Title	Size	Extension	Notes
1942 (Japan)	128k	ASCII8	
A Ressha de Ikou MSX (Japan)	128k		reset loop
AcroJet (Japan)	128k		garbled graphics, title loads as rom
Aleste (Japan)	256k		Size
Alges no Yoku (Japan)	256k		Size
American Soccer (Japan)	64k		reset loop, fail to load
Aoki Ookami to Shiroki Mejika - Genchou Hishi (Japan)	1024k		Size
Aoki Ookami to Shiroki Mejika - Genghis Khan (Japan)	512k		Size
Arctic - Active Rail Playing (Japan)	128k		reset loop, garbled graphics, black screen
Arctic - Active Rail Playing (Japan) (Alt 1)	128k		reset loop, garbled graphics, black screen
Arkanoid II - Revenge of Doh (Japan)	1286	ASCII8	keyboard only, brickle clone
AshGuine - Densetsu no Seisenshi (Japan)	128k	ASCII8	action
AshGuine Story II - Kokuu no Gajou (Japan)	256k		Size
AshGuine Story III - Fukushuu no Honoo (Japan)	256k		Size
Bubble Bobble (Japan)	128k	ASCII8	arcade action platformer, good
Bubble Bobble (Japan) (Alt 1)	128k	ASCII8	arcade action platformer, good
Cheese 2 (Japan) (Program)	32k	ROM	drawing program
Cockpit, The (Japan)	128k	ASCII16	flight simulator, pretty impressive
Contra (Japan)	128k	Konami4	1 screen at a time
Crimson (Japan)	256k		Size
Daikoukai Jidai (Japan)	512k		Size
Daisenryaku MSX2 (Japan)	128k		garbled graphics, white screen as ascii8
Darwin 4078 (Japan)	128k		reset loop, fail to load
Darwin 4078 (Japan) (Alt 1)	128k		reset loop, fail to load
Darwin 4078 (Japan) (Alt 2)	128k		reset loop, fail to load
Deep Forest (Japan)	128k	ASCII8	ARPG, ok
Deep Forest (Japan) (Alt 1)	128k	ASCII8	ARPG, ok
Dires - Giger Loop (Japan)	128k	ASCII8	credits load, can't seem to do anything
Double Vision (Japan)	256k		Size
Dragon Buster (Japan)	128k	ASCII8	ARPG, good
Dragon Quest (Japan)	128k	ASCII8	RPG, good
Dragon Quest II (Japan)	256k		Size
Dragon Quest II (Japan) (Alt 1)	256k		Size
Dragon Slayer IV - Drasle Family (Japan)	256k		Size
Dragon Slayer IV - Drasle Family (Japan) (Alt 1)	256k		Size
Dragon Slayer Jr. - Romancia (Japan)	128k	ASCII16	ARPG, ok
Druid (Japan)	128k	ASCII8	gauntlet clone, ok
Druid (Japan) (Alt 1)	128k	ASCII8	gauntlet clone, ok
Dynamite Bowl (Japan)	128k		reset loop, fail to load, black screen
Dynamite Bowl (Japan) (Alt 1)	128k		reset loop, fail to load, black screen

Eidolon, The (Europe)	128k		syntax error, ASCII8 loads title
Elthlead (Japan)	128k		garbled graphics, black screen, ASCII8 does SRAM check
Empereur, L' (Japan)	512k		Size
Europe Sensen (Japan)	1024k		Size
F-15 Strike Eagle (Japan)	128k	ASCII8	keyboard only, combat flight sim, meh
Famicle Parodic (Japan)	256k		Size
Family Billiards (Japan)	64k	ASCII8	different billiard games, ok
Family Boxing - MSX Title Match (Japan)	256k		Size
Fantasy Zone II - The Tears of Opa-Opa (Japan)	256k		Size
Fantasy Zone II - The Tears of Opa-Opa (Japan) (Alt 1)	256k		Size
Final Mystery Murder Club - Satsujin Club (Japan)	512k		Size
Fire Ball (Japan)	128k		fail to load, Konami4 loads menu
Fleet Commander II - Koukon no Kaiiki (Japan)	256k		Size
Gakuen Monogatari - High School Story (Japan)	256k		Size
Gambler Jiko Chuushinha 2 - Jishou! Kyougou Janshi Hen (Japan)	256k		Size
Ganbare Goemon! - Karakuri Douchuu (Japan)	128k	Konami4	action
Garakuta (Japan)	64k		fail to load, reset loop
Garyuu Ou (Japan)	256k		Size
Garyuu Ou (Japan) (Alt 1)	256k		Size
Gekitotsu Pennant Race - Pro Yakyuu, The (Japan)	128k	Konami4	baseball
Gekitotsu Pennant Race - Pro Yakyuu, The (Japan) (Alt 1)	128k	Konami4	baseball
Gekitotsu Pennant Race - Pro Yakyuu, The (Japan) (Alt 2)	128k	Konami4	baseball
Gekitotsu Pennant Race - Pro Yakyuu, The (Japan) (Alt 3)	128k	Konami4	baseball
Gekitotsu Pennant Race 2 (Japan)	128k	Konami5	baseball
Gekitotsu Pennant Race 2 (Japan) (English Menu)	128k	Konami5	baseball
Girly Block (Japan)	128k		fail to load, black screen, garbled graphics
Hacker (Japan)	128k		fail to load, black screen, reset loop
Hai no Majutsushi (Japan)	128k	Konami4	Mahjong
Hal Note (Japan) (Program)	1024k		Size
Han Seimei Senki Andorogynus (Japan)	256k		Size
Han Seimei Senki Andorogynus (Japan) (Alt 1)	256k		Size
Hard Ball (Japan)	128k	ASCII8	baseball, ok
Heroes of the Lance (Japan)	512k		Size
Higemaru Makai Shima - Nanatsu no Shima Daibouken (Japan)	128k		black screen, fail to load, reset loop, garbled graphics
High School! Kimengumi (Japan)	128k	ASCII8	adventure, meh
Hinotori - Houou Hen (Japan)	128k	Konami4	noise at top of screen, run and gun, good
Hinotori - Houou Hen (Japan) (Alt 1)	128k	Konami4	noise at top of screen, run and gun, good
Hinotori - Houou Hen (Japan) (Alt 2)	128k	Konami4	noise at top of screen, run and gun, good
Hole in One Special (Japan)	128k	ASCII16	golf, good
Hole in One Special (Japan) (Alt 1)	128k	ASCII16	golf, good
Hydlide 3 - The Space Memories (Japan)	512k		Size
Ide Yousuke Meijin no Jissen Mahjong (Japan)	128k	ASCII8	mahjong

Ikari (Japan)	256k		Size
Ikari (Japan) (Alt 1)	256k		Size
Inemuriryuu Asada Tetsuya no A-kyuu Mahjong (Japan)	128k		ascii16 loads bgm
Inindou - Datou Nobunaga (Japan)	1024k		Size
Ishin no Arashi (Japan)	512k		Size
Jansei (Japan)	128k		ascii8 loads title fine, resets when trying to play
Jansei (Japan) (Alt 1)	128k		ascii8 loads title fine, resets when trying to play
Japanese MSX-Write II (Japan) (Program)	512k		Size
Kempelen Chess (Japan)	128k	ASCII16	chess, good
Kiki Kaikai (Japan)	128k	ASCII8	action, ok
King Kong 2 - Yomigaeru Densetsu (Japan)	128k	Konami4	good, action
Kisei (Japan)	128k		resets, syntax error
Kitahei (Japan)	128k	Konami4	shogi
Koronis Rift (Europe)	256k		Size
Labyrinth (Japan)	256k		Size
Labyrinth (Japan) (Alt 1)	256k		Size
Lupin Sansei - Babylon no Ougon Densetsu (Japan)	128k	ASCII8	action, ok
Lupin Sansei - Babylon no Ougon Densetsu (Japan) (Alt 1)	128k	ASCII8	action, ok
Lupin Sansei - Cagliostro no Shiro (Japan)	128k	ASCII8	action/castelvania clone, ok
Lupin Sansei - Cagliostro no Shiro (Japan) (Alt 1)	128k	ASCII8	action/castelvania clone, ok
Mad Rider (Japan)	128k		reset loop, fail to load grey screen, garbled graphics
Mad Rider (Japan) (Alt 1)	128k		reset loop, fail to load grey screen, garbled graphics
Maison Ikkoku - Kanketsu Hen - Sayonara, Soshite... (Japan)	512k		Size
Maison Ikkoku - Omoide no Photograph (Japan)	256k		Size
Malaya no Hibou (Japan)	128k		reset loop, black screen, garbled graphics
Metal Gear (Europe)	128k	Konami4	action
Metal Gear (Japan)	128k	Konami4	action
Metal Gear 2 - Solid Snake (Japan) (Demo)	128k	Konami5	just plays an intro?
Metal Gear 2 - Solid Snake (Japan)	512k		Size
Mirai (Japan)	128k	ASCII8	free roaming shooter, ok
Mississippi Satsujinjiken (Japan)	128k	ASCII8	adventure, ok
Moero!! Nettou Yakyuu '88 (Japan)	256k		Size
Monmon Kaibutsu (Japan)	128k		fail to load, garbled graphics, black screen, Konami4 loads menu
Nekketsu Juudou (Japan) (Alt 1)	256k		Size
Nekketsu Juudou (Japan)	256k		Size
Ninja-kun - Asura no Shou (Japan)	128k		fail to load, reset loop
Nobunaga no Yabou - Bushou Fuuun Roku (Japan)	1024k		Size
Nobunaga no Yabou - Sengoku Gunyuuden (Japan)	512k		Size
Nobunaga no Yabou - Zenkoku Ban (Japan)	512k		Size
Ogre (Japan)	128k		ascii16 loads into game, but glitches out when trying to play
Ogre (Japan) (Alt 1)	512k		Size
Ouke no Tani - El Giza no Fuuin - Edit Contest Yuushuu Sakuhinshuu (Japan)	128k	Konami4	arcade puzzle platformer, this version has special maps

Ouke no Tani - El Giza no Fuuin (Japan)	128k	Konami4	arcade puzzle platformer
Out Run (Japan)	256k		Size
Pachi Pro Densetsu (Japan)	128k	ASCII8	can't figure out how to get past input screen
Pac-Mania (Japan)	256k		Size
Penguin-kun Wars 2 (Japan)	256k		Size
Penguin-kun Wars 2 (Japan) (Alt 1)	256k		Size
Predator (Japan)	128k		garbled graphics, black screen
Pro Yakyuu Family Stadium - Pennant Race (Japan)	256k		Size
Pro Yakyuu Fan - Telenet Stadium (Japan)	256k		Size
Professional Mahjong Gokuu (Japan)	128k		garbled graphics, fail to load
Project A2 - Shijousaidai no Hyouteki (Japan)	128k	ASCII8	action, ok
Quarth (Japan) (Demo)	128k	Konami5	vertical shooter/puzzle, good
Quarth (Japan)	128k	Konami5	vertical shooter/puzzle, good
Quarth (Korea)	128k	Konami5	F2 to get past pop up, vertical shooter/puzzle, good
Quinpl (Japan)	256k		Size
Rastan Saga (Japan)	256k		Size
Relics (Japan)	256k		Size
Replicart (Japan)	128k	ASCII8	action puzzler, ok
Return of Ishtar, The (Japan)	256k		Size
Return of Jelda (Japan)	128k	ASCII8	3d shooter, meh
Rick to Mick no Daibouken (Japan)	128k	ASCII8	action puzzler, good
Royal Blood (Japan)	1024k		Size
RWBrunildaMSX2_v1_01	1248k		Size
Sangokushi (Japan)	512k		Size
Sangokushi II (Japan)	1024k		Size
Scramble Formation (Japan)	256k		Size
Seikima II Special - Akuma no Gyakushuu (Japan)	128k	ASCII8	action, ok
Seikima II Special - Akuma no Gyakushuu (Japan) (Alt 1)	128k	ASCII8	action, ok
Shanghai (Japan)	128k		ascii16 loads title, but hangs as soon as a button is pressed
Shiryou Sensen - War of the Dead (Japan)	256k		Size
Space Manbow (Japan)	256k		Size
Star Virgin (Japan)	128k	ASCII8	action, meh
Star Virgin (Japan) (Alt 1)	128k	ASCII8	action, meh
Strategic Mars (Japan)	128k		fail to load, reset loop
Suikoden - Tenmei no Chikai (Japan)	512k		Size
Super Daisenryaku (Japan)	256k		Size
Super Load Runner (Japan)	128k		reset loop, fail to load
Super Rambo Special (Japan)	128k	ASCII16	action, ok, best death cry ever
Super Runner (Japan)	128k	ASCII8	action racing, ok
Super Tritorn (Japan)	128k	ASCII8	action, meh
Sword of Ianna, The (World) (En,Es) (v1.2) (Aftermarket) (Unl)	704k		Size
Sword of Ianna, The (World) (Fr) (v1.2) (Aftermarket) (Unl)	704k		Size

Name	Size	Mapper	Notes
Synthe Saurus (Japan) (Program)	64k	Konami4	synthesizer program
Taiyou no Shinden - Asteka II (Japan)	256k		Size
Tanikawa Hiroshi no Shougi Shinan 2 (Japan)	128k	ASCII8	shogi
Teitoku no Ketsudan (Japan)	1024k		Size
Tengoku Yoitoko (Japan)	128k	ASCII8	ARPG, ok
Tetris (Japan)	128k	ASCII8	need keyboard to rotate
Topple Zip (Japan)	128k	ASCII8	vertical shooter, ok
Treasure of Usas, The (Japan, Europe)	128k	Konami4	good, action
Treasure of Usas, The (Japan, Europe) (Alt 1)	128k	Konami4	good, action
Tsurikichi Sanpei - Blue Marine Hen (Japan)	128k	ASCII8	keyboard needed, fishing, ok
Tsurikichi Sanpei - Tsuri Sennin Hen (Japan)	256k		Size
Ultima Exodus (Japan)	256k		Size
Urusei Yatsura - Koi no Survival Birthday (Japan)	512k		Size
Vampire Killer (Japan, Europe)	128k	Konami4	1 screen at a time, good, action
Vampire Killer (Japan, Europe) (Alt 1)	128k	Konami4	1 screen at a time, good, action
Vampire Killer (Japan, Europe) (Alt 2)	128k	Konami4	1 screen at a time, good, action
Vampire Killer (Japan, Europe) (Alt 3)	128k	Konami4	1 screen at a time, good, action
Victorious Nine II - Koukou Yakyuu Hen (Japan)	128k		black screen, reset loop
Wizardry (Japan)	512k		Size
Woody Poco (Japan)	128k		fail to load, reset loop
Woody Poco (Japan) (Alt 1)	128k		fail to load, black screen, reset loop
Xevious - Fardraut Saga (Japan)	256k		Size
Xevious - Fardraut Saga (Japan) (Alt 1)	256k		Size
Yaksa (Japan)	256k		Size
Yamamura Misa Suspense - Kyoto Ryuu no Tera Satsujinjiken (Japan)	256k		Size
Yuurei-kun (Japan)	256k		Size
Zanac Ex (Japan)	128k	ASCII16	vertical shooter, good
Zanac Ex (Japan) (Alt 1)	128k	ASCII16	vertical shooter, good
Zoids - Chuuou Tairiku no Tatakai (Japan)	128k		asci16 loads title, but it glitches trying to start a game
Zombie Hunter (Japan)	128k	ASCII8	ARPG, ok
Zukkoke Yajikita Onmitsu Douchuu (Japan)	128k	ASCII8	adventure/rpg?, ok
Zukkoke Yajikita Onmitsu Douchuu (Japan) (Alt 1)	128k	ASCII8	adventure/rpg?, ok