

| 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   |  |  |  |
|                                      |          |         |         |         |              |               |               |   | 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 Jttf but game plays a bit slow.   |  |  |  |
| Cruis'n World                        |          |         |         |         | 1964         |               |               | Basic Audio, Rice 5.10                      | Plays well. Use Rice 5.10 for good speed, PJ64 to fix crackly sound   |  |  |  |
| Disney's Donald Duck: Goin' Quackers |          |         |         |         | PJ64         |               |               | Rice 5.10                                   |   |  |  |  |
| 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  |  |  |  |
|                                      |          |         |         |         |              |               |               |   | Plays Well, Use Basic Audio for normal speed. Rice 5.31 renders textures correctly  |  |  |  |
| Elmo's Number Journey                |          |         |         |         | 1964         |               |               | Basic Audio, Rice 5.31                      |   |  |  |  |
| 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   |  |  |  |
|                                      |          |         |         |         |              |               |               |   | 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 |  |  |  |
| F-Zero X                             |          |         |         |         | PJ64         |               |               | Basic Audio, Rice 5.10, Dyna = 20, Page = 8 |   |  |  |  |
| 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   |  |  |  |
|                                      |          |         |         |         |              |               |               |   | 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.  |  |  |  |
| Hybrid Heaven                        |          |         |         |         | 1964         |               |               | Basic Audio, Rice 5.10                      |   |  |  |  |
| 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.  |  |  |  |
| Off-Road Challenge                   |          |         |         |         | 1964         |               |               | Rice 5.10                                   | Play very well. Use Rice 5.11 to run at a good speed (50FPS).   |  |  |  |

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|--------------------------------------|----------|---------|---------|---------|--------------|---------------|---------------|---|---|--|--|--|
| 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.                             |  |  |  |
| Al Shogi 3   |          |          |                     |          | PJ64         |               |               |  | Plays well, some audio crackle  |  |  |  |
| Aldyn 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-Toonie   | 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  |  |  |  |
|  |          |          |                     |          |              |               |               |  | 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 Masters 2000  |          |          |                     |          | 1964         |               |               | Basic Audio, Rice 5.31                             |   |  |  |  |
| 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  |  |  |  |

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| 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  |  |  |  |

| Jeux   | 1964x085 | 1964x11 | PJ64x14 | PJ64x16 | Prefered EMU | Audio Plugi n | Video Plugi n | SETTINGS   | PLAYABILITY / NOTES  |  |  |  |
|--|----------|---------|---------|---------|--------------|---------------|---------------|--|--|--|--|--|
| 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.                         |  |  |  |

| Jeux  | 1964x085 | 1964x11 | PJ64x14 | PJ64x16 | Prefered EMU | Audio Plugi n | Video Plugi n | SETTINGS   | PLAYABILITY / NOTES  |  |  |  |
|---|----------|---------|---------|---------|--------------|---------------|---------------|--|--|--|--|--|
| 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   |  |  |  |
| <b>GET THE LATEST EMULATOR VERSION FROM:</b>                  |          |         |         |         |              |               |               |  |  |  |  |  |
| 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?  |  |  |  |
| <a href="http://www.emuxtras.net">http://www.emuxtras.net</a> |          |         |         |         |              |               |               |  |  |  |  |  |
| 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   |  |  |  |

| Jeux                                     | 1964x085 | 1964x11 | PJ64x14 | PJ64x16 | Prefered EMU | Audio Plugi n | Video Plugi n | SETTINGS  | PLAYABILITY / NOTES  |  |  |  |
|--|----------|---------|---------|---------|--------------|---------------|---------------|---|--|--|--|--|
| 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 xpfraags   |  |  |  |
| 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 aect 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 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                  | Play 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 Hiryuu 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<br>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 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  |  |  |  |
| 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 xpfrags   |  |  |  |
| 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   |  |  |  |
| 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 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  |  |  |  |
| 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                                     |  |  |  |
| Yousuke Ide's Mahjong School   |          |         |         |         |              |               |               |             | Unplayable, need video plugin  |  |  |  |
| Zool - Majou Tsukai Densetsu   |          |         |         |         | 1964         |               |               |             | Plays perfectly with default settings  |  |  |  |
|  |          |         |         |         |              |               |               |             |  |  |  |  |
|  |          |         |         |         |              |               |               |             |  |  |  |  |
|  |          |         |         |         |              |               |               |             |  |  |  |  |