PAL Games				
red means game doesnt launch or freezes in game				
blue means glitchy or non playable				
green means playable with little issues				
Yellow means game has been fully completed and confirmed to run perfect or with no noticable issues				
All Games are tested on all cores with no filters in 480p with throttle unmapped any configuration below is the one i have found works best for me feel free to notify me if you have a better config - Blackshadow	unless otherwise stated all bin/cue files are redump images			
Games Tested				
Working				
Unplayable				
Game	Format	Config	Comments	Extra Notes
Alundra	Bin/Cue	Core 1.4 GPU 1.16 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	Plays great fmvs and gameplay are smooth thought intro was glitched as it only took 3/4 of the screen up but turns out thats normal - Blackshadow	Unmap Throttle
Alundra II - A New Legend Begins	Bin/Cue	Core 1.4 GPU 1.15 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	had some slowdown depending on screen activity but overall game plays extremly well fmvs are also good - Blackshadow	Unmap Throttle

Alien Trilogy	Bin/Cue	Core 1.4 GPU 1.18 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	Plays Perfect had an instance of an enemy buggin out when killed where it just stood there doing nothing but it only happened once overal gameplay is perfect and music is good - Blackshadow	
Alone in The Dark - The New Nightmare	Bin/Cue		Cutscenes glitch and prerendered backgrounds in certan areas have messed up palletes/appear garbled Use NTSC version - Blackshadow	
Ape Escape	Bin/Cue	Core 1.4 GPU 1.15 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	Lag in various areas could not get L3 to register so diving is impossible will attempt to rectify later - Blackshadow	
Armored Core	Bin/Cue	Core 1.4 GPU 1.15 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit Off	gameplay is fine but menus are all screwed up use ntsc - Blackshadow	
Blaze & Blade - Eternal Quest	Bin/Cue	Core 1.4 GPU 1.16 SPU 1.6 Graphics Fixes Old Frameskip On Frameskip Off Framelimit On	play brilliantly area transitions and combat play nice and smooth music is also good - Blackshadow	

Blood Lines	Bin/Cue	Core 1.4 GPU 1.16 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	slight lag when using charged attacks but otherwise game runs pretty well - Blackshadow	
Breath of Fire III	Bin/Cue	Core 1.4 GPU 1.15 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	Music & gameplay is great has an odd case of occasionally drawing a few pixles in the air around character sprites on certan frames but its not that bad - Blackshadow	
Breath of Fire IV	Bin/Cue			
Carmageddon	Bin/Cue	Core 1.4/1.5/1.5(R) GPU 1.12 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip On Framelimit On	Depending of settings isether too slow and has sluggish controls or game skips too much and controls are too quick company logo fmv also shakes all over the screen - Blackshadow	
Castlevania - Chronicles	Bin/Cue	Core 1.4 Gpu 1.16 SPU 1.6 Graphics Fixes Old frameskipping On Frameskip Off Framelimit On	Plays Briliantly - Blackshadow	
Castlevania - Symphony of the Night	Bin/Cue	Core 1.4 GPU 1.18 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	slight fps drop in the tower section when full screen fog appears but otherwise game runs sweet played and fully completed - Blackshadow	

Cool Boarders 3	Bin/Cue	Core 1.4 GPU 1.15 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	Plays pretty well music plays fine gameplay seemed a little sluggish but that could just be the game as im not too familier with it - Blackshadow	
Command & Conquer (GDI)	Bin/Cue	Core 1.4 GPU 1.18 SPU 1.9 Graphics Fixes Old Frameskipping Off Frameskip Off Framelimit On SPU Fixes Sound Buffer Size Large	voice stutter now and again but fixed with large sound buffer gameplay appears perfect played 4 missons without issues - Blackshadow	
Command & Conquer (NOD)	Bin/Cue	Core 1.4 GPU 1.18 SPU 1.9 Graphics Fixes Old Frameskipping Off Frameskip Off Framelimit On SPU Fixes Sound Buffer Size Large	Same as GDI Disc - Blackshadow	
Constructor	Bin/Cue	Core 1.4 GPU 1.15 SPU 1.6 Graphics Fixes PC FPS Calculations On OldFrameskip On Frameskip Off Framelimit On	plays brilliantly sound went out of synch slightly for me int he fmvs but pc fps seemed to fix that- blackshadow	
Courier Crisis	Bin/Cue	Core 1.4 GPU 1.18 SPU 1.6 Graphics Fixes Old Frameskip On Frameskip Off Framelimit On	Plays great voices and music both good - Blackshadow	

Crash Bandicoot	Bin/Cue	Core 1.4 GPU 1.15 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	Seems to run okay on these settings played 4 levels - Blackshadow	
Crash Bandicoot 2 - Cortex Strikes Back	Bin/Cue	Core 1.4 GPU 1.15 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	Gameplay and music is good but suffers from bad voice synch issues played 3 levels - Blackshadow	
Crash Bandicoot 3 - Warped	Bin/Cue	Core 1.4 GPU 1.16 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	Gameplays pretty well but runs slower on certan levels eg level 4 when running fromt he triceritops voices play pretty well and remain in synch from the cuntscenes ive seen so far - Blackshadow	
Crash Team Racing (EDC)	Bin/Cue		Freezes when loading a course - Blackshadow	
Crash Team Racing (Non EDC)	Bin/Cue		Freezes when loading a course - Blackshadow	
Croc - Legend of the Gobbos	Bin/Cue	Core 1.5 GPU 1.12 SPU 1.6 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	has some slowdown when stars appear onscreen 'ie when killing enemies destroying boxes etc' but overall the game plays extremly well - blackshadow	
Croc 2	Bin/Cue	Core 1.4 GPU 1.18 SPU 1.6 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	framerate loss every now and then but seems to play pretty well on previous version game would hang on the main menu playing music - Blackshadow	

CT Special Forces 3 Bioterror	Bin/Cue	Core 1.4 GPU 1.18 SPU 1.9 Graphics Fixes Frameskip Off Framelimit On	Seems okay recommend if you like metalslug as this is basicly a knock off of it played first level music loads great and gameplay seems good leave frameskip off - Blackshadow	
Dracula 2 - The Last Santuary	Bin/Cue	Core 1.5 GPU 1.15 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip off Framelimit off CPU Fixes Turn on Framelimit during FMV's Yes	voices function more or less perfectly with framelimit off naviagtion ingame is also very smooth gameplays almost 100% - Blackshadow	Game has slow interface this is the game itself and not the emulation confirmed with my retail disc on accual psx
Duke Nukem - Land of The Babes	Bin/Cue	Core 1.4 GPU 1.15 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	Seem to be a little slower than it should and has the odd graphical glitch such as textures behind a ladder showing in front of it rather than behind' though this may be an issue with the game itself voices seem okay and game is more than playabe Completed First level- Blackshadow	
Final Doom	Bin/Cue	Core 1.4 GPU 1.15 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit Off	Works on all cores slight fps drop in 1.5r works flawlessly on 1.4 - Blackshadow	

Final Fantasy Origins - Final Fantasy I	Bin/Cue	Core 1.4 GPU 1.16 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	Works great on all cores music maps and combat all work great - Blackshadow	
Final Fantasy Origins - Final Fantasy II	Bin/Cue	Core 1.4 GPU 1.16 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	As with FF1 plays perfectly fine - Blackshadow	
Final Fantasy Anthology - Final Fantasy IV	Bin/Cue			
Final Fantasy Anthology - Final Fantasy V	Bin/Cue			
Final Fantasy VI	Bin/Cue			
Final Fantasy VII	Bin/Cue	Core 1.4 GPU 1.15 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	Plays pretty well cheema201 suggested to use 1.10 SPU for perfect sound but this causes slowdown in a few areas feel free to use that setting if it doesnt bother you so much - Blackshadow	PAL version used to have a freeze issue at the lab where you get thrown in jail i have not played this far yet and cannot confirm wether this bug is fixed or not
Final Fantasy VIII	Bin/Cue			
Final Fantasy IX	Bin/Cue			

Gekido - Urban Fighters	Bin/Cue	Core 1.4 GPU 1.18 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	Works on all cores best speed on 1.4 FMV's, music and gameplay are perfect - Blackshadow	
James Pond 2 - Codename Robocod	Bin/Cue	Core 1.4 GPU 1.18 SPU 1.9 Graphics Fixes Frameskip Off Framelimit On	Works Flawlessly both graphic and music wise played several levels withouts any issues - Blackshadow	
Legacy of Kain - Soul Reaver	Bin/Cue	Core 1.4 GPU 1.15 SPU 1.6 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	doesnt run full speed and souls are completly invisible crashes if you dont apply an anti piracy patch - Blackshadow	
Men in Black - The Game	Bin/Cue	Core 1.4 GPU 1.18 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	gameplay seemsfine didnt test too far as game is terrible as are its controls :D - Blackshadow	
Micro-machines V3	Bin/Cue	Core 1.5 GPU 1.15 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On CPU Fixes Use New CD Code Yes	1.4 sticks/freezes just before race 1.5 plays great - Blackshadow	

Mortal Kombat - Special Forces	Bin/Cue	Core 1.4 GPU 1.16 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	Plays very good with only minor slowdown when performing special attacks on more than one enemy at a time - Blackshadow	
Mortal Kombat Trilogy	Bin/Cue	Core 1.5 GPU 1.18 SPU 1.6 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On CPU Fixes Use New CD Code On	Works perfectly on all cores music and gameplay is nice and smooth has bug in CDDA preventing music after first round - Blackshadow	Music fails to load after first round
Myst	Bin/Cue	Core 1.5 GPU 1.18 SPU 1.6 Graphics Fixes Frameskip Off Framelimit On CPU Fixes Use New CD Code On	Plays good but has odd graphics glitches in various areas - Blackshadow	1.4 core results in loud constant beep noise
Nuclear Strike	Bin/Cue	Core 1.4 GPU 1.12 SPU 1.6 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On Sound Fixes Sound Buffer Size Large	Plays more or less perfect and with sound buffer set to large voices in cutscenes only stutter on rare occasions played for around 20 mins with this config - Blackshadow	minor transparent line on cockpit
Oddworld - Abe's Oddysee	Bin/Cue	Core 1.4 GPU 1.18 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On Disable Throttle	fmvs and gameplay are great had an almost unoticable slowdown on certan areas but otherwise game is great make sure to disable throttle otherwise game will experience ghosting issues - Blackshadow	

Oddworld - Abe's Exoddus	Bin/Cue	Core 1.4 GPU 1.18 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On Disable Throttle	Same as Above - Blackshadow	
Parasite Eve II	Bin/Cue	Core 1.4 GPU 1.12 SPU 1.6 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On CPU Fixes Parasite Eve/Vandalhearts Fix On	Plays pretty well but runs slightly slower than the ntsc version which ive fully completed so just use that instead - Blackshadow	
Rapid Reload	Bin/Cue	Core 1.5 GPU 1.15 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On CPU Fixes Use New CD Code Yes	Runs Perfect on 1.5 with new cd code music and gameplay is perfect recommend remapping the white button with Ltrigger and Black with Rtrigger or changing controls in the options menu to make using lock aim and grappel hook easier - Blackshadow	
Rayman	Bin/Cue	Core 1.5 GPU 1.18 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On CPU Fixes Use New CD Code Yes	Plays great tested 5 levels - blackshadow	hangs on 1.4 at ubisoft logo playing music nonstop
SaGa Frontier 2	Bin/Cue			

Silent Hill	Bin/Cue	Core 1.4 GPU 1.18 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	Plays great only one minor issue which doesnt affect gameplay when transitioning to a cutscene/inventory or when paused harry's left arm distorts and stretches across the screen does not happen during accuall play - Blackshadow	Variable Framerate requires furthor configuration
Soul Blade	Bin/Cue	Core 1.4/5/6 GPU 1.12 SPU 1.6 Graphics Fixes Oldframskipping On Frameskip Off Framelimit Off	Has varying degrees of slowdown on all cores best performance on 1.4 but is still too slow to enjoy 'trusty owners could possibly play it????) - Blackshadow	
Soviet Strike	Bin/Cue		1.4 hangs on misson loading 1.5/1.5R get past misson load but experience massive lag on loading text and once ingame barley manages 1 frame every now and then	
Spyro The Dragon	Bin/Cue	Core 1.4 GPU 1.12 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	Plays pretty well on standard xbox small moments of lag depending on whats on screen but quite bearable voices in initial cutscene go out of sync eventually once ingame voices seem fine - Blackshadow	
Spyro The Dragon 2 - Gateway to Glimmer (Ripto's Rage)	Bin/Cue	Core 1.4 GPU 1.16 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	gameplay seems smoother than NTSC version in testable areas but after reaching the hub world game will freeze when accessing a new portal used cracked and uncracked versions with same result - Blackshadow	

Star Wars - Dark Forces	Bin/Cue			
Street Racer	Bin/Cue	Core 1.4 GPU 1.16 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	Works on all cores perfect on 1.4 intro FMV, music and gameplay are perfect completed several races and one rumble arena without issue - Blackshadow	
Strider 2	Bin/Cue	Core 1.4 GPU 1.16 SPU 1.10 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	slight slowdown on 1.5/1.5R plays pretty good on 1.4 with great music and only slight slowdown depending on screen activity played several levels - Blackshadow	
True Pinball	Bin/Cue	Core 1.5 GPU 1.18 SPU 1.9 Graphics Fixes Lazy Screen Updates On Frameskip Off Framelimit On	Game works great on all cores with perfect speed and sound however it has a slightly annoying screen shake when it loads a pinbal table - Blackshadow	
Tunnel B1	Bin/Cue	Core 1.4 GPU 1.18 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	Plays Pretty well music and gameplay is smooth though needs better controller layout - Blackshadow	
Wing Over	Img	Core 1.4 GPU 1.18 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip On Framelimit On	retested with new dump from retail disc gameplay and music are both good - Blackshadow	

Wing Over 2	Bin/Cue	Core 1.4 GPU 1.12 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	Menu navigate seems to take forever on certain sections like paying tuition fees ingame flight seems okay will continue to test for possible menu fix - Blackshadow	
WipEout 3 - Special Edition	Bin/Cue	Core 1.4 GPU 1.15 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	Works like a charm music and gameplay are perfect - Blackshadow	
Yeti Sports Deluxe	Bin/Cue	Core 1.5 Reloaded GPU 1.18 SPU 1.9 Graphics Fixes Frameskip Off Framelimit On	Works perfectly on all cores with frameskip disabled for english players double check you click english at language selection as the game tries to default to german - Blackshadow	

NTSC Games

red means game doesnt launch or freezes in game				
blue means glitchy or non playable				
green means playable with little issues				
Yellow means game has been fully completed and confirmed to run perfect or with no noticable issues				
All Games are tested on all cores any configuration below is the one i have found works best for me feel free to notify me if you have a better config - Blackshadow	unless otherwise stated all bin/cue files are redump images			
Games Tested				
Working				
Game	Format	Config	Comments	Extra Notes
Akuji The Heartless	Bin/Cue			
Alien Trilogy	Bin/Cue	Core 1.4 GPU 1.18 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	works great	
Alone in the Dark - The New Nightmare	Bin/Cue	Core 1.4 GPU 1.18 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	Plays pretty well glitching from PAL version isnt present played for 20 mins - Blackshadow	

Azure Dreams	Bin/Cue	Core 1.4 GPU 1.18 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	Plays almost perfect - Blackshadow	
Barbie - Super Sports	Bin/Cue	Core 1.4 GPU 1.15 SPU 1.6 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	works fine sound and audio good - Blackshadow	
Blood Omen - Legacy of Kain	Bin/Cue	Core 1.5 GPU 1.18 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	plays great - blackshadow	
Brigandine - Legend of Forsena	Bin/Cue	Core 1.5 GPU 1.15 SPU 1.6 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	Plays great music is also good - Blackshadow	
Chocobo Racing	Bin/Cue	Core 1.4 GPU 1.16 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	not quite full speed but still extremly playable - blackshadow	

Chrono Trigger	Bin/Cue	Core 1.4 GPU 1.16 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	some delays when entering battles and changing menus but game otherwise runs great - Blackshadow	never played this on original hardware delays could just be the loading sequence???
Codename Tenka	Bin/Cue	Core 1.4 GPU 1.18 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On CPU Fixes Disable Memory Slot 2 On	Plays great requires mem slot 2 to be disabled otherwise you get a please remove mem card messege and cannot play - blackshadow	
Contra - Legacy of War	Bin/Cue	Core 1.4 GPU 1.18 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	plays great music is also good - Blackshadow	
Countdown Vampires	Img/Ccd/Sub	Core 1.5 GPU 1.18 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	crashes at intro on 1.4 play great on 1.5 - Blackshadow	
Crash Bash	Bin/Cue	Core 1.4 GPU 1.15 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	Plays very good music and voices are also perfect - Blackshadow	Pause menu text is invisible

Crash Team Racing	Bin/Cue	Core 1.4 GPU 1.12 SPU 1.6 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit Off SPU Fixes IRQ in Decoded Sound buff On	not quite full speed but pretty playable ona standard xbox also has slowdown when using explosives and other items with large effects - Blackshadow	
Darkstalers - The Night Warriors	Bin/Cue	Core 1.4 GPU 1.16 SPU 1.6 Graphics Fixes Old Frameskipping On Frameskip On Framelimit On	Game Works full speed with very small slowdowns during special attacks but does not detract from gameplay music also functions fine 'optional' remove framelimiter in condjustion with speed settings for even faster combat - Blackshadow	going to retest this at a later stage and play around witht he settings a bit more
Destruction Derby	Bin/Cue	Core 1.5 GPU 1.18 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On CPU Fixes Use New CD Code Yes	Plays Brilliantly 30fps more or less constantly both desctruction derby and race mode work fine - Blackshadow	
Destruction Derby 2				
Digimon World	Bin/Cue	Core 1.4 GPU 1.16 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip off Framelimit On	played fine - blackshadow	

Digimon World 2	Bin/Cue	Core 1.4 GPU 1.15 SPU 1.6 Graphics Fixes Old Frameskipping On Frameskip off Framelimit On	Same as above - Blackshadow	
Digimon World 3	Img/Ccd/Sub Bin/Cue	Core 1.5 GPU 1.18 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip off Framelimit On	Tested for a friend map navigation/Battle both play full speed battle seems very quick but that could just be how the game was im not familier with it myself - Blackshadow	
Dino Crisis	Bin/Cue	Core 1.4 GPU 1.12 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On SPU Fixes Sound Buffer Size Large	Runs very smooth screen shake issue is gone in V22 use Large sound buffer to reduce voice stutter 1.4 gives best performance but movies do not appear 1.5 movies appear but has worse performance- Blackshadow	using the 1.5 core on v20 results in nice gameplay though the blood/gore warning screen gives audio crackle elsewhere is fine 'UPDATE' using an AP patched game seemed to get rid of the audio crackle on the gore screen
Dino Crisis 2	Bin/Cue	Core 1.5 GPU 1.12 SPU 1.6 Graphics Fixes PC FPS Calculation On Old Frameskipping On Frameskip Off Framelimit Off SPU Fixes FMV Framelimit On Sound Buffer Size Large	wasnt sure how to mark this one as cutscenes run a little slow (21 to 24 fps) and fps in gameplay varies between 23fps and 30fps depending on screen activity in all the game has little issues i personaly think this is quite playable - blackshadow	NOTE' enabling ether frameskip or using throttle breaks cutscenes leave both disbaled/unmapped

Disney's The Lion King Simba's Mighty Adventure	Bin/Cue	Core 1.4 GPU 1.12 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	Used to freeze at the loading screen game now works and runs pretty well justa few frames off full speed with the voices slightly off aswell but is more than playable - blackshadow	
Duke Nukem - Time to Kill	Bin/Cue	Core 1.4 GPU 1.12 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	varying degrees of slowdown in various areas but mostly playable voice repetition glitch from older pcsxbox versions in gone - Blackshadow	
Duke Nukem - Total Meltdown	Bin/Cue	Core 1.4/5/5R/6 GPU 1.15 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	has large graphical glitches although runs at full speed just use duke3dx homebrew instead :) - Blackshadow	
Extreme Pinball	Bin/Cue	Core 1.5 GPU 1.18 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On CPU Fixes Use New Cd Code Yes	Game now works properly load screens seem to be a bit long but otherwise game seems good emulator will hang if you access ingame menu once youve reached the main menu however - blackshadow	
Fade to Black	Bin/Cue	Core 1.4 GPU 1.16 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On SPU Fixes Sound Buffer Large	Default config included with 22 works well but has no audio during fmvs this config rectify's that and results in same gameplay sound buffer set large fixes voice stutter that i was getting - blackshadow	

Future Cop L.A.P.D.	Bin/Cue	Core 1.5 GPU 1.18 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On CPU Fixes Use New CD Code On	Used to freeze on videos in previous versions now seems fixed and plays great played 2 levels - Blackshadow	
Galerians	Bin/Cue	Core 1.4 GPU 1.18 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	Plays great no noticibale issues at all - blackshadow	
Gex - Enter The Gecko	Bin/Cue	Core 1.4 GPU 1.18 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	game plays just fine fps varies a bit depending on screen activity but never dips below 20 and feels nice and smooth - blackshadow	
Legend of Mana	Bin/Cue	Core 1.4 GPU 1.15 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	Plays great sound and gameplay ar both good - Blackshadow	
Medievil	Bin/Cue	Core 1.4 GPU 1.12 SPU 1.6 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit Off CPU Fixes Framelimiter during FMV's On	Hovers between 20 and 30fps dependant on screen activity overall the game is more than playablle 'trusty owners have much more stable gameplay' - Blackshadow	
Medievil II	Bin/Cue			

Megaman X4	Bin/Cue	Core 1.5(reloaded) GPU 1.18 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On CPU Fixes Experimental Speed Fix On	Plays brilliantly bit of slowdown with large explosions effects but nothing noteworthy FMV's play great with perfect synch fps is nice and stable - Blackshadow	
Megaman X5	Bin/Cue	Core 1.5(reloaded) GPU 1.15 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On CPU Fixes Experimental Speed Fix On	same as X4 - Blackshadow	
Megaman X6	Bin/Cue	Core 1.5(reloaded) GPU 1.15 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On CPU Fixes Experimental Speed Fix On	Same as Above - Blackshadow	
Megaman Legends	Bin/Cue	Core 1.4 GPU 1.18 SPU 1.9 Graphics Fixes Old Frameskipping Off Frameskip Off Framelimit On	Plays extremly well reccomened changing turning to directional pad in the games option screen - Blackshadow	apparently freezes near end of game will test further to confirm this

Nuclear Strike	Bin/Cue	Core 1.4 GPU 1.15 SPU 1.6 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On Sound Fixes Sound Buffer Size Large	gameplay/fmvs are perfect helecopter has a strange thin ransparent line running along the side of the cockpit but its hardly noticable	
Parasite Eve 2	Bin/Cue	Core 1.4 GPU 1.18 SPU 1.9 Graphics Fixes Old Frameskipping Off Frameskip Off Framelimit On CPU Fixes Parasite Eve/Vandal Heart Fix On	Plays brilliantly audio and game runs very smooth completed without issues - Blackshaow	
Rampage - Through Time	Bin/Cue	Core 1.5 GPU 1.15 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	Plays great - blackshadow	also Works on 1.4 and 1.5 but does not have audio during FMVS
Rampage - World Tour	Bin/Cue	Core 1.5 GPU 1.15 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	see above - blackshadow	
Resident Evil 2 - DualShock Version - Leon	Bin/Cue	Bios HLE Core: 1.4 GPU 1.16 SPU 1.9 Graphics Fixes Old Frameskipping Off Frameskip Off Framelimit On	Plays extremly well completed the game once - Blackshadow	Use HLE Bios to play the game Save States result in freezing so only use ingame saving

Resident Evil 2 - DualShock Version - Claire	Bin/Cue	Bios HLE Core: 1.4 GPU 1.16 SPU 1.9 Graphics Fixes Old Frameskipping Off Frameskip Off Framelimit On	Same as above - Blackshadow	See above notes
Resident Evil 3 - Nemesis	Bin/Cue	Core: 1.4 GPU 1.12 SPU 1.9 Graphics Fixes Old Frameskipping Off Frameskip Off Framelimit On	FMVS and Gameplay and music are perfect - Blackshadow	FMV's become garbled if frameskip is used Ensure Throttle is unmapped
SaGa Frontier	Bin/Cue	Core 1.4 GPU 1.15 SPU 1.6 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	plays great - Blackshadow	
SaGa Frontier II	Bin/Cue	Core 1.4 GPU 1.15 SPU 1.6 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	Plays Great - Blackshadow	
Shadow Madness	Bin/Cue	Core 1.5 GPU 1.16 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	Played fine fmvs seemed a bit jerky but could just be the game id have tor easerch it battlwe and map functions perfectly - Blackshadow	
Silent Hill	Bin/Cue			

Spyro The Dragon 2 - Ripto's Rage	Bin/Cue	Core 1.4 GPU 1.16 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	Runs fine in certan sections but dislikes areas with water where it begins to lag tested first level hub world and idol springs will test PAL version for any differance - Blackshadow	If you wish to play this on your xbox use pcsxbox v20 for better performance game still has slowdown but is much more enjoyable
Spyro The Dragon 3 - Year of The Dragon	Bin/Cue	Core 1.4 GPU 1.18 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	Plays reasonably well with this configuration watched several cutscenes and all appeared to remain in sync performance ingame varies between 75-100% depending on screen activity overall pretty playable on standard xbox - Blackshadow	
Street Fighter - Alpha 3	Bin/Cue	Core 1.4 GPU 1.12 SPU 1.6 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	runs a few frames below what it should in a fight'not enough to affect gameplay but just enoguth to slow the music down somewhat' but otherwise the game plays great attempted to test on 1.5/reloaded but both cores gave freezes at various sections - Blackshadow	
Street Fighter - The Movie	Bin/Cue	Core 1.5 GPU 1.15 SPU 1.6 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On CPU Fixes Use New CD Code On	plays great had a bit of slowdown with special attacks likes the hadouken but otherwise the games audio and framerate are fine played several rounds in movie fights and street fights - blackshadow	

Strider 2	Bin/Cue	Core 1.4 GPU 1.15 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	plays great - Blackshadow	
Tactics Ogre - Let us Cling Together	Bin/Cue	Core 1.4 GPU 1.15 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	Ran at full 60fps almost all of the time gameplay and music are fine - Blackshadow	
Tenchu 2 - Birth of The Stealth Assassins	Bin/Cue	Core 1.4 GPU 1.15 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	plays a few frames slower than it should but music and gameplay is fine and smooth so it does not detract from gameplay too much - Blackshadow	
Threads of Fate	Bin/Cue	Core 1.5 GPU 1.18 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	framerate varies a bit through gameplay but not enough to detract from it - blackshadow	Playing with core set to 1.4 results in the area your in becoming see through rendering the game unplayable
Tomb Raider I (Greatest Hits)	Img/Ccd/Sub Bin/Cue	Core 1.5 GPU 1.18 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On CPU Fixes Use New CD Code On	Runs at 28-30fps most fo the time dopping to 25 with large or numerous enemies on screen so long as the game stays above 24 fps gameplay is nice and smooth level 2 had some lag at the very begining when walking through the door but that soon disappears - Blackshadow	

Tomb Raider II	Img/Ccd/Sub Bin/Cue	Core 1.5 GPU 1.18 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On CPU Fixes Use New CD Code On Or Core 1.5reloaded GPU 1.18 SPU 1.9 Graphics Fixes Frameskip Off Framelimit On CPU Fixes Experimental Speed Increase On	gameplay varies as with TR1 enemies on screen reduce framrate slightly but this game has lag in several areas such as when you climb the great wall on the first level and gett attacked by crows - Blackshadow
Tomb Raider III	Bin/Cue		
Tomb Raider IV	Bin/Cue		
Tomb Raider V	Bin/Cue		
Treasures of The Deep	Bin/Cue		
True Pinball	Bin/Cue	Core 1.5 GPU 1.18 SPU 1.9 Graphics Fixes Lazy Screen Updates On Frameskip Off Framelimit On	Game works great on all cores with perfect speed and sound however it has a slightly annoying screen shake when its on a pinbal table - Blackshadow
Wipeout			
Wipeout XL			

red means game doesnt launch or freezes in game				
blue means glitchy or non playable				
green means playable with little issues				
Yellow means game has been fully completed and confirmed to run perfect or with no noticable issues				
All Games are tested on all cores any configuration below is the one i have found works best for me feel free to notify me if you have a better config - Blackshadow	unless otherwise stated all bin/cue files are redump images			
Games Tested				
Working				
Unplayable				
Game	Format	Config	Comments	Notes
Kakuge-Yaro: Fighting Game Creator(English Translation)	Bin/Cue	Core 1.4 GPU 1.18 SPU 1.9 Graphics Fixes Frameskip Off Framelimit On	Emulation wise plays great customisation ingame can be a bit tedious though - Blackshadow	
Panzer Bandit	Bin/Cue			
Persona 2 - Innocent Sin (English Translation)	Bin/Cue	Core 1.4 GPU 1.16 SPU 1.9 Graphics Fixes Old Frameskipping On Frameskip Off Framelimit On	Played for about 40 mins or so and noticed no errors music and graphics are great and game runs very smooth - Blackshadow	