

Jeux	1964x085	1964x11	PJ64x14	PJ64x16	Prefered EMU	Audio Plugi n	Video Plugi n	SETTINGS	PLAYABILITY / NOTES
									Unplayable due to missing textures in game, everything appears black.
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
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.
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 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 USA					1964			Rice 5.10	Plays near perfect. Use Rice 5.10 to render distance fog and give good FPS.
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 xprags
Daffy Ducks Duck Dodgers					1964				Plays very well, some characters are missing some polygons but doesn't affect gameplay
Destruction Derby 64					PJ64				Very slow in both 1964 and PJ64
Diddy Kong Racing					1964			Rice 5.10	Perfect. Use Rice 5.10 for best 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 Jtfl but game plays a bit slow.
Disney's Donald Duck: Goin' Quackers					PJ64			Rice 5.10	Plays well. Use Rice 5.10 for good speed, PJ64 to fix crackly sound
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
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.
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
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
Forsaken 64					1964				Pretty much perfect with default settings
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
G.A.S.P. Fighters NEXtream					1964				Plays well with default settings
Gauntlet Legends					1964				Plays ok, no sound
Gex 64: Enter The Gecko					1964				Plays well
Golden Eye 007					UltraHLE			Controller Sensitivity = 50%	Controls very sensitive, playable if you love this game
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
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 disappears into water otherwise.
Off-Road Challenge					1964			Rice 5.10	Play very well. Use Rice 5.11 to run at a good speed (50FPS).

Jeux	1964x085	1964x11	PJ64x14	PJ64x16	Prefered EMU	Audio PlugIn	Video PlugIn	SETTINGS	PLAYABILITY / NOTES			
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.			
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.			
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			
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.			
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			
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			
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.			
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			
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.			
Superman					UltraHLE				Playable with some audio skipping and minor visual glitches - 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			
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			
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: 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			
Vigilante 8								Basic Audio, Rice 6.11	Loads to the game but hangs shortly afterwards, lots of gfx errors too.			
Wave Race					1964			Rice 5.10	Plays perfectly. Use Rice 5.10 for best FPS			
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 xprags			
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			
Winnie The Pooh: Tigger's Honey Hunt					1964				Runs well with default settings - thanks to Xmodder DeluX			

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Wipeout 64					1964			Rice 5.10	Plays near perfect. Use Rice 5.10 for best FPS
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: No Mercy					1964				Plays perfectly with default settings - Thanks to Xmodder deluX
1080 Snowboarding (JU) (!)					1964			Rice 5.31	Plays close to perfect.
1964 DEFAULT SETTINGS: VIDEO PLUGIN = RICE 5.60, AUDIO PLUGIN = JTTL, VIDEO RAM = 4MB, DYNAREC = 8MB, PAGING = 4MB									
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.
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.
AI Shogi 3					PJ64				Plays well, some audio crackle
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.
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.
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.
Alice no Wakuwaku Trump World					1964				Plays Perfectly with default settings
ALL GAMES ARE (U) (!) MEANING THEY ARE VERIFIED AMERICAN RIPS, UNLESS OTHERWISE NOTED									
ALL GAMES ARE TESTED WITH SURREAL64 CE B6.0, UNLESS OTHERWISE NOTED									
ALL SETTINGS ARE DEFAULT, UNLESS OTHERWISE NOTED									
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 Baseball '99					1964			Basic Audio	Plays ok, slight audio crackle. Must use Basic Audio, hangs otherwise - Thanks to xpfrags
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
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
Bakuretsu Muteki Bangaioh					PJ64				Plays well, slow fps
Bakushou Jinsei 64 - Mezase! Resort Ou					PJ64			Rice 5.31	Plays well
Banjo-Kazooie	Playable	Playable	Playable	Playable	PJ64x16			Rice 5.10	Plays close to perfect, slight menu graphical glitches. Use Rice 5.10 for the better speed.
Banjo-Tooie	Slow	Slow	Crashes on 6105 C/R	Playable	PJ64x16	Jttl	Rice 6.12	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
BASED ON Monkeys69'S ORIGINAL 5.1 COMPATIBILITY SHEET									
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
Bass Racing Ecogear Power Worm Championship					1964			Rice 5.31, Max Video Mem=6	Plays almost perfectly
Bass Tsuru No. 1 - Shigesato Itoi's Bass Fishing					1964				Plays well with default settings

Jeux	1964x085	1964x11	PJ64x14	PJ64x16	Prefered EMU	Audio PlugIn	Video PlugIn	SETTINGS	PLAYABILITY / NOTES			
Batman Beyond: Return of the Joker					1964				Plays ok, some graphics glitches, such as some of the text in speech boxes not being readable			
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 xprags for these settings			
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 xprags for these settings			
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			
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 - Arcade Edition					1964			Rice 5.10	Plays well with default settings, some graphical glitches			
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.			
Bright Green = Runs Perfect, or almost = 134												
Brunswick Circuit Pro Bowling					1964			Basic Audio	Plays very well. Use Basic Audio to improve speed.			
Buck Bumble					1964			Rice 6.12	Use a controller sensitivity setting of 8 (80%) to correct analog issues			
Bustamove 2					1964				Plays perfectly with default settings			
Bustamove 3 DX					1964				Plays perfectly with default settings			
Bustamove 99					1964				Menu screen graphics glitches, main game perfect			
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			
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			
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			
Choro Q 64					1964				Plays perfectly with default settings			
Choro Q 64 II - Hacha Mecha Grand Prix Race					PJ64				Plays perfectly			
Chou Kuukan Nighter Pro Yakyuu King 2					1964			Rice 6.11	Plays perfectly			

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Clay Figher - Sculptors Cut					1964				Plays perfectly with default settings			
Cruis'n Exotica					1964				Major graphics glitches, tyres flying around the screen, playable but not enjoyable			
Custom Robo					1964				Playable, but text is unreadable			
Custom Robo V2					1964				Plays almost perfectly, some audio crackle			
D.D.R. Disney Dancing Museum					1964				Plays well with default settings			
Dance Dance Revolution Disney Dancing Museum (J)					1964				Plays well with default settings - Thanks to mwaterbu			
Dark Rift									Runs, but fighters are not visible			
Deadly Arts					1964			Basic Audio	Plays well. Use Basic Audio for good speed with slightly crackly audio.			
Densha de GO! 64					1964				Plays perfectly			
Derby Stallion 64									Unplayable			
Dezaemon 3D					PJ64				Plays almost perfectly			
Diakatana					1964				Playable, left joystick must be remapped to D pad			
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			
Doraemon - Mittsu no Seireiseki					PJ64				Plays well, but no text			
Doraemon 2 - Hikari no Shinden									Unplayable, crashes			
Doraemon 3 - Nobi Dai no Machi SOS!					1964				Plays perfectly with default settings			
Doubut no Mori									Unplayable, crashes			
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			
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.			
Eikou no Saint Andrews					PJ64				Plays well, but some graphical glitches			
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			
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.			

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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.
Famista 64					PJ64			Rice 5.10	Playable, but missing textures
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.
Fire Electric Pen									Unplayable
Flying Dragon					PJ64			Rice 5.31	Plays ok with some slowdowns at times. Use PJ64 and rice 5.31 for better speed.
Fox Sports College Hoops '99					1964				Plays well with default settigns
Fushigi no Dungeon - Fuurai no Shiren 2					PJ64				Plays perfectly
Ganbare Goemon - Neo Momoyama Bafuku no Odori					1964			Rice 5.31	Plays well
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Getter Love!! Cho Renai Party Game					PJ64				Playable, but missing textures
Gex 3: Deep Cover Gecko					1964			Rice 5.10	Plays well. Rice 5.10 give the best speed.
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 - Mononoke Sugoroku					1964				Plays perfectly with default settings
Goemon's Great Adventure					1964			Rice 5.31	Plays very well. Use Rice 5.31 to render fog.
Golden Nugget 64					1964				Crackly sound in 1964, PJ64 sounds ok but hangs at intro
Green = Playable, not full speed on stock xbox = 102									
GT Racing 64: Championship Edition									Crashes at Menu
Hamster Monogatari 64									Unplayable, hangs at intro
Hanafuda 64 - Tenshi no Yakusoku					PJ64				Plays perfectly
Harukanaru Augusta Masters '98					1964				Playable, but some graphical glitches
Heiwa Pachinko World 64									Unplayable, crashes
Hey You, Pikachu!									Seems to play fine but cant connect a microphone. I doubt anyone wants to emulate this?
http://www.emuxtras.net									
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 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 Superstar Soccer '98					1964				Plays well with default settings
International Track & Field 2000					PJ64			Audio = LLE RSP	Plays well. Use PJ64 for best speed. Use LLE RSP for smooth audio.
J. League Dynamite Soccer					PJ64			Rice 5.10	Plays almost perfectly
J. League Eleven Beat 1997					1964				Plays well, slow menu
J. League Live 64					PJ64			Rice 5.10	Plays well, but a bit slow

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J. League Tactics Soccer					1964				Plays well with default settings			
Jangou Simulation Mahjong Do 64									Unplayable, crashes			
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			
Jikkyou G1 Stable					PJ64				Plays almost perfectly			
Jikkyou J. League Perfect Striker					1964			Rice 5.10	Plays almost perfectly, some audio crackle			
Jikkyou Pawapuro Puroyakyu 2000					PJ64			Rice 5.10	Plays well, slight slowdown			
Jikkyou Powerful Pro Baseball Basic 2001					PJ64			Rice 5.10	Plays well, but some slowdown			
Jinsei Game 64					PJ64				Plays almost perfectly			
Ken Griffey Jr.'s Slugfest					1964			Basic Audio	Crashes after N64 logo			
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 xprags			
Kira to Kalketsul 64 Tanteidan									Unplayable, hangs			
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 xprags			
Kuiki Uhabí Sulgo									Unplayable, crashes			
Last Legion UX									Unplayable, major glitches			
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 Jtli, 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 Jtli 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 Jtli 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 dissappear 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 2000					1964			Basic Audio, Rice 5.31	Plays very slow			
Madden NFL 2001					1964			Basic Audio, Rice 5.31	Plays very slow			
Madden NFL 2002					1964			Basic Audio, Rice 5.31	Plays very slow			

Jeux	1964x085	1964x11	PJ64x14	PJ64x16	Prefered EMU	Audio Plugi n	Video Plugi n	SETTINGS	PLAYABILITY / NOTES			
Madden NFL '99					1964			Basic Audio, Rice 5.31	Plays very slow			
Magical Tetris Challenge					1964				Plays well, no sound			
Mahjong 64 (KOEI)					PJ64			Rice 6.12	Plays almost perfectly			
Mahjong Hourouki Classic									Unplayable, crashes			
Mahjong Master					1964			Rice 6.12	Playable, but missing textures			
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 no Photopie									Unplayable, no video			
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)					g			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 joystick 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 xprags!			
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.			
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.			
Morita Shougi 64					PJ64			Rice 6.12	Plays well, slow to start			
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 xprags			
Mortal Kombat Mythologies: Sub-Zero					1964			Basic Audio	Plays well. Use Basic Audio for decent speed - Thanks to xprags			
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 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.			

Jeux	1964x085	1964x11	PJ64x14	PJ64x16	Prefered EMU	Audio Plugi n	Video Plugi n	SETTINGS	PLAYABILITY / NOTES			
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.			
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 xprags			
NBA Hang Time					1964				Slow, maybe considered playable.			
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 xprags			
NBA In the Zone '98					PJ64			Rice 5.10	Plays almost perfectly. Use Rice 5.10 for best speed - Thanks to xprags			
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 xprags			
NBA Jam 2000									Crashes xbox, wont load.			
NBA Jam 99									Crashes xbox, wont load.			
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			
Neon Genesis Evangelion					1964			Rice 5.10, Preferred Audio Plugin=3	Plays well			
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.			
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 2000									Wont load - Thanks to xprags			
NFL Quarterback Club 2001									Wont load - thanks to xprags			
NFL Quarterback Club '98					1964			Basic Audio	Plays very well, slight crackly audio. Must use Basic Audio, hangs otherwise - Thanks to xprags			
NFL Quarterback Club '99									Loads but cant see players, almost playable with these settings			
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 settings 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 xprags			
Nintama Rantarou Gallery 64									Unplayable, hangs			

Jeux	1964x085	1964x11	PJ64x14	PJ64x16	Prefered EMU	Audio Plugi n	Video Plugi n	SETTINGS	PLAYABILITY / NOTES			
Nuclear Strike 64					1964			Rice 5.10	Plays very well. Use Rice 5.11 to run at a good speed (50FPS).			
Nushi Zuri 64									Unplayable, crashes			
Nushi Zuri 64 - Shiohaze ni Notte									Unplayable, major glitches			
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.			
Ohzumou 64 2					PJ64			Rice 6.12	Plays well, slight slowdown			
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.			
Onegai Monsters					PJ64				Plays perfectly			
Pachinko 365 Nichi					PJ64			Rice 6.12	Plays perfectly			
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			
Parlor! Pro 64 Pachinko Jikki Simulation Game					1964				Plays alright, some graphical glitches			
Pawapuro Puroyakyu 4					1964			Rice 5.10	Plays almost perfectly			
Pawapuro Puroyakyu 5					1964			Rice 5.10	Plays well, some audio crackle			
Pawapuro Puroyakyu 6					1964			Rice 5.10	Plays well, some audio crackle			
PD Ultraman Battle Collection 64					1964				Plays well, slight slowdown with default settings			
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.			
Pocket Monsters Stadium					1964			Rice 5.31, Audio Plugin=1	Plays well			
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.			
Power League Baseball 64					UltraHLE				Plays alright			
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.			
Powerpuff Girls: Chemical X-traction					1964				Playable with missing textures on some characters			

Jeux	1964x085	1964x11	PJ64x14	PJ64x16	Prefered EMU	Audio Plugi n	Video Plugi n	SETTINGS	PLAYABILITY / NOTES			
Premier Manager 64					1964				Plays well with default settings			
Pro Mahjong Kiwame 64					1964				Plays almost perfectly with default settings			
Pro Mahjong Tsuwamono 64									Unplayable, hangs at intro			
Pro Yak Yu King Baseball					1964			Rice 6.12	Plays almost perfectly			
Puyo Puyo 4 - Puyo Puyo Party					PJ64				Plays well, slow menu			
Puyo Puyo Sun 64					PJ64				Plays perfectly			
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			
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 2: Universal Tour					1964				Perfect with default settings - Thanks to Xmodder DeluX			
Rampage: World Tour					PJ64				Plays Perfectly. Use PJ64 to stop crackly sound.			
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) I rom from the goodset. This may differ for NTSC users who may be better off with the (U) I 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.			
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			
Red = Unplayable, Doesn't load or unplayable due to glitches = 39												
Resident Evil 2									Doesn't Load, black screen			
Re-Volt					1964			Basic Audio	Crashes about 2 seconds after you start a game. Might be playable with some more tweaking			
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.			
Robot Ponkottsu 64 - Caramel of the 7 Seas									Unplayable, crashes			
Robotron 64					1964			Rice 5.31	Plays very well. Rice 5.31 gives best speed and graphics.			

Jeux	1964x085	1964x11	PJ64x14	PJ64x16	Prefered EMU	Audio Plugi n	Video Plugi n	SETTINGS	PLAYABILITY / NOTES			
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			
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			
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.			
San Francisco Rush: 2049					1964			Rice 5.31	No Sound. Otherwise plays very well			
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.			
SD Hiruyuu no Ken Densetsu									Unplayable, hangs at intro			
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.			
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			
Shin Nihon Pro Wrestling - Brave Spirits									Crashes, needs video plugin			
Shin Nihon Pro Wrestling 2- The Next Generation									Crashes, needs video plugin			
Sim City 2000					1964				Playable			
Sin and Punishment - Tsumi To Batsu					1964				Plays perfectly with default settings			
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.			
Space Invaders					1964				Plays well with default settings, slight graphical glitches like your shield showing up as a black square.			
Star Soldier Vanishing Earth					1964			Rice 5.10	Plays very well. Use rice 5.10 to play at full speed.			
Star Wars Episode 1: Battle For Naboo					PJ64				Gets to intro text with PJ64 but stops there, text is messed up also.			
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			
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			

Jeux	1964x085	1964x11	PJ64x14	PJ64x16	Prefered EMU	Audio Plugi n	Video Plugi n	SETTINGS	PLAYABILITY / NOTES			
Stunt Racer 64									Wont load, hangs xbox.			
Super B-Daman - Battle Phoenix 64					1964			Rice 5.10	Plays perfectly			
Super Bowling 64					1964				Plays well with default settings, slight graphical glitches in the menu when previewing lanes.			
Super Robot Spirits					1964			Rice 6.12	Plays almost perfectly			
Super Robot Taisen 64					1964			Rice 6.12	Plays almost perfectly			
Supercross 2000					1964				Lots of graphical glitches, textures not rendering. Playable but not enjoyable.			
Susume! Taisen Puzzle Dama Toukon! Maruma									Unplayable, slow			
Tamagotchi World 64									Unplayable, major graphical glitches			
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								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			
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 & 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			
Tom Clancy's Rainbow Six					1964			Rice 5.31	Plays well. Use Rice 5.31 to render fog			
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 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			
Toy Story 2					PJ64				Only loads with PJ64 and freezes when you start a game - Thanks to Xmodder deluX			

Jeux	1964x085	1964x11	PJ64x14	PJ64x16	Prefered EMU	Audio Plugi n	Video Plugi n	SETTINGS	PLAYABILITY / NOTES			
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 - 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 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			
Vigilante 8: 2nd Offense									Loads but is unplayable due to very bad in game graphics - Thanks to xprags			
Virtual Chess 64					PJ64			Rice 5.10	Plays well, some slight slowdowns and audio crackling - thanks to xprags			
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			
Virtual Pro Wrestling					1964				Plays almost perfectly with default settings			
Virtual Pro Wrestling 2					PJ64				Plays well			
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 xprags			
Waialae Country Club - True Gold Classics					PJ64				Lots of graphical glitches in games, ghosting - Thanks to xprags			
War Gods					1964				Runs Perfect with Default settings. - Thanks to Xmodder DeluX			
Wayne Gretzky's 3D Hockey					1964			Rice 5.10	Close to perfect. Use Rice 5.10 for decent speed - Thanks to xprags			
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 xprags			
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 xprags			
White = Untested												
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			
Wonder Project J2					1964				Playable, slight slowdown with default settings			
World Cup 98					1964			no audio	very sluggish, game plays ok but the pace of play is very slow, suggestions welcome			

Jeux	1964x085	1964x11	PJ64x14	PJ64x16	Prefered EMU	Audio Plugi n	Video Plugi n	SETTINGS	PLAYABILITY / NOTES			
World Driver Championship									doesnt run crashes xbox, tried all manner of settings with no luck, suggestions welcome :)			
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			
WWF: Attitude					1964			Basic Audio	Plays well, slight audio popping. Must use Basic Audio, hangs will not load otherwise - Thanks to xpfrags			
Xena: Warrior Princess					1964				Plays well with default settings - thanks to spbaabck			
Yakouchuu II - Satsujun Kouru									Unplayable, need video plugin			
Yellow = Mostly playable (Needs game save to get past glitches) = 36												
Yoshi's Story					PJ64			paging=5	Plays ok but with problems with the background not updating correctly - thanks to spbaabck			
Yosuke Ide's Mahjong School									Unplayable, need video plugin			
Zool - Majou Tsukai Densetsu					1964				Plays perfectly with default settings			