)	shinobi	UNPLAYABLE	ALMOST	playable but has some sound problems. available in MAME but some GFX issues	SEGA	320	224	0
shinobi2.zip	Shinobi (set 2, System 16B, FD1094 317-0049)	shinobi	UNPLAYABLE	ALMOST	playable but has some sound problems. available in MAME but some GFX issues	SEGA	320	224	0
shinobi3.zip	Shinobi (set 3, System 16B, MC-8123B 317-0054)	shinobi	UNPLAYABLE	ALMOST	playable but has some sound problems. available in MAME but some GFX issues	SEGA	320	224	0
shinobi4.zip	Shinobi (set 4, System 16B, MC-8123B 317-0054)	shinobi	UNPLAYABLE	ALMOST	playable but has some sound problems. available in MAME but some GFX issues	SEGA	320	224	0
shinobi5.zip	Shinobi (set 5, System 16B, unprotected)	shinobi	UNPLAYABLE	ALMOST	playable but has some sound problems. available in MAME but some GFX issues	SEGA	320	224	0
shinobi6.zip	Shinobi (beta bootleg, System 16A)	shinobi	UNPLAYABLE	ALMOST	playable but has some sound problems. available in MAME but some GFX issues	SEGA	320	224	0
shinobis.zip	Shinobi (Star bootleg, System 16A)	shinobi	UNPLAYABLE	ALMOST	playable but has some sound problems. available in MAME but some GFX issues	SEGA	320	224	0
shippumd.zip	Shippu Mahou Daikakusen - kingdom grandprix	kingdmp	TOO BIG	WORKING		TOAPLAN	320	240	270
shisen2.zip	Shisenho II	match2	TOO BIG	WORKING		IREM	384	256	0
shocking.zip	Shocking		TOO BIG	GFX	Endianness issue?	MISC (POST 90)	380	224	0
shocktr2.zip	Shock Troopers - 2nd Squad		TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEOGEO	320	224	0
shocktro.zip	Shock Troopers (set 1)		TOO BIG	WORKING		NEOGEO	320	224	0
shocktro2.zip	Shock Troopers (set 2)	shocktro	TOO BIG	WORKING		NEOGEO	320	224	0
sidepckt.zip	Side Pocket (World)		WORKING	WORKING		DATA EAST	256	224	0
sidepckt2.zip	Side Pocket (bootleg set 1)	sidepckt	WORKING	WORKING		DATA EAST	256	224	0
sidepckt3.zip	Side Pocket (bootleg set 2)	sidepckt	WORKING	WORKING		DATA EAST	256	224	0
sidepcktj.zip	Side Pocket (Japan)	sidepckt	WORKING	WORKING		DATA EAST	256	224	0
silentj.zip	Silent Dragon (World)		TOO BIG	GFX	Endianness issue?	TAITO	320	224	0
silentj2.zip	Silent Dragon (Japan)	silentj	TOO BIG	GFX	Endianness issue?	TAITO	320	224	0
silentu.zip	Silent Dragon (US)	silentj	TOO BIG	GFX	Endianness issue?	TAITO	320	224	0
silkrad.zip	The Legend of Silkrad		TOO BIG	WORKING		MISC (POST 90)	380	224	0
silkrada.zip	The Legend of Silkrad (larger roms)	silkrad	TOO BIG	WORKING		MISC (POST 90)	380	224	0
silkworm.zip	Silk Worm		WORKING	WORKING		MISC (PRE 90)	256	224	0
silkwormb.zip	Silk Worm (bootleg)	silkworm	WORKING	WORKING		MISC (PRE 90)	256	224	0
silkwormj.zip	Silk Worm (Japan)	silkworm	WORKING	WORKING		MISC (PRE 90)	256	224	0
silvml.zip	Silver Millennium		TOO BIG	WORKING		MISC (POST 90)	320	240	270
simpsons.zip	The Simpsons (4 Players World, set 1)		TOO BIG	WORKING		KONAMI	288	224	0
simpsons2p.zip	The Simpsons (2 Players World, set 1)	simpsons	TOO BIG	WORKING		KONAMI	288	224	0
simpsons2p2.zip	The Simpsons (2 Players World, set 2)	simpsons	TOO BIG	WORKING		KONAMI	288	224	0
simpsons2pa.zip	The Simpsons (2 Players Asia)	simpsons	TOO BIG	WORKING		KONAMI	288	224	0
simpsons2jp.zip	The Simpsons (2 Players Japan)	simpsons	TOO BIG	WORKING		KONAMI	288	224	0
simpsons4pa.zip	The Simpsons (4 Players World, set 2)	simpsons	TOO BIG	WORKING		KONAMI	288	224	0
sinvaiz.zip	Space Invasion (Europe)	commando	WORKING	WORKING		CAPCOM	256	224	270
sinvaizb.zip	Space Invasion (bootleg)	commando	WORKING	WORKING		CAPCOM	256	224	270
sjryuko.zip	Sukeban Jani Ryuko (set 2, System 16B, FD1089B 317-5021)		CONTROLS	CONTROLS	Majhong controls not mapped	SEGA	320	224	0
sjryuko1.zip	Sukeban Jani Ryuko (set 1, System 16A, FD1089B 317-50)	sjryuko	CONTROLS	CONTROLS	Majhong controls not mapped	SEGA	320	224	0
skelagun.zip	The Irem Skins Game (US set 1)	majhi2	TOO BIG	CONTROLS	Majhong controls not mapped	IREM	320	240	0
skingame2.zip	The Irem Skins Game (US set 2)	majhi2	TOO BIG	CONTROLS	Majhong controls not mapped	IREM	320	240	0
skybase.zip	Sky Base		WORKING	WORKING		GALAXIAN	768	224	90
skyfox.zip	Sky Fox		WORKING	WORKING		MISC (PRE 90)	320	224	90
skykid.zip	Sky Kid (new version)		SOUND	SOUND	music runs far too fast. works perfect in MAME.	MISC (PRE 90)	288	224	180
skykid2.zip	Sky Kid (CUSB0 version)	skykid	SOUND	SOUND	music runs far too fast. works perfect in MAME.	MISC (PRE 90)	288	224	180
skykid3.zip	Sky Kid (old version)	skykid	SOUND	SOUND	music runs far too fast. works perfect in MAME.	MISC (PRE 90)	288	224	180
skykid4.zip	Sky Kid (Sipem)	skykid	SOUND	SOUND	music runs far too fast. works perfect in MAME.	MISC (PRE 90)	288	224	180
skylanr.zip	Sky Lancer		WORKING	WORKING		MISC (PRE 90)	236	224	90
skylanrc.zip	Sky Lancer (Esco Trading Co license)	skylanr	WORKING	WORKING		MISC (PRE 90)	236	224	90
skyrad.zip	Sky Raiders	univers	WORKING	WORKING		GALAXIAN	768	224	90
skymash.zip	Sky Smasher		TOO BIG	WORKING		MISC (POST 90)	256	224	270
skywolf.zip	Sky Wolf (set 1)	airwolf	WORKING	WORKING		MISC (PRE 90)	288	224	0
skywolf2.zip	Sky Wolf (set 2)	airwolf	WORKING	WORKING		MISC (PRE 90)	288	224	0
skywolf3.zip	Sky Wolf (set 3)	airwolf	WORKING	WORKING		MISC (PRE 90)	288	224	0
slammash.zip	Saturday Night Slam Masters (Slam Masters 930301 Asia)	slammast	WORKING	WORKING		CAPCOM CPS 1	384	224	0
slammash2.zip	Saturday Night Slam Masters (Slam Masters 930713 Hspa)	slammast	WORKING	WORKING		CAPCOM CPS 1	384	224	0
slammast.zip	Saturday Night Slam Masters (Slam Masters 930713 etc)	slammast	WORKING	WORKING		CAPCOM CPS 1	384	224	0
slammash3.zip	Saturday Night Slam Masters (slam masters 930713 USA)	slammast	WORKING	WORKING		CAPCOM CPS 1	384	224	0
slampic.zip	Saturday Night Slam Masters (bootleg (with PIC16c57).	slammast	WORKING	WORKING		CAPCOM CPS 1	384	224	0
slapfigh.zip	Slap Fight (Japan set 1)	alcon	WORKING	WORKING		TOAPLAN	280	240	270
slapfigh1.zip	Slap Fight (bootleg set 1)	alcon	WORKING	WORKING		TOAPLAN	280	240	270
slapfigh2.zip	Slap Fight (bootleg set 2)	alcon	WORKING	WORKING		TOAPLAN	280	240	270
slapfigh3.zip	Slap Fight (bootleg set 3)	alcon	WORKING	WORKING		TOAPLAN	280	240	270
slaphot.zip	Slap Shot (Japan)		TOO BIG	SLOW	Too demanding for the Wii CPU	TAITO	320	224	0
slsypj.zip	Sly Spy (US revision 3)		TOO BIG	SLOW	use MAME	DATA EAST	256	240	0
slsypj2.zip	Sly Spy (US revision 2)	slsypj	TOO BIG	SLOW	use MAME	DATA EAST	256	240	0
snmbomb.zip	Super Muscle Bomber - the international blowout (94083)	ringdest	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
snmbomb1.zip	Super Muscle Bomber - the international blowout (94080)	ringdest	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
smgp.zip	Super Monaco GP (World, Rev B, FD1094 317-0126a)	smgp	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	SEGA	320	224	0
smgp5.zip	Super Monaco GP (World, FD1094 317-0126a)	smgp	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	SEGA	320	224	0
smgpj.zip	Super Monaco GP (Japan, Rev A, FD1094 317-0124a)	smgp	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	SEGA	320	224	0
smgpj2.zip	Super Monaco GP (Japan, Rev A, FD1094 317-0124a)	smgp	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	SEGA	320	224	0
smgu.zip	Super Monaco GP (US, Rev C, FD1094 317-0125a)	smgp	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	SEGA	320	224	0
smgu1.zip	Super Monaco GP (US, Rev B, FD1094 317-0125a)	smgp	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	SEGA	320	224	0
smgu2.zip	Super Monaco GP (US, Rev A, FD1094 317-0125a)	smcrgt	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	SEGA	320	224	0
smooncrs.zip	Super Moon Cresta	mooncrgt	WORKING	WORKING		GALAXIAN	768	224	90
snegjak.zip	Snap Jack		WORKING	WORKING		MISC (PRE 90)	240	162	0
snapper.zip	Snapper (Korea)		UNPLAYABLE	WORKING	Crashes on GC.	SEGA	320	224	0
snkace.zip	Sengoku Ace (Japan)	samuraia	TOO BIG	WORKING		PSIKYO	320	224	270
snobrow2.zip	Snow Bros. - 2 with new elves		TOO BIG	WORKING		TOAPLAN	320	240	0
snobrow3.zip	Snow Bros. - Nick & Tom (set 1)		WORKING	WORKING		MISC (POST 90)	256	224	0
snobrow32.zip	Snow Brothers 3 - Magical Adventure		TOO BIG	WORKING		MISC (POST 90)	256	224	



FILE NAME	GAME TITLE	Parent	GC Status	Wii Status	Known Issue / Bug Description	Platform	Screen Width	Screen Height	Rotation
superchs.zip	Super Chase - Criminal Termination (US) [No Sound]		TOO BIG	GFX-CONTROLS-SLOW	No dashboard, can't shift gears / Too demanding for Wii	TAITO	320	240	0
superchj.zip	Super Chase - Criminal Termination (Japan)	superchs	TOO BIG	GFX-CONTROLS-SLOW	No dashboard, can't shift gears / Too demanding for Wii	TAITO	320	240	0
superchs2.zip	Super Chase - Criminal Termination (US)	superchs	TOO BIG	GFX-CONTROLS-SLOW	No dashboard, can't shift gears / Too demanding for Wii	TAITO	320	240	0
superjg.zip	Super Galaxians (galaxia) hack	galaxian	WORKING	WORKING		GALAXIAN	768	224	90
superjg2.zip	Super GX	galaxian	UNPLAYABLE	WORKING	Crashes on GC	GALAXIAN	768	224	90
superman.zip	Superman (World)		TOO BIG	WORKING		TAITO	384	240	0
supermanj.zip	Superman (Japan)	superman	TOO BIG	WORKING		TAITO	384	240	0
supermanu.zip	Superman (US)	superman	TOO BIG	WORKING		TAITO	384	240	0
supermyr.zip	The Super Spy (NGM-011)NGH-011		WORKING	WORKING		NEO GEO	320	224	0
supmodel.zip	Super Model		TOO BIG	GFX	Endianness issue?	MISC (PRE 90)	256	224	90
suprglob.zip	Super Glob		WORKING	WORKING		PACMAN	272	236	270
suprhl.zip	Super Hell (Super Cobra bootleg)	scobra	WORKING	SLOW	same as exctleg	GALAXIAN	768	224	90
suprleg.zip	Super League (FD1094 317-0045)		TOO BIG	SLOW		SEGA	320	224	0
suprloco.zip	Super Locomotive (Rev.A)		WORKING	WORKING		SEGA	240	224	0
suprloco2.zip	Super Locomotive	suprloco	WORKING	WORKING		SEGA	240	224	0
suprtio.zip	Super Thio		TOO BIG	WORKING	Endianness issue?	MISC (POST 90)	320	240	0
suratk.zip	Surprise Attack (World ver. K)		WORKING	WORKING		KONAMI	288	224	0
suratka.zip	Surprise Attack (Asia ver. L)	suratk	WORKING	WORKING		KONAMI	288	224	0
suratkj.zip	Surprise Attack (Japan ver. M)	suratk	WORKING	WORKING		KONAMI	288	224	0
svcbt.zip	SNK vs. Capcom - SVC Chaos (NGM-2690)NGH-2690)		WORKING	WORKING		NEO GEO	320	224	0
svcbt2.zip	SNK vs. Capcom - SVC Chaos (bootleg)	svc	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEO GEO	320	224	0
svcbt3.zip	SNK vs. Capcom - SVC Chaos (JAMMA PCB, set 1)		TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEO GEO	320	224	0
svcbt4.zip	SNK vs. Capcom - SVC Chaos (JAMMA PCB, set 2)	svcbt	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEO GEO	320	224	0
svcbt5.zip	SNK vs. Capcom - SVC Chaos Plus (bootleg set 1)	svc	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEO GEO	320	224	0
svcbt6.zip	SNK vs. Capcom - SVC Chaos Plus (bootleg set 2)	svc	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEO GEO	320	224	0
svcbt7.zip	SNK vs. Capcom - SVC Chaos Super Plus (bootleg)	svc	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	NEO GEO	320	224	0
svcbt8.zip	S.V.G. - Spectral vs Generation (V100, Japan, Single P	svg	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PGM	448	224	0
svolley.zip	Super Volleyball (Japan)		WORKING	GFX	Endianness issue? same problem in MAME	MISC (PRE 90)	288	216	0
svolleyk.zip	Super Volleyball (Korea)	svolley	WORKING	GFX	Endianness issue? same problem in MAME	MISC (PRE 90)	288	216	0
svolleyu.zip	Super Volleyball (US)	svolley	WORKING	GFX	Endianness issue? same problem in MAME	MISC (PRE 90)	288	216	0
swam.zip	Swarm (bootleg?)	galaxian	WORKING	GFX	Endianness issue?	GALAXIAN	768	224	90
swat.zip	SWAT (315-0048)		WORKING	WORKING		SEGA	512	224	270
swatpoc.zip	SWAT Police		TOO BIG	WORKING		MISC (POST 90)	320	240	0
sysesck.zip	Neo System Check (ver 1.0b) [Demo]	demo	WORKING	WORKING		NEO GEO	320	224	0
tangtang.zip	Tang Tang (ver. 0526, 26/05/2000)		TOO BIG	WORKING		MISC (POST 90)	320	240	0
tacotaido.zip	Tao Taido (set 1)		TOO BIG	GFX	Endianness issue?	MISC (POST 90)	320	224	0
tacotaido2.zip	Tao Taido (set 2)	tacotaido	TOO BIG	GFX	Endianness issue?	MISC (POST 90)	320	224	0
tazman1.zip	Tazz-Mania (set 1)	tazmania	WORKING	GFX	Endianness issue?	GALAXIAN	256	224	90
tazman2.zip	Tazz-Mania (set 2)		WORKING	WORKING		GALAXIAN	768	224	90
tazman3.zip	Tazz-Mania (Galaxian hardware)	tazmania	WORKING	WORKING		GALAXIAN	256	224	90
tdgal.zip	Triple Draw Poker (Bootleg)		WORKING	WORKING		GALAXIAN	768	224	90
tdragon.zip	Thunder Dragon (9th Jan. 1992) [No sound]		TOO BIG	WORKING	No sound, expected behavior	MISC (POST 90)	256	224	270
tdragon1.zip	Thunder Dragon (4th Jun. 1991)	tdragon	TOO BIG	WORKING	No sound, expected behavior	MISC (POST 90)	256	224	270
tdragon2.zip	Thunder Dragon 2 (9th Nov. 1993)		TOO BIG	WORKING		MISC (POST 90)	384	224	270
tdragon2a.zip	Thunder Dragon 2 (1st Oct. 1993)	tdragon2	TOO BIG	WORKING		MISC (POST 90)	384	224	270
tdragonb.zip	Thunder Dragon (bootleg)	tdragon	TOO BIG	WORKING		MISC (POST 90)	256	224	270
teddybb.zip	TeddyBoy Blues (515-5115, New Ver.)		WORKING	WORKING		SEGA	512	224	0
teddybb2.zip	TeddyBoy Blues (515-5115, Old Ver.)	teddybb	WORKING	WORKING		SEGA	512	224	0
teddybb3.zip	TeddyBoy Blues (bootleg)	teddybb	WORKING	WORKING		SEGA	512	224	0
tekipaki.zip	Teki Paki [No sound (sound MCU not dumped)]		SOUND		No sound / On MAME Driver TODO List (Z180 with missing internal rom dump)	TOAPLAN	320	240	0
tengai.zip	Tengai (world)		TOO BIG	WORKING		PSIKYO	320	224	0
tengaij.zip	Tengai@Sengoku Blade - sengoku ace episode II	tengai	TOO BIG	WORKING		PSIKYO	320	224	0
terracc.zip	Terra Cresta (YM3526 set 1)		GFX	GFX	Endianness issue?	MISC (PRE 90)	256	224	270
terracc2.zip	Terra Cresta (YM3526 set 3)	terracc	GFX	GFX	Endianness issue?	MISC (PRE 90)	256	224	270
terracc3.zip	Terra Cresta (YM203)	terracc	GFX	GFX	Endianness issue?	MISC (PRE 90)	256	224	270
terracc4.zip	Terra Cresta (YM3526 set 2)	terracc	GFX	GFX	Endianness issue?	MISC (PRE 90)	256	224	270
terracc5.zip	Terra Force [imperfect graphics]		GFX	GFX	Endianness issue?	MISC (PRE 90)	320	240	0
terracc6.zip	Terra Force (bootleg set 2)	terracc	GFX	GFX	Endianness issue?	MISC (PRE 90)	320	240	0
terracc7.zip	Terra Force (Japan bootleg set 1, with additional Z80)	terracc	GFX	GFX	Endianness issue?	MISC (PRE 90)	320	240	0
terracc8.zip	Terra Force (US)	terracc	GFX	GFX	Endianness issue?	MISC (PRE 90)	320	240	0
tetrbx.zip	Tetris / Bloxseed (Korean System 16 bootleg) (ISO Selection Master Type 2006)		UNPLAYABLE	UNPLAYABLE	Black screen (uses isegm bios)	SEGA	320	224	0
tetris1.zip	Tetris (set 4, Japan, System 16A, FD1094 317-0093)		UNPLAYABLE	SLOW	Resets GC	SEGA	320	224	0
tetris2.zip	Tetris (set 1, Japan, System 16B, FD1094 317-0093)	tetris	UNPLAYABLE	SLOW	Resets GC	SEGA	320	224	0
tetris3.zip	Tetris (set 2, Japan, System 16B, FD1094 317-0092)	tetris	UNPLAYABLE	SLOW	Resets GC	SEGA	320	224	0
tetris4.zip	Tetris (set 3, Japan, System 16A, FD1094 317-0093a)	tetris	UNPLAYABLE	SLOW	Resets GC	SEGA	320	224	0
tetris5.zip	Tetris (bootleg)	tetris	UNPLAYABLE	SLOW	Resets GC	SEGA	320	224	0
tetris6.zip	Tetris (Japan, B-System, YM203)	tetris	TOO BIG	SLOW		TAITO	320	224	0
tetris7.zip	Tetris (Japan, B-System, YM203)	tetris	TOO BIG	SLOW		TAITO	320	224	0
tetris8.zip	Tetris (D.R. Korea) [Wrong colors]		WORKING	WORKING		TAITO	256	224	0
tgml2.zip	Tetris The Absolute The Grand Master 2	tgml2	TOO BIG	SLOW	Too demanding for the Wii CPU	PSIKYO	320	240	0
tgml3.zip	Tetris The Absolute The Grand Master 2 Plus		TOO BIG	SLOW	Too demanding for the Wii CPU	PSIKYO	320	240	0
tharrier.zip	Task Force Harrier		TOO BIG	WORKING		MISC (PRE 90)	256	224	270
tharrier2.zip	Task Force Harrier (US?)	tharrier	TOO BIG	WORKING		MISC (PRE 90)	256	224	270
tharrier3.zip	The End	tharrier	WORKING	WORKING		GALAXIAN	768	224	90
tharrier4.zip	The End (Stem)	tharrier	WORKING	WORKING		GALAXIAN	768	224	90
tharrier5.zip	The Gladiator / Shen Jian (V101, Taiwan)	tharrier	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PGM	448	224	0
tharrier6.zip	The Gladiator / Shen Jian (V100, Japan, Single PCB Ver	tharrier	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	PGM	448	224	0
tharrier7.zip	The Glob	suprglob	WORKING	WORKING		PACMAN	272	236	270
tharrier8.zip	The Glob (earlier)	suprglob	WORKING	WORKING		PACMAN	272	236	270
tharrier9.zip	The Glob (set 3)	suprglob	WORKING	WORKING		PACMAN	272	236	270
tharrier10.zip	The Glob (Pac-Man hardware)	suprglob	WORKING	WORKING		PACMAN	288	224	90
tharrier11.zip	The PI (Parent set for working drivers)		NON-WORKING	NON-WORKING	Marked as non-working in FBA.	GALAXIAN	256	224	90
tharrier12.zip	The PI (bootleg on Moon Quasar hardware)	tharrier	NON-WORKING	NON-WORKING	Marked as non-working in FBA.	GALAXIAN	256	224	90
tharrier13.zip	Thunder Heroes		TOO BIG	WORKING		CAVE	320	224	0
tharrier14.zip	The Togu (315-5065, Japan)	bullfig	WORKING	WORKING		SEGA	512	224	0
tharrier15.zip	Thunder Blaster (Japan)	lifthath	SLOW			IREM	320	240	270
tharrier16.zip	Thunder Blade (upright, FD1094 317-0056)		TOO BIG	CONTROLS-SLOW	Left does Up-Left Diagonal, Right does Down-Left Diagonal, Up/Down do nothing / Too demanding for the Wii CPU	SEGA	320	224	0
tharrier17.zip	Thunder Blade (deluxe/standing, unprotected)	tharrier16	TOO BIG	CONTROLS-SLOW	Left does Up-Left Diagonal, Right does Down-Left Diagonal, Up/Down do nothing / Too demanding for the Wii CPU	SEGA	320	224	0
tharrier18.zip	Thunder Cross II (World)		TOO BIG	WORKING		KONAMI	288	224	0
tharrier19.zip	Thunder Cross II (Asia)	tharrier18	TOO BIG	WORKING		KONAMI	288	224	0
tharrier20.zip	Thunder Cross II (Japan)	tharrier19	TOO BIG	WORKING		KONAMI	288	224	0
tharrier21.zip	Thunder Zone (World, Rev 1)	tharrier20	TOO BIG	SLOW	Too demanding for the Wii CPU	DATA EAST	320	240	0
tharrier22.zip	Thunder Zone (World 4 Players)	tharrier21	TOO BIG	SLOW	Too demanding for the Wii CPU	DATA EAST	320	240	0
tharrier23.zip	Thunder Zone (World)	tharrier22	TOO BIG	SLOW	Too demanding for the Wii CPU	DATA EAST	320	240	0
tharrier24.zip	Thunder Zone (Japan)	tharrier23	TOO BIG	SLOW	Too demanding for the Wii CPU	DATA EAST	320	240	0
tharrier25.zip	Thunder Hoop (Ver. 1)	tharrier24	TOO BIG	WORKING	Too demanding for the Wii CPU	MISC (POST 90)	320	240	0
tharrier26.zip	Thunder & Lightning		UNPLAYABLE	WORKING	Crashes on GC.	SETA	384	240	270
tharrier27.zip	Thunder Cross (set 1)		UNPLAYABLE	WORKING	Crashes on GC.	KONAMI	320	224	0
tharrier28.zip	Thunder Cross (set 2)	tharrier27	UNPLAYABLE	WORKING	Crashes on GC.	KONAMI	320	224	0
tharrier29.zip	Thunder Cross (set 3)	tharrier28	UNPLAYABLE	WORKING	Crashes on GC.	KONAMI	320	224	0
tharrier30.zip	Thunder Cross (Japan)	tharrier29	UNPLAYABLE	WORKING	Crashes on GC.	KONAMI	320	224	0
tharrier31.zip	Thunder Fox (World) [NULL]		TOO BIG	SLOW	use MAME	TAITO	320	224	0
tharrier32.zip	Thunder Fox (Japan)	tharrier31	TOO BIG	SLOW	use MAME	TAITO	320	224	0
tharrier33.zip	Thunder Fox (US)	tharrier32	TOO BIG	SLOW	use MAME	TAITO	320	224	0
tharrier34.zip	Tiger Hell (US)		WORKING	WORKING		TOAPLAN	280	240	270
tharrier35.zip	Tiger Hell (bootleg, set 1)	tigerh	WORKING	WORKING		TOAPLAN	280	240	270
tharrier36.zip	Tiger Hell (bootleg, set 2)	tigerh	WORKING	WORKING		TOAPLAN	280	240	270
tharrier37.zip	Tiger Hell (bootleg, set 3)	tigerh	WORKING	WORKING		TOAPLAN	280	240	270
tharrier38.zip	Tiger Hell (Japan)	tigerh	WORKING	WORKING		TOAPLAN	280	240	270
tharrier39.zip	Tiger Road (US)		GFX	GFX	Graphics are garbled (endianness issue)	CAPCOM	256	224	0
tharrier40.zip	Tiger Road (US bootleg)	tigerad	UNPLAYABLE	WORKING	Graphics are garbled (endianness issue)	CAPCOM	256	224	0
tharrier41.zip	Time Scanner (set 2, System 16B)		UNPLAYABLE	WORKING	Crashes on GC.	SEGA	320	224	270
tharrier42.zip	Time Scanner (set 1, System 16A, FD1089B 317-0024)	timescan	UNPLAYABLE	WORKING		SEGA	320	224	270
tharrier43.zip	Time's Up Demo [Homebrew]	demo	TOO BIG	WORKING		NEO GEO	320	224	0
tharrier44.zip	Toukidenhou - Angel Eyes (VER. 960614) [No sound]	tdkdenhou	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	MISC (POST 90)	320	240	0
tharrier45.zip	Toukidenhou - Angel Eyes (VER. 960427)	tdkdenhou	TOO BIG	TOO BIG	ROM too big to fit in Wii or GC RAM	MISC (POST 90)	320	240	0
tharrier46.zip	Tecmo Knight	wildfang	WORKING	WORKING		MISC (PRE 90)	256	224	0
tharrier47.zip	Teenage Mutant Hero Turtles (UK 4 Players, set 1)	tmnt	TOO BIG	WORKING		KONAMI	320	224	0
tharrier48.zip	Teenage Mutant Hero Turtles (UK 2 Players, set 1)	tmnt	TOO BIG	WORKING		KONAMI	320	224	0
tharrier49.zip	Teenage Mutant Hero Turtles (UK 2 Players, set 2)	tmnt	TOO BIG	WORKING		KONAMI	320	224	0
tharrier50.zip	Teenage Mutant Hero Turtles (UK 4 Players, set 2)	tmnt	TOO BIG	WORKING		KONAMI	320	224	0
tharrier51.zip	Teenage Mutant Ninja Turtles (Japan 2 Players)		TOO BIG	WORKING	works but has a bug that appears at neon rider stage	KONAMI	320	224	0
tharrier52.zip	Teenage Mutant Ninja Turtles - Turtles in Time (2 Play	tmnt2	TOO BIG	WORKING		KONAMI	304	224	0
tharrier53.zip	Teenage Mutant Ninja Turtles - Turtles in Time (4 Players ver. UAA)	tmnt2	TOO BIG	WORKING		KONAMI	304	224	0
tharrier54.zip	Teenage Mutant Ninja Turtles - Turtles in Time (2 Play	tmnt2	TOO BIG	WORKING		KONAMI	304	224	0
tharrier55.zip	Teenage Mutant Ninja Turtles - Turtles in Time (4 Play	tmnt2	TOO BIG	WORKING		KONAMI	304	224	0
tharrier56.zip	Teenage Mutant Ninja Turtles (Oceania 2 Players)	tmnt	TOO BIG	WORKING		KONAMI	320	224	0
tharrier57.zip	Teenage Mutant Ninja Turtles (Intro demo)	demo	TOO BIG	UNPLAYABLE	BIOS loads but then black screen	NEO GEO	320	224	0
tharrier58.zip	Teenage Mutant Ninja Turtles (Intro demo, alt)	tmnti	TOO BIG	WORKING		NEO GEO	320	224	0
tharrier59.zip	Teenage Mutant Ninja Turtles (Japan 4 Players)	tmnt	TOO BIG	WORKING		KONAMI	320	224	0
tharrier60.zip	Teenage Mutant Ninja Turtles (US 4 Players, set 1)	tmnt	TOO BIG	WORKING		KONAMI	320	224	0
tharrier61.zip	Teenage Mutant Ninja Turtles (US 4 Players, set 2)	tmnt	TOO BIG	WORKING		KONAMI	320	224	0
tharrier62.zip	The NewZealand Story (World, newer)	tnzs	WORKING	WORKING	On GC - load fistory first, otherwise it will crash	TAITO	256	224	0
tharrier63.zip	The NewZealand Story (Japan, new version, newer PCB)	tnzs	WORKING	WORKING	On GC - load fistory first, otherwise it will crash	TAITO	256	224	0
tharrier64.zip	The NewZealand Story (Japan, old version) (older PCB)	tnzs	WORKING	WORKING	On GC - load fistory first, otherwise it will crash	TAITO	256		



FILE NAME	GAME TITLE		Parent	GC Status	Wii Status	Known issue / Bug Description	Platform	Screen Width	Screen Height	Rotation
toku.zip	Toki (US)	toki	NONWORKING	NONWORKING	Marked as non-working in FBA. Falls Hardware Check	MISC (PRE 90)	256	224	0	
tophuntr.zip	Top Hunter - Roddy & Cathy (NGM-046)	tophuntr	TOO BIG	WORKING		NEO GEO	320	224	0	
tophuntrm.zip	Top Hunter - Roddy & Cathy (NGH-046)	tophuntr	TOO BIG	WORKING		NEO GEO	320	224	0	
toppyrap.zip	Toppy & Rappy		TOO BIG	WORKING		MISC (POST 90)	256	224	0	
topsecret.zip	Top Secret (Japan)	bionicc	TOO BIG	WORKING		CAPCOM	256	224	0	
topspeed.zip	Top Speed (World)	topspeed	TOO BIG	GFX-SLOW	Endianness issue?	TAITO	320	240	0	
topspeedu.zip	Top Speed (US)	topspeed	TOO BIG	GFX-SLOW	Endianness issue?	TAITO	320	240	0	
toramich.zip	Tora e no Michi (Japan)	lgsread	TOO BIG	GFX-SLOW	Endianness issue?	CAPCOM	256	224	0	
torumon.zip	Toryumon		TOO BIG	SLOW	available in MAME	SEGA	320	224	0	
torcarb.zip	Treasure of the Caribbean (Prototype) (Prototype)	demo	TOO BIG	WORKING		NEO GEO	320	224	0	
tourtun.zip	Turbo Out Run (Out Run upgrade, FD1094 317-0118)		TOO BIG	WORKING	Slow on title screen, mostly smooth after race starts	SEGA	320	224	0	
tourtun1.zip	Turbo Out Run (deluxe cockpit, FD1094 317-0109)	tourtun	TOO BIG	WORKING	Slow on title screen, mostly smooth after race starts	SEGA	320	224	0	
tourtun2.zip	Turbo Out Run (cockpit, FD1094 317-0108)	tourtun	TOO BIG	WORKING	Slow on title screen, mostly smooth after race starts	SEGA	320	224	0	
tourtun3.zip	Turbo Out Run (cockpit, FD1094 317-0107)	tourtun	TOO BIG	WORKING	Slow on title screen, mostly smooth after race starts	SEGA	320	224	0	
tourtunj.zip	Turbo Out Run (Japan, Out Run upgrade, FD1094 317-0117	tourtun	TOO BIG	WORKING	Slow on title screen, mostly smooth after race starts	SEGA	320	224	0	
tpgolf.zip	Top Player's Golf (NGM-003)(NGH-003)		WORKING	WORKING		NEO GEO	320	224	0	
thrash.zip	Thrash Rally (ALM-003)(ALH-003)		WORKING	WORKING		NEO GEO	320	224	0	
treashunt.zip	Treasure Hunt (bootleg?)	jack		WORKING		MISC (PRE 90)	256	224	90	
trigon.zip	Trigon (Japan)	lightfight		WORKING		KONAMI	320	224	90	
triothep.zip	Trio The Punch - Never Forget Me... (World)		WORKING	WORKING		DATA EAST	256	240	0	
triohej.zip	Trio The Punch - Never Forget Me... (Japan)	triothep	WORKING	WORKING		DATA EAST	256	240	0	
triplep.zip	Triple Punch (set 1)		WORKING	WORKING		GALAXIAN	256	224	90	
triplepa.zip	Triple Punch (set 2)	triplep	WORKING	WORKING		GALAXIAN	256	224	90	
triplfun.zip	Triple Fun	oispuzzl	TOO BIG	WORKING		SETA	320	224	0	
tripoosl.zip	Tri-Poot (Casino Tech)		CONTROLS	CONTROLS	Controls aren't mapped	MISC (PRE 90)	256	224	90	
tripool.zip	Tri-Poot (Costal Games)	tripool	CONTROLS	CONTROLS	Controls aren't mapped	MISC (PRE 90)	256	224	90	
trojan.zip	Trojan (US set 1)		WORKING	WORKING		CAPCOM	256	240	0	
trojana.zip	Trojan (US set 2)	trojan	WORKING	WORKING		CAPCOM	256	240	0	
trojanj.zip	Tatakai no Banka (Japan)	trojan	WORKING	WORKING		CAPCOM	256	240	0	
trojanr.zip	Trojan (Remstar)	trojan	WORKING	WORKING		CAPCOM	256	240	0	
trophyh.zip	Trophy Hunting - Bear & Moose V1.0		TOO BIG	CONTROLS	Light gun game, IR in future versions?	SETA	320	240	0	
truxton.zip	Truxton		WORKING	WORKING		TOAPLAN	320	240	270	
truxton2.zip	Truxton II		TOO BIG	WORKING		TOAPLAN	320	240	270	
ts_gali.zip	Galaxian Test ROM	galaxian	WORKING	WORKING		GALAXIAN	768	256	0	
tmahing.zip	Mahjong		GFX	GFX	Graphics are garbled	MISC (PRE 90)	256	256	0	
tlurf.zip	Tough Turf (set 2, Japan, 8751 317-0104) [No Sound, Missing Z80 Program]			SOUND	Game flagged as NO_SOUND since MAME 0.128u5	SEGA	320	224	0	
tlurfu.zip	Tough Turf (set 1, US, 8751 317-0099)	tlurf		SOUND	Game flagged as NO_SOUND since MAME 0.128u5	SEGA	320	224	0	
tumbleb.zip	Tumble Pop (bootleg set 1)	tumblep	TOO BIG	WORKING	Game flagged as NO_SOUND since MAME 0.128u5	DATA EAST	320	240	0	
tumblebz.zip	Tumble Pop (bootleg set 2)	tumblep	TOO BIG	SOUND	Game flagged as NO_SOUND since MAME 0.128u5	DATA EAST	320	240	0	
tumblep.zip	Tumble Pop (World)	tumblep	TOO BIG	WORKING		DATA EAST	319	240	0	
tumblepj.zip	Tumble Pop (Japan)	tumblep	TOO BIG	WORKING		DATA EAST	319	240	0	
turborc.zip	Turbo Force		TOO BIG	WORKING		MISC (POST 90)	362	240	270	
turfmast.zip	Neo Turf Masters / Big Tournament Golf		TOO BIG	WORKING		NEO GEO	320	224	0	
turkhunt.zip	Turkey Hunting USA V1.0		TOO BIG	WORKING		SETA	320	240	0	
turpin.zip	Turpin	turtles	WORKING	WORKING		GALAXIAN	768	224	90	
turpins.zip	Turpin (bootleg on Scramble hardware)	turtles	WORKING	WORKING		GALAXIAN	768	224	90	
turtles.zip	Turtles		WORKING	WORKING		GALAXIAN	768	224	90	
twinchz.zip	Twin Action		TOO BIG	WORKING		MISC (POST 90)	256	224	0	
twinadv.zip	Twin Adventure (World)		TOO BIG	WORKING		MISC (POST 90)	256	224	0	
twinadvk.zip	Twin Adventure (Korea)	twinadv	TOO BIG	WORKING		MISC (POST 90)	256	224	0	
twineagl.zip	Twin Eagle - Revenge Joe's Brother [Imperfect inputs]		TOO BIG	WORKING		SETA	384	240	270	
twinhawk.zip	Twin Hawk (World)		TOO BIG	WORKING		TAITO	384	224	270	
twinhawu.zip	Twin Hawk (US)	twinhawk	TOO BIG	WORKING		TAITO	384	224	270	
twinkle.zip	Twinkle		UNPLAYABLE	WORKING	Crashes on GC	MISC (POST 90)	256	224	0	
twinspr.zip	Twinkle Star Sprites		TOO BIG	WORKING		NEO GEO	320	224	0	
twocrude.zip	Two Crude (US)	chuster	TOO BIG	WORKING		DATA EAST	256	240	0	
tw96.zip	Two Crude (US)		TOO BIG	WORKING		NEO GEO	320	224	0	
typhoon.zip	Typhoon	ajax	TOO BIG	WORKING		KONAMI	304	224	90	
ubaloon.zip	Ultra Balloon		TOO BIG	WORKING		MISC (POST 90)	256	224	0	
uccopsr.zip	Undercover Cops (World) [Imperfect sound and graphics]		TOO BIG	SLOW		IREM	320	240	0	
uccopasr.zip	Undercover Cops (Alpha Renewal Version)	uccops	TOO BIG	SLOW		IREM	320	240	0	
uccopaj.zip	Undercover Cops (Japan)	uccops	TOO BIG	SLOW		IREM	320	240	0	
uccopsu.zip	Undercover Cops (US)	uccops	TOO BIG	SLOW		IREM	320	240	0	
uecology.zip	Ultimate Ecology (931203 Japan)	uecolgtr	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0	
ultraman.zip	Ultraman (Japan)		TOO BIG	WORKING		KONAMI	288	224	0	
umandub.zip	Ultraman Club - Tatakai! Ultraman Kyoudai!		TOO BIG	WORKING		SETA	384	240	0	
uniwars.zip	UniWar S		WORKING	WORKING		GALAXIAN	768	224	90	
unkpacg.zip	unknown Pac-Man gambling game		WORKING	WORKING		MISC (PRE 90)	256	224	0	
unquad.zip	U N. Squadron (US)		WORKING	WORKING		CAPCOM CPS 1	384	224	0	
uopoko.zip	Puzzle Uo Poko (International, ver. 98/02/06)		TOO BIG	WORKING		CAVE	320	240	0	
uopokoj.zip	Puzzle Uo Poko (Japan, ver. 98/02/06)	uopoko	TOO BIG	WORKING		CAVE	320	240	0	
upndown.zip	Up'n Down (315-5030)		WORKING	WORKING		SEGA	512	224	270	
upndownu.zip	Up'n Down (not encrypted)	upndown	WORKING	WORKING		SEGA	512	224	270	
utoukond.zip	Ultra Toukon Densetsu (Japan) [No sound]		TOO BIG	WORKING		SETA	384	224	0	
vampj.zip	Vampire - the night warriors (940705 Japan)	dstk	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0	
vampja.zip	Vampire - the night warriors (940705 Japan, alt)	dstk	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0	
vampj1.zip	Vampire - the night warriors (940630 Japan)	dstk	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0	
vandyke.zip	Vandyke (Japan)		TOO BIG	WORKING		MISC (POST 90)	256	224	270	
vandykeb.zip	Vandyke (bootleg with PIC16c57)	vandyke	TOO BIG	WORKING		MISC (POST 90)	256	224	270	
vandykeaj.zip	Vandyke (Aleco, Set 1)	vandyke	TOO BIG	WORKING		MISC (POST 90)	256	224	270	
vandykej2.zip	Vandyke (Jaleco, Set 2)	vandyke	TOO BIG	WORKING		MISC (POST 90)	256	224	270	
vanvan.zip	Van-Van Car		CONTROLS	CONTROLS	Controls aren't mapped	PACMAN	256	224	270	
vanvanb.zip	Van-Van Car (set 3)	vanvan	CONTROLS	CONTROLS	Controls aren't mapped	PACMAN	256	224	270	
vanvank.zip	Van-Van Car (Karateco)	vanvan	CONTROLS	CONTROLS	Controls aren't mapped	PACMAN	256	224	270	
vaportr.zip	Vapor Trail - Hyper Offence Formation (World revision 1)		TOO BIG	SLOW	use MAME	DATA EAST	256	240	270	
vaportr3.zip	Vapor Trail - Hyper Offence Formation (World revision 3)	vaportra	TOO BIG	SLOW	use MAME	DATA EAST	256	240	270	
vaportrau.zip	Vapor Trail - Hyper Offence Formation (US)	vaportra	TOO BIG	SLOW	use MAME	DATA EAST	256	240	270	
varth.zip	Varth - operation thunderstorm (920714 etc)		WORKING	WORKING		CAPCOM CPS 1	384	224	270	
varthj.zip	Varth - operation thunderstorm (920714 Japan)	varth	WORKING	WORKING		CAPCOM CPS 1	384	224	270	
varthf1.zip	Varth - operation thunderstorm (920612 etc)	varth	WORKING	WORKING		CAPCOM CPS 1	384	224	270	
varthu.zip	Varth - operation thunderstorm (920612 USA)	varth	WORKING	WORKING		CAPCOM CPS 1	384	224	270	
vendetta.zip	Vendetta (World 4 Players ver. 1)		TOO BIG	WORKING		KONAMI	304	224	0	
vendetta2.zip	Vendetta (World 2 Players ver. W)	vendetta	TOO BIG	WORKING		KONAMI	304	224	0	
vendetta2pd.zip	Vendetta (Asia 2 Players ver. D)	vendetta	TOO BIG	WORKING		KONAMI	304	224	0	
vendetta2pu.zip	Vendetta (Asia 2 Players ver. U)	vendetta	TOO BIG	WORKING		KONAMI	304	224	0	
vendettaj.zip	Crime Fighters 2 (Japan 2 Players ver. P)	vendetta	TOO BIG	WORKING		KONAMI	304	224	0	
vendettar.zip	Vendetta (World 4 Players ver. R)	vendetta	TOO BIG	WORKING		KONAMI	304	224	0	
venus.zip	Venus	gynuss	WORKING	WORKING		KONAMI	256	224	90	
vfive.zip	V-Five (Japan)	grindstm	TOO BIG	WORKING		TOAPLAN	320	240	270	
vhunt2.zip	Vampire Hunter 2 - darkstalkers revenge (970929 Japan)		TOO BIG	WORKING		CAPCOM CPS 2	384	224	0	
vhunt2j1.zip	Vampire Hunter 2 - darkstalkers revenge (970913 Japan)	vhunt2	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0	
vhunt2r1.zip	Vampire Hunter 2 - darkstalkers revenge (970913 Japan)	vhunt2	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0	
vhuntj1.zip	Vampire Hunter - darkstalkers revenge (950316 Japan)	nwar	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0	
vhuntf1s.zip	Vampire Hunter - darkstalkers revenge (950307 Japan)	nwar	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0	
vhuntf2.zip	Vampire Hunter - darkstalkers revenge (950302 Japan)	nwar	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0	
vichrine.zip	Victorious Nine		WORKING	WORKING		TAITO	256	224	0	
viewpon.zip	Viewpoint		WORKING	WORKING		NEO GEO	320	224	0	
vigilant1.zip	Vigilante (World, set 1)		SLOW	WORKING	On GC, framerate is slow and sound is distorted	IREM	254	256	0	
vigilantj1.zip	Vigilante (World, set 2)	vigilant	SLOW	WORKING	On GC, framerate is slow and sound is distorted	IREM	254	256	0	
vigilantj.zip	Vigilante (Japan)	vigilant	SLOW	WORKING	On GC, framerate is slow and sound is distorted	IREM	254	256	0	
vigilantu.zip	Vigilante (US)	vigilant	SLOW	WORKING	On GC, framerate is slow and sound is distorted	IREM	254	256	0	
vigilantu2.zip	Vigilante (US, rev G)	vigilant	SLOW	WORKING	On GC, framerate is slow and sound is distorted	IREM	254	256	0	
vimana.zip	Vimana (World, set 1) [No sound]		TOO BIG	SOUND	No sound / On MAME Driver TODO List (Z180 with missing internal rom dump)	TOAPLAN	320	240	270	
vimanaj.zip	Vimana (Japan)		TOO BIG	SOUND	No sound / On MAME Driver TODO List (Z180 with missing internal rom dump)	TOAPLAN	320	240	270	
vimanau.zip	Vimana (World, set 2)	vimana	TOO BIG	SOUND	No sound / On MAME Driver TODO List (Z180 with missing internal rom dump)	TOAPLAN	320	240	270	
violfight.zip	Violence Fight (World)		TOO BIG	GFX	Endianness issue?	TAITO	320	224	0	
violfightj.zip	Violence Fight (Japan)	violfight	TOO BIG	GFX	Endianness issue?	TAITO	320	224	0	
violfightu.zip	Violence Fight (US)	violfight	TOO BIG	GFX	Endianness issue?	TAITO	320	224	0	
vliner.zip	V-Liner (set 1)		WORKING	WORKING		NEO GEO	320	224	0	
vlinero.zip	V-Liner (set 2)	vliner	WORKING	WORKING		NEO GEO	320	224	0	
vmetal.zip	Vania Metal [Imperfect graphics]		TOO BIG	WORKING		MISC (POST 90)	320	224	90	
vmeshn.zip	Vania Metal (New Ways Trading Co.)	vmetal	TOO BIG	WORKING		MISC (POST 90)	320	224	90	
volfied.zip	Volfied (World, revision 1)		WORKING	WORKING	On GC, load history first otherwise it will crash	TAITO	320	240	270	
volfiedj.zip	Volfied (Japan)	volfied	WORKING	WORKING	On GC, load history first otherwise it will crash	TAITO	320	240	270	
volfiedu.zip	Volfied (US, revision 1)	volfied	WORKING	WORKING	On GC, load history first otherwise it will crash	TAITO	320	240	270	
vpool.zip	Video Pool (bootleg on Moon Cresta hardware)	hustler	WORKING	WORKING		GALAXIAN	256	224	90	
vsav.zip	Vampire Savior - the lord of vampire (970519 Euro)		TOO BIG	WORKING		CAPCOM CPS 2	384	224	0	
vsav2.zip	Vampire Savior 2 - the lord of vampire (970913 Japan)	vsav2	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0	
vsava2.zip	Vampire Savior 2 - the lord of vampire (970913 Japan P)	vsav	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0	
vsavd.zip	Vampire Savior - the lord of vampire (970519 Asia)	vsav	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0	
vsavh.zip	Vampire Savior - the lord of vampire (970519 Euro Phoe)	vsav	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0	
vsavj.zip	Vampire Savior - the lord of vampire (970519 Hispano)	vsav	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0	
vsavu.zip	Vampire Savior - the lord of vampire (970519 USA)	vsav	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0	
vulcan.zip	Vulcan Venture (New)		TOO BIG	WORKING		KONAMI	320	224	0	
vulcanb.zip	Vulcan Venture (Old)	vulcan	TOO BIG	WORKING		KONAMI	320	224	0	
vulgus.zip	Vulgus (set 1)	vulcan	WORKING	WORKING		KONAMI	320	224	0	
vulgusa.zip	Vulgus (set 2)	vulgus	WORKING	WORKING		CAPCOM	256	224	270	
vulgusj.zip	Vulgus (Japan?)	vulgus	WORKING	WORKING		CAPCOM	256	224	270	
wakuwak1.zip	Waku Waku 7		TOO BIG	WORKING		NEO GEO	320	224	0	
walcc.zip	Wall Crash (set 1)		GFX-CONTROLS	GFX-CONTROLS	Wrong colors, controls not mapped	SEGA	256	256	0	
wallica.zip	Wall Crash (set 2)	wallic	GFX-CONTROLS	GFX-CONTROLS	Wrong colors, controls not mapped	SEGA	256	256	0	
warofbug.zip	War of the Bugs or Monsterous Manovers in a Mushroom Maze		WORKING	WORKING		GALAXIAN	768	224	90	
warofbugg.zip	War of the Bugs or Monsterous Manovers in a Mushroom	warofbug	WORKING	WORKING		GALAXIAN	768</			

FILE NAME	GAME TITLE	Parent	GC Status	Wii Status	Known issue / Bug Description	Platform	Screen Width	Screen Height	Rotation
warzard.zip	War-Zard / Red Earth (Japan 961121)	redearth	TOO BIG	UNKNOWN		CAPCOM CPS 3	384	224	0
warzard1.zip	War-Zard / Red Earth (Japan 961023)	redearth	TOO BIG	UNKNOWN		CAPCOM CPS 3	384	224	0
waterball.zip	Water Balls		TOO BIG	WORKING		MISC (POST 90)	384	240	0
wb3.zip	Wonder Boy III - Monster Lair (set 5, World, System 16B, 8751 317-0098)		UNPLAYABLE	WORKING	Crashes on GC.	SEGA	320	224	0
wb31.zip	Wonder Boy III - Monster Lair (set 1, Japan, System 16)	wb3	UNPLAYABLE	WORKING		SEGA	320	224	0
wb32.zip	Wonder Boy III - Monster Lair (set 2, Japan, System 16)	wb3	UNPLAYABLE	WORKING		SEGA	320	224	0
wb33.zip	Wonder Boy III - Monster Lair (set 3, World, System 16)	wb3	UNPLAYABLE	WORKING		SEGA	320	224	0
wb34.zip	Wonder Boy III - Monster Lair (set 4, Japan, System 16)	wb3	UNPLAYABLE	WORKING		SEGA	320	224	0
wb35.zip	Wonder Boy III - Monster Lair (set 5, Japan, System 16)	wb3	UNPLAYABLE	WORKING		SEGA	320	224	0
wb3b1.zip	Wonder Boy III - Monster Lair (bootleg)	wb3	UNPLAYABLE	WORKING		SEGA	320	224	0
wbdeluxe.zip	Wonder Boy Deluxe	wboy	WORKING	WORKING		SEGA	512	224	0
wboy.zip	Wonder Boy (set 1, 315-5177)		WORKING	WORKING		SEGA	512	224	0
wboy2.zip	Wonder Boy (set 2, 315-5178)	wboy	WORKING	WORKING		SEGA	512	224	0
wboy2u.zip	Wonder Boy (set 2, not encrypted)	wboy	WORKING	WORKING		SEGA	512	224	0
wboy3.zip	Wonder Boy (set 3, 315-5135)	wboy	WORKING	WORKING		SEGA	512	224	0
wboy4.zip	Wonder Boy (set 4, 315-5162)	wboy	WORKING	WORKING		SEGA	512	224	0
wboy5.zip	Wonder Boy (set 5, bootleg)	wboy	WORKING	WORKING		SEGA	512	224	0
wboy6.zip	Wonder Boy (set 1, 315-5135)	wboy	WORKING	WORKING		SEGA	512	224	0
wboy9.zip	Wonder Boy (not encrypted)	wboy	WORKING	WORKING		SEGA	512	224	0
wc90.zip	World Cup '90 (World)		WORKING	WORKING		MISC (PRE 90)	256	224	0
wc90a.zip	World Cup '90 (Euro set 1)	wc90	WORKING	WORKING		MISC (PRE 90)	256	224	0
wc90b.zip	World Cup '90 (Euro set 2)	wc90	WORKING	WORKING		MISC (PRE 90)	256	224	0
wc90b1.zip	Euro League (Italian hack of Tecmo World Cup '90)	wc90	WORKING	WORKING		MISC (PRE 90)	256	224	0
wc90b2.zip	World Cup '90 (bootleg)	wc90	WORKING	WORKING		MISC (PRE 90)	256	224	0
wc90t.zip	World Cup '90 (trackball)		WORKING	WORKING		MISC (PRE 90)	256	224	0
weltris.zip	Weltris - Alexey Pajitnov's (World? 2 players)		TOO BIG	GFX	Endianness issue?	MISC (POST 90)	352	240	0
weltris1.zip	Weltris - Alexey Pajitnov's (World? 2 players)	weltris	TOO BIG	GFX	Endianness issue?	MISC (POST 90)	352	240	0
weststzy.zip	West Story (bootleg of Blood Bros.)		TOO BIG	GFX	Endianness issue?	MISC (POST 90)	256	224	0
wh1.zip	World Heroes (ALM-005)	wh1	UNPLAYABLE	WORKING	Crashes on GC	NEOGEO	320	224	0
wh1h.zip	World Heroes (ALM-005)	wh1h	TOO BIG	WORKING		NEOGEO	320	224	0
wh1ha.zip	World Heroes (set 3)	wh1	TOO BIG	WORKING		NEOGEO	320	224	0
wh2.zip	World Heroes 2 (ALM-006)(ALH-006)		TOO BIG	WORKING		NEOGEO	320	224	0
wh2j.zip	World Heroes 2 Jet (ADM-007)(ADH-007)		TOO BIG	WORKING		NEOGEO	320	224	0
whoopee.zip	Pop & Bites / Whoopee!! (Teki Paki hardware)	pipibites	TOO BIG	WORKING		NEOGEO	320	224	0
whp.zip	World Heroes Perfect		TOO BIG	WORKING		NEOGEO	320	224	0
wiggie.zip	Wiggie Waggle		UNPLAYABLE	WORKING	Crashes on GC.	SETA	384	240	270
wildfang.zip	Wild Fang / Tecmo Knight		TOO BIG	WORKING		MISC (PRE 90)	256	224	0
willow.zip	Willow (US)		WORKING	WORKING		CAPCOM CPS 1	384	224	0
willowj.zip	Willow (Japan, Japanese)		WORKING	WORKING		CAPCOM CPS 1	384	224	0
willowu.zip	Willow (US old ver.)		WORKING	WORKING		CAPCOM CPS 1	384	224	0
wilytow.zip	Wily Tower		WORKING	WORKING		CAPCOM CPS 1	384	224	0
wintobz.zip	The Winter Bobble (bootleg)		GFX	GFX	Top screen shows lines of "zeros" / Endianness?	IREM	256	224	180
wits.zip	Wits (Japan)	snowbros	GFX	GFX	Top screen shows lines of "zeros" / Endianness?	MISC (POST 90)	256	224	0
wizdfe.zip	Wizard Fire (Over Sea v2.1)		UNPLAYABLE	WORKING	Crashes on GC.	SETA	384	240	0
wizdfireu.zip	Wizard Fire (US v1.1)	wzdfire	TOO BIG	WORKING		DATA EAST	320	240	0
wjammers.zip	Windjammers / Flying Power Disc		WORKING	WORKING		DATA EAST	320	240	0
wlstar.zip	Wonder League Star - Sok-Magical Fighting (Korea)		TOO BIG	GFX	Endianness issue?	MISC (POST 90)	320	240	0
wmatch.zip	Water Match (315-5064)			CONTROLS	Games uses two joysticks that you need to "waggle like an idiot"	SEGA	479	224	270
wndrprint.zip	Wonder Planet (Japan)		WORKING	WORKING		DATA EAST	256	240	270
wof.zip	Warriors of Fate (921031 etc)		WORKING	WORKING		CAPCOM CPS 1	384	224	0
wof3a.zip	Sangokushi II: San Jian Sheng (Chinese bootleg set 1,)	wof	WORKING	WORKING		CAPCOM CPS 1	384	224	0
wof3a1.zip	Sangokushi II: San Jian Sheng (Chinese bootleg set 1,)	wof	WORKING	WORKING		CAPCOM CPS 1	384	224	0
wof3a2.zip	Sangokushi II: San Sheng Jian (Chinese bootleg set 1,)	wof	WORKING	WORKING		CAPCOM CPS 1	384	224	0
wof3a3.zip	Sangokushi II: San Sheng Jian (Chinese bootleg set 2,)	wof	WORKING	WORKING		CAPCOM CPS 1	384	224	0
wofa.zip	Sangokushi II (921005 Asia)	wof	WORKING	WORKING		CAPCOM CPS 1	384	224	0
wofah.zip	Sangokushi II (hack set 1, 921005 Asia)	wof	WORKING	WORKING		CAPCOM CPS 1	384	224	0
wofaha.zip	Sangokushi II (hack set 2, 921005 Asia)	wof	WORKING	WORKING		CAPCOM CPS 1	384	224	0
wofahb.zip	Sangokushi II (hack set 3, 921005 Asia)	wof	WORKING	WORKING		CAPCOM CPS 1	384	224	0
wofb.zip	Warriors of Fate (bootleg, 921002 etc)	wof	WORKING	WORKING		CAPCOM CPS 1	384	224	0
wofc.zip	Tenchu wo Kuruu II - Sekiheki no Tabata (CPS Changer, 921031 Japan)	wof	WORKING	WORKING		CAPCOM CPS 1	384	224	0
woffi.zip	Warriors of Fate (French Translation)	wof	WORKING	WORKING		CAPCOM CPS 1	384	224	0
wofh.zip	Sangokushi II: Sanguo Yingxiong Zhuan (Chinese bootleg)	wof	WORKING	WORKING		CAPCOM CPS 1	384	224	0
wofhp.zip	Sangokushi II: Sanguo Yingxiong Zhuan (Chinese bootleg)	wof	WORKING	WORKING		CAPCOM CPS 1	384	224	0
wofh1.zip	Sangokushi II: Huo Fenghuang (Chinese bootleg, 921005)	wof	WORKING	WORKING		CAPCOM CPS 1	384	224	0
wofj.zip	Tenchu wo Kuruu II - Sekiheki no Tataka (921031 Japan)	wof	WORKING	WORKING		CAPCOM CPS 1	384	224	0
wofj1.zip	Tenchu wo Kuruu II - Sekiheki no Tataka (hack, 921031)	wof	WORKING	WORKING		CAPCOM CPS 1	384	224	0
wofj2.zip	Warriors of Fate (921002 etc)	wof	WORKING	WORKING		CAPCOM CPS 1	384	224	0
wofj3.zip	Sangokushi II: Sheng Jian Sanguo (Chinese bootleg set 1,)	wof	WORKING	WORKING		CAPCOM CPS 1	384	224	0
wofj4.zip	Sangokushi II: Sheng Jian Sanguo (Chinese bootleg set 1,)	wof	WORKING	WORKING		CAPCOM CPS 1	384	224	0
wofj5.zip	Sangokushi II: Sheng Jian Sanguo (Chinese bootleg set 2,)	wof	WORKING	WORKING		CAPCOM CPS 1	384	224	0
wofj6.zip	Warriors of Fate (921031 USA)	wof	WORKING	WORKING		CAPCOM CPS 1	384	224	0
woffang.zip	Wolf Fang - Kuga 2001 - (Japan)	wfzga	TOO BIG	WORKING		CAPCOM CPS 1	384	224	0
wonder3.zip	Wonder 3 (910520 Japan)	3wonders	WORKING	WORKING		CAPCOM CPS 1	384	224	0
wondl96.zip	Wonder League '96 (Korea)		TOO BIG	GFX	Endianness issue?	MISC (POST 90)	320	240	0
wondstck.zip	Wonder Stick		TOO BIG	GFX	Endianness issue?	MISC (POST 90)	320	240	0
woodpeck.zip	Woodpecker (set 2)	woodpeck	WORKING	GFX	Endianness issue?	PACMAN	288	224	90
woodpeck1.zip	Woodpecker (set 1)		WORKING	WORKING		PACMAN	288	224	90
wowfant.zip	WOW New Fantasia		TOO BIG	GFX	Endianness issue?	MISC (POST 90)	256	224	0
wrestwar1.zip	Wrestle War (set 3, World, 8751 317-0103)		TOO BIG	SLOW	Too demanding for the Wii CPU	SEGA	320	224	270
wrestwar1.1.zip	Wrestle War (set 1, Japan, FD1094 317-01090)	wrestwar	TOO BIG	SLOW	Too demanding for the Wii CPU	SEGA	320	224	270
wrestwar2.zip	Wrestle War (set 2, World, FD1094 317-0102)	wrestwar	TOO BIG	SLOW	Too demanding for the Wii CPU	SEGA	320	224	270
wroaero.zip	War of Aero - Project MEIOU		TOO BIG	WORKING		SETA	384	240	270
wshamp.zip	Wing Shooting Championship V2.00		TOO BIG	CONTROLS	Light gun game, IR in future versions?	SETA	320	240	0
wshampe.zip	Wing Shooting Championship V1.01	wshamp	TOO BIG	CONTROLS	Light gun game, IR in future versions?	SETA	320	240	0
wshampb.zip	Wing Shooting Championship V1.00	wshamp	TOO BIG	CONTROLS	Light gun game, IR in future versions?	SETA	320	240	0
wswally1.zip	Wally wo Sagasse! (rev B, Japan, FD1094 317-0197B)		TOO BIG	GFX-SLOW	Graphics are garbled / Too demanding for the Wii CPU	SEGA	320	224	0
wswallya.zip	Wally wo Sagasse! (rev A, Japan, FD1094 317-0197A)	wswallyj	TOO BIG	GFX-SLOW	Graphics are garbled / Too demanding for the Wii CPU	SEGA	320	224	0
wwfstar.zip	WWF Superstars (Europe)		TOO BIG	GFX	Graphics are garbled (endianness issue?)	TECHNOS	256	240	0
wwfstara.zip	WWF Superstars (US, Newer)	wwfstar	TOO BIG	GFX	Graphics are garbled (endianness issue?)	TECHNOS	256	240	0
wwfstar1.zip	WWF Superstars (bootleg)	wwfstar	TOO BIG	GFX	Graphics are garbled (endianness issue?)	TECHNOS	256	240	0
wwfstar2.zip	WWF Superstars (Japan)	wwfstar	TOO BIG	GFX	Graphics are garbled (endianness issue?)	TECHNOS	256	240	0
wwfstaru.zip	WWF Superstars (US, newer)	wwfstar	TOO BIG	GFX	Graphics are garbled (endianness issue?)	TECHNOS	256	240	0
wwfstaru1.zip	WWF Superstars (US)	wwfstar	TOO BIG	GFX	Graphics are garbled (endianness issue?)	TECHNOS	256	240	0
wwfvest.zip	WWF WrestleFest (US set 1)		TOO BIG	GFX	Graphics are garbled (endianness issue?)	TECHNOS	320	240	0
wwfvesta.zip	WWF WrestleFest (US Tecmo)	wwfvest	TOO BIG	GFX	Graphics are garbled (endianness issue?)	TECHNOS	320	240	0
wwfvestb.zip	WWF WrestleFest (US bootleg)	wwfvest	TOO BIG	GFX	Graphics are garbled (endianness issue?)	TECHNOS	320	240	0
wwfvestj.zip	WWF WrestleFest (Japan)	wwfvest	TOO BIG	GFX	Graphics are garbled (endianness issue?)	TECHNOS	320	240	0
wwfvestk.zip	WWF WrestleFest (Korea)	wwfvest	TOO BIG	GFX	Graphics are garbled (endianness issue?)	TECHNOS	320	240	0
xmco2a.zip	X-Men - children of the atom (950331 Euro)		TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
xmco2a1.zip	X-Men - children of the atom (950105 Asia)	xmco2a	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
xmco2a2.zip	X-Men - children of the atom (941217 Asia)	xmco2a	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
xmco2a3.zip	X-Men - children of the atom (950331 Hispanic)	xmco2a	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
xmco2a4.zip	X-Men - children of the atom (950105 Hispanic)	xmco2a	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
xmco2a5.zip	X-Men - children of the atom (950105 Japan)	xmco2a	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
xmco2a6.zip	X-Men - children of the atom (941222 Japan)	xmco2a	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
xmco2a7.zip	X-Men - children of the atom (941219 Japan)	xmco2a	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
xmco2a8.zip	X-Men - children of the atom (941208 Japan, rent versi	xmco2a	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
xmco2a9.zip	X-Men - children of the atom (950105 Euro)	xmco2a	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
xmco2a10.zip	X-Men - children of the atom (950105 Euro Phoenix Edit	xmco2a	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
xmco2a11.zip	X-Men - children of the atom (950105 USA)	xmco2a	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
xmen.zip	X-Men (4 Players ver UBB)		TOO BIG	WORKING		KONAMI	304	224	0
xmen2a.zip	X-Men (2 Players ver AAA)	xmen	TOO BIG	WORKING		KONAMI	304	224	0
xmen2a1.zip	X-Men (2 Players ver EAA)	xmen	TOO BIG	WORKING		KONAMI	304	224	0
xmen2a2.zip	X-Men (2 Players ver JAA)	xmen	TOO BIG	WORKING		KONAMI	304	224	0
xmen6p.zip	X-Men (6 Players ver ECB)	xmen	TOO BIG	WORKING		KONAMI	288 & 288	224 & 224	0 & 0
xmen6p1.zip	X-Men (6 Players ver UCB)	xmen	TOO BIG	WORKING		KONAMI	288 & 288	224 & 224	0 & 0
xmena.zip	X-Men (4 Players ver AEA)	xmen	TOO BIG	WORKING		KONAMI	304	224	0
xmena1.zip	X-Men (4 Players ver ADA)	xmen	TOO BIG	WORKING		KONAMI	304	224	0
xmene.zip	X-Men (4 Players ver EBA)	xmen	TOO BIG	WORKING		KONAMI	304	224	0
xmenj.zip	X-Men (4 Players ver JBA)	xmen	TOO BIG	WORKING		KONAMI	304	224	0
xmulti2.zip	X Multiply (World, M81)		TOO BIG	WORKING		IREM	384	256	0
xmulti2m72.zip	X Multiply (Japan, M72)	xmulti2	TOO BIG	SLOW	stuttery	IREM	384	256	0
xmvsf.zip	X-Men vs Street Fighter (961004 Euro)		TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
xmvsf1.zip	X-Men vs Street Fighter (961023 Asia)	xmvsf	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
xmvsf1a.zip	X-Men vs Street Fighter (960919 Asia)	xmvsf	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
xmvsf1b.zip	X-Men vs Street Fighter (960910 Asia)	xmvsf	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
xmvsf1c.zip	X-Men vs Street Fighter (961023 Brazil)	xmvsf	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
xmvsf1d.zip	X-Men vs Street Fighter (961004 Hispanic)	xmvsf	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
xmvsf1e.zip	X-Men vs Street Fighter (961004 Japan)	xmvsf	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
xmvsf1f.zip	X-Men vs Street Fighter (960910 Japan)	xmvsf	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
xmvsf1g.zip	X-Men vs Street Fighter (960909 Japan)	xmvsf	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
xmvsf1h.zip	X-Men vs Street Fighter (960910 Euro)	xmvsf	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
xmvsf1i.zip	X-Men vs Street Fighter (961023 USA)	xmvsf	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
xmvsf1j.zip	X-Men vs Street Fighter (961004 USA Phoenix Edition)	xmvsf	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
xmvsf1k.zip	X-Men vs Street Fighter (961004 USA)	xmvsf	TOO BIG	WORKING		CAPCOM CPS 2	384	224	0
xoworld.zip	Xor World (prototype)		UNPLAYABLE	UNPLAYABLE	Black screen	MISC (POST 90)	256	224	0
yanchanm.zip	Kaketeu Yanchanamu (Japan)	kidniki	UNPLAYABLE	UNPLAYABLE	Black screen	IREM	384	256	0
yankedo.zip	Yankke DO!	mrdo	UNPLAYABLE	UNPLAYABLE	Black screen	MISC (PRE 9			

FILE NAME	GAME TITLE	Parent	GC Status	Wii Status	Known Issue / Bug Description	Platform	Screen Width	Screen Height	Rotation	
zerowing2.zip	Zero Wing (2 player simultaneous ver.)	zerowing	WORKING	WORKING		TOAPLAN	320	240	0	
zerozone.zip	Zero Zone		WORKING	WORKING		MISC (POST 90)	368	224	0	
zigzag.zip	Zig Zag (Galaxian hardware, set 1)		WORKING	WORKING		GALAXIAN	768	224	90	
zigzag2.zip	Zig Zag (Galaxian hardware, set 2)	zigzag	WORKING	WORKING		GALAXIAN	768	224	90	
zingzip.zip	Zing Zing Zip		TOO BIG	WORKING		SETA	384	240	270	
zintrckb.zip	Zintrick / Oshidashi Zentrix (hack / bootleg) [Bootleg]		WORKING	WORKING		NEOGEO	320	224	0	
zintrckd.zip	Zintrick / Oshidashi Zentrix (Neo CD conversion)	zintrckb	WORKING	WORKING		NEOGEO	320	224	0	
zipzap.zip	Zip & Zap [Imperfect GFXs, No Sound]		TOO BIG	GFX	Endianness issue?	MISC (POST 90)	256	224	90	
zombraid.zip	Zombie Raid (US)		TOO BIG	WORKING	Controlled by analog stick, IR in future versions?	SETA	384	240	0	
zupapa.zip	Zupapa!		TOO BIG	WORKING		NEOGEO	320	224	0	
zzzyzyxx.zip	Zzyzyzyxx (set 1)		WORKING	WORKING		MISC (PRE 90)	256	224	90	
zzzyzyxx2.zip	Zzyzyzyxx (set 2)	zzzyzyxx	WORKING	WORKING		MISC (PRE 90)	256	224	90	