```
                              Cart Information
                              ---- -----------



              Info about cart sizes and bankswitching methods




                               By Kevin Horton
                              khorton@iquest.net


V6.00
Last modified on 4/18/97
(614 images)

Copyright 1997 K Horton, all rights reserved!  You may copy and distribute
this file as long as it remains intact and un-modified.


This text has been modified to be machine-readable by Bankzilla's database
generator.  This includes the '####Data Start####' and '####Data End####'
flags, as well as including an 'overflow' category and including controller
type.


                           How Bankswitching Works
                           --- ------------- -----

Bankswitching allows game programmers to include more data into a cartridge,
therefore making (hopefully) a better game with more graphics/ levels.

Bankswitching works under similar principals in all cases.  Basically, by
reading a certain location in ROM switches banks.


(this is the F8-style of bankswitching)

Bank #1                                 Bank #2
-------------------------------------------------------------
1000 JSR $1800 (do subroutine)          .
1003 (program continues)                1200 _subroutine goes here_
.                                       1209 RTS
.                                       .
1800 LDA $1FF9 (switch to bank 2)       1802 (rest of program)
1803 NOP                                1803 JSR $1200
1804 NOP                                .
1805 NOP                                .
1806 NOP                                1806 LDA $1FF8  (Switch back to bank 1)

1807 NOP                                .
1808 NOP                                .
1809 RTS    (We're done w/ routine)     1809 (rest of program)


OK, we start out in bank #1 and we want to run a subroutine in bank #2.
```

What happens is this- the processor starts at 1000h in bank #1. We call
our subroutine from here. 1800h: We do a read to change us to bank #2.
Remember that when we change banks, we are basically doing a ROM swap.
(You can think of bankswitching as 'hot-swapping' ROMs) Now that we're
in bank #2, the processor sees that JSR to $1200, which is the subroutine
that we wanted to execute. We execute the subroutine and exit it with an
RTS. This brings us back to 1806h. We then do another read to select bank
#1. After this instruction finishes, the processor is now in bank #1, with
the program counter pointing to 1809, which is an RTS which will take us
back to 1003 and let us continue on with our program.

                        Extra RAM in Carts
                        ----- --- -- -----

Some carts have extra RAM; There are three known formats for this:

Atari's 'Super Chip' is nothing more than a 128-byte RAM chip that maps
itsself in the first 256 bytes of cart memory. (1000-10FFh)
The first 128 bytes is the write port, while the second 128 bytes is the
read port. This is needed, because there is no R/W line to the cart.

CBS RAM Plus (RAM+) This maps in 256 bytes of RAM in the first 512 bytes
of the cart; 1000-11FF. The lower 256 addresses are the write port, while
the upper 256 addresses are the read port. To store a byte and retrieve it:

```
LDA #$69  ; byte to store
STA $1000 ; store it
.
.         ; rest of program goes here
.
LDA $1100 ; read it back
.         ; acc=$69, which is what we stored here earlier.
```


M-network (AFAIK it has no name)

OK, the RAM setup in these carts is very complex. There is a total of 2K
of RAM broken up into 2 1K pieces. One 1K piece goes into 1000-17FF
if the bankswitch is set to $1FE7. The other is broken up into 4 256-byte
parts.

You select which part to use by issuing a fake read to 1FE8-1FEB. The
RAM is then available for use by all banks at 1800-19FF.

Similar to other schemes, 1800-18FF is write while 1900-19FF is read.
Low RAM uses 1000-13FF for write and 1400-17FF for read.

Note that the 256-byte banks and the large 1K bank are seperate entities.
The M-Network carts are about as complex as it gets.

                  Descriptions of the Various Bankswitch Modes
                  ----

2K:

-These carts are not bankswitched, however the data repeats twice in the
        4K address space. You'll need to manually double-up these images to 4K
        if you want to put these in say, a 4K cart.

  4K:

       -These images are not bankswitched.

  6K:

       -AR: The Arcadia (aka Starpath) Supercharger uses 6K of RAM to store the
        games loaded from tape.

  8K:

       -F8: This is the 'standard' method to implement 8K carts. There are two
        addresses which select between two unique 4K sections. They are 1FF8
        and 1FF9. Any access to either one of these locations switches banks.
        Accessing 1FF8 switches in the first 4K, and accessing 1FF9 switches in
        the last 4K. Note that you can only access one 4K at a time!

       -FE: Used only on two carts (Robot Tank and Decathlon). You select banks
        via accesses to the stack. You set the stack pointer to FF, and then a
        JSR switches banks one way, while RTS switches you back to the original
        bank (both banks are 4K). This allows the programmers to perform
        'automatic' bankswitching. All the subroutines are in one bank, while
        all the game code is in another. When you perform a JSR; you switch banks
        to the bank containg the subroutines. Upon encoutering an RTS, the bank
        is switched back to the original calling bank. Pretty spiffy!

       -E0: Parker Brothers was the main user of this method. This cart is
        segmented into 4 1K segments. Each segment can point to one 1K slice of
        the ROM image. You select the desired 1K slice by accessing 1FE0 to 1FE7
        for the first 1K (1FE0 selects slice 0, 1FE1 selects slice 1, etc).
        1FE8 to 1FEF selects the slice for the second 1K, and 1FF0 to 1FF8 selects
        the slice for the third 1K. The last 1K always points to the last 1K
        of the ROM image so that the cart always starts up in the exact same place.

       -3F: Tigervision was the only user of this intresting method. This works
        in a similar fashion to the above method; however, there are only 4 2K
        segments instead of 4 1K ones, and the ROM image is broken up into 4 2K
        slices. As before, the last 2K always points to the last 2K of the image.
        You select the desired bank by performing an STA $3F instruction. The
        accumulator holds the desired bank number (0-3; only the lower two bits
        are used). Any STA in the $00-$3F range will change banks. This appears to
        interfere with the TIA addresses, which it does; however you just use
        $40 to $7F instead! :-) $3F does not have a corresponding TIA register, so
        writing here has no effect other than switching banks. Very clever;
        especially since you can implement this with only one chip! (a 74LS173)

  12K:

       -FA: Used only by CBS. Similar to F8, except you have three 4K banks
        instead of two. You select the desired bank via 1FF8, 1FF9, and 1FFA.
        These carts also have 256 bytes of RAM mapped in at 1000-11FF. 1000-10FF
        is the write port while 1100-11FF is the read port.

16K:

 -F6: The 'standard' method for implementing 16K of data. It is identical
  to the F8 method above, except there are 4 4K banks. You select which
  4K bank by accessing 1FF6, 1FF7, 1FF8, and 1FF9.

 -E7: Only M-Network used this scheme. This has to be the most complex
  method used in any cart! :-) It allows for the capability of 2K of RAM;
  although it doesn't have to be used (in fact, only one cart used it-
  Burgertime). This is similar to the 3F type with a few changes. There are
  now 8 2K banks, instead of 4. The last 2K in the cart always points to
  the last 2K of the ROM image, while the first 2K is selectable. You
  access 1FE0 to 1FE6 to select which 2K bank. Note that you cannot select
  the last 2K of the ROM image into the lower 2K of the cart! Accessing
  1FE7 selects 1K of RAM at 1000-17FF instead of ROM! The 2K of RAM is
  broken up into two 1K sections. One 1K section is mapped in at 1000-17FF
  if 1FE7 has been accessed. 1000-13FF is the write port, while 1400-17FF
  is the read port. The second 1K of RAM appears at 1800-19FF. 1800-18FF
  is the write port while 1900-19FF is the read port. You select which
  256 byte block appears here by accessing 1FF8 to 1FFB.

32K

 -F4: The 'standard' method for implementing 32K. Only one cart is known
  to use it- Fatal Run. Like the F6 method, however there are 8 4K
  banks instead of 4. You use 1FF4 to 1FFB to select the desired bank.

64K

 -F0: Only used one cart, AFAIK. (the 'Megaboy' cart from Dynacom) It
  has 16 4K banks. Accessing 1FF0 will increment the current bank. The
  program uses location 1FEC to tell it which bank it's in. There's a
  little loop at 1FE0 that checks this location against the accumulator,
  and if they're equal it does an RTS. Otherwise it does an STA 1FF0
  and repeats the loop.

    /--\
KEY
Name   - Game Name
Part #   - Part Number of the actual cart
RA   - Rarity, according to VGR's guide and my observations
SZ   - Size of the ROM image in K
SC   - If the cart has a Special Chip
BS   - Bankswitch method used (see below)
IM   - 'X'ed if I have the image
SP   - Special Attribute (See the end of a section for details)
CT   - Controller type (See below)
Filename - The filename of the ROM image
Bankswitch Types:

(See above for full descriptions)
- (nothing); Not bankswitched (2K and 4K only)
F8 - 'Standard' 8K; uses 1FF8 and 1FF9
F6 - 'Standard' 16K; uses 1FF6 to 1FF9

```
      |     F4 - 'Standard' 32K; uses 1FF4 to 1FFB                          |
      |     F0 - Megaboy 64K; uses 1FF0 to increment bank #                 |
      |     SC - Superchip; 128 bytes of RAM @ 1000-10FF (i.e. F8+SC, F4+SC) |
      |     FA - 'RAM+' 12K; uses 1FF8 to 1FFA; 256 bytes of RAM @ 1000 to 11FF |
      |     FE - 'Activision' 8K; uses 01FE and 01FF to determine bank      |
      |     E0 - 'Parker Brothers' 8K; uses 1FE0 to 1FF7                    |
      |     E7 - 'M-Network' 16K; Uses 1FE0 to 1FE7 and 2K of RAM at 1800-19FF |
      |     3F - 'Tigervision' 8K; Uses STA $3F to determine bank #         |
      |     AR - 'Arcadia' 6K; Used on the Supercharger                     |
      |     ?? - Unknown at this time                                       |
      |                                                                     |
      |                         Controller Types:                          |
      |                         ----------------                           |
      |                                                                     |
      |        - (nothing); Unknown at this time                           |
      |      J - Joystick                                                   |
      |      P - Paddles                                                    |
      |      K - Keypad                                                     |
      |     JK - Joystick and keypad (Star Raiders)                        |
      |      D - Driving Controllers                                        |
      |      B - Joystick plus Booster Grip (Omega Race)                    |
      |      T - Track & Field controller                                   |
      |      O - Other                                                      |
      |      L - Light Gun                                                  |
      |                                                                     |
      |                                                                     |
      |        I have added two new categories to the rarity rating:        |
      |                                                                     |
      |    PR - This was only available as a prototype                      |
      |    DM - This image is only a demo, and not really a game            |
      |                                                                     |
       \-------------------------------------------------------------------/
```

```
              Hot Wants (that I know I probably won't get :-)
              ----------------------------------------------
```

```
Tempest                          (Atari)
Good Luck, Charlie Brown         (Atari)
Miss Piggy's Wedding (exists?)   (Atari)
Wizard                           (Atari)
BMX Airmaster (atari ver)        (Atari)
White Water Madness (exists?)    (Atari)
Rodeo                            (Atari)
Rabbit Transit                   (Atari)
Nightmare Manor                  (Atari)
Pink Panther                     (Probe 2000)
The Impossible Game              (Telesys)
Ewoks Adventure                  (Parker Bros)
Thwoker                          (Activision)
Out of Control                   (Avalon Hill)
Berenstein Bears                 (Coleco)
Video Life                       (Commavid)
Aerial Ace (exist?)              (Imagic)
Lady in Wading                   (Playaround)
```

```
Snowplow                        (Sunrise)
Noah and the Ark                (Sunrise)
Meltdown (exist?)               (20th cent.)
Tomarc the Barabrrian (exist?)  (Xonox)
Motocross Racer (exist?)        (Xonox)




Anything by Action Hi-tech




####Data Start####


***********************************
*             Atari               *
***********************************

[If SC is marked, cart uses a 'Super Chip'; aka CO20231]

        Name            Part #    RA  SZ  SC  BS  IM  SP  CT  Filename
-------------------------------------------------------------------------

Combat                  CX2601    C   2           X       J   COMBAT
Air-Sea Battle          CX2602    U   2           X       J   AIR_SEA
Star Ship               CX2603    R   2           X           STARSHIP
Space War               CX2604    U   2           X           SPACEWAR
Outlaw                  CX2605    U   2           X       J   OUTLAW
Slot Racers             CX2606    U   2           X           SLOTRACE
Canyon Bomber           CX2607    U   2           X           CANYONB
Super Breakout          CX2608    U   4           X       P   SUPERB
Defender                CX2609    C   4           X       J   DEFENDER
Warlords                CX2610    U   4           X       P   WARLORDS
Indy 500                CX2611    U   2           X       D   INDY_500
Street Racer            CX2612    U   2           X           STRTRACE
Adventure               CX2613    C   4           X       J   ADVNTURE
Steeple Chase           CX2614    NR  2           X       P   STEPLCHS
Demons to Diamonds      CX2615    U   4           X           DEMONDIM
Hot Rox                 CX2615    NR  4           X           DEMONDIM
Pele's Soccer           CX2616    C   4           X           PELE
Backgammon              CX2617    U   4           X           BACKGAM
3D- Tic-Tac-Toe         CX2618    U   2           X       J   3D_TIC
Stellar Track           CX2619    NR  4           X           STELRTRK
BASIC Programming       CX2620    R   4           X       K   BASIC
Video Olympics          CX2621    C   2           X       P   VID_OLYM
Breakout                CX2622    C   2           X       P   BREAKOUT
Homerun                 CX2623    C   2           X           HOMERUN
Basketball              CX2624    C   2           X           BASKETBL
Football                CX2625    C   2           X           FOOTBALL
Minature Golf           CX2626    U   2           X           MIN_GOLF
Human Cannonball        CX2627    U   2           X           HUMAN_CB
Bowling                 CX2628    C   2           X       J   BOWLING
Sky Diver               CX2629    U   2           X           SKYDIVER
Circus Atari            CX2630    C   4           X       P   CIRCATRI
Superman                CX2631    C   4           X       J   SUPRMAN1
```

Title	Model	Rarity	Size					Code
Space Invaders	CX2632	C	4			X	J	SPCINVAD
Night Driver	CX2633	C	2			X		NIGHTDRV
Golf	CX2634	C	2			X		GOLF
Maze Craze	CX2635	U	4			X	J	MAZECRZ
Video Checkers	CX2636	R	4			X	J	CHECKERS
Dodge 'Em	CX2637	U	4			X		DODGE_EM
Missile Command	CX2638	C	4			X	J	MISSCOMM
Othello	CX2639	R	2			X		OTHELLO
Realsports Baseball	CX2640	U	8		F8	X		RS_BASEB
Surround	CX2641	C	2			X	J	SURROUND
A Game of Concentration	CX2642	C	2			X		CONCENTR
Code Breaker	CX2643	U	2			X		CODEBRK
Flag Capture	CX2644	U	2			X		FLAGCAP
Video Chess	CX2645	U	4			X		VIDCHESS
Pac-Man	CX2646	C	4			X	J	PACMAN
Submarine Commander	CX2647	PR	4			X	J	SUBCOMDR
Video Pinball	CX2648	U	4			X	J	VIDPIN
Asteroids	CX2649	C	8		F8	X	J	ASTEROID
Berzerk	CX2650	C	4			X	J	BERZERK
Blackjack	CX2651	R	2			X		BLACK_J
Casino	CX2652	U	4			X		CASINO
Slot Machine	CX2653	R	2			X		SLOTMACH
Haunted House	CX2654	C	4			X	J	HAUNTHSE
Yar's Revenge	CX2655	C	4			X	J	YAR_REV
Swordquest Earthworld	CX2656	C	8		F8	X	J	SQ_EARTH
Swordquest Fireworld	CX2657	C	8		F8	X	J	SQ_FIRE
Math Gran Prix	CX2658	C	4			X	J	MATH_GPX
Raiders of the Lost Ark	CX2659	C	8		F8	X	J	RAIDERS
Star Raiders	CX2660	U	8		F8	X	JK	STARRAID
Basic Math	CX2661	C	2			X	J	BASMATH
Hangman	CX2662	U	4			X	J	HANGMAN
Road Runner	CX2663	ER	16		F6	X	J	ROADRUNR
Brain Games	CX2664	U	2			X		BRAINGMS
Frog Pond	CX2665	PR	8		F8	X	J	FROGPOND
Realsports Volleyball	CX2666	U	4			X		RS_VOLLY
Realsports Soccer	CX2667	U	8		F8	X		RSSOCCER
Realsports Football	CX2668	C	8		F8	X		RS_FOOTB
Vanguard	CX2669	C	8		F8	X		VANGUARD
Atari Video Cube	CX2670	R	4			X	J	VIDCUBE
Swordquest Waterworld	CX2671	UR	8		F8	X	J	SQ_WATER
Swordquest Airworld	CX2672	NR	??	---No Known Copies Exist---				
Phoenix	CX2673	C	8		F8	X	J	PHOENIX
E.T. The Extra-Terrestrial	CX2674	C	8		F8	X	J	E_T
Ms. Pac-Man	CX2675	C	8		F8	X	J	MSPACMAN
Centipede	CX2676	C	8		F8	X	J	CENTIPED
Dig Dug	CX2677	U	16	X	F6	X	J	DIGDUG
Dukes of Hazzard	CX2678	PR	16		F6	X	J	DUKES
Realsports Basketball	CX2679	NR	??	---No Known Copies Exist---				
Realsports Tennis	CX2680	U	8		F8	X	J	RSTENNIS
Battlezone	CX2681	U	8		F8	X	J	BATLZONE
Krull	CX2682	R	8		F8	X	J	KRULL
Crazy Climber	CX2683	ER	8		F8	X	J	CRAZCLMB
Galaxian	CX2684	U	8		F8	X	J	GALAXIAN
Gravitar	CX2685	U	8		F8	X	J	GRAVITAR
Quadrun	CX2686	ER	8		F8	X	J	QUADRUN
Tempest	CX2687	PR	??	---A Few Proto's Exist---				
Junglehunt	CX2688	U	8		F8	X	J	JNGLHUNT
Kangaroo	CX2689	U	8		F8	X	J	KANGAROO

```
Pengo                        CX2690    ER    8        F8   X       J   PENGO
Joust                        CX2691    C     8        F8   X       J   JOUST
Moon Patrol                  CX2692    U     8        F8   X       J   MOONPTRL
Food Fight                   CX2693    NR    ??    ---No Known Copies Exist---
Pole Position                CX2694    C     8        F8   X       J   POLEPSN
Xevious                      CX2695    PR    8        F8   X       J   XEVIOUS
Asterix                      CX2696    ER    8        F8   X       J   ASTERPAL
Mario Bros.                  CX2697    U     8        F8   X       J   MARIOBRO
Rubik's Cube                 CX2698    ER    4             X       J   RUBIKS
Taz                          CX2699    R     8        F8   X       J   TAZ
Oscar's Trash Race           CX26101   R     8        F8   X       K   OSCAR
Cookie Monster Crunch        CX26102   R     8        F8   X       K   COOKMONS
Alpha-Beam with Ernie        CX26103   R     8        F8   X       K   ALPHBEAM
Big Bird's Egg Catch         CX26104   R     8        F8   X       K   EGGCATCH
3-D Asteroids                CX26105   NR    ??
Grover's Music Maker         CX26106   PR    8        F8   X           GROVER
Snow White                   CX26107   NR    ??
Donald Duck's Speedboat      CX26108   PR    8        F8   X       J   DDUCKSBT
Sourcerer's Apprentice       CX26109   R     8        F8   X       J   SORCAPRN
Crystal Castles              CX26110   U     16    X  F6   X       J   XTALCAST
Snoopy and the Red Barron    CX26111   R     8        F8   X       J   SNOOPY
Good Luck; Charlie Brown     CX26112   PR    ??    ---One Proto Exists---
Miss Piggie's Wedding        CX26113   UR    ??
Pigs in Space                CX26114   ER    8        F8   X       J   PIGSPACE
Dumbo's Flying Circus        CX26115   PR    8        F8   X       J   DUMBO_N
Galaga                       CX26116   NR    ??
Obelix                       CX26117   ER    8        F8   X       J   OBELIX
Millipede                    CX26118   R     16    X  F6   X       J   MILLIPED
Saboteur                     CX26119   PR    8        F8   X       J   SABOTEUR
Star Gate                    CX26120   U     8     X  F8   X       J   STARGATE
Defender ][                  CX26120   R     8     X  F8   X       J   DEFENDR2
Zookeeper                    CX26121   NR    ??
Sinistar                     CX26122   PR    8        F8   X       J   SINISTAR
Jr. Pac-Man                  CX26123   U     16    X  F6   X       J   JRPACMAN
Choplifter                   CX26124   NR    ??
Track & Field                CX26125   R     16       F6   X       T   TRACK
Elevator Action              CX26126   NR    ??
Gremlins                     CX26127   ER    8        F8   X       J   GREMLINS
Boing                        CX26128   NR    ??
Midnight Magic               CX26129   R     16       F6   X       J   MIDNIGHT
Honker Bonker                CX26130   NR    ??
Monstercise                  CX26131   PR    8        F8   X           MONS
Garfield                     CX26132   NR    ??
The A-Team                   CX26133   PR    8        F8   X       J   ATEAM
The Last Starfighter         CX26134   NR    ??
Star Raiders ][              CX26134   NR    ??
Realsports Boxing            CX26135   U     16       F6   X       J   RSBOXING
Solaris                      CX26136   U     16       F6   X       J   SOLARIS
Peek-A-Boo                   CX26137   PR    4             X           PEEKABOO
Super Soccer                 CX26138   NR    ??
Crossbow                     CX26139   U     16       F6   X       J   CROSSBOW
Desert Falcon                CX26140   C     16    X  F6   X       J   DSRTFALC
Motor Psycho                 CX26141   NR    ??
Crack'ed                     CX26142         ??
Donkey Kong                  CX26143   U     4             X       J   DK
Donkey Kong Jr.              CX26144   R     8        F8   X       J   DKJR
Venture                      CX26145   R     4             X       J   VENTURE
Mousetrap                    CX26146   R     4             X       J   MOUSETRP
```

Frogger	CX26147	NR	4			X		J	FROGGER
Turbo	CX26148	NR	??						
Zaxxon	CX26149	NR	??						
Q*Bert	CX26150	R	4			X		J	QBERT_PB
Dark Chambers	CX26151	U	16	X	F6	X	X3	J	DARKC
Super Baseball	CX26152	U	16		F6	X		J	SUPBBALL
Super Football	CX26154	U	16	X	F6	X		J	SPRFOOTB
Sprintmaster	CX26155	R	16	X	F6	X		J	SPRNMAST
Combat II (Wizard?)	CX26156	NR	??						
	CX26157		??						
Surround II	CX26158	NR	??						
Double Dunk	CX26159	R	16		F6	X		J	DOUBDUNK
	CX26160		??						
	CX26161		??						
Fatal Run	CX26162	UR	32	X	F4	X		J	FATALRUN
32-in-1	CX26163	ER	64	32 banks of 2K				--	32IN1
	CX26164		??						
Jinks	CX26165	NR	??						
	CX26166		??						
Street Fight	CX26167		??						
Off the Wall	CX26168	ER	16	X	F6	X		J	OFTHWALL
Shooting Arcade	CX26169	PR	16	X	F6	X		L	SHOOTING
Secret Quest	CX26170	R	16	X	F6	X		J	SECRETQ
Motorodeo	CX26171	UR	16		F6	X		J	MOTOR
Xenophobe	CX26172	ER	16		F6	X		J	XENOPHOB
	CX26173		??						
	CX26174		??						
	CX26175		??						
Radar Lock	CX26176	R	16	X	F6	X		J	RADARLOK
Ikari Warriors	CX26177	R	16		F6	X		J	IKARIWAR
Save Mary!	CX26178	PR	16	X	F6	X		J	SAVEMARY
	CX26179		??						
	CX26180		??						
	CX26181		??						
	CX26182		??						
Sentinel	CX26183	R	16		F6	X		L	SENTINEL
White Water Madness	CX26184	UR	??						
	CX26185		??						
	CX26186		??						
	CX26187		??						
	CX26188		??						
	CX26189		??						
BMX Airmaster	CX26190	ER	??						
	CX26191		??						
KLAX	CX26192	ER	16	X	F6	X	X2	J	KLAXNTSC
Aquaventure	CX26???	PR	8		F8	X		J	AQUAVENT
Bionic Breakthrough	CX26???	PR	8		F8	X		O	MINDLINK
Bugs Bunny	CX26???	PR	8		F8	X		J	BUGSBUN
Coke Wins!	CX26???	UR	4			X		J	COKEWINS
Holy Moley	CX26???	PR	8		F8	X			HOLEMOLE
Polo	CX26???	PR	2			X		J	POLO
Rodeo	CX26???	PR	??						
Rabbit Transit	CX26???	PR	??						
Standalone Test Tape	MAO17600	DM	2			X		--	MAO17600
Nightmare Manor	CX26???	PR	??						
Super Stunt Cycle		PR	2			X		J	STUNT-1

```
Dukes of Hazzard (not CX2678)        PR   2            X      J  STUNT-2

X2: Special Best Prototype NTSC version.

X3: Doesn't like my test cart; have to disable SC for it to start.  I
    can then re-enable the SC and it'll work.  Also, the cart itsself
    doesn't work on my 7800 (or my test cart for that matter).


**********************************
*        Action Hi-Tech          *
**********************************


         Name              Part #   RA  SZ  SC  BS  IM  SP  CT  Filename
       ------------------------------------------------------------------

Crab Control              605077    UR  ??
F-18 vs. Aliens           ????      UR  ??
Galaxy Invader            ????      UR  ??
Space Grid                ????      UR  ??
Tank City                 ????      UR  ??
War Zone                  ????      UR  ??


**********************************
*           Activision           *
**********************************


         Name              Part #   RA  SZ  SC  BS  IM  SP  CT  Filename
       ------------------------------------------------------------------

Dragster                  AG-001    U   2           X       J  DRAGSTER
Boxing                    AG-002    U   2           X       J  BOXING
Checkers                  AG-003    ER  2           X       J  CHECKERA
Fishing Derby             AG-004    U   2           X       J  FISHDRBY
Skiing                    AG-005    U   2           X       J  SKIING
Bridge                    AX-006    U   4           X       J  BRIDGE
Tennis                    AG-007    C   2           X       J  TENNIS
Laser Blast               AG-008    C   2           X       J  LASRBLST
Freeway                   AG-009    U   2           X       J  FREEWAY
Kaboom                    AG-010    U   2           X       P  KABOOM
Stampede                  AG-011    U   2           X       J  STAMPEDE
Ice hockey                AX-012    U   4           X       J  ICEHOCKY
Barnstroming              AX-013    U   4           X       J  BARNSTRM
Gran Prix                 AX-014    U   4           X       J  GRANDPRX
Chopper Command           AX-015    U   4           X       J  CHOPRCMD
Starmaster                AX-016    U   4           X       J  STARMAST
Megamania                 AX-017    U   4           X       J  MEGAMAN
Pitfall                   AX-018    C   4           X       J  PITFALL
Sky Jinks                 AG-019    R   2           X       J  SKYJINKS
River Raid                AX-020    U   4           X       J  RIVERAID
Spider Fighter            AX-021    U   4           X       J  SPIDRFTR
Seaquest                  AX-022    R   4           X       J  SEAQUEST
Oink!                     AX-023    R   4           X       J  OINK
Dolphin                   AX-024    R   4           X       J  DOLPHIN
Keystone Kapers           AX-025    U   4           X       J  KEYSTONE
```

```
Enduro                    AX-026      U    4            X        J   ENDURO_A
Plaque Attack             AX-027      R    4            X        J   PLAQATTK
Robot Tank                AZ-028      R    8       F8   X   X2   J   ROBO_FIX
Crackpots                 AX-029      R    4            X        J   CRACKPOT
Decathlon                 AZ-030      R    8       FE   X        J   DECATHLN
Frostbite                 AX-031      R    4            X        J   FROSTBIT
Pressure Cooker           AZ-032      R    8       F8   X        J   PRESSURE
Space Shuttle             AZ-033      R    8       F8   X        J   SPCSHUTL
Private Eye               AG-034-04   R    8       F8   X        J   PRIVEYE
Pitfall ][: Lost Caverns  AB-035-04   R    8       F8   X   X1   J   PITFALL2
H.E.R.O.                  AZ-036-04   R    8       F8   X        J   HERO
Beamrider                 AZ-037-04   R    8       F8   X        J   BEAMRIDE
Cosmic Commuter           AG-038      R    4            X        J   CSMCOMTR
Kung-Fu Master            AX-039      R    8       F8   X        J   KUNG_FU
Contenders                AK-041      ---Never Released by Activision---
Commando                  AK-043      R   16       F6   X        J   COMMANDO
Fighter Pilot             AK-046      UR  16       F6   X        J   FIGHTERP
River Raid ][             AK-048-04   ER  16       F6   X        J   RIVRAID2
Rampage                   AK-049      R   16       F6   X        J   RAMPAGE
Double Dragon             AK-050-04   R   16       F6   X        J   DBLDRAGN
Ghostbusters              AZ-108-04   R    8       F8   X        J   GHOSTBST
Ghostbusters ][           A?-???      NR  ??  ---See Salu---
Dreadnaught Factor        A?-???      NR  ??
Wing War                  A?-???      NR  ??  ---See Imagic---
Thwocker                  A?-???      PR  ??  ---Proto Exists---
Zenji                     A?-???      NR  ??
```

X1: Uses Activision's version of the 'Super Chip' No extra RAM this time,
    however it does have extra ROM! Does three-channel sound, and even
    includes several random # generators.

X2: This used to be an FE cart, but has been fixed to run as an F8.

```
***********************************
*     Absolute Entertainment      *
***********************************
```

Name	Part #	RA	SZ	SC	BS	IM	SP	CT	Filename
Title Match Pro Wresting	AG-041	R	8		F8	X		J	PROWREST
Skateboardin'	AG-042	R	8		F8	X		J	SKATEBRD
Pete Rose Baseball	AK-045	R	16		F6	X		J	PETEROSE
Tomcat F-14 Simulator	AK-046	ER	16		F6	X	X1	J	FIGHTERP
My Golf	A?-???	ER	8		F8	X		J	MYGOLF

X1: This is identical to the Activision one. I read both in and compared;
they are byte-for-byte identical.

```
***********************************
*        American Videogame       *
***********************************
```

Name	Part #	RA	SZ	SC	BS	IM	SP	CT	Filename

```
--------------------------------------------------------------------------

Tax Avoiders              ????        R   8      F8   X        J   TAXAVOID


*********************************
*            Amiga             *
*********************************


          Name            Part #   RA  SZ  SC  BS  IM  SP  CT  Filename
--------------------------------------------------------------------------

Mogul Maniac              3120      ER  4           X        J   MOGULMAN
Surf's Up                 3125      PR  8      F8   X        J   SURF_FIX
Off your Rocker           3130      PR  4           X        J   OFFROCKR


*********************************
*        Answer Software        *
*********************************


          Name            Part #   RA  SZ  SC  BS  IM  SP  CT  Filename
--------------------------------------------------------------------------

Malagai                   ASC1001   UR  4           X        J   MALAGAI
Gauntlet                  ASC1002   UR  4           X        J   GAUNTLET
Confrontation             ASC2001   UR  ??
Personal Game Programmer  PGP-1     UR  XX      ---Hardware---


*********************************
*            Artic             *
*********************************


          Name            Part #   RA  SZ  SC  BS  IM  SP  CT  Filename
--------------------------------------------------------------------------

Space Robot               SM8001    UR  4           X        J   SPCROBOT
Astrowar                  SM8002    UR  4           X        J   ASTROWAR


*********************************
*            Apollo            *
*********************************


          Name            Part #   RA  SZ  SC  BS  IM  SP  CT  Filename
--------------------------------------------------------------------------

Skeet Shoot               AP 1001   R   2           X            SKEETSHT
Spacechase                AP 2001   U   4           X            SPACHASE
Space Cavern              AP 2002   U   4           X            SPACECAV
Racquetball               AP 2003   U   4           X            RACQUETB
Lost Luggage              AP 2004   U   4           X        J   LOSTLUGG
Lochjaw                   AP 2005   ER  4           X        J   LOCHJAW
```

```
Shark Attack             AP 2005      U    4                X        J   SHARKATK
Infiltrate               AP 2006      U    4                X        J   INFILTRT
Kyphus                   AP 2007      R   ??
Guardian                 AP 2008      R    4                X            GUARDIAN
Final Approach           AP 2009      R    4                X        J   FINLAPCH
Wabbit                   AP 2010      R    4                X        J   WABBIT
Pompeii                  AP 2011      R   ??
Squoosh                  AP 2012      PR  ??
```

```
**********************************
*          Avalon Hill           *
**********************************
```

Name	Part #	RA	SZ	SC	BS	IM	SP	CT	Filename
Death Trap	50010	UR	4			X		J	DETHTRAP
London Blitz	50020	ER	4			X		J	LONDBLTZ
Wall Ball	50030	ER	4			X		J	WALLBALL
Shuttle Orbiter	50040	UR	4			X		J	SHTLORBT
Out of Control	50050	UR	??			Need!			

```
**********************************
*           Bit Corp.            *
**********************************
```

Name	Part #	RA	SZ	SC	BS	IM	SP	CT	Filename
Sea Monster	PG201	R	4			X			SEAMNSTR
Space Tunnel	PG202	R	4			X			SPACT_TW
Phantom Tank	PG203	R	4			X			PHANTOMT
Open Sesame	PG204	R	4			X			OPENSESM
Dancing Plate	PG205	R	4			X			DANCPLAT
Bobby is Going Home	PG206	R	4			X		J	BOBBY
Mission 3000 AD	PG207	R	4			X			MISN3000
Snail Against Squirrel	PG208	R	4			X			SNALSQRL
Mr. Postman	PG209	R	4			X			MRPOSTMN
Superman (CCE)	????	??	4			X			SUPERCCE

```
**********************************
*          Bob Colbert           *
**********************************
```

Name	Part #	RA	SZ	SC	BS	IM	SP	CT	Filename
Okie Dokie (Lights Out)	????	--	2			X		J	OKIEDOKE

```
**********************************
*             Bomb               *
**********************************
```

```
             Name              Part #    RA  SZ  SC  BS  IM  SP  CT  Filename
         ----------------------------------------------------------------------

Assault                        CA281     ER   4           X       J   ASSAULT
Great Escape                   CA282     ER   4           X       J   GRESCAPE
Z-Tack                         CA283     ER   4           X       J   Z_TACK
Wall Defender                  CA285     ER   4           X       J   WALLDFND


***********************************
*         CBS Electronics         *
***********************************


             Name              Part #    RA  SZ  SC  BS  IM  SP  CT  Filename
         ----------------------------------------------------------------------

Wizard of Wor                  M8774      R   4           X       J   WIZRDWOR
Gorf                           M8793      U   4           X       J   GORF
Blueprint                      4L-2486    U   8       F8  X       J   BLUEPRNT
Solar Fox                      4L-2487    U   8       F8  X       J   SOLARFOX
Tunnel Runner                  4L-2520    R  12       FA  X       J   TUNLRUNR
Omega Race                     4L-2737    U  12       FA  X       B   OMEGARAC
Mountain King                  4L-2738    R  12       FA  X       J   MTNKING
Wings                          ????      NR  ??       ??

'SC' in this case refers to RAM+

***********************************
*            Coleco               *
***********************************


             Name              Part #    RA  SZ  SC  BS  IM  SP  CT  Filename
         ----------------------------------------------------------------------

Donkey Kong                    2451       C   4           X       J   DK
Zaxxon                         2454       U   8       F8  X       J   ZAXXON
Venture                        2457       C   4           X       J   VENTURE
Mouse Trap                     2459       U   4           X       J   MOUSETRP
Lady Bug                       2463      UR  ??
Cosmic Avenger                 2464      UR  ??
Smurf: RIGC                    2465       U   8       F8  X       J   SMURFRES
Carnival                       2468       U   4           X       J   CARNIVAL
Smurfs Save the Day            2511      UR   8       F8  X       J   SMRFSAVE
Donkey Kong Jr.                2653       R   8       F8  X       J   DKJR
Mr. Do!                        2656       R   8       F8  X       J   MRDO
Berinstein Bears               2658      UR  ??
Time Pilot                     2663       R   8       F8  X       J   TIMEPLT
Front Line                     2665       R   8       F8  X       J   FRNTLINE
Roc 'N Rope                    2667       R   8       F8  X       J   ROCNROPE


*addendum*
Got Mr. Do! to read out, and Time Pilot seems to have read out correctly,
```

yet it doesn't play on the emu. I'm going to pull the EPROM off the board
and read it directly!
end

addendum2
Pulled the EPROM and copied it. Just as I suspected, it did indeed read out
correctly. Guess the emu isn't as good as the Real Thing. :-) I'll try it
out on the real hardware RSN.
end

addendum3
The saga continues. I tried the ROM image of Time Pilot out on the Real
Thing, and it behaved the exact same way that it did on the emu. It appears
that the RC delay in the cart is required so it doesn't switch banks
immediately. I hope I can fix it so it can work as a normal F8 cart.
end

addendum4
Yes! I got Time Pilot to work! This is intresting. The bank is *only*
flipped in two parts of the cart- once at the beginning of bank0 and once
at the beginning of bank1. The tip-off was bank #0 had a BIT $1FF8
instruction and bank #1 had a BIT $1FF9 instruction! This of course will
not flip banks!!! I changed the 4K blocks around, ran it on the emu, and
it worked perfectly!
end

addendum5
Finally figured out what was wrong with Smurfs Save the Day. The places
in the code that switch banks was right on top of each other. (the
STA $1FFx instructions were at the same addresses in diffrent banks)
As a result, there were only STA $1FF8 instructions rather than both
STA $1FF8 and STA $1FF9 instructions. Fixing these resulted in a working
ROM image!!!!!! Now all I need is Berinstein Bears to round out the
Coleco Collection.
end

```
**********************************
*            CommaVid            *
**********************************
```

Name	Part #	RA	SZ	SC	BS	IM	SP	CT	Filename
MagiCard	CM-001	UR	??	----Hardware----					
Video Life	CM-002	UR	??						
Cosmic Swarm	CM-003	R	2			X		J	COSMSWRM
Room of Doom	CM-004	ER	4			X		J	ROOMDOOM
Mines of Minos	CM-005	ER	4			X			MINEMNOS
Cakewalk	CM-008	ER	4			X		J	CAKEWALK
Stronghold	CM-009	ER	4			X			STRNGHLD

```
**********************************
*            Data Age            *
**********************************
```

```
          Name                 Part #    RA  SZ  SC  BS  IM  SP  CT  Filename
     -------------------------------------------------------------------------

     Encounter at L-5          DA 1001   U   4           X           ENCONTL5
     Warplock                  DA 1002   C   4           X           WARPLOCK
     SSSnake                   DA 1003   C   4           X           SSSNAKE
     Airlock                   DA 1004   C   4           X           AIRLOCK
     Bugs                      DA 1005   U   4           X       P   BUGS
     Journey Escape            112-006   C   4           X       J   JRNYESCP
     Rock 'n Roll Escape       112-006   R   4           X   X1  J   JRNYESCP
     Bermuda Triangle          112-007   R   4           X       J   BERMDTRI
     Frankenstein's Monster    112-008   R   4           X       J   FRANKMON
     Secret Agent              ????      UR  ??
```

X1: This is the same as Journey Escape.


```
     ***********************************
     *          DSD/Camelot            *
     ***********************************
```


```
          Name                 Part #    RA  SZ  SC  BS  IM  SP  CT  Filename
     -------------------------------------------------------------------------

     Tooth Protectors          ????      UR  8       E0  X   X1  J   TOOTHPRO
```


X1: Intresting!!! This cart uses the Parker Bros. 8K bankswitch!!! It's
the only non-PB cart to use this format.


```
     ***********************************
     *           Dynacom               *
     ***********************************
```


```
          Name                 Part #    RA  SZ  SC  BS  IM  SP  CT  Filename
     -------------------------------------------------------------------------

     Mega Boy                  ????      ??  64      F0  X       J   MEGABOY
```


This is a very intresting cart. It's designed as an educational product!
It was only test-marketed in Brazil, and most of it is in Portugese. It
contains several different learning tools- Math, English, Games, and Music!
This cart goes with a hand-held 2600 called the 'Mega Boy'... it's similar
to a TV Boy except it can accept regular 2600 carts! It runs on batteries
and transmits through the air to a TV in a similar fashion to a TV Boy. All
in all a very cool device.


```
     ***********************************
     *          Ed Fendermyer          *
     ***********************************
```

Name	Part #	RA	SZ	SC	BS	IM	SP	CT	Filename
SoundX	????	ER	4			X		J	SOUNDX
EdTris	????	ER	4			X		J	EDTRIS

```
**********************************
*           Emag                 *
**********************************
```

Name	Part #	RA	SZ	SC	BS	IM	SP	CT	Filename
I Want My Mommy	GN-010	ER	4			X			IWANTMOM
Dishaster	GN-020	ER	4			X		J	DISHASTR
Tanks But No Tanks	GN-030	ER	4			X			TANKSBUT
Cosmic Corridor	GN-040	ER	4			X			COSMCORR
Pizza Chef	GN-050	ER	4			X		J	PIZZA
Immies & Aggies	GN-060	ER	4			X			IMMIES
A Mysterious Thief	GN-070	ER	??						
Fire Spinner	GN-080	ER	4			X			FIRESPIN

```
**********************************
*           Epyx                 *
**********************************
```

Name	Part #	RA	SZ	SC	BS	IM	SP	CT	Filename
Summer Games	8056100250	R	16		F6	X		J	SUMMERGA
Winter Games	8056100251	R	16		F6	X		J	WINTERGA
California Games	8056100286	R	16		F6	X		J	CALIFGMS
Super Cycle	????		??						

```
**********************************
*           Exus                 *
**********************************
```

Name	Part #	RA	SZ	SC	BS	IM	SP	CT	Filename
Video Jogger	????	??	4			X		O	VIDJOGGR
Video Reflex	????	??	4			X		O	VIDREFLX

```
**********************************
*      First Star Software       *
**********************************
```

Name	Part #	RA	SZ	SC	BS	IM	SP	CT	Filename

```
Boing!                      ????         ER   4          X       J  BOING


*********************************
*            Froggo            *
*********************************
```

Name	Part #	RA	SZ	SC	BS	IM	SP	CT	Filename
Karate	FG 1001	R	4			X		J	KARATE
Spiderdroid	FG 1002	R	4			X		J	SPIDROID
Task Force	FG 1003	R	4			X		J	TASKFORC
Cruise Missile	FG 1007	R	4			X		J	CRUSMISL
Sea Hawk	FG 1008	R	4			X		J	SEAHWK_F
Sea Hunt	FG 1009	R	4			X		J	SEA_HUNT

```
*********************************
*          Funvision           *
*********************************
```

Name	Part #	RA	SZ	SC	BS	IM	SP	CT	Filename
Ocean City Defender	????	??	4			X		J	OCEANCTY
Spider Maze	????	??	4			X		J	SPDRMAZE

```
*********************************
*             HES              *
*********************************
```

Name	Part #	RA	SZ	SC	BS	IM	SP	CT	Filename
Challenge	????	??	8		F8	X		J	CHALLANG
My Golf	535	??	8		F8	X		J	MYGOLF
Pigs 'n Wolf	????	??	??						
Star Warrior	????	??	??						

```
Go for the Gold Pak (really two carts)
```

Name	Part #	RA	SZ	SC	BS	IM	SP	CT	Filename
-Winter Games		??	16		F6	X		J	WINTERG2
-Summer Games		??	16		F6	X		J	SUMMERG2

```
****
Special menued multicarts:
****
```

Name	Part #	RA	SZ	SC	BS	IM	SP	CT	Filename
Super Action Pak	223	??	16		F6	X		J	SUPERACT
-Pitfall									
-Grand Prix									
-Laser Blast									
-Barnstorming									
Smash Hit Pak	498	??	16		F6	X		J	SMASHHIT

```
 -Frogger
 -Stampede
 -Seaquest
 -Boxing
 -Skiing
Hot Action Pak               542          ?? 16     F6   X      J  HOTPAK
 -Ghostbusters
 -Plaque Attack
 -Tennis
Rad Action Pak               559          ?? 16     F6   X      J  RADACT
 -Kung-Fu Master
 -Frostbite
 -Freeway
Mega Fun Pak                 ????         ?? ??     F6   X      J  MEGAPAK
 -Gorf
 -Planet Patrol
 -Pac-Man
 -Skeet Shoot
Sports Action Pak            ????         ?? 16     F6   X      J  SPORTACT
 -Enduro
 -Ice hockey
 -Fishing Derby
 -Dragster
Super Hit Pak                ????         ?? 16     F6   X      J  SUPERHIT
 -River Raid
 -Grand Prix
 -Fishing Derby
 -Jink
 -Checkers
2 Pak Special #1             ????         ?? 16     F6   X      J  P0
 -Dungeon Master  -  Venture
 -Creature Strike -  Demon Attack
2 Pak Special #2             ????         ?? 16     F6   X      J  P1
 -Star Warrior    -  Starwars: Empire Strikes Back

 -Frogger
2 Pak Special #3             ????         ?? 16     F6   X      J  P2
 -Wall Defender
 -Planet Patrol
2 Pak Special #4             ????         ?? 16     F6   X      J  P3
 -Space Voyage    -  Starmaster
 -Fire Alert      -  Fire Fighter
2 Pak Special #5             ????         ?? ??
 -Alien Force
 -Hoppy
2 Pak Special #6             ????         ?? ??
 -Cavern Blaster
 -City War
2 Pak Special #7             ????         ?? ??
 -Challenge
 -Surfing
2 Pak Special #8             ????         ?? ??
 -Dolphin
 -Pigs 'n Wolf
2 Pak Special #9             ????         ?? ??
 -Motocross
 -Boom Bang
```

Notes about menued carts: These are very intresting! They consist of
several games in seperate banks of a 16K F6 bankswitched ROM. There's a
very slick looking menu that comes up displaying the co's logo (HES), and
to press the fire button. After doing so, the user is given a choice of
what game to play. The choices are actually written out onto the screen in
hi-res text! You highlight the desired game and hit the button. The tech
behind it is pretty simple, yet clever. On startup, the bank is pointed to
the menu system's bank, and then is run just like any other F6 cart. The
games are stored in seperate banks, or the upper 2K of a 4K block with the
lower 2K being the menuing program. When the user selects a game, a small
'stub' of code is written to RAM then executed; this stub is usually
something like this:

```
0080:   LDA $1FF8   ;change banks
0083:   JMP $1000   ;run game
```

So that when 0080 is called, the cart is switched to bank #2, and then the
game in said bank will be run. Pretty nifty! Note that since this is
already a bankswitched game, 8K bankswitched games can be run in it, as well
as non-bankswitched games. Check out the game linup on the 'Hot Action Pak'.
It is:

Ghost Busters 8K
Plaque Attack 4K
Tennis   2K

Total: 14K

That gives us the extra 2K for the menuing system.

On those '2 Pak Special' carts, they are still 16K, but almost half of this
goes to waste; they could've made '3 Pak Specials' to use up most of the
space no problem. I still don't know why they didn't do this. Examining the
ROM shows almost half of it is 'FF'. What a waste! :-)


```
**********************************
*          Homevision           *
**********************************
```


Name	Part #	RA	SZ	SC	BS	IM	SP	CT	Filename
Robot Fight	1	ER	4			X		J	ROBOFGHT
War 2000	2		??						
Gogo? Home Monster	3		??						
World? Trap?	9		??						
Asteroid Fire	11		??						
Sky Alien	12		??						
Base Attack	13		4			X			BASEATTK
Wall Break	14		??						
Lilly Adventure	17		4			X		J	LILLY
Col 'N'	????		4			X		J	COLN
Cosmic War	????		??						
Frisco	????		??						

```
IQ 180                      ????            4           X       J   IQ180
Magic Carpet                ????            ??
Panda Chase                 ????            4           X       J   PANDCHSE
Parachute                   ????            4           X           PARCHUTE
Plate Mania                 ????            ??
Racing Car                  ????            ??
Repro Cart                  83014           ??
Tanks War                   ????            ??
Teddy Apple                 ????            ??
Tennis Topsy                ????            ??
Zoo Fun                     ????            4           X       J   ZOOFUN


**********************************
*           Imagic            *
**********************************


            Name            Part #    RA  SZ  SC  BS  IM  SP  CT  Filename
            ----------------------------------------------------------------


Trick Shot                  IA3000     R   4               X       J   TRICKSHT
Demon Attack                IA3200     C   4               X       J   DEMONATK
Star Voyager                IA3201     C   4               X           STARVYGR
Atlantis                    IA3203     U   4               X       J   ATLANTIS
Cosmic Ark                  IA3204     U   4               X           COSMCARK
No Escape!                  IA3312     R   4               X           NOESCAPE
Fire Fighter                IA3400     R   4               X       J   FIREFITE
Aerial Ace                  IA3409     ER  ??
Shootin' Gallery            IA3410     ER  4               X       J   SHOOTIN
Riddle of the Sphinx        IA3600     U   4               X       J   RIDDLE
Dragon Fire                 IA3611     C   4               X       J   DRGNFIRE
Fathom                      03205      R   8       F8      X       J   FATHOM
Solar Storm                 03206      R   4               X           SOLRSTRM
Moonsweeper                 03207      ER  8       F8      X       J   MOONSWEP
Laser Gates                 03208      U   4               X       J   LASRGATE
Quick Step                  03211      R   4               X       J   QUICKSTP
Subterra                    03213      R   8       F8      X       J   SUBTERRA
Wing War                    EIZ-002-04 ER  8       F8      X       J   WINGWAR
Cubicolour                  ????       UR  4               X       J   CUBICOL
Imagic Selector             ????       DM  4               X       --  IMAGSLCT


**********************************
*           ITT               *
**********************************


            Name            Part #    RA  SZ  SC  BS  IM  SP  CT  Filename
            ----------------------------------------------------------------


Aliens Return               ????       ??  4               X       J   ALIENRET
Fire Birds                  ????       ??  4               X       J   FIREBIRD
Meteor Defence              ????       ??  4               X       J   METDEF

**********************************
*           Konami           *
**********************************
```

```
            Name                 Part #    RA  SZ  SC  BS  IM  SP  CT  Filename
------------------------------------------------------------------------------

Pooyan                          001       ER   4           X           POOYAN
Strategy X                      010       ER   4           X           STRATGYX
Marine Wars                     011       ER   4           X           MARINWAR
```

Note: The part numbers are labelled in binary notation. :-)

```
************************************
*          M-Network              *
************************************
```

[If SC is marked, chip uses an extra RAM, #TMM2009P-25. It's
really a 6116 in disguise]

```
            Name                 Part #    RA  SZ  SC  BS  IM  SP  CT  Filename
------------------------------------------------------------------------------

Star Strike                     MT4313     R    4           X       J   STARSTRK
Adventures of TRON              MT4317     U    4           X       J   ADVNTRON
MOTU: Power of He-Man           MT4319     R   16       E7  X       J   HE_MAN
Burgertime                      MT4518     R   12   X   E7  X       J   BURGTIME
Kool-Aid man                    MT4648     U    4           X       J   KOOLAIDE
SC Football                     MT5658     C    4           X       J   SUPRFOOT
Space Attack                    MT5659     C    4           X       J   SPACATTK
Armour Ambush                   MT5661     C    4           X       J   ARMAMBSH
TRON Deadly Discs               MT5662     U    4           X       J   TRONDEAD
Lock 'n Chase                   MT5663     C    4           X       J   LOCKCHSE
Frogs and Flies                 MT5664     U    4           X       J   FROGFLYS
SC Baseball                     MT5665     C    4           X       J   SUPRBASE
Astroblast                      MT5666     U    4           X       J   ASTRBLST
Dark Cavern                     MT5667     U    4           X       J   DARKCVRN
International Soccer            MT5687     U    4           X       J   INTRSCCR
Air Raiders                     MT5861     R    4           X       J   AIRAIDRS
Bump 'n Jump                    MT7045     R    8       E7  X       J   BNJ
```

'SC' in this case refers to extra RAM in the cart.

Notes:

All three E7 carts have been read in as 16K. This makes it much easier
to write emulators and build hardware, as there's just one standard
size. The RAM can still be included in any cart; however it has no
effect in Bump 'n Jump or He-Man. Fortunately, it doesn't hinder operation
either, so I chose to just include the extra RAM under the E7 label.

```
************************************
*          Milton Bradley         *
************************************
```

```
            Name                 Part #    RA  SZ  SC  BS  IM  SP  CT  Filename
```

```
----------------------------------------------------------------------

Survival Run              4362        R    4              X       J   SURVLRUN
Spitfire Attack           4363        U    4              X       J   SPITFIRE


*********************************
*        Mystique (hehe!)       *
*********************************


            Name           Part #    RA   SZ  SC  BS  IM  SP  CT  Filename
----------------------------------------------------------------------

Custer's Revenge          1001        ER   4              X       J   CUSTEREV
Bachelor Party            1002        ER   4              X       P   BACHELOR
Beat 'em and Eat 'em      1003        ER   4              X       P   BEATEM
Bachelorette Party        1004        ER   4              X       P   BACHLRTT
Gigolo                    1009        ER   4              X       J   GIGOLO
Jungle Fever              1011        ER   4              X       J   JNGLFEVR
Burning Desire            ????        ER   4              X       J   BURNDESR
Cathouse Blues            ????        ER   4              X       J   CATHOUSE
Knight on the Town        ????        ER   4              X       J   KNIGHTWN
Lady in Wading            ????        ER   ??
Philly Flasher            ????        ER   4              X       P   PHILLY


*********************************
*           Mythicon            *
*********************************


            Name           Part #    RA   SZ  SC  BS  IM  SP  CT  Filename
----------------------------------------------------------------------

Sourcerer                 MA-1001     U    4              X       J   SORCERER
Fire Fly                  MA-1002     U    4              X       J   FIREFLY
Star Fox                  MA-1003     U    4              X       J   STARFOX

*********************************
*          Panda Inc.           *
*********************************


            Name           Part #    RA   SZ  SC  BS  IM  SP  CT  Filename
----------------------------------------------------------------------

Space Canyon              100         R    4              X       J   SPACANYN
Tank Brigade              101         R    4              X           TANKBRIG
Scuba Diver               104         R    4              X       J   SCUDIV_P
Stuntman                  105         R    4              X       J   STNTMAN
Dice Puzzle               106         R    4              X       J   DICEPUZL
Sea Hawk                  108         R    4              X           SEAHWK_P
Exocet                    109         R    4              X           EXOCET
Harbour Escape            110         R    4              X       J   HARBRESC


*********************************
```

```
*        Parker Bros.              *
***********************************


            Name                Part #    RA  SZ  SC  BS  IM  SP  CT  Filename
         -------------------------------------------------------------------

SW: Jedi Arena              PB5000      R   4           X       P   JEDIAREN
SW: Empire Strikes Back     PB5050      C   4           X       J   STAREMPR
SW: Death Star Battle       PB5060      R   8       E0  X       J   DETHSTAR
SW: Ewok Adventure          PB5065      PR  ??  ---Proto Exists---
Gyruss                      PB5080      R   8       E0  X       J   GYRUSS
James Bond 007              PB5110      R   8       E0  X       J   JAMEBOND
Frogger                     PB5300      C   4           X       J   FROGGER
Amidar                      PB5310      U   4           X       J   AMIDAR
Super Cobra                 PB5320      U   8       E0  X       J   SPRCOBRA
Reactor                     PB5330      U   4           X       J   REACTOR
Tutankham                   PB5340      U   8       E0  X       J   TUTANK
Sky Skipper                 PB5350      R   4           X           SKYSKIPR
Q*Bert                      PB5360      C   4           X       J   QBERT_PB
Popeye                      PB5370      C   8       E0  X       J   POPEYE
SW: Arcade Game             PB5540      ER  8       E0  X       J   SWARCADE
Q*Bert's Qubes              PB5550      ER  8       E0  X       J   QBRTQUBE
Frogger ][: Threeedeep      PB5590      ER  8       E0  X       J   FROGGER2
Circus Charlie              PB5750          ??  ---No Known Copies Exist---
Montezuma's Revenge         PB5760      ER  8       E0  X       J   MONTZREV
Mr. Do's Castle             PB5820      ER  8       E0  X       J   DOCASTLE
Spider-Man                  PB5900      R   4           X       J   SPIDRMAN
Strawberry Shortcake        PB5910      U   4           X       J   STRWBERY
GI Joe: Cobra Strike        PB5920      U   4           X       J   GIJOE
Action Force                PB5920      ER  4           X       J   ACTIONMN
Lord of the Rings           PB????      UR  ??  ---No Known Copies Exist---
McDonald's                  PB????      UR  ??  ---No Known Copies Exist---


***********************************
*          Playaround             *
***********************************


            Name                Part #    RA  SZ  SC  BS  IM  SP  CT  Filename
         -------------------------------------------------------------------

See Mystique for #201-205

/General retreat            206         ER  ??
\Westward Ho                206         ER  ??


***********************************
*            Puzzy                *
***********************************


            Name                Part #    RA  SZ  SC  BS  IM  SP  CT  Filename
         -------------------------------------------------------------------

Seesaw                      ????        ER  4           X       J   SEESW_TW
```

Name	Part #	RA	SZ	SC	BS	IM	SP	CT	Filename
Football	????	ER	4			X			FB_PIR8
Earth Attack	????	ER	??						
Puzzled World	????	ER	4			X			PUZZL_TW
Chess	????	ER	??						
Boom Bang	????	ER	4			X		J	BOOMBANG
Pitfall	????	ER	??						
Spider	????	ER	??						
Tennis	????	ER	??						
Pyramid War	????	ER	4			X			PYRMDWAR
Bobby is Going Home	????	ER	4			X		J	BOBBY
Mr. Postman	????	ER	4			X			MRPOSTMN
Space Tunnel	????	ER	4			X			SPACTUNL
Fancy Car	????	ER	??						
My Way	????	ER	??						
S.O.S.	????	ER	??						
Frogger	????	ER	??						
Fishing	????	ER	??						
Cross Force	????	ER	4			X			CROSFRCE
Farmer Dan	????	ER	??						
Dancing Plate	????	ER	4			X			DANCPLAT
Volley Ball	????	ER	??						
Little Bear	????	ER	??						

```
**********************************
*         Rainbow Vision         *
**********************************
```

Name	Part #	RA	SZ	SC	BS	IM	SP	CT	Filename
Pac-Kong	55-003	R	4			X			PACKONG
Netmaker	55-006	R	??						
Mafia	55-010	R	??						
Hey! Stop!	55-012	R	4			X		J	HEY_STOP
Bi! Bi!	55-013	R	4			X			BIBI
Catch Time	55-015	R	??						
Boom Bang	55-016	R	4			X			BOOMBANG
Mariana	55-017	R	??						
Curtiss	55-019	R	??						
Tuby Bird	55-020	R	4			X			TUBYBIRD
Tomboy	55-???	R	4			X		J	TOMBOY

```
**********************************
*             Salu               *
**********************************
```

Name	Part #	RA	SZ	SC	BS	IM	SP	CT	Filename
Acid Drop	????	ER	16		F6	X		J	ACIDDROP
Ghostbusters][	????	ER	16		F6	X		J	GHOSTBS2
Pick 'N' Pile	????	ER	16		F6	X		J	PICKPILE

```
*********************************
*           Sancho             *
*********************************



        Name              Part #    RA  SZ  SC  BS  IM  SP  CT  Filename
        ----------------------------------------------------------------

Exocet                    TEC001    ER  ??
Sea Hawk                  TEC002    ER  ??
Skin Diver                TEC003    ER  4           X           SKINDIVR
Nightmare                 TEC004    ER  4           X           NGHTMARE
Dice Puzzle               TEC005    ER  4           X           DICEPUZL
Forest                    TEC006    ER  4           X           FOREST



*********************************
*            Sega              *
*********************************



        Name              Part #    RA  SZ  SC  BS  IM  SP  CT  Filename
        ----------------------------------------------------------------

Tac-Scan                  001-01    U   4           X           TACSCAN
Sub Scan                  002-01    U   4           X           SUBSCAN
Thunderground             003-01    R   4           X           THUNDGRD
Star Trek: SOS            004-01    R   8       F8  X       J   STARTREK
Buck Rodgers              005-01    U   8       F8  X       J   BUCKROG
Congo Bongo               006-01    R   8       F8  X       J   CONGBONG
Up 'n Down                009-01    ER  8       F8  X       J   UPNDOWN
Tapper                    010-01    ER  8       F8  X       J   TAPPER
Spy Hunter                011-02    ER  8       F8  X       J   SPYHUNTR



*********************************
*      Selchow & Righter       *
*********************************



        Name              Part #    RA  SZ  SC  BS  IM  SP  CT  Filename
        ----------------------------------------------------------------

Glib                      ????      UR  4           X           GLIB



*********************************
*           Simage             *
*********************************



        Name              Part #    RA  SZ  SC  BS  IM  SP  CT  Filename
        ----------------------------------------------------------------

Eli's Ladder              ????      UR  4           X           ELILADDR



*********************************
```

```
*         Sparrow              *
*********************************


          Name               Part #    RA  SZ  SC  BS  IM  SP  CT  Filename
     ------------------------------------------------------------------------

Music Machine            GCG 1001T   UR   4           X           MUSCMACH


*********************************
*        Spectravision         *
*********************************


          Name               Part #    RA  SZ  SC  BS  IM  SP  CT  Filename
     ------------------------------------------------------------------------

Gangster Alley           SA-201     R    4           X       J   GANGALLY
Planet Patrol            SA-202     R    4           X       J   PLANTPAT
Cross Force              SA-203     R    4           X           CROSFRCE
Tape Worm                SA-204     R    4           X       J   TAPEWORM
China Syndrome           SA-205     R    4           X           CHINASYN
The Challange of... Nexar  SA-206   R    4           X           NEXAR
Master Builder           SA-210     R    4           X       J   MASTBULD
Galactic Tactic          SA-211     R    ??
Mangia                   SA-212     R    4           X       J   MANGIA
Gas Hog                  SA-217     ER   4           X       J   GASHOG
Bumper Bash              SA-218     ER   4           X       J   BUMPER
Save the Whales          SA-???     UR   ??
Cave-In                  SA-???     UR   ??
Chase the Chuckwagon     SA-???     UR   4           X       J   CHUCKWGN


*********************************
*         StarPath             *
*********************************


          Name               Part #    RA  SZ  SC  BS  IM  SP  CT  Filename
     ------------------------------------------------------------------------

Supercharger BIOS ROM    330030     --   2           X           STARPATH
Phasor Patrol            RA-4000    R    6       AR  X       J   PHASOR
Communist Mutants        RA-4001    R    6       AR  X           COMMIE
Suicide Mission          RA-4002    R    6       AR  X       J   SUICIDE
Killer Satellites        RA-4103    R    6       AR  X       J   KILLRSAT
Rabbit Transit           RA-4104    ER   6       AR  X       J   RABBIT
Frogger                  RA-4105    ER   6       AR  X       J   FROGGER
Escape from the Mindmaster RA-4200  ER   6*4     AR  XXXX    J   MINDMAS1-4
Sword of Saros           RA-4201    ER   6       AR  X           SWOSAROS
Excalibur                RA-4201    PR   ??
Fireball                 RA-4300    R    6       AR  X           FIREBALL
Party Mix                RA-4302    ER   6*3     AR  XXX         PRTYMIX1-3
Dragonstomper            RA-4400    ER   6*3     AR  XXX     J   DRAGON1-3
Survival Island          RA-4401    ER   6*3     AR  XXX         SURVIVAL1-3
Sweat!                   RA-4???    PR   6*2     AR  XX          SWEAT1,2
Comm. Mutants Demo       ????       DM   6       AR  X           COMMDEMO
```

```
Dragonstomper Demo        ????    DM  6     AR   X          DRAGDEMO
Fireball Demo             ????    DM  6     AR   X          FIREDEMO
Frogger Demo              ????    DM  6     AR   X          FROGDEMO
Killer Satellites Demo    ????    DM  6     AR   X          KILLDEMO
Esc. from Mindmaster Demo ????    DM  6     AR   X          MINDDEMO
Party Mix Demo            ????    DM  6     AR   X          PRTYDEMO
Rabbit Transit Demo       ????    DM  6     AR   X          RABTDEMO
Suicide Mission Demo      ????    DM  6     AR   X          SUICDEMO



**********************************
*            Sunrise            *
**********************************


          Name            Part #   RA  SZ  SC  BS  IM  SP  CT  Filename
-----------------------------------------------------------------------


Quest for Quinta Roo      1603    ER  8      F8  X       J   QUINTROO
Snowplow                  ????    ER  ??
Glacier Patrol            ????    ER  4          X       J   GLACIER
Noah and the Ark          ????        ??



**********************************
*            Suntek            *
**********************************


          Name            Part #   RA  SZ  SC  BS  IM  SP  CT  Filename
-----------------------------------------------------------------------


Time Race                 1       ER  ??
Galactic                  2       ER  ??
Pac-Kong                  3       ER  4          X           PACKONG
Pyramid War               4       ER  4          X           PYRMDWAR
Netmaker                  6       ER  ??
Bermuda                   9       ER  4          X           BERMUDA



**********************************
*         Technovision         *
**********************************


          Name            Part #   RA  SZ  SC  BS  IM  SP  CT  Filename
-----------------------------------------------------------------------


Adventures of GX-12       ????        ??
Flipper                   ????        ??
Formula I                 ????        ??
Jungle Jim                ????        ??
Laser Raid                ????        ??
Moonbase                  ????        ??
Motor Mouth               ????        ??
Mouse Highway             ????        4          X       J   CATMOUSE
Nuts                      ????        4          X           NUTS
Pharoah's Curse           ????        4          X           PHARHCRS
```

```
Save Our Ship            ????            4          X      J  SAVESHIP
Silly Safari             ????           ??
Shoot-Out                ????           ??
Stone Age                ????           ??
Tachion Beam             ????           ??


**********************************
*          Tele-Games            *
**********************************


        Name             Part #   RA  SZ  SC  BS  IM  SP  CT  Filename
-------------------------------------------------------------------------


Bogey Blaster            5861 A030  R   4          X      J  BOGYBLST
Night Stalker            ????       R   4          X      J  NIGHTSTK
Universal Chaos          ????           4          X      J  UNIVCHOS
Bump 'n Jump             ????           8      F8  X  X1  J  BUMPHUMP


X1: Intresting... uses F8 instead of E7 bankswitching!


**********************************
*          Telesys               *
**********************************


        Name             Part #   RA  SZ  SC  BS  IM  SP  CT  Filename
-------------------------------------------------------------------------


Coco Nuts                1001       R   4          X      J  COCONUTS
Cosmic Creeps            1002       R   4          X      J  COSMCREP
Fast Food                1003       R   4          X      J  FASTFOOD
Ram- It                  1004      ER   4          X      J  RAMIT
Star Gunner              1005      ER   4          X         STARGN
Demolition Herby         1006      ER   4          X      J  DEMOHRBY
Bouncing Baby Monkeys    ????      UR  ??
The Impossible Game      ????      UR  ??


**********************************
*          Tigervision           *
**********************************


        Name             Part #   RA  SZ  SC  BS  IM  SP  CT  Filename
-------------------------------------------------------------------------


King Kong                7-001      R   4          X      J  KINGKONG
Jawbreaker               7-002      R   4          X      J  JAWBREAK
Threshold                7-003      R   4          X      J  THRSHOLD
River Patrol             7-004     UR   8      3F  X      J  RIVERP
Marauder                 7-005     ER   4          X      J  MARAUDER
Springer                 7-006     UR   8      3F  X      J  SPRINGER
Polaris                  7-007     ER   8      3F  X      J  POLARIS
Miner 2049'er            7-008     ER   8      3F  X      J  MNR2049R
```

```
Intuition                     7-009     NR  ??
Scraper Caper                 7-010     NR  ??
Miner 2049'er Volume ][       7-011     ER  8       3F  X       J  MINRVOL2
Espial                        7-012     ER  8       3F  X       J  ESPIAL


**********************************
*          TNT Games           *
**********************************


        Name                  Part #    RA  SZ  SC  BS  IM  SP  CT  Filename
-----------------------------------------------------------------------------

BMX Airmaster                 26192     ER  16      F6  X       J  BMX_TNT

**********************************
*       20th Century Fox       *
**********************************


        Name                  Part #    RA  SZ  SC  BS  IM  SP  CT  Filename
-----------------------------------------------------------------------------

Worm War I                    11001     U   4           X       J  WORMWAR1
Beany Bopper                  11002     R   4           X       J  BEANYBOP
Fast Eddie                    11003     U   4           X          FASTEDIE
Deadly Duck                   11004     R   4           X       J  DEADDUCK
Mega Force                    11005     R   4           X          MEGAFRCE
Alien                         11006     R   4           X       J  ALIEN
Turmoil                       11007     U   4           X       J  TURMOIL
Fantastic Voyage              11008     R   4           X          FANTCVOY
Crypts of Chaos               11009     R   4           X          CRPTCHOS
M*A*S*H                       11011     U   4           X       J  MASH
Bank Heist                    11012     R   4           X          BANKHEST
Porky's                       11013     R   8       F8  X       J  PORKYS
Flash Gordon                  11015     R   4           X          FLASHGRD
Revenge of the BS Tomatoes    11016     R   4           X       J  REVNGTOM
The Earth Dies Screaming      11020     R   4           X       J  EARTHDIE
Spacemaster X-7               11022     ER  4           X          SPACMAST
Meltdown                      11029     ER  ??          Need!
Crash Dive                    11031     ER  4           X          CRSHDIVE
Alligator People              ?????     PR  4           X       J  ALIGPEPL


**********************************
*          U.S. Games          *
**********************************


        Name                  Part #    RA  SZ  SC  BS  IM  SP  CT  Filename
-----------------------------------------------------------------------------

Space Jockey                  VC 1001   C   2           X       J  SPACJOCK
Sneak 'n Peek                 VC 1002   R   4           X          SNEKPEEK
Word Zapper                   VC 1003   U   4           X       J  WORDZAPR
Commando Raid                 VC 1004   R   4           X          COMANDRD
"Name This Game"              VC 1007   R   4           X   X1  J  NAMEGAME
Octopus                       VC 1007   ER  4           X   X1  J  NAMEGAME
Towering Inferno              VC 1009   U   4           X       J  TOWERINF
```

```
M.A.D                        VC 1012     R    4               X       J   M_A_D
Gopher                       VC 2001     R    4               X       J   GOPHER
Squeeze Box                  VC 2002     ER   4               X       J   SQUEEZBX
Eggomania                    VC 2003     R    4               X       P   EGGOMANA
Picnic                       VC 2004     ER   4               X       P   PICNIC
Piece 'o Cake                VC 2005     ER   4               X       P   PIECECKE
Raft Rider                   VC 2006     ER   4               X       J   RAFTRIDR
Entombed                     VC 2007     ER   4               X       J   ENTOMBED
```

X1: These two carts are the same except the name.


```
**********************************
*        Universal Gamex         *
**********************************
```

Name	Part #	RA	SZ	SC	BS	IM	SP	CT	Filename
X-Man	GX-001	UR	4			X		J	XMAN


```
**********************************
*         Venturevision          *
**********************************
```

Name	Part #	RA	SZ	SC	BS	IM	SP	CT	Filename
Rescue Terra I	VV2001	ER	4			X			RESCTER1
Inner Space	????								


```
**********************************
*           Video Gems           *
**********************************
```

Name	Part #	RA	SZ	SC	BS	IM	SP	CT	Filename
Missile Control	????	ER	4			X			MISLCONT
Mission Survive	????	ER							
Steeple Chase	????	ER							
Surfer's Paradise	????	ER	4			X			SURFPRDS
Treasure Below	????	ER							


```
**********************************
*          Wizard Video          *
**********************************
```

Name	Part #	RA	SZ	SC	BS	IM	SP	CT	Filename

```
Texas Chainsaw Massacre   008          ER   4           X      J  TXSCHAIN
Halloween                 007          ER   4           X      J  HALOWEEN


**********************************
*            Xonox             *
**********************************

Note: No repeats are listed (i.e. when the same game is on two double-enders)

         Name              Part #    RA  SZ  SC  BS  IM  SP  CT  Filename
      --------------------------------------------------------------------

Spike's Peak              99001      ER   8       F8  X       J  SPIKE_PK
Ghost Manor               99002      ER   8       F8  X       J  GHOSTMAN
Chuck Norris Super Kicks  99003      ER   8       F8  X       J  CHUCKICK
Artillery Duel            99004      ER   8       F8  X       J  ART_DUEL
Robin Hood                99005      ER   8       F8  X       J  ROBH_P
Sir Lancelot              99006      ER   8       F8  X       J  SIRL_N
Tomarc the Barbarrian     99007       R  ??
Motocross Racer           99008       R  ??


**********************************
*            Zellers           *
**********************************


         Name              Part #    RA  SZ  SC  BS  IM  SP  CT  Filename
      --------------------------------------------------------------------

Time Warp                 ????       ER   4           X          TIMEWARP

**********************************
*            Zimag            *
**********************************


See Emag


**********************************
*       Un-marked / Other       *
**********************************


         Name              Part #    RA  SZ  SC  BS  IM  SP  CT  Filename
      --------------------------------------------------------------------

Dragon Defender           TP-605     ER   4           X          DRGNDFND
Hole Hunter               TP-606     ER   4           X          HOLEHUNT
Farmyard Fun              TP-617     ER   4           X          FARMYARD
16 Games in 1             ????       ER  ??
Brick Kick                ????       ER   4           X      J  BRICKICK
Challange                 ????       ER   4           X          CHALENGE
Clown Down Town           ????       ER   4           X          CLWNDOWN
Criminal Pursuit          ????       ER   4           X          CRIMLPUR
```

```
Dragon Treasure             ????      ER  ??
Frontline                   ????      ER  ??
Inca Gold                   ????      ER  ??
laser Volley                ????      ER  4            X         LASRVOLY
Ski Run                     ????      ER  4            X         SKI_RUN
Lie Low                     ????      ER  ??
Lost and Found              ????      ER  ??
Missile Attack              ????      ER  ??
Oops                        ????      ER  ??
Planet Protector            ????      ER  ??
Ski Hunt                    ????      ER  4            X         SKIHUNT
Super-Ferrari               ????      ER  4            X         SUPFERRI
Tom Boy                     ????      ER  4            X     J   TOMBOY
UFO Patrol                  ????      ER  4            X         UFOPATRL
Wolf Fighting               ????      ER  ??
Pink Panther / Probe 2000   ????      PR  ??   ---One Proto Exists---



*********************************************
*  Odd proto's and other intresting things   *
*********************************************

                 Name / Description        SZ  SC  BS  IM  SP  CT  Filename
          ----------------------------------------------------------------------

Air Raid (Not Air Raiders! By Men-A-Vision) 4          X         AIR_RAID
Bira Bira  (modified Burning Desire)        4          X     J   BIRABIRA
Challange of Nexar (Changed GFX)            4          X         NEXAR-CH
Circus Atari  (Uses joysticks)              4          X     J   CIRCUS-J
Colourbar Generator                         4          X     --  COLORBAR
Condor  (Similar to Condor Attack)          4          X         CONDOR
Donkey Kong  (Changed GFX)                  4          X     J   DK-CH
Duck Shot  (Positively Weird!)              4          X         DUCKSHOT
Elk Attack  (Mark R. Hahn; 1987)            8      F8  X         ELK
Fishing Derby (changed GFX; from 32-in-1)   2          X     J   FISHN-CH
Freeway  (Changed GFX; from the 32-in-1)    2          X     J   FREWY-CH
Galaga  (River Raid ripoff)                 4          X     J   GALAGA
Joust Hack  (#1)                            8      F8  X     J   J_HCK1
Joust Hack  (#2)                            8      F8  X     J   J_HCK2
Joust; Super  (modified)                    8      F8  X     J   SJOUST
Marflegr  (PAL version of Sea Hawk)         4          X         MARFLEGR
MASH w/ subs  (Modified GFX)                4          X     J   MASH_SUB
Missile Command  (Changed GFX)              4          X     J   MC-CH
Pac-Kong  (Changed GFX)                     4          X     J   PK-CH
Snail Against Squirrel  (Changed GFX)       4          X     J   SVS-CH
Space Raid (Vaguely Threshold-like)         4          X         SPACRAID
Test  (Neat little TIA test)                4          X     --  TEST
Traffic  (Dunno; intresting)                4          X     J   TRAFFIC
World End (I Believe this is World? Trap?)   4          X     J   WORLDEND
Galactic  (Starsoft title; not a pirate)    4          X     J   GALACTIC

Air-sea Battle (changed GFX)                2          X     J   AIRSEA2
Space Invaders (changed GFX)                4          X     J   SPACE2
Magazine Demo                               4          X     --  MAGDEMO
4-game ROM... uses F6 bankswitch            16     F6  X     J   GORF_RIP


*********************************
*           Overflow            *
```

```
**********************************

Used to keep Bankzilla's database program happy (mainly PAL versions and
game revisions.  Prevents cluttering up the main listing)


            Name            Part #    RA  SZ  SC  BS  IM  SP  CT  Filename
------------------------------------------------------------------------

Pal version of Pele's Soc. CX2616     ??  4               X       J   CX2616PL
Taiwanese Enduro           ????       ??  4               X       J   ENDRO_TW
Taiwanese Pele's           ????       ??  4               X       J   PELE_TW
CCE version of Pitfall     ????       ??  4               X       J   PITF_CCE
Taiwanese River Raid       ????       ??  4               X       J   RIVER_TW
Diagnostic Program         ????       ??  4               X       --  SALTDIAG
Superman; revision 2       ????       ??  4               X       J   SUPRMAN2
Dunno                      ????       ??  2               X       --  XX
Pal version of KLAX        ????       ??  16  X   F6      X       J   KLAX
Okie Dokie; Limited        ????       ??  4               X       J   OKIEDLIM
Robot Tank; F8-fixed       ----       --  8       F8      X       J   ROBO_FIX
Surf's Up; original        ----       --  8       F8      X       J   SURFSUP
Dumbo's F. Circ.; PAL      ????       PR  8       F8      X       J   DUMBO_P
Sir Lancelot; NTSC         ????       ??  8       F8      X       J   SIRL_P
Smurf Rescue; PAL          ????       ??  8       F8      X       J   SMURF_PL
'Chess'; Taiwanese         ????       ??  2               X       J   CHESS_TW
Outerspace; Sears          ????       ??  2               X       J   OUTERSPC
Okie Dokie Proto           ----       --  2               X       J   LT
Taiwanese Bowling          ????       ??  2               X       J   BOWLG_TW

*Not* a ROM image!         ****       **  **  **  **      X       --  EMPTY


####Data End####

**********************************
*     World of Dead ROM Images     *
**********************************


Yeppers, some ROM images are better off dead.  Either they're exact copies,
damaged, or just plain DOA.

XTACK        Same as Z-Tack by Bomb.
POLEPOS      Pole Position... bad read.  5 bytes bad.
ASTROSMS     Same as M-net's Astroblast

**********************************
*          Proto's Read           *
**********************************


Thanks to many people, I have been able to read some prototype carts in!
However, the data contained on the carts is identical to the production
ones.

Bermuda Triangle, #371
Pac-Man, in an Imagic case!!  The board has been wave-soldered; said board
        is an actual Imagic board, and the chip is a ROM.
```