



Syphon Filter: Logans Shadow	Yes	JIT	1785 MHz	460 MHz (max handheld)	Off	Half Speed	PT	1440x816	Menus and videos work fine, no graphical issues. The fps displays as 50-60 but the gameplay feels about half speed				
Tactics Ogre	Yes	JIT	1224 MHz	384 MHz (stock handheld)	N/A	Mostly Full	Dreamboom	960 x 544	Slowdowns whenever UI shows up (menu selection, battle menu selection)				
Tekken 6	Yes	JIT	1224 MHz	307 MHz (stock handheld)	N/A	Full	Blackforce	Test Run at 2x resolution	Needs 1.2 GHz OC to run at 60 FPS; Minor model flickering				
Tekken Dark Resurrection	Yes	JIT	1581 MHz	460 MHz (max handheld)	Off	Full	plaidman	2x resolution					
Tenchu: Shadow Assassin	Yes	JIT	1785 MHz	460 MHz (max handheld)	Off	Full	PT	1440x816	Played the first two levels, I didn't see any graphical issues or framerate drops.				
Test Drive Unlimited	No	JIT	1785 MHz	384 MHz (stock handheld)	Off	Very Low	plaidman		Just susuper slow				
Tomb Raider Anniversary	Yes	JIT	1785 MHz	460 MHz (max handheld)	Off	Full	plaidman	2x resolution	verry occasional slowdown				
Tomb Raider Legend	Yes	JIT	1785 MHz	460 MHz (max handheld)	Off	Full	plaidman	2x resolution	verry occasional slowdown				
Tony Hawks Underground 2 Remix	Yes	JIT	1224 MHz	384 MHz (stock handheld)	333MHz	Full	BattysisOk	960x544   60FPS Hack	Fulspeed most of the time, with random second long slowdowns . May need GPU overclock to achieve high IR with no drops				
Teradora [English Patched]	Yes	JIT	1581 MHz	460 MHz (max handheld)	Off	Full	HyperActiv	2x resolution	Make sure to press O on installing system data to get past main menu, otherwise, game seems to play at full.				
Twisted Metal - Head On	Yes	JIT	714 MHz	384 MHz (stock handheld)	Off	Full	plaidman						
Ultimate Ghosts and Goblins	Yes	JIT	714 MHz	768 MHz (stock docked)	Off	Full	ZornTaov	960x544					
Unfold Legends - Brotherhood of the Blade	Yes	JIT	1020 MHz	460 MHz (max handheld)	N/A	Full	Arnie		DISABLE "FAST MEMORY" to fix rendering issues, game runs full speed - Arnie				
Unfold Legends - Warriors Code	Yes	JIT	1020 MHz	460 MHz (max handheld)	N/A	Full	Arnie		DISABLE "FAST MEMORY" to play the game properly - runs full speed. Arnie				
UP	Yes	JIT	1020 MHz	307 MHz (stock handheld)	N/A	-		Test Run at 2x resolution	(art with textures gone), some lags. Need more testing time.				
Valkyria Chronicles 2	Yes	JIT	1020 MHz	307 MHz (stock handheld)	N/A	Full	Blackforce						
Valkyria Chronicles 3 Extra Edition	Yes	JIT	1020 MHz	307 MHz (stock handheld)	N/A	Full	Blackforce		English Patched Version				
Viewtiful Joe: Red Hot Rumble	Yes	JIT	1785 MHz	460 MHz (max handheld)	Off	Mostly Full	PT	1440x816	Played about 20 mins, I didn't see any graphical issues, the framerate dived a few times but was not reflected in the framerate counter.				
Wipeout Pulse	Yes	JIT	1785 MHz	384 MHz (stock handheld)	Off	Full	plaidman, Arnie	Tested up to 2x resolution	DISABLE "FAST MEMORY" to stop the crashes - Arnie				
Wipeout Pure	No	JIT	1020 MHz	307 MHz (stock handheld)	N/A	-	Blackforce		Game crashes in loading screen before a race				
Zero no Kiseki	Yes	JIT	1785 MHz	307 MHz (stock handheld)	333MHz	Full	jujuforce	Tested up to 3x resolution	English Patch, Works perfectly at 3x; doesn't work with a voice patch				











