

**PS1 Resolution Data**

Title	Horiz	Vert	Int/Pro	Req	Notes
Ace Combat 2	320	240	Pro	U	640 Intro Splash
Ace Combat 3	320	240	Mix	U	640x480i intro, 256 logo, 320x480i menu
Adventure of Little Ralph	256	240	Pro	U	
Alundra 1	320	240	Pro	U	
Alundra 2	320	240	Mix	U	256 loads, 320x480i menu
Ape Escape	384	240	Pro	U	
Arc the Lad 1	320	240	Pro	U	
Armored Core	320	240	Pro	U	
ATV Racers	512	240	Pro	U	
Battle Arena Toshinden 1	640	240	Pro	U	
Battle Arena Toshinden 2	512	240	Pro	U	320 intro splash
Battle Arena Toshinden 3	512	240	Pro	U	320 intro splash
Battle Hunter	320	240	Pro	U	256 intro cutscene?
Blood Omen Legacy of Kain	320	240	Pro	U	
Bloody Roar	320	240	Pro	U	
Bomberman World	320	240	Pro	U	
Boxing	512	480	Int	U	320x240p menus
Breakout	512	240	Pro	U	
Breath of Fire III	320	240	Pro	U	
Breath of Fire IV	320	240	Mix	U	640x480i Menu
Brigandine	320	240	Pro	U	640x240 Main Menu
Bushido Blade 1	640	240	Pro	U	
Bushido Blade 2	640	240	Pro	U	320 Intro
Bust-A-Move 4	320	240	Pro	U	
Call's Geo Tools	320	240	Pro	U	
Capcom vs SNK Pro	320	240	Pro	U	
Card Games	512	240	Pro	U	
Carnage Heart	512	240	Pro	U	320x240 intro
Castlevania Chronicles	256	240	Pro	U	320 In start up menu
Castlevania Symphony of the Night	256	240	Pro	U	320 intro, 512 main menu/scenes, 384 file select, inventory.
Chocobo Racing	320	240	Pro	J	
Chocobo's Dungeon 2	256	240	Pro	U	320x240 Intro
Chrono Cross	320	240	Mix	U	480i menus
Chrono Trigger	256	240	Pro	U	320 intro
Clock Tower 1	640	240	Pro	U	320x240 intro cutscene
Cool Boarders 2	320	240	Pro	U	
Cotton 100%	256	240	Pro	J	
Crash Bandicoot 1	512	240	Pro	U	
Crash Bandicoot 2	512	240	Pro	U	
Crash Bandicoot 3	512	240	Pro	U	
Crash Bash	512	240	Pro	U	
Crash Team Racing	512	240	Pro	U	
Creative Journey	320	240	Pro	U	
Croc 2	512	240	Pro	U	320 Intro
Darius Galiden	320	240	Pro	U	
Darkstalkers 3	384	240	Pro	U	
Deception III	320	240	Pro	U	320 Intro 512 Menu/Loads
Destruction Derby 2	320	240	Pro	U	some 256 loads?
Diablo	320	240	Pro	U	
Digimon World 1	320	240	Pro	U	
Dino Crisis 1	320	240	Pro	U	
Dino Crisis 2	320	240	Pro	U	
DoDonPachi	320	240	Pro	J	
DonPachi	320	240	Pro	J	
Dragon Valor	384	240	Pro	U	320 cutscenes
Dragon Warrior VII	256	240	Pro	U	
Driver	512	240	Mix	U	320x480i loads
Dynasty Warriors	512	480	Int	U	320 intro
Einhander	320	240	Pro	U	
Fatal Fury Wild Ambition	320	240	Pro	U	
Final Fantasy Anthology	256	240	Pro	U	320 Intro
Final Fantasy Chronicles	256	240	Pro	U	320 Intro
Final Fantasy IX	320	240	Pro	U	
Final Fantasy Origins	256	240	Pro	U	320 main menu
Final Fantasy Tactics	256	240	Pro	U	320 Intro & cutscenes
Final Fantasy VII	320	240	Pro	U	
Final Fantasy VIII	320	240	Pro	U	
Front Mission 3	320	240	Pro	U	512 Main Menu
G Darius	320	240	Pro	U	
Gran Turismo 1	320	240	Mix	U	640x480i menus
Grandia	320	240	Pro	U	
Gunners Heaven	320	240	Pro	J	
Harry Potter and the Sorcerer's Stone	512	240	Pro	U	
Hot Shots Golf 2	320	240	Pro	U	640x480i Splash
In the Hunt	320	240	Pro	U	
Jade Cocoon	320	240	Pro	U	480i and 512 Intro cutscenes
Jumping Flash	256	240	Pro	U	320 menus, 512 Cutscenes
King of Fighters '99	320	240	Pro	U	
King's Field II	320	240	Pro	U	640 main menu
Klonoa	320	240	Pro	U	
Legend of Kain Soul Reaver	512	240	Pro	U	
Legend of Legaia	320	240	Pro	U	Used demo to test.
Legend of Mana	320	240	Pro	U	
Marvel vs Capcom	384	240	Pro	U	
MDK	320	240	Pro	U	
Medal of Honor Underground	512	240	Pro	U	320 Intros?
MediEvil 1	512	240	Pro	U	640x480i Cutscene, 320 menu
Mega Man 8	320	240	Pro	U	
Mega Man Legends 1	320	240	Pro	U	
Metal Gear Solid	320	240	Pro	U	
Metal Slug X	320	240	Pro	U	
Micro Machines V3	320	240	Pro	U	640 Intro/menu (brief windows of 480i? need to test on hardware)
Miracle Space Race	512	240	Pro	U	
Misadventures of Tron Bonne	320	240	Pro	U	
Mr Driller	384	480	Int	U	256 cutscene
MTV Celebrity Deathmatch	512	240	Pro	U	
Need For Speed III Hot Pursuit	512	240	Pro	U	256 intro
NHL 2000	512	240	Pro	U	320 cutscenes
NHL Face Off	320	240	Pro	U	
Oddworld Abe's Odyssey	384	240	Pro	U	
Pandemonium!	320	240	Pro	U	
Parasite Eve	320	240	Pro	U	
Persona 1	320	240	Pro	U	
Persona 2 Eternal Punishment	320	240	Pro	U	480i Splash
Primal Rage	320	240	Pro	U	640x480i Intro
R-Type Delta	320	240	Mix	U	640x480i Splash/Main Menu, 640 Ship Select
Rage Racer	320	240	Mix	U	320x480i menu
Raiden DX	320	240	Mix	U	512x480i menu
Raiden Project	384	240	Pro	U	320 main menu
Rakugaki Showtime	320	240	Pro	J	
Rascal Racers	512	240	Pro	U	
Rayman 2	320	240	Pro	U	
RayStorm	320	240	Pro	U	512 menu, and 480i Intro Cutscenes
Resident Evil	320	240	Pro	U	version differences?
Resident Evil 2 (Dualshock vers.)	320	240	Pro	U	
Resident Evil 3	320	240	Pro	U	
Ridge Racer Revolution	320	240	Pro	U	256 in some loads?
Ridge Racer T4	320	240	Pro	U	interlaced Intro/Options
Rising Zan	320	240	Pro	U	
Romance of the Three Kingdoms IV	320	240	Pro	U	
SaGa Frontier 1	320	240	Pro	U	
Samurai Shodown III	320	240	Pro	U	640x480i Splash
Silhouette Mirage	320	240	Pro	U	
SimCity 2000	320	240	Pro	U	
Sol Divide	320	240	Pro	U	
Soviet Strike	320	240	Pro	U	
Speedball 2100	640	240	Pro	U	
Spyro 1	512	240	Pro	U	
Spyro 2	512	240	Pro	U	
Spyro 3	512	240	Pro	U	
Starwinder	320	240	Pro	U	368 menus/loads
Street Fighter Alpha 3	384	240	Pro	U	
Strider 1	384	240	Pro	U	320 Intro?
Strikers 1945	320	240	Pro	U	
Suikoden I	320	240	Pro	U	

**Key:**

Submit new games here: <https://forms.gle/WMcneGwv8K9GvD79>  
 Instructions for application of this information & contributing: <http://r3.fyi/VGC/PSX>  
 "Pro" indicates 240p Vertical Resolution, "Int" 480i  
 Mix indicates the game uses both for different scenes.  
 384 and 368 are synonyms. pSX reports it as 364, Xebra as 368. Both use the same OSSC profile/sample rate and have 384 pixels total.  
 "Intro" indicates cutscenes that play at boot. "Splash" is a logo or copyright info, "Loads" usually refers to rendered stills/animations during loads.  
 "Main Menu" indicates the primary menu used during gameplay, or a "Press Start to Begin" style menu.  
 Region indicates region of the game, "U" = US NTSC, "J" = Japan NTSC, "E" = Europe PAL

Yellow = Issue with test methodology/compatibility

**To-Do List:**

1. Add more games. Especially focused on those games from devs that are not accounted for here.
2. Systematize the process for categorizing different types of non-gameplay scenes. Add checkboxes to expedite submissions?
3. Create proper submission form to encourage contributions.
4. Develop better methodology that doesn't require trial and error or the use of a deprecated emulator
5. Retest PS2 Sampling rates to verify and increase precision for use with capture cards without OSSC.

X. We are also looking for folks with appropriate capture hardware to create comparison images for the wiki. Hit me up in the R3 discord.

**Outside Resources:**

- <http://hitmen.c02.at/files/docs/psx/psx.pdf>
- <https://problemkaputt.de/psx-spx.htm>
- <http://github.web.fc2.com/ps1/>
- <https://ps1.consoledev.net/>
- <http://psx.athus.net/sdk/psx-Q/DOCS/>
- <https://psx.spx.consoledev.net/graphicsprocessingunitpu/>
- [https://web.archive.org/web/20051105034331/http://www.scei.co.jp/Net/guide/user/chapter1.html#CH1\\_5](https://web.archive.org/web/20051105034331/http://www.scei.co.jp/Net/guide/user/chapter1.html#CH1_5)
- <https://gamingdoc.org/technical-documentation/consoles/sony-playstation/>
- <https://psx.amiibo.gse/doku.php?id=psx-download:cpu>



Game Title	Horiz	Vert	Int/Pro	Req	Notes (Other resolutions and their associated scene, please be as succinct as possible)
Castion Original	320	240	Mix	J	320x240 Loads and Intro
Final Fantasy VII	384	240	Pro	U	384 for menus.
Ogre Battle	320	240	Pro	U	Same for J version.
Tekken 3	256	480	Int	U	Opening FMV and each character's FMV ending is 256x480.
Twisted Metal 2	320	240	Pro	U	
PaRappa the Rapper	320	240	Pro	U	
Tobal No. 1	512	480	Int	U	The 2 seconds of Sony Computer Entertainment America Presents at bootup is 640x480.
Armored Core	320	240	Pro	U	
Chrono Trigger	256	240	Pro	U	SQUARESOFT at bootup is 336x240p, FMVs are 320x240 and game switches between 256x224 and 256x211 depending on screen.
Tony Hawk's Pro Skater 3	512	240	Pro	U	
Tony Hawk's Pro Skater 4	512	240	Pro	U	
Dance Dance Revolution Konami	320	240	Mix	U	Opening FMV and gameplay are in 240p. Menus are in 480i.
Captain Commando	384	240	Pro	J	
Duke Nukem: Land of the Babes	512	240	Pro	U	
Duke Nukem: Total Meltdown	320	240	Pro	U	
vagrant-story	320	240	Pro	U	interfaced video before main menu @ 512i
Rocket Fighter	384	240	Pro	U	
Animaniacs - Ten Pin Alley	640	240	Pro	U	
Danger Girl	512	240	Pro	E	320x256 Intro & Cutscenes
Hot Wheels - Extreme Racing	320	240	Pro	E	
Gaia Seed	256	240	Pro	J	
Street Fighter EX 2 Plus	512	240	Pro	U	
Street Fighter EX Plus Alpha	512	240	Pro	U	
Street Fighter Alpha 2	384	240	Pro	U	
Street Fighter Alpha	384	240	Pro	U	
Street Fighter Collection	384	240	Pro	U	
Street Fighter Collection 2	384	240	Pro	U	
Contra: Legacy Of War	320	240	Pro	U	
Disney's Hercules Action Game	320	240	Pro	U	
Fighting Force	320	240	Pro	U	
Future Cop L.A.P.D.	320	240	Pro	U	
Grand Theft Auto 2	320	240	Pro	U	512x240 Main Menu
Heart Of Darkness	256	240	Pro	U	640x240 Splash
PaRappa The Rapper	320	240	Pro	U	
Quake 2	512	240	Pro	U	320x240 Cutscenes
Rampage World Tour	384	240	Pro	U	320x240 Splash
Rayman	320	240	Pro	U	640x480 Splash
Star Wars: Episode 1 - The Phantom Menace	320	240	Pro	U	320x240 Intro
Tombat!	320	240	Pro	U	640x480 Splash
Tony Hawk's Pro Skater	512	240	Pro	U	640x480 Main Menu, 320x240 Cutscenes
Vagrant Story	320	240	Pro	U	512x480 Menu
Wolf SmokeDown!	320	240	Pro	U	
Worms Armageddon	320	240	Pro	U	
Alien: Resurrection	384	240	Pro	U	512x240 Menu
Castion Wars 3: Red Sun	512	240	Mix	U	640x480 Menu, 320x240 Intro
Yu-Gi-Oh! Forbidden Memories	320	240	Pro	U	
NHL 97	320	240	Pro	U	
NHL 98	512	240	Pro	U	320 intro fmv
NHL 2001	512	240	Pro	U	320 Intro
Final Fantasy VII	320	240	Pro	U	menus 384p; cutscenes 320p
Final Fantasy VIII	320	240	Pro	U	Intro/credits, 640p; Menus/load 384p
Tigger's Honey Hunt	256	240	Pro	U	
Top Story 2	512	240	Pro	U	Title Screen is in 320pixel wide.
Tigger's Honey Hunt	512	480	Pro	U	I originally said Tigger's Honey Hunt was 256 pixels wide but after more research with schilling I made a mistake. Huge apologies.
Rayman	320	240	Pro	U	After playstation logo it stays at 256x240 progressive until ubisoft logo plays and it's 640x480 interlaced and then it stays in 320x240 progressive
Devil Summoner: Soul Hackers	320	240	Pro	J	640x480 Main Menu
Strider 2	320	240	Mix	U	Mission briefings are interlaced
Madden 05	320	240	Mix	E	
Madden 2001	384	240	Mix	J	
007 Nightfire	512	480	Int	U	
	640	480	Pro	U	
Wwe	256	240	Pro	E	3804p
Pac					
Widescreen	640	240	Mix	U	480p slim
Ps1	512				E
Dino crisis 2	640	480	Int	U	
Team Buddies	640	240	Pro	E	639x256 Duckstation PAL Progressive 1x
Team Buddies	640	240	Pro	E	640x256 gameplay, 320x256 cutscenes, 640x256 language select/menus, 640x512 loading screens. pSX emulator (sorry, miscontrued instructions)
Driver 2 (2000)	320	240	Pro	U	Did not bother checking menus. Just actual 3D gameplay.
Colin McRae Rally 2.0	512	240	Mix	U	640x480i in Menus

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This data has not necessarily been vetted.  
Please don't hesitate to resubmit data for games present here, even if the results are the same.  
When submitting, please submit the associated specification (256, 320, 384, 512, 640), rather than the number of pixels used within that spec.  
For any comments or concerns see the contact information at the bottom of this page <http://r3.fyi/VGC/PSX>

