

# The Official No-Intro Convention

2007-10-30

## 1. Preamble

This convention was created to improve the consistency and quality of all No-Intro Dat releases. To be recognized as an Official No-Intro Dat, it must meet all requirements as described here.

Dats that are not converted will be dropped from the project until they meet the requirements of this convention.

## 2. Naming convention

### 2.1 General

General naming rules are described here.

#### 2.1.1 Characters

Only 7 Bit ASCII (Low ASCII) characters are allowed for titles. Accents, Umlauts, High ASCII, Double byte characters are converted to the best comparable Low ASCII characters. Also several characters that are invalid on some file systems are not allowed.

The following Low ASCII characters are allowed:

a-z A-Z 0-9 SPACE \$ ! # % ' ( ) + , - . ; = @ [ ] ^ \_ { } ~

In addition to the various control characters, the following Low ASCII characters are NOT allowed:

\ / : \* ? " < > | `

Discretion is advised for the adoption of special characters in artistic titles (ex. leet speech). In that case they should be converted to their real meaning.

In addition, a filename is not allowed to start or end with a SPACE or DOT character.

#### 2.1.2 Priority

Titles should be primary named after the publisher's released title (box title). Sometimes the screen title can be more relevant or complete than the box title. In that case the title may be named after the screen title or a mix of the two. If box and screen titles are totally different, the box title is preferred. Common sense is highly advised!

Only one title is used even if the game contains multiple titles or is released with different titles in multiple regions. In that case the priority is in this order: US English title, Europe English title, Japanese title and rest.

### **2.1.3 Capitalization**

Generally all common names, adjectives and verbs should be uppercased. Articles and link words should be lowercased except when first word.

*Examples: Adventure of the Hero, Riding in a Car, Travel from Earth to the Moon, From Earth..., Into the Darkness...*

The official title written by the publisher or developer can be used as a reference including related titles from other media (movie titles). Some titles also have an unusual capitalization on purpose. In that case, capitalization should be left as intended.

*Example 1: RoboCop (= Roboter + Cop)*

*Example 2: Sonic The Hedgehog is all uppercase: "The" is his middle name, not an article.*

However titles that are entirely capitalized should be highly avoided except if the title is an acronym!

### **2.1.4 Ordering**

If the first word is a common article then it will be moved to the end of the main title and separated with a comma. This includes non English common articles too.

*Example 1: The Legend of Zelda -> Legend of Zelda, The*

*Example 2: A Man Born in Hell -> Man Born in Hell, A*

### **2.1.5 Subtitles**

Subtitles and pretitles are always separated from the main title by a hyphen “ - “. Titles that use a different separation style (ex. colon or “~ Subtitle ~”) will be converted to a hyphen style.

If the first word of a subtitle is a common article it will NOT be moved to the end.

*Example 1: Castlevania II - Belmont's Revenge*

*Example 2: Double Dragon - The Ultimate Team*

*Example 3: Legend of Zelda, The - A Link to the Past*

### **2.1.6 Punctuation**

Single and multiple dots should always be included as part of the title. In abbreviated words such as “vs”, “Dr”, “Mr”, etc the dot should be included (or not) as it appears on the title.

### **2.1.7 Trademark Reminders**

Trademark reminders such as “Disney’s” are not included in the title usually. They are only included if they are relevant or part of the title (ex. “*Disney Sports*”).

Also generally original artists or authors are not removed from titles (ex. “*Mary Shelley’s Dracula*”, “*Archer McLean’s Dropzone*”).

## **2.2 Japanese Romanization**

[...] *Removed since the second Convention amendment.*

Japanese characters are transcribed to roman characters according to the Hepburn convention.

[http://en.wikipedia.org/wiki/Hepburn\\_romanization#Hepburn\\_romanization\\_charts](http://en.wikipedia.org/wiki/Hepburn_romanization#Hepburn_romanization_charts)

## **2.3 Chinese Romanization**

TO DO

## **2.4 Korean Romanization**

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## **3. Filename format**

### **3.1 Overview**

The following elements can be part of a ROM title. They are also appended in this order.

[BIOS flag] Title (Region) (Languages) (Version) (Devstatus) (Additional) (Special) (License) [Status]

The only mandatory elements are Title and Region. All other elements are optional.

### 3.2 Title

Mandatory

The title of the game. See also chapter 2.

### 3.3 Region

Mandatory

This flag is the region of the game. It is put in parentheses. Full country names are used.

The flag represents the primary region. Secondary regions are omitted (ex. USA and Canada are often the same; Canada will be omitted).

Single region codes (not exhaustive):

- (Australia) *Don't use with Europe*
- (Brazil)
- (Canada) *Don't use with USA*
- (China)
- (France)
- (Germany)
- (Hong Kong)
- (Italy)
- (Japan)
- (Korea)
- (Netherlands)
- (Spain)
- (Sweden)
- (USA) *Includes Canada*

If a game is released in all 3 major territories (Japan, USA, Europe) the flag (World) will be used. If a game is only released in 2 major territories, then both will be listed and separated by a comma and a space.

If a game is released in 2 or more European countries the flag (Europe) will be used. The flag (Asia) will be only used if the target regions are multiple Asian countries and the game is different from the Japanese release.

Multi region codes:

- (World)
- (Europe) *Includes Australia*
- (Asia)
- (Japan, USA)
- (Japan, Europe)
- (USA, Europe)

### 3.4 Languages

Optional

This flag lists the languages of a game. It is put in parentheses. ISO 639-1 codes are used.

[http://en.wikipedia.org/wiki/List\\_of\\_ISO\\_639-1\\_codes](http://en.wikipedia.org/wiki/List_of_ISO_639-1_codes)

The flag is only added if more than one language is available in the game.

First letter of each language code is always uppercased, second letter is always lowercased. All codes are separated by comma without space.

Language variations are merged and not listed twice (ex. US English, UK English).

List of codes:

En English  
Ja Japanese  
Fr French  
De German  
Es Spanish  
It Italian  
Nl Dutch  
Pt Portuguese  
Sv Swedish  
No Norwegian  
Da Danish  
Fi Finish  
Zh Chinese  
Ko Korean  
Pl Polish

This order is to be respected.

*Example: Super Metroid (Japan, USA) (En,Ja)*

### **3.5 Version**

Optional

This flag shows the version (vX.XX) or revision (Rev X) of the game. It is put in parentheses. Revision is used instead of version when applicable. Numbers and/or letters can be used depending on the system or program approach.

The flag is only added if the version/revision is greater than the initial release. Source is usually ROM header or cartridge stamps.

### **3.6 Development and/or Commercial Status**

Optional

Those flags are added to games that are not classical commercial releases. It is applicable for (but not limited to) unfinished games, promotional games, prize games, limited editions.

Examples:

- The flag (Beta) is added to games that are unfinished but have a final release.
- The flag (Proto) is added to games that are unfinished but don't have a final release.
- The flag (Sample) is added to samples, demos, instore demos, etc.

If more than one (Beta) is available an incremented number will be added (Beta1), (Beta2), etc. If determinable the oldest Beta gets the lowest number. Same with Protos and Samples.

### **3.7 Additional**

Optional

This flag will be only added if it is required to differentiate between multiple releases. It is put in parentheses. Additional information can be added here (ex. Rumble Version, Doritos Promo)

### **3.8 Special**

Optional

These flags will be added to games that are noteworthy different from the usual other games. It is put in parentheses.

Example: (ST), (MB), (NP), etc

### **3.9 License**

Optional

The flag (Unl) will be added if a game is unlicensed.

### **3.10 Status**

Optional

The flag [b] will be added to dumps that are bad and/or hacked.

### **3.11 BIOS flags**

Optional

The flag [BIOS] will be added to dumps, which are directly dumped from components of the system hardware. No Cartridge dumps are allowed to have this flag.

## **4. ROM format**

TO DO

## **5. Dat format**

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Code	Language name	Native Name	Common Flag
En	English	English	
Ja	Japanese	日本語 (にほんご/にっぽんご)	
Fr	French	Français	
De	German	Deutsch	
Es	Spanish	Español	
It	Italian	Italiano	
Nl	Dutch	Nederlands	
Pt	Portuguese	Português	
Sv	Swedish	Swenska	
No	Norwegian	Norsk	
Da	Danish	Dansk	
Fi	Finish	Suomen Kieli	
Zh	Chinese	中文, 汉语, 漢語	
Ko	Korean	한국어 (韓國語); 조선어 (朝鮮語)	
Pl	Polish	Polski	