fmsx_games

COLLABORATORS			
	TITLE : fmsx_games		
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REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

fmsx_games

1.1 "

   Games

The following games have been tested and found to work with fMSX Amiga at some point.

  MSX1 MegaROMs

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Game            ROM type
1942            SCC 1
3-eyed One Comes Here     SCC 1
Alien           Konami 1
Animal          SCC 1
Daiva           ASCII 1
Dragon Quest        SCC 1
Dragonslayer 4: Drasle Family   ASCII 1
Eggerland Mystery 2     Konami 1
F1 Spirit       SCC 1 (supports SCC sound)
Fairyland Story     SCC 1
Fantasm Soldier     ASCII 1
Fantasy Zone        ASCII 1
Final Zone      SCC 1
gan1 (full title unknown)   ASCII 1
Goddess         SCC 1
Hydlide 2       Konami 1
Hydlide 3       ASCII 1
Karuizaw        ASCII 1
King Knight     Konami 1
King's Valley 2     SCC 1 (supports SCC sound)
Legendly Knight     SCC 1
Magunam         Konami 1
Maze of Galious     SCC 1
Nemesis         SCC 1
Nemesis 2       SCC 1 (supports SCC sound)
Nemesis 3       SCC 1 (supports SCC sound)
Parodius        SCC 1 (supports SCC sound)
Penguin Adventure     SCC 1
Robo Wrestling      Konami 1
Romancia        Konami 1
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Salamander          SCC 1 (supports SCC sound)
Shalom          SCC 1
Super Laydock       ASCII 1

  MSX2 MegaROMs

Game            ROM type
1942            SCC 1
Aleste          SCC 1
Arkanoid 2      SCC 1
Ashguine        SCC 1
Ashguine 2      SCC 1
Bubble Bobble       Konami 1
Danwung         ASCII 1
Darwin 4078     ASCII 1
Dragon Buster       SCC 1
Dragon Quest 2      ASCII 1
Dragonslayer 4      ASCII 1
Druid           SCC 1
Elslid          SCC 1
Famicle Parodic     SCC 1
Family Billiards    SCC 1
Firebird        SCC 1
Flight Simulator    SCC 1
Garyu           ASCII 1
Girl-F          SCC 1
Gryzor          SCC 1 (supports SCC sound)
Hardball        SCC 1
Heaven          SCC 1
King's Valley 2     SCC 1 (supports SCC sound)
Kong 2          SCC 1
Labyrinth       SCC 1
Majutusi        SCC 1
Metal Gear      SCC 1
Metal Gear 2        SCC 1 (supports SCC sound)
Ogre            Konami 1
Rastan Saga     SCC 1
Return of Ishtar    ASCII 2
Return of Jelda     SCC 1
Samurai         SCC 1
Scramble Formation     SCC 1
Strategic Mars      Konami 1
Sungma          SCC 1
Tetris          ASCII 1
Topple Zip      ASCII 1
Treasure of Usas    SCC 1
Vampire Killer      SCC 1
Victorious Nine 2    Konami 1
War of the Dead     SCC 1
Yaksa           SCC 1
Yudo            SCC 1 (takes very long to start)
Zanac-Ex        ASCII 2
Zoids           Konami 1
Zombie Hunter       SCC 1

The following games do not work:
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Acrojet (ASCII 1 or ASCII 2? Titlescreen shows, but nothing more.)
Andorogynous (Konami 1. This one used to work but doesn't, anymore.)
Fantasy Zone 2 (Konami 1. Seems to require screen 4.)
Flight Deck (SCC 1? Does not work at all.)
Gan1 (Does not work at all.)
Gorby (Does not work at all.)
Higemaru (Konami 1. Graphics are screwed up.)
Hydlide 3 MSX2 (ASCII 1. Used to work, but doesn't anymore.)
Kumdan-D (SCC 1. Requires sprites in screen 8.)
Mejon (Does not work at all.)
Mon Mon Monster (SCC 1. Sprites are drawn as squares.)
Ninja (ASCII 1. Doesn't show any graphics.)
Outrun (SCC 1 or ASCII 1? Graphics are screwed up.)
ProjectA 2 (SCC 1 or Konami 2? Graphics are screwed up.)
Quarth (SCC 1. Barely playable, but the sprites look very bad.)
Relics (SCC 1? It seems to work, but I cannot get it to start.)
Space Manbow (SCC 1. Requires the force screenmode feature.)
Super Rambo Special (Konami 1. Uses the YMMM command. Crashes the Amiga!)
Super Runner (SCC 1? Doesn't show any graphics.)
Xanadu (SCC 1. It seems to work, but I cannot get it to start.)
Xevious (Konami 1. Requires the force screenmode feature.)
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