

# Game Cartridge ROM Capture

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NIST

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## Disclaimer

Trade names and company products are mentioned in the text or identified. In no case does such identification imply recommendation or endorsement by the National Institute of Standards and Technology, nor does it imply that the products are necessarily the best available for the purpose.

# Blog Posts on SUL-NIST Efforts

[HowTheyGotGame.stanford.edu](http://HowTheyGotGame.stanford.edu)

“How to Give Cartridge-Based  
Video Game Data an Extra Life”

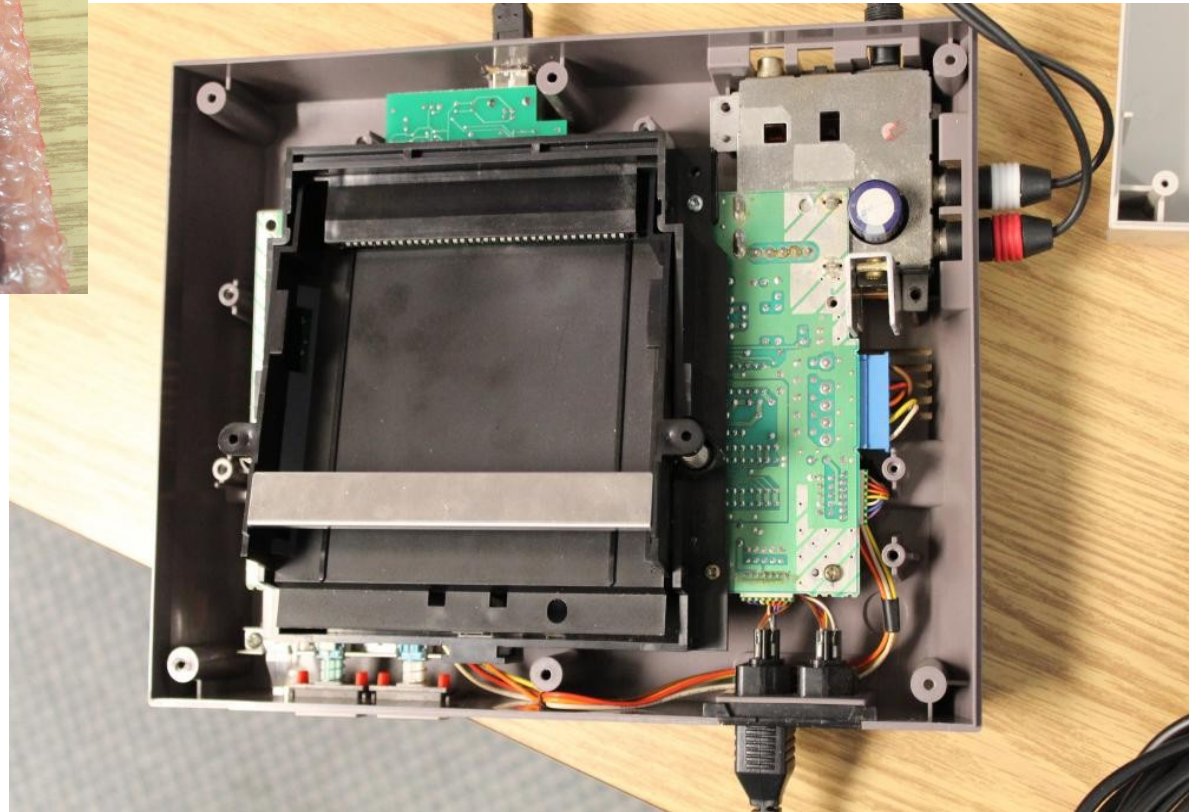
“How to ... (Part2)”

Authored by Christopher Fox

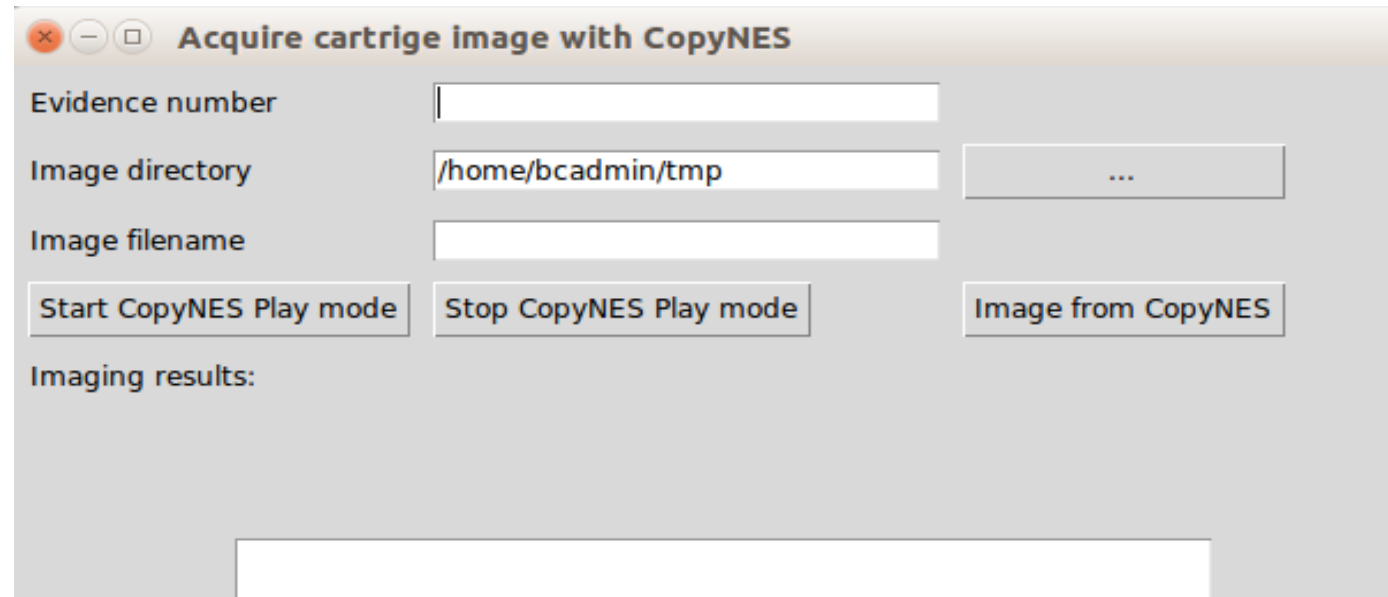
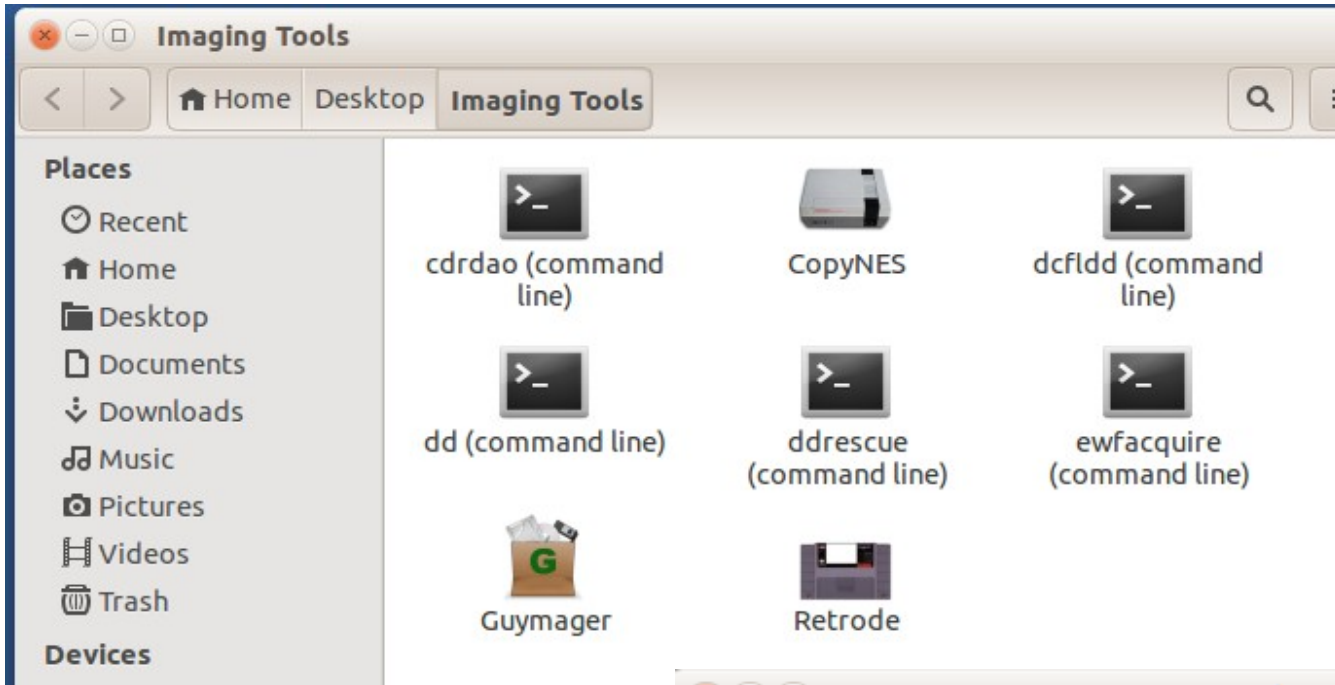
# Sega Genesis and Super Nintendo



# Nintendo Entertainment System



# Integrated into BitCurator



# What value does this add?

Metadata Locations

Checksum Algorithms

Speed

Extensible

Error/Fault Descriptions

# The Demos!

Play Tetris on the NES console!  
Image the Tetris cart using CopyNES,  
Play the ROM image in an emulator.

image Sega Genesis NFL Quarterback cart  
and SNES College Slam basketball cart  
using Retrode,  
Play the ROM images in emulators.