System	Supported	TX Rate	Compression	Palette	Comments
GBC	Yes	Normal	No	Custom	2 colors palettes on purpose (unique known case)
GBC	Yes	Normal	No	Custom	One palette for the image, another for the footer, makes no sense
GB/GBC	Yes	Double	No	Standard	One image at the end of game only (can be reached with cheat code)
GBC	Yes	Normal	No	Inverted	
GBC	Yes	Normal	No	Inverted	
GB/GBC	Yes	Normal	No	Standard	
GBC	Yes	Normal	No	Inverted	
GBC	Yes	Normal	No	Standard	
GBC	Yes	Normal	No	Custom	Wrong palette, is 0xE1, must be 0xD2 (LG and DG inverted)
GBC	Yes	Normal	No	Standard	
GBC	Yes	Normal	No	Standard	Lazy end of printing with blank packets rather than standard protocol (use of margi
GBC	Yes	Normal	No	Standard	
GB	Yes	Normal	No	Standard	One of the best game with the printer
	Yes	Normal	No	Standard	
GBC					Not tested yet
GBC	Yes	Normal	No	Standard	
			No		
			No		Poor printing options (one ugly custom image)
			No		
					Lazy end of printing with blank packets rather than standard protocol (use of margi
GBC	Yes	Normal	No	Standard	
		Normal	No		
· ·		Normal	No		
· ·					
			-		
					Very nice printing features
					, , , , , , , , , , , , , , , , , , ,
		Dodoze		2	Not tested yet
					Not tested yet
					Not tested yet
					Not tested yet
					Not tested yet
					Not tested yet
					Not tested yet
GBC					Not tested yet
	GBC	GBC Yes GB/GBC Yes GB/GBC Yes GB/GBC Yes GBC	GBC Yes Normal GBC Yes Normal GBC Yes Double GBC Yes Normal	GBC Yes Normal No GBC Yes Normal No GBC Yes Double No GBC Yes Normal No GBC Yes <td>GBC Yes Normal No Custom GBC Yes Normal No Custom GB/GBC Yes Double No Standard GBC Yes Normal No Inverted GBC Yes Normal No Inverted GBC Yes Normal No Standard GBC Yes Normal</td>	GBC Yes Normal No Custom GBC Yes Normal No Custom GB/GBC Yes Double No Standard GBC Yes Normal No Inverted GBC Yes Normal No Inverted GBC Yes Normal No Standard GBC Yes Normal

Title	System	Supported	TX Rate	Compression	Palette	Comments
KAWAII KOINU Nakayoshi Pet Series 3 (Japan)	GBC					Not tested yet
Sanrio Time Net Future (Japan)	GB/GBC					Not tested yet
Hello Kitty No Sanrio Time Net (Japan)	GB/GBC					Not tested yet
Sylvanian Families 2 (Japan)	GB/GBC					Not tested yet
Cake Wo Tsukurou (Japan)	GBC					Not tested yet
Super Black Bass Pocket 3 (Japan)	GB/GBC					Not tested yet
Love Hina Pocket (Japan)	GBC					Not tested yet
Pokémon Picross (Japan, unreleased)	GB/GBC	Yes	Normal	No	Custom	palette 0x00, acts as 0xE4 (unique known case, but documented in pandocs)
Hello Kitty Pocket Camera (Japan, unreleasd)	GB	Yes	Normal	No	Standard	