

.	EMU	SETTINGS	PLAYABILITY / NOTES			
SURREAL 64 XXX B5.1 CE COMPATIBILITY AND PERFORMANCE SETTINGS LIST						
LAST UPDATED DECEMBER 1ST, 2009						
POST YOUR SETTINGS AT THE CURRENT THREAD:						
http://forums.xbox-scene.com/index.php?showtopic=695621&st=105						
KEY: Total unique games = 311						
Bright Green = Runs Perfect, or almost = 134						
Green = Playable, Some minor glitches = 102						
Yellow = Borderline Playable, No Sound, and/or Major glitches = 36						
Red = Unplayable, Doesn't load or unplayable due to glitches = 39						
White = Untested						
ALL GAMES ARE (U) (!) MEANING THEY ARE VERIFIED AMERICAN RIPS, UNLESS OTHERWISE NOTED						
ALL SETTINGS ARE DEFAULT, UNLESS OTHERWISE NOTED						
1964 DEFAULT SETTINGS: VIDEO PLUGIN = RICE 5.60, AUDIO PLUGIN = JTTL, VIDEO RAM = 4MB, DYNAREC = 8MB, PAGING = 4MB						
PJ64 DEFAULT SETTINGS: VIDEO PLUGIN = RICE 5.60, AUDIO PLUGIN = JTTL, VIDEO RAM = 4MB, DYNAREC = 16MB, PAGING = 4MB						
ALL GAMES ARE TESTED WITH SURREAL 64 XXX B5.1 CE, UNLESS OTHERWISE NOTED						
1080 Snowboarding (JU) (!)	1964	Rice 5.31	Plays close to perfect.			
A Bug's Life	PJ64	Basic Audio, Rice 5.10	Plays perfectly. Hangs in 1964, use PJ64. Use Basic Audio for normal speed. Use Rice 5.10 for best FPS and graphics.			
Air Fighter's Assault	PJ64	Audio = LLE RSP, Rice 5.31, Video = 10, Dyna = 20	Plays well, slight audio stutter and low FPS. Use LLE RSP and PJ64 for best sound, Rice 5.31 to render distance fog. Use Video = 10 and Dyna = 20 for better speed.			
AeroGauge	PJ64	Rice 5.10	Plays pretty much perfectly. Use Rice 5.10 to render distance fog and give best FPS. Lap timer goes fast in 1964, use PJ64 to fix this.			
Aidyn Chronicles: The First Mage	1964	Basic Audio, Rice 5.31	Plays well, characters lose their textures (appear black) sometimes but not often. Use Basic Audio for normal speed and Rice 5.31 to render fog and give good FPS.			
Airboarder's 64	1964	Rice 5.10, Dyna = 10, Page = 5	Plays very well. Use Rice 5.10 and Dyna = 10, Page = 5 to make the game a bit smoother.			
All Star Baseball '99	1964	Basic Audio	Plays ok, slight audio crackle. Must use Basic Audio, hangs otherwise - Thanks to xpfrags			
All Star Baseball 2000	1964	Basic Audio	Plays ok, slight audio crackle. Must use Basic Audio, hangs otherwise			
All Star Baseball 2001	1964	Basic Audio	Plays ok, slight audio crackle. Must use Basic Audio, hangs otherwise			
All Star Tennis	1964	Rice 5.31	Plays very well, slows down in replays but doesn't affect gameplay. Use Rice 5.31 for best FPS.			
Armorines: Project S.W.A.R.M	PJ64	Basic Audio	Plays very well, slight audio crackling. Use Basic Audio for normal speed. Use PJ64 for better sound			

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Army Men: Air Combat	1964		Plays very well			
Army Men: Sarge's Heroes	PJ64	Basic Audio, Rice 6.11, Video = 8, Dyna = 20	Plays close to perfect. Use PJ64 and Basic Audio for best speed. Use Rice 6.11 to render fog and characters correctly. Use Video = 8 and Dyna = 20 for better FPS			
Army Men: Sarge's Heroes 2	PJ64	Basic Audio, Video = 8, Dyna = 14, Page = 2	Plays close to perfect. Use Basic Audio and PJ64 for best speed. Use video = 8, Dyna = 14, Page = 2 for best FPS			
Asteroids Hyper 64	1964	Basic Audio, Rice 5.31	Plays pretty much perfectly.			
Automobili Lamborghini	1964	Rice 5.31, Video = 6, Dyna = 10	Plays close to perfect. Use Rice 5.31 to render fog. Use Video = 6, Dyna = 10 for best FPS			
Banjo-Kazooie	1964	Rice 5.10	Plays close to perfect, slight menu graphical glitches. Use Rice 5.10 for the better speed.			
Banjo-Tooie	1964	Audio = LLE RSP, Video = 3, Dyna = 11, Page = 5	Playable but a bit slow at times. Must use LLE RSP or the menu wont display at the beginning. These ram settings seem to give decent all around speed			
Bass Hunter 64	1964	Rice 5.31	Plays pretty much perfectly. Use Rice 5.31 to render sky and fog correctly.			
Bass Masters 2000	1964	Basic Audio, Rice 5.31	Plays well, the sky does not render but does not affect gameplay. Must use Basic Audio, hangs otherwise - Thank to xpfrags for these settings			
Batman Beyond: Return of the Joker	1964		Plays ok, some graphics glitches, such as some of the text in speech boxes not being readable			
BattleTanx	PJ64	Audio = LLE RSP, Rice 5.31	Plays well, maybe a bit fast? Must Use LLE RSP, hangs otherwise. Use Rice 5.31 to render fog - Thanks to xpfrags for these settings			
BattleTank: Global Assault	PJ64	Audio = LLE RSP, Rice 6.11	NOTE: You must keep pressing A and Start buttons as you start this game otherwise it will just keep looping at the intro. Otherwise, Plays well, maybe a bit fast? Must Use LLE RSP, hangs otherwise. Use Rice 6.11 to intro screen correctly - Thanks to xpfrags for these settings			
BattleZone 2: Rise of the black dogs			Unplayable due to missing textures in game, everything appears black.			
Beast Wars Transmetals	PJ64	Basic Audio, Dyna = 20	Plays very well, slight slowdowns and audio crackle. Use Basic Audio for best speed and Dyna = 20 for best FPS			
Beetle Adventure Racing	1964	Basic Audio	Runs pretty well, very slight audio crackle. Use Basic Audio for normal speed but with slight audio crackle.			
Big Mountain 2000	1964	Rice 5.31	Plays well. Use Rice 5.31 to render distance fog.			
Bio F.R.E.A.K.S	1964		Characters lose their textures while playing, doesn't affect gameplay			

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Blast Corps	PJ64	Rice 5.10, Video = 5MB	NOTE: Make sure you switch the controller settings to MemPack before you enter the game, otherwise it locks up. Otherwise, Plays well, slight graphical glitches but very playable. Use Rice 5.10 for best speed and make Video = 5MB for slight FPS increase - Thanks to xprags for these settings			
Blues Brothers 2000	PJ64		Plays perfectly. Use PJ64 for normal speed.			
Body Harvest			Crashes, unplayable on UltraHLE - no controller function			
Bomberman 64	1964	Dyna = 10	Barely Playable, The game does not render some scenes correctly. NOTE: You must wait to press start until one of the short intro clips is playing (like the train tracks one, or the ice one) If you do this then the menu should load with the background visible and the game should run semi-correctly for a while...			
Bomberman 64: The Second Attack	1964		Plays perfectly with default settings			
Bomberman Hero	1964		Plays perfectly with default settings			
Bottom Of The 9th	1964	Basic Audio	Plays well, minor graphics glitches. Use Basic Audio to improve speed.			
Brunswick Circuit Pro Bowling	1964	Basic Audio	Plays very well. Use Basic Audio to improve speed.			
Buck Bumble	1964	Rice 5.31	Seems to work ok but controls are messed up, when you pull the joystick all the way in any direction it doesn't register the movement, only when a small movement is made, so it is very hard to control			
Bustamove 99	1964		Menu screen graphics glitches, main game perfect			
Bustamove 2	1964		Plays perfectly with default settings			
Bustamove 3 DX	1964		Plays perfectly with default settings			
California Speed	PJ64	Basic Audio, Rice 5.31	Plays very well, slight audio crackle and menu graphics glitches. Use Basic Audio to play at full speed with slight audio stutter. Use PJ64 for best audio. Use Rice 5,31 to render fog and give good FPS			
Carmageddon 64	1964	Basic Audio, Rice 5.10, Dyna = 10	Plays well. Use Basic Audio and Rice 5.10 to play at a normal speed, slow otherwise. Use Dyna = 10 to improve FPS			

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Castlevania	1964	Basic Audio, Rice 5.10	Plays well, some slight menu glitches like black square appearing over selected item in menu and very slight audio crackle. Use Basic Audio for full speed with slight audio crackle, or use Jttl for low FPS. Use Rice 5.10 to render fog and give best FPS			
Castlevania: Legacy of Darkness	1964	Basic Audio, Rice 6.11	Plays near perfect, menu and everything renders perfectly with Rice 6.11. Use Basic Audio to play at full speed with very slight audio crackle.			
Centre Court Tennis (E)	1964		Plays well, slight graphics glitches with score.			
Chameleon Twist	1964		Plays perfectly with default settings			
Chameleon Twist 2	1964		Plays perfectly with default settings			
Charlie Blast's Territory	PJ64	Basic Audio, Rice 5.31	Plays Well. Must use PJ64, hangs in 1964. Use Basic Audio for normal Speed, Rice 5.31 for best video			
Chopper Attack	1964	Rice 5.31	Plays near perfect. Use Rice 5.31 to render fog and windshields correctly.			
Clay Figher - Sculptors Cut	1964		Plays perfectly with default settings			
Clay Fighter 63 1-3	1964		Plays perfectly with default settings			
Command & Conquer	PJ64		Slight graphics glitches, very playable. Crackly audio in 1964, use PJ64 to fix this.			
Conker's Bad Fur Day	1964	Video = 6	Plays well, slight slowdowns at times. Use Video = 6MB for better FPS			
Cruis'n Exotica	1964		Major graphics glitches, tyres flying around the screen, playable but not enjoyable			
Cruis'n USA	1964	Rice 5.10	Plays near perfect. Use Rice 5.10 to render distance fog and give good FPS.			
Cruis'n World	1964	Basic Audio, Rice 5.10	Plays very well. Use Rice 5.10 to render distance fog and give good FPS. Use basic audio to play at full speed with very slight audio crackle, audio is ok with Jttl but game plays a bit slow.			
Cyber Tiger Woods Golf	PJ64	Audio = LLE RSP	Plays well, slight graphical glitches, missing polygons at times. Can't hit any balls with 1964, PJ64 fixes this. Use LLE RSP for speed boost and best sound - Thanks to xpfrags			
Daffy Ducks Duck Dodgers	1964		Plays very well, some characters are missing some polygons but doesn't affect gameplay			
Dark Rift			Runs, but fighters are not visible			
Dance Dance Revolution Disney Dancing Museum (J)	1964		Plays well with default settings - Thanks to mwaterbu			
Deadly Arts	1964	Basic Audio	Plays well. Use Basic Audio for good speed with slightly crackly audio.			

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Destruction Derby 64	PJ64		Very slow in both 1964 and PJ64			
Diakatana	1964		Playable, left joystick must be remapped to D pad			
Diddy Kong Racing	1964	Rice 5.10	Perfect. Use Rice 5.10 for best FPS			
Disney's Donald Duck: Goin' Quackers	PJ64	Rice 5.10	Plays well. Use Rice 5.10 for good speed, PJ64 to fix crackly sound			
Donkey Kong 64	PJ64	Audio = LLE RSP, Rice 5.31, Dyna = 10, Paging = 10	Playable but a bit slow, also the camera keeps resetting its position which is bit annoying. Must use Rice 5.31 and LLE RSP for the game to load, hangs otherwise. Thank you greatant for these settings			
DOOM 64	Ultra HLE	Video = 10	Runs well with Ultra HLE. Use video = 10 for better FPS			
Dr. Mario 64	1964		Can't see pills dropping, UNPLAYABLE			
Dual Heroes	1964		Plays well with default settings			
Duke Nukem 64	PJ64		Playable but screen artifacts around the outer edges which is pretty annoying. Cant move in 1964, use PJ64			
Duke Nukem: Zero Hour	1964	Basic Audio, Rice 5.31	Play well with these settings. Hangs with Rice 5.60, use Rice 5.31. Use Basic Audio, to give good speed boost.			
Earthworm Jim 3D	PJ64	Video = 6, Dyna = 20	Plays well. Use PJ64 to play at normal speed. Use these ram settings to make game smoother.			
ECW Hardcore Revolution	PJ64	Basic Audio	Plays very well. Must use Basic Audio, won't load otherwise. No sound in 1964, sound works with PJ64.			
Elmo's Letter Adventure	1964	Basic Audio, Rice 5.31	Plays Well, Use Basic Audio for normal speed. Rice 5.31 renders textures correctly			
Elmo's Number Journey	1964	Basic Audio, Rice 5.31	Plays Well, Use Basic Audio for normal speed. Rice 5.31 renders textures correctly			
Neon Genesis Evangelion (J)	PJ64	Basic Audio, Rice 5.10	Plays well, slight graphical glitches. Use Basic Audio and Rice 5.10 for best speed.			
Excitebike 64	1964	Basic Audio	Plays well. Use Basic Audio for decent speed, runs very slow with other audio plugins.			
Extreme-G	1964	Rice 5.31	Runs very well, some graphical errors such as things in the distance rendering through the fog. No fog with Rice 5.60, so objects in the distance 'pop up' as they approach, I prefer the fog with Rice 5.31			
Extreme-G 2	PJ64	Basic Audio, Rice 6.11, Video = 6, Dyna = 20, Page = 10	Runs very well, slight audio stutter around the start of a race but this goes away. Use basic Audio to play at full speed. Rice 6.11 to render fog. Video = 6, Dyna = 20, and Paging = 10 improves FPS and audio			
F-1 Pole Position 64	PJ64	Rice 5.31, Video = 6, Dyna = 20, Page = 6	Plays ok, a bit slow. Use Rice 5.31 or the sky doesn't render properly. Use Video = 6, Dyna = 20, Page = 6 for better FPS			
F1 Racing Championship			Crash at Menu			

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F-1 World Grand Prix	PJ64	Basic Audio, Rice 5.31, Page = 8, Controller sensitivity = 50%	Plays well. Use Basic Audio to play at full speed. Use PJ64 and paging = 8 for better sound. Use Rice 5.31 to render distance fog. Set controller sensitivity to 50% for better control.			
F-1 World Grand Prix 2	PJ64	Basic Audio, Rice 5.31, Page = 8, Controller sensitivity = 50%	Plays well. Use Basic Audio to play at full speed with slight audio stutter. Use PJ64 and paging = 8 for better sound. Use Rice 5.31 to render distance fog. Set controller sensitivity to 50% for better control.			
F-Zero X	PJ64	Basic Audio, Rice 5.10, Dyna = 20, Page = 8	Plays very well, slight audio stutter around the start of a race. Use Basic Audio to play at full speed with slight audio stutter. Use PJ64, dyna = 20 and page = 8 to improve the audio. Use Rice 5.10 to render fog and give good FPS			
FIFA - Road to World cup 98	PJ64		Pretty slow, some might say playable but not me.			
FIFA 99	PJ64	Basic Audio, Rice 5.10, Dyna = 20, Page = 3	Plays very well. Use Basic Audio to play at full speed. Use PJ64 for best sound, Rice 5.10 for best FPS.			
FIFA Soccer 64			Runs but too slow to be playable.			
Fighter's Destiny	1964		Plays well with default settings			
Fighter's Destiny II	PJ64	Basic Audio	Plays close to perfectly. Use Basic Audio to play at full speed. Use PJ64 to fix audio			
Fighting Force 64	1964	Basic Audio	Plays close to perfect. Use Basic Audio for sound			
Flying Dragon	PJ64	Rice 5.31	Plays ok with some slowdowns at times. Use PJ64 and rice 5.31 for better speed.			
Forsaken 64	1964		Pretty much perfect with default settings			
Fox Sports College Hoops '99	1964		Plays well with default settings			
G.A.S.P. Fighters NEXTream	1964		Plays well with default settings			
Gauntlet Legends	1964		Plays ok, no sound			
Gex 3: Deep Cover Gecko	1964	Rice 5.10	Plays well. Rice 5.10 give the best speed.			
Gex 64: Enter The Gecko	1964		Plays well			
Glover	1964	Rice 5.10	Plays very well, very slight graphics glitches in the sky. use Rice 5.10 to render fog and give best FPS.			
Goemon's Great Adventure	1964	Rice 5.31	Plays very well. Use Rice 5.31 to render fog.			
Golden Eye 007	UltraHLE	Controller Sensitivity = 50%	Controls very sensitive, playable if you love this game			
Golden Nugget 64	1964		Crackly sound in 1964, PJ64 sounds ok but hangs at intro			

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GT Racing 64: Championship Edition			Crashes at Menu			
Harvest Moon 64	1964		Perfect			
Hercules: The Legendary Journey	1964	Rice 5.31	Plays very well. Use Rice 5.31 to render fog			
Hexen	1964	Rice 5.10	Plays well, maybe a bit slow? Use Rice 5.10 for best FPS			
Hey You, Pikachu!			Seems to play fine but cant connect a microphone. I doubt anyone wants to emulate this?			
Hot Wheels Turbo Racing	1964	Audio = LLE RSP, Rice 5.31	Plays well, use LLE RSP to fix crackly sound. Use Rce 5.31 for best FPS			
Hybrid Heaven	1964	Basic Audio, Rice 5.10	Plays pretty much perfect, very slight audio stutter at times. Use Basic Audio to play at full speed. Use Rice 5,10 to render fog and give good FPS.			
Hydro Thunder	1964	Rice 5.31	Plays well but cant get sound with any emulator. Use rice 5.31 to render the water properly, boat dissapears into water otherwise.			
Iggy's Reckin' Balls	1964	Basic Audio, Rice 5.10	Plays well. Must Use Basic Audio, Crashes Otherwise. Rice 5.10 give the best speed.			
Indiana Jones and the Infernal Machine	1964		Doesn't load, black screen			
Indy Racing 2000	PJ64	Rice 5.10, Dyna = 12, Page = 6	Plays well, slight audio stutter. Use PJ64, hangs in 1964. Use Rice 5.10 to render fog and give good FPS. Use Dyna = 12 and Page = 6 to reduce audio stutter.			
International Superstar Soccer '98	1964		Plays well with default settings			
International Superstar Soccer 2000	1964		Plays well with default settings			
International Superstar Soccer 64	PJ64		Plays well with slight graphics glitch, shadows appear as black squares. Very stuttery audio in 1964, use PJ64 for good audio.			
International Track & Field 2000	PJ64	Audio = LLE RSP	Plays well. Use PJ64 for best speed. Use LLE RSP for smooth audio.			
Jeopardy!	1964		Loads but no controller input			
Jeremy McGrath Supercross 2000	1964	Basic Audio	Loads with Basic Audio but hangs about 2 seconds after race start.			
Jet Force Gemini	1964	Audio = LLE RSP, Rice = 6.11	Plays well, shadow appears as lines on the ground. Must Use LLE RSP, hangs otherwise. Use Rice 6.11 to render most things correctly			
Ken Griffey Jr.'s Slugfest	1964	Basic Audio	Crashes after N64 logo			

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Killer Instinct Gold	1964	Audio = LLE RSP	Loads with LLE RSP but has menu glitches and background graphical glitches which make it barely playable - Thanks to xpfrags			
Kirby 64: The Crystal Shards	1964	Dyna = 10, Paging = 6	Playable with occasional slowdowns			
Knife Edge: Nose Gunner	PJ64	Rice 5.31, Controller Sensitivity = 50%	Playable with touchy controls. Use Rice 5.31 to render fog correctly, and set controller sensitivity to 50% for better control			
Knockout Kings 2000	1964		Cant see menu, just blank bars. Playable if you can get into a match			
Kobe Bryant's NBA Courtside	PJ64	Basic Audio, Video = 2, Page = 6	Plays well, slight audio stutter with basic audio but use PJ64 and increase the paging ram to 6 and the stutter is a lot less - thanks to xpfrags			
Legend of Zelda: Majora's Mask	1964	Rice 5.10, Video = 2, Dyna = 12, Page = 2	Plays well, slight graphical glitches like not being able to see the time, use clock tower or clocks in houses instead. Rice 5.10 renders most things best except for the name input screen, whereas Rice 5.31 renders name screen but messes up other textures. Video = 2, Dyna = 12, Page = 2 gives good all around speed without causing crashes.			
Legend of Zelda: Ocarina of Time	1964	Audio = LLE RSP or Jttl, see Notes. Rice 5.31, Video = 2, Dyna = 12, Page = 2.	Plays well, very slight audio crackling with LLE RSP but the inside of shops and houses renders correctly, audio sounds fine with Jttl but the inside of the houses and shops renders incorrectly, I personally think that the audio crackling is not as noticable as the graphical glitches that Jttl produces, but its up the user preference on this one. Rice 5.31 renders fog and textures (eg spiderweds) correctly, but messes up the menu sometimes, saving by pressing start, then X on the xbox controller, then resetting usually fixes this problem, or you can switch to Rice 5.10, then switch back. Video = 2, Dyna = 12, Page = 2 gives good all around speed without crashing.			
LEGO Racers	1964	Video = 6, Dyna = 12, Page = 6	Runs well except that sometimes opponents cars dissapear and reappear. Doesn't affect gameplay much			
Lode Runner 3D	PJ64	Rice 5.31	Plays well. Use PJ64, 1964 renders the game in half screen. Rice 5.31 gives best graphics and decent speed.			
Mace: The Dark Age	1964		Plays well with some graphics glitches. Backgrounds are messed up, random colours, but doesn't affect gameplay.			
Madden 64	1964	Basic Audio, Rice 5.31	Plays ok, tiny bit slow. Must use Basic Audio, crashes otherwise. RICE 5.31 gives best graphics and decent speed.			
Madden NFL '99	1964	Basic Audio, Rice 5.31	Plays very slow			
Madden NFL 2000	1964	Basic Audio, Rice 5.31	Plays very slow			

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Madden NFL 2001	1964	Basic Audio, Rice 5.31	Plays very slow			
Madden NFL 2002	1964	Basic Audio, Rice 5.31	Plays very slow			
Magical Tetris Challenge	1964		Plays well, no sound			
Major League Baseball Featuring Ken Griffey Jr			Crash after N64 logo			
Mario Golf	1964	Basic Audio, Rice 5.10, Video = 2, Dyna = 6, Page 2	Playable. Some ghosting of the graphics.			
Mario Kart 64	1964	Page = 6	Plays Perfectly			
Mario Party	1964		Plays perfectly			
Mario Party 2	1964		Plays very well. Very minor graphics glitches where some of the text doesn't render correctly.			
Mario Party 3	1964		Plays very well. Very minor graphics glitches where some of the text doesn't render correctly.			
Mario Tennis 64 (E)	1964	Video 3, Dyna 6, Page 2	Plays well, some slight graphical errors like trail behind the ball but it goes away. Must use European version, US version runs unplayably slow. Must use lower ram settings to prevent crashing.			
Mega Man 64	1964	Rice 6.11	Playable but controller has an issue where if you move the jostick all the way in any direction the movement doesn't register. Re-map left joystick to d-pad to fix this			
Mia Hamm Soccer 64			Major menu errors, can't read anything. Might be playable if you could get into a game.			
Mickey's Speedway USA	1964	Rice 5.10	Pretty much perfect. Use Rice 5.10 for best FPS			
Micro Machines 64 Turbo	PJ64		Pretty much perfect. Use PJ64, slows down in 1964			
Midway's Greatest Arcade Hits Volume I	PJ64	Basic Audio, Rice 6.11	Plays very well. Use PJ64, hang in 1964. Use Basic Audio and Rice 6.11 for best FPS - Thanks to xpfrags!			
Mike Piazza's StrikeZone	1964		Plays well with default settings			
Milo's Astro Lanes	1964		Plays very well with default settings			
Mischief Makers	1964		Plays well. Cant read some text but doesn't really affect gameplay			
Mission Impossible	PJ64	Basic Audio, Rice 5.31, Dyna = 20, Page =8	Plays well. Use Basic Audio to play at full speed with slight audio stutter. Use PJ64 to improve sound. Use Dyna = 20 and page = 8 to improve sound and give best FPS.			

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Monaco Grand Prix			Loads to menu but hangs at race start.			
Monopoly 64	1964		Extremely slow. Maybe check rom and settings further			
Monster Truck Madness 64	1964	Basic Audio, Rice 5.31	Plays very well. Use Basic Audio to play at full speed. Use rice 5.31 to render fog.			
Mortal Kombat 4	PJ64	Video = 7, Dyna = 18, Page = 8	Plays ok, bit slow some graphical glitches. PJ64 gives better speed with these ram settings - Thanks to xpfrags			
Mortal Kombat Mythologies: Sub-Zero	1964	Basic Audio	Plays well. Use Basic Audio for decent speed - Thanks to xpfrags			
Mortal Kombat Trilogy	1964	Basic Audio	Plays well. Use Basic Audio for normal speed			
Ms. Pac-Man Maze Madness	1964	Basic Audio	Plays near perfect. Must use Basic Audio, hangs otherwise			
Multi Racing Championship	1964	Basic Audio, Rice 5.10 Video = 6, Page = 6	Game runs near perfect, slight audio stutter. Use Basic Audio and Video = 6 to play at full speed. Use Rice 5.10 to render fog and give good FPS. Use Page = 6 to improve audio			
Mystical Ninja: Starring Goemon	PJ64	Basic Audio, Rice 5.31, Dyna 10, Page 6	Plays very well slight audio stutter. Use Basic Audio to play at full speed with slight audio stutter. Use PJ64 to improve audio. Rice 5.31 fixes sky, ram settings improve speed.			
Mystical Ninja 2: Starring Goemon	PJ64	Basic Audio, Rice 5.31, Dyna 10, Page 6	Plays very well slight audio stutter. Use Basic Audio to play at full speed with slight audio stutter. Use PJ64 to improve audio. Rice 5.31 fixes sky, ram settings improve speed.			
Nagano Winter Olympics '98	1964	Rice 6.11	Plays very well, very slight graphical glitches such as the time not updating but doesn't really affect gameplay.			
Namco Museum 64			Loads, but crashes when entering a game. Pretty useless on the xbox anyways when we have CoinOps!			
NASCAR 2000	1964	Basic Audio, Rice 5.31	Plays well. Use Basic Audio for normal speed, Rice 5.31 to render scenery correctly			
NASCAR 99	1964	Basic Audio, Rice 5.31	Plays well. Use Basic Audio for normal speed, Rice 5.31 to render scenery correctly			
NBA Courtside 2: Featuring Kobe Bryant	PJ64	Basic Audio	Plays very slow, might be playable with some more tweaking - Thanks to xpfrags			
NBA Hang Time	1964		Slow, maybe considered playable.			
NBA In the Zone '98	PJ64	Rice 5.10	Plays almost perfectly. Use Rice 5.10 for best speed - Thanks to xpfrags			
NBA In the Zone '99	PJ64	Basic Audio, Rice 5.10	Plays well, slight audio stutter. Use Basic Audio for best speed and sound. Rice 5.10 for best FPS - Thanks to xpfrags			
NBA In The Zone 2000	PJ64	Basic Audio, Rice 5.10	Plays well, slight audio crackle. Use Basic Audio for decent speed, Rice 5.10 for best FPS - Thanks to xpfrags			
NBA Jam 99			Crashes xbox, wont load.			
NBA Jam 2000			Crashes xbox, wont load.			

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NBA Live 2000	1964		Plays at full speed. slight audio stuttering			
NBA Live 99	1964		Players dont render correctly. Can only see bits and pieces of them.			
NBA Showtime: NBA on NBC	1964		Crash at menu			
NFL Blitz	PJ64	Rice 5.31, Video 8, Dyna 20	Plays well. Cant enter menu in 1964, use PJ64. Use rice 5.31 to see lines on the field. Ram settings improve speed			
NFL Blitz 2000	PJ64	Rice 5.31, Video 8, Dyna 20	Plays well. Cant enter menu in 1964, use PJ64. Use rice 5.31 to see lines on the field. Ram settings improve speed			
NFL Blitz 2001	PJ64	Rice 5.31, Video 8, Dyna 20	Plays well. Cant enter menu in 1964, use PJ64. Use rice 5.31 to see lines on the field. Ram settings improve speed			
NFL Blitz Special Edition	PJ64	Rice 5.31, Video 8, Dyna 20	Plays well. Cant enter menu in 1964, use PJ64. Use rice 5.31 to see lines on the field. Ram settings improve speed			
NFL Quarterback Club '98	1964	Basic Audio	Plays very well, slight crackly audio. Must use Basic Audio, hangs otherwise - Thanks to xpfraags			
NFL Quarterback Club '99			Loads but cant see players, almost playable with these settings			
NFL Quarterback Club 2000			Wont load - Thanks to xpfraags			
NFL Quarterback Club 2001			Wont load - thanks to xpfraags			
NHL '99	1964	Dyna 20, Page 6	Plays well, slight audio stuttering and slowdowns. Use Dyna = 20 and page = 6 to improve speed.			
NHL Blades of Steel '99	1964	Rice 6.11, Video 8, Dyna 10, Page 6	Plays well, slight menu glitches but doesnt affect gameplay. Use Rice 6.11 to render puck correctly. Use these ram settigns to improve speed and prevent stuttering.			
NHL Breakaway '98	1964	Rice 6.11, Basic Audio	Almost runs with these settings but hangs at the start of a match.			
NHL Breakaway '99	1964	Rice 6.11, Basic Audio	Almost runs with these settings but hangs at the start of a match.			
Nightmare Creatures	1964		Runs, but too slowly to be playable - Thanks to xpfraags			
Nuclear Strike 64	1964	Rice 5.10	Play very well. Use Rice 5.11 to run at a good speed (50FPS).			
Off-Road Challenge	1964	Rice 5.10	Play very well. Use Rice 5.11 to run at a good speed (50FPS).			
Ogre Battle 64: Person of Lordly Caliber	1964	Rice 5.31	Plays almost perfect, very slight graphical glitches such as shadows appearing grey. Use rice 5.31 to reduce amount of graphical glitches.			
Olympic Hockey Nagano '98	PJ64	Rice 5.31	Plays very well. Wont load with 1964, gets stuck at mempack detection, use PJ64. Use rice 5.31 to render rink correctly, looks 'flat' with Rice 5.60.			

.	EMU	SETTINGS	PLAYABILITY / NOTES			
Paper Mario	1964	Rice 5.10, Video 8, Page 2	Plays well, some graphical errors like characters losing their textures, but not often. Rice 5.11 plays at a very good speed. Use these ram settings to improve speed and reduce audio stuttering			
Paperboy	PJ64	Rice 5.10	Plays perfectly. Crackly audio with 1964, use PJ64 to fix this. Rice 5.10 give best graphics and FPS			
Penny Racers	1964		Car keeps doing side flips!?! Is this supposed to happen because it seems like a really strange glitch			
Perfect Dark	1964	Page=1	Plays ok, pretty slow in parts. Page = 1MB improves speed			
PGA European Tour	1964	Rice 5.10	Plays well, maybe too fast? Rice 5.11 improves speed but might make it too fast			
Pilotwings 64	PJ64	Audio = LLE RSP, Dyna = 18	Plays well. Audio v jumpy in 1964, Use PJ64. Use LLE RSP to stop audio stuttering. Use dyna = 18 to improve speed.			
Pokemon Puzzle League	1964	Basic Audio, Rice 5.10	Plays well, some menu glitches but main game is perfect. Must use basic Audio, hangs otherwise. Use Rice 5.11 to reduce graphical glitches and improve speed.			
Pokemon Snap	PJ64	Basic Audio, Rice 6.11	Seems to close to playable!! The intro renders perfectly and so does the name selection screen and mostly everything else but it slows right down to nothing when you select the scene to enter. Might be playable with more ram maybe?			
Pokemon Stadium	1964	Audio = LLE RSP, Rice 6.11	Very close to perfect, minor graphical glitches in some 2d images. Use LLE RSP to fix garbled menu screen and Rice 6.11 to render most things correctly like pokemon previews and names.			
Pokemon Stadium 2	1964	Audio = LLE RSP, Rice 5.31	Plays very well, some stuttering in menus and minor graphical glitches. Use LLE RSP to fix garbled menu graphics and Rice 5.31 to render most things correctly.			
Polaris SnoCross	1964	Basic Audio, Rice 5.31	No Sound. Plays well otherwise. Use Rice 5.31 to render fog and give good FPS. Can get some sound when using LLE RSP and PJ64 but it is very garbled and not worth hearing.			
Powerpuff Girls: Chemical X-traction	1964		Playable with missing textures on some characters			
Power Rangers Lightspeed Rescue	1964	Basic Audio	Plays ok, very slow in menu but fine once you get into a game, slight audio stuttering. Must use Basic Audio, hangs otherwise.			
Premier Manager 64	1964		Plays well with default settings			
Quake 64	1964	Rice 5.31	Plays well. Use Rice 5.31 to stop graphics ghosting and render fog			
Quake II			Hangs at start of game			

.	EMU	SETTINGS	PLAYABILITY / NOTES			
Quest 64	1964	Rice 5.31	Plays perfectly. Use Rice 5.31 to give smoothest graphics and good speed.			
Rakuga Kida (E)	PJ64	Basic Audio	Plays well, slight audio pop with Basic Audio but plays at full speed. PJ64 gives slightly better sound - Thanks to xpfrags			
Rally Challenge 2000	1964	Rice 5.10, Video = 8, Page = 2	Plays perfectly. Use 8MB video ram to stop slowdowns, Page = 2MB to prevent crashing due to loss of ram. Rice 5.10 best FPS and renders distance fog			
Rampage: World Tour	PJ64		Plays Perfectly. Use PJ64 to stop crackly sound.			
Rampage 2: Universal Tour	1964		Perfect with default settings - Thanks to Xmodder DeluX			
Rat Attack	1964		Plays well. Slight graphical glitches			
Rayman 2: The Great Escape	PJ64	Rice 5.10, vide=4, dynarec=12, paging=2	Plays very well, occasional slight slowdown but still fine. the sound was stuttering on my PAL TV until I started using the M5 (E) ! rom from the goodset, This may differ for NTSC users who may be better off with the (U) ! version of the rom, rayman has no legs? - sbpaabck			
Razor Freestyle Scooter	PJ64	Basic Audio, Rice 5.10	Plays perfectly. Use Basic Audio for normal speed, Rice 5.10 to render text. PJ64 to fix crackly sound.			
Re-Volt	1964	Basic Audio	Crashes about 2 seconds after you start a game. Might be playable with some more tweaking			
Ready 2 Rumble Boxing	1964		Plays well with default settings. Slight graphics glitch when 'RUMBLE' is activated and gloves on fire, glove appear white instead of red.			
Ready 2 Rumble Boxing: Round 2	1964		Plays perfectly with default settings - Thanks to Xmodder DeluX			
Resident Evil 2			Doesn't Load, black screen			
Ridge Racer 64	PJ64	Basic Audio, Rice 5.10	Plays Perfectly. Use Basic Audio for normal speed, Use Rice 5.10 to fender fog. Crashes in 1964, must use PJ64			
Road Rash 64	PJ64	Rice 6.11, vid=6, dynarec=16, paging=4	Plays damn near perfect! sometimes background goes black with rice 6.11 but worth it for correct hud text display - thanks to sbpaabck			
Roadsters	1964	Basic Audio, Rice 5.31, Video = 6, Dyna = 12	Plays very well. Use Basic Audio for normal speed, Rice 5.31 to renders text and fog, Video = 6MB and Dyna 12MB improves speed, very slight audio crackle.			
Robotron 64	1964	Rice 5.31	Plays very well. Rice 5.31 gives best speed and graphics.			
Rocket - Robot on Wheels	PJ64	Basic Audio	Plays very well. Must use Basic Audio for a normal speed, PJ64 fixes crackly sound.			
Rugrats in Paris	1964		Plays ok but no sound. Can only get random sound with PJ64 and LLE RSP but is annoying - Thanks to Xmodder DeluX			

.	EMU	SETTINGS	PLAYABILITY / NOTES			
Rugrats: Scavenger Hunt	PJ64		Plays perfectly. Use PJ64 otherwise sound and video is out of sync - Thanks to Xmodder DeluX			
Rush 2: Extreme	1964	Rice 5.10, Dyna = 12MB	Plays very well, slight graphical glitches. Use Rice 5.10 for fastest FPS with some slight graphical glitches such as polygons going missing occasionally - Thanks to Xmodder DeluX			
San Francisco Rush: Extreme Racing	PJ64	Basic Audio, Rice 5.10	Plays near perfect. Use Basic Audio for normal speed, and Rice 5.10 to render fog and give good FPS.			
San Francisco Rush: 2049	1964	Rice 5.31	No Sound. Otherwise plays very well			
S.C.A.R.S	1964		Plays ok, messed up colours but no sound! Sound works with Basic but then hangs at the start of a race.			
Scooby-Doo: Classic Creep Capers	1964	Basic Audio, Rice 5.31	Plays near perfect. Use Basic Audio for Normal speed and Rice 5.31 to render fog and with least graphical glitches.			
Shadowgate 64: Trials Of The Four Towers	1964	Rice 5.10	Plays ok, has some slowdowns and Buck Bumble like controller problem. Use Rice 5.10 to render shadows correctly			
Shadow Man	PJ64	Basic Audio, Rice 5.10	Plays near perfect. Use Basic Audio for good speed, Rice 5.10 to render fog with good FPS. Use PJ64, unplayable in 1964 due to graphics errors making you fall through the floor,			
Snowboard kids	PJ64	Basic Audio, Rice 5.10	Plays very well, slight graphical glitches in 2d images. Use Basic Audio for good speed, and Rice 5.10 for best FPS and graphics. Rice 5.31 looks better but has very slow FPS.			
Snowboard Kids 2	PJ64	Basic Audio, Rice 5.10	Plays well except for some audio stuttering. Use Basic Audio for decent speed and Rice 5.10 for highest FPS			
South Park	PJ64	Basic Audio, Video = 8, Dyna = 20	Plays well. Must use Basic Audio, hangs otherwise. Use PJ64 to improve audio/video sync, nd Video=8mb and Dyna=20 to improve speed and FPS			
South Park: Chef's Luv Shack	1964	Basic Audio	Basic Audio gets to the menu but it hang shortly afterwards.			
South Park Rally	1964	Basic Audio, Video = 8, Dyna = 12	Plays well. Use Basic Audio for normal speed, Rice 6.11 to render fog and give good FPS. Use Video = 8MB and Dyna = 12 to improve FPS			
Space Invaders	1964		Plays well with default settings, slight graphical glitches like your shield showing up as a black square.			
Spacestation Silicon Valley	PJ64		Takes a while to load runs ok, minor gfx errors			
Spider-Man	1964	Basic Audio, Rice 5.10	Plays ok, some graphics glitches such as your shadow showing up as a white square. Use Basic Audio for normal speed, Rice 5.10 for least graphical glitches.			
Starcraft 64	1964	Basic Audio	Plays ok, takes about 30 seconds to load the intro screen so just wait. Plays fine after that except for some minor graphics artifacts.			
Star Fox 64	1964	Rice 5.31, Video = 6, Dyna = 10	Runs perfect. Use Rice 5.31 to render distant objects and fog. Use Video = 6, Dyna = 10 for good FPS			
Starshot - Space Circus Fever	1964	Rice 5.31, Video = 6, Dyna = 14, Page = 6	Runs very well. Use Rice 5.31 to render fog and give good FPS. Use Video =6, Dyna = 12, Page = 6 for better speed and FPS			

.	EMU	SETTINGS	PLAYABILITY / NOTES			
Star Soldier Vanishing Earth	1964	Rice 5.10	Plays very well. Use rice 5.10 to play at full speed.			
Star Wars Shadows of The Empire	1964	Rice 6.11	Runs well. Use Rice 6.11 otherwise textures don't render properly. Thank you greatant for these settings			
Star Wars Episode 1: Battle For Naboo	PJ64		Gets to intro text with PJ64 but stops there, text is messed up also.			
Star Wars: Episode I Racer	PJ64	Basic Audio, Rice 6.11, Video = 8, Dyna = 20, Page = 10	Runs well, slight graphical glitches like shadows shows as grey squares. Must use Basic Audio for normal speed but gives audio stutter. Use PJ64 and page = 10MB to improve audio stutter. Video = 8, Dyna = 20 improves FPS			
Star Wars: Rogue Squadron			Hangs at startup			
Stunt Racer 64			Wont load, hangs xbox.			
Super Bowling 64	1964		Plays well with default settings, slight graphical glitches in the menu when previewing lanes.			
Supercross 2000	1964		Lots of graphical glitches, textures not rendering. Playable but not enjoyable.			
Super Mario 64	1964	Rice 5.10	Plays very close to perfect. Use Rice 5.10 for best speed and render fog correctly.			
Super Mario 64: The Missing Stars	1964	Rice 5.10	Plays very close to perfect. Use Rice 5.10 for best speed and render fog correctly - Thanks to dnyce1987			
Superman	UltraHLE		Playable with some audio skipping and minor visual glitches - Thanks to Xmodder deluX			
Super Smash Bros.	1964	Video = 6, Dyna = 8, Page = 2, Audio = Jttl or Basic	Plays well, some very slight slowdowns and audio stuttering, usually around the start of a battle when things are being loaded into ram. Use Rice 5.60 to render sprites (ie samus fireballs and shields) correctly. Use Video = 6, Dyna = 8, Page = 2 to give best overall speed. Basic Audio gives slightly better speed but slightly more audio stuttering, I prefer Jttl with less audio stuttering and still good speed.			
Tarzan 64	1964		Runs fine but no sound in any emu			
Taz Express	1964	Basic Audio	Plays well, slight graphics glitches like missing words in menu. Use Basic Audio for normal speed - Thanks to Xmodder DeluX			
Tetris 64	1964	Rice 6.11	Perfect! - Thanks to Xmodder deluX			
Tetrisphere	1964		Plays perfectly with default settings - Thanks to Xmodder deluX			
The New Tetris	1964		Plays perfectly with default settings - Thanks to Xmodder deluX			

.	EMU	SETTINGS	PLAYABILITY / NOTES			
The World Is Not Enough 007	1964	Rice 5.10	No Sound. Plays well otherwise, use Rice 5.10 to render words on screen and give good FPS - Thanks to Xmodder deluX			
Tom Clancy's Rainbow Six	19634	Rice 5.31	Plays well. Use Rice 5.31 to render fog			
Tom & Jerry: Fists Of Furry	1964	Rice 5.10	Almost perfect. Very slight word glitch in the menu. Use the D Pad to move - thanks to Xmodder deluX			
Tonic Trouble (E) (M5)	1964	Basic Audio, Rice 5.10	Plays well, slight menu graphics glitches. Use Rice 5.10 for better speed. USE ROM VERSION (E) (M5) for better speed - Thanks to Xmodder deluX			
Tony Hawk's Pro Skater	1964	Basic Audio	Plays well, doesn't render distance fog so distance appears white, doesn't look too bad though. Rice 6.11 renders fog but hangs at game start. Use Basic Audio for normal speed - Thanks to Xmodder deluX			
Tony Hawk's Pro Skater 2	1964	Basic Audio	Plays well, doesn't render distance fog so distance appears white, doesn't look too bad though. RICE ^.11 renders fog but image stops displaying after short time. Use Basic Audio for normal speed - Thanks to Xmodder deluX			
Tony Hawk's Pro Skater 3	1964	Basic Audio, Rice 6.11	Plays well, slight graphical glitches text doesn't always show up correctly, slight audio stuttering - Thanks to Xmodder deluX			
Top Gear Hyper Bike			Hangs at the Honda warning screen with all video plugins - Thanks to Xmodder deluX			
Top Gear Overdrive			Freezes after you press start with every video plugin - Thanks to Xmodder deluX			
Top Gear Rally	1964	Basic Audio, Rice 6.11, Video = 10, Dyna = 12	Slow and graphical glitches such as ghosting, not really playable. Thanks to Xmodder deluX			
Top Gear Rally 2	1964	Basic Audio	Slow. Might be playable with some more tweaking - Thanks to Xmodder deluX			
Toy Story 2	PJ64		Only loads with PJ64 and freezes when you start a game - Thanks to Xmodder deluX			
Triple Play 2000	PJ64		Flickering graphics in the menus. (This doesn't happen in 1964, but 1964 tends to run out of memory when you try to start a game.) Various ghosting of the graphics during gameplay and cutscenes - Thanks to Xmodder deluX			
Turok: Rage Wars	PJ64	Basic Audio	Plays well, Slight mess up with words on first screen. PJ64 renders the walls better (when using 1964, you can see through the walls when you get close to them.) Overall, solid gameplay. You might want to change the control options in the start menu to arcade too. - Thanks to Xmodder deluX			

	EMU	SETTINGS	PLAYABILITY / NOTES			
Turok - Dinosaur Hunter			Loads with 1964 and PJ64. After I started the game and got all the way up to the first native... I killed him. Then the game freezes up shortly after. It freezes with every video plugin. 1964 seemed to do a better job with the graphics. - Thanks to Xmodder deluX			
Turok 2: Seeds Of Evil	1964	Basic Audio, Rice 5.10	Seems to play well. Use Basic Audio, hangs otherwise. Use Rice 5.10 to render fog and give best FPS			
Turok 3: Shadow of Oblivion	1964	Basic Audio, Rice 5.10	Seems to play well. Use Basic Audio, hangs otherwise. Use Rice 5.10 to render fog and give best FPS			
Twisted Edge Extreme Snowboarding			Wouldn't load. Crash at intro			
V-Rally Edition '99	1964	Rice 5.10	The game menus are not readable which makes it very hard to select things but the games i playable once you get into a race - Thanks to xpfrags			
Vigilante 8		Basic Audio, Rice 6.11	Loads to the game but hangs shortly afterwards, lots of gfx errors too.			
Vigilante 8: 2nd Offense			Loads but is unplayable due to very bad in game graphics - Thanks to xpfrags			
Virtual Chess 64	PJ64	Rice 5.10	Plays well, some slight slowdowns and audio crackling - thanks to xpfrags			
Virtual Pool 64	1964		Plays well. You might want to change the left analog stick and d-pad controls around because the joystick is super sensitive thanks to Xmodder deluX			
Waialae Country Club - True Gold Classics	PJ64		Lots of graphical glitches in games, ghosting - Thanks to xpfrags			
War Gods	1964		Runs Perfect with Default settings. - Thanks to Xmodder DeluX			
Wave Race	1964	Rice 5.10	Plays perfectly. Use Rice 5.10 for best FPS			
Wayne Gretzky's 3D Hockey	1964	Rice 5.10	Close to perfect. Use Rice 5.10 for decent speed - Thanks to xpfrags			
Wayne Gretzky's 3D Hockey '98	1964	Rice 5.10	Plays nearly perfect. Use Rice 5.10 for good speed.			
WCW Backstage Assault			Graphical glitches in menu, hangs at match start- Thanks to xpfrags			
WCW Mayhem	PJ64	Basic Audio	Plays well, slight audio stuttering. Use Basic audio to play at full speed, or Jttl for good sound but slow speed - thanks to xpfrags			
WCW Nitro	PJ64		Plays well. Use PJ64 to run at normal speed, 1964 runs fast			
WCW/NWO World Tour	PJ64	Audio = LLE RSP	Plays near perfect. Use Audio = LLE RSP for good sound and PJ64 for better speed - thanks to xpfrags			

.	EMU	SETTINGS	PLAYABILITY / NOTES			
WCW/NWO Revenge	1964	Basic Audio	Plays well. Use Basic Audio for speed boost			
Wetrix	1964	Basic Audio	Loads with Basic Audio and you can navigate the menu fine but you cant see anything when the game starts			
Wheel of Fortune	PJ64	Rice 5.10	PJ64 seems to be make the game run slightly slower but renders the title screen better - thanks to Xmodder DeluX			
Wild Choppers (J)	1964		Runs well with default settings			
WinBack: Covert Operations	1964	Basic Audio, Rice 6.11	Plays well, slight graphics glitches but not many. Use Basic Audio to play at normal speed. Use Rice 6.10 for best graphics with least glitches			
Winnie The Pooh: Tigger's Honey Hunt	1964		Runs well with default settings - thanks to Xmodder DeluX			
Wipeout 64	1964	Rice 5.10	Plays near perfect. Use Rice 5.10 for best FPS			
World Cup 98	1964	no audio	very sluggish, game plays ok but the pace of play is very slow, suggestions welcome			
World Driver Championship			doesnt run crashes xbox, tried all manner of settings with no luck, suggestions welcome :)			
Worms Armagedon	1964	Basic Audio, max video mem=3, dynarec=12, paging=4	Runs ok, a bit slow at times. Use Basic Audio, hangs otherwise. Use these ram setting for the best speed without crashing - thanks to spbaabck			
WWF: Attitude	1964	Basic Audio	Plays well, slight audio popping, Must use Basic Audio, hangs will not load otherwise - Thanks to xpfrags			
WWF: No Mercy	1964		Plays perfectly with default settings - Thanks to Xmodder deluX			
WWF War Zone	PJ64	Basic Audio	Plays well, slight graphics glitches. Must use Basic Audio, hangs otherwise. PJ64 improves speed and sound - Thanks to xpfrags			
WWF Wrestlemania 2000	1964		Plays well with default settings - thanks to spbaabck			
Xena: Warrior Princess	1964		Plays well with default settings - thanks to spbaabck			
Yoshi's Story	PJ64	paging=5	Plays ok but with problems with the background not updating correctly - thanks to spbaabck			