

I'm done with Project Nested but you can join my discord to see what I'm up to next: <https://discord.gg/dJRTc3yEEt>

Click the "Game list" tab below

Latest emulator version: v1.8.1

NOTE: Games with emulator version listed as "Dev build" may not be easily available, are focused games and work in progress.

Compatibility color scheme

		White, unknown
#NAME?	#NAME?	Green, fully playable
#NAME?	#NAME?	Cyan, playable but needs full play-through tester
#NAME?	#NAME?	Yellow, mostly playable
#NAME?	#NAME?	Orange, intro only or crash during early gameplay
#NAME?	#NAME?	Red, nothing happens or immediate crash
#NAME?	#NAME?	Black, blacklisted and unlikely to be supported due to technical limitations

For mappers:

	White, unknown
	Green, supported
	Yellow, partly supported
	Red, not supported but possible
	Black, blacklisted and unlikely to be supported due to technical limitations

Game title	#NAME?	iNES Mapper	Emulator version	Note	Patch	Beaten by
3D Battles of World Runner		2	v1.8	v1.6: interpreter failed, running code in RAM v1.7: hangs immediately in gameplay		
3D Block		0	v1.8	v1.6: enable CHR RAM clone, pieces never appear v1.8: enable CHR RAM clone, BSOD during gameplay (interp. failed op 0x00 at 0x04B2)		
720		1	v1.7	v1.1: unknown exception - PC: 7F0372 v1.3: BRK at B177FE. v1.4.2: black screen only. v1.5: cpu derailed (BRK at 0xFFFFE) v1.7: disable stack native address, stack page 01. enable AOT optimization. seems playable, a BSOD was reported, could not reproduce		
1942		0	v1.7	v1.3: CPU derailed, v1.4.2: black screen only v1.5: disable stack native address and data, disable NMI autodetect, title screen before bsod v1.7: enable indirect bank crossing, disable stack native address and interrupt. title screen before BSOD		
1943		2	v1.4.2	v1.1: bad call - 0x2EFE, v1.3: interpreter failed v1.4.2: disable stack native address, disable NMI at vblank, background flickers a bit		
10 Yard Fight		0	v1.6	v1.3: vertical status bar jumps a little. noise channel silent v1.6: noise channel fixed but status bar still jumps		marcosmoutta
8 Eyes		4	v1.4.2	v1.1: starts playing music, then turns BSOD black with unknown exception - PC: 0x7F0200. v1.3: same, error opcode 0xF8 at 00:0000 v1.4.2: disable stack native address, disable NMI at vblank		
8-Bit Rhythm Land		4	v1.3	Crashes after selecting 1 of 4 rhythm games, or if sound test is chosen; memory trim failed		
A Boy and His Blob		1	v1.6	v1.1: black screen only v1.3: playable, strange minor glitch along bottom status bar v1.6: default settings. slows down a bit in underground area v1.8: enable static range c000,e000. DMC supported. triangle channel has notes cut short in the music		Members (v1.6)
Abadox		1	v1.6	v1.1: early gameplay crash - CPU derailed v1.3: first level playable, testing needed v1.6: disable stack native address. enable static range c000, e000		Members (v1.6)
AD&D - Dragon Strike		4	v1.5	v1.3: hangs when starting game v1.5: enable dynamic JSR. seems playable		
AD&D - Heroes of the Lance		1	v1.7	v1.3: disable stack native return. seems to work, didn't test very far v1.7: apply patch (probably incomplete), disable stack native address, disable NMI at vblank	[015bcc+] = a9 29 02 03 ea ea ea	
AD&D - Hillsfar		1	v1.7	v1.3: disable stack native return. seems to work, didn't test very far		
AD&D - Pool of Radiance		4	v1.7	v1.3: disable stack rules. gameplay works, out of memory during battle, could go further with profile v1.7: disable stack native address, disable NMI at vblank. seems OK, after playing through one battle most of RAM is used. quit game, loaded SRM, now game immediately BSODs (CPU derailed). 985 known calls after loading my SRM		
Addam's Family, The		1	v1.7	v1.4.2: works. v1.3: black screen w/ white tiles. v1.7: sprite zero offset 4. apply idle patch. brief scrolling glitches	[01c1d5+] = 18 92 f0	
Adventure Island		3	v1.5	v1.4.2: disable stack native return v1.5: disable stack native return, crashes before the second boss		
Adventure Island 2		4	v1.1	VRAM queue 0x3000? Need more to show credits, untested with bigger VRAM queue		marcosmoutta
Adventure Island 3		4	v1.7	v1.1: during intro, bad call 0x1F29. v1.3: interpreter failed. v1.4.2: black screen only, light blue if disabling stack native address v1.5: disable stack native address. crashes if you let intro play, and early in gameplay v1.7: disable stack native address, disable NMI at vblank. apply patch for idle loop. (if you leave NMI at vblank enabled, then halfway through first level there is BSOD unknown exception 0xB276EB)	[01e0e0+] = f2 e3	
Adventures in the Magic Kingdom		1	v1.7	v1.1: unknown exception - PC: 7F07CC. v1.3: black screen with white garbage v1.4.2: disable native stack address. background messed up, crashes early v1.5: disable stack native address. playable, bad graphics in some areas. v1.7: apply patch. disable stack native address. disable NMI at vblank.	[01c144+] = f2 eb	
Adventures of Bayou Billy, The		1	v1.7	v1.6: enable static range c000, e000. interpreter failed on driving stage (code in RAM) v1.7: enable static range c000, e000. driving stage works, slowly		
Adventures of Dino Riki		3	v1.5	disable stack native return		
Adventures of Dr. Franken, The (prototype)		2	v1.7	v1.7: enable zero memory upon reset		
Adventures of Lolo		1	v1.7	v1.1: CPU derailed. v1.3: disable stack native return, stuck repeating intro v1.4.2: disable stack native address		
Adventures of Lolo 2		4	v1.7	v1.1: CPU derailed v1.4.2: disable stack native return v1.7: disable stack native return. minor background glitches in intro		
Adventures of Lolo 3		1	v1.7	v1.4.2: disable stack native return		
Adventures of Rad Gravity, The		1	v1.7	v1.1: disable NMI mode, auto detect. first level hangs immediately - indirect I/O access - load rage 40-5F v1.3: same as above, unsupported opcode FF v1.5: more playable, but glitchy and flashing v1.7: disable NMI at vblank. BG vertically offset in gameplay, palette tends to flash when CPU use goes over 100%		
Air Fortress		1	v1.6	v1.1: indirect I/O access - load range 20-3F v1.3: unsupported opcode 5C, allowing illegal nops causes unsupported opcode 5F v1.6: enable static range c000 and e000, disable stack native return		
Airwolf (J)		1	v1.7	v1.5: CPU derailed v1.7: sprite zero hit offset 2. playable with bad backgrounds in intro, menu		
Airwolf (U)		1	v1.6	v1.3: unsupported opcode. v1.4.2: enable static \$C000,\$E000. disable stack native address. interpreter failed in attract mode v1.6: playable with glitchy graphics, needs more tests		
Alfred Chicken		2	v1.5	v1.5: CPU derailed v1.6: enable recompile PRG RAM, enable AOT optimizations, disable native return address, disable stack page 01, disable NMI at vblank, enable CHR RAM clone		
Alien 3		4	v1.7	v1.4.2: disable NMI auto detect. hangs before gameplay v1.6: disable NMI auto detect, disable stack native address. CPU derailed before gameplay v1.7: disable NMI auto detect, disable stack native address. seems playable		
Alien Syndrome (J)		1	v1.8	v1.7: unsupported opcode (0xFF at 0xC034) v1.8: default settings. player can't walk anywhere. char select screen is all black.		
Alpha Mission		3	v1.81	v1.6: disable stack native address. disable NMI at vblank. gameplay slows down. AOT has faulty subroutine at \$80EF (causes no music during gameplay) v1.81: disable stack native address. disable NMI at vblank. enable AOT, helps with performance (music works now)		
Amagon		2	v1.3			marcosmoutta
American Gladiators		1	v1.7	v1.1: crashes during intro - bad call, 0x0F19 v1.3: unsupported opcode during intro. v1.6: same as v1.3, opcode/addr varies by settings used		
Antarctic Adventure		0	v1.8	v1.3: bg/spr layer vertical misalignment during gameplay, but not during demo. some music notes don't play v1.6: sprite zero hit offset 1 v1.8: Set "sprite zero hit offset" to "1"; disable "NMI mode, at vblank" and apply patch to bugfix comands left-right-jump to run.	[00387c] = 00;[003882] = 00	v1.8: mnestuda
Anticipation		1	v1.7	v1.6: black screen only. v1.6: same v1.7: apply patch. default settings. playable with some bad graphics (further patch is needed)	[005f30+] = 18 92 fa	

Game title	#NAME?	INES Mapper	Emulator version	Note	Patch	Beaten by
Archon		2	v1.7	v1.3: disable stack native return v1.7: disable stack native address. disable NMI at vblank		
Arch Rivals		7	v1.8	v1.6: interpreter failed, runs code in RAM (opcode 0xA8 at 0x7EE) v1.7: black screen only		
Argus (mapper 3 hack)		3	v1.6	v1.6: default settings		
Arkanoid		3	v1.8	v1.6: default settings v1.8: Default settings, right-left controls and history intro doesn't work in (U) version. Japanese version work.		
Arkista's Ring		3	v1.6	v1.6: disable stack native address and interrupt. disable NMI at vblank. sprite zero hit offset 4		
Astro Robo Sasa		0	v1.6	v1.6: disable NMI auto-detect		
Astyanax		4	v1.7	v1.6: disable stack native interrupt. unsupported opcode (0x12 at 02:8D6F) v1.7: disable stack native address. playable		
Attack of the Killer Tomatoes		1	v1.7	v1.7: apply patch. disable stack native address. disable NMI at vblank. hangs during intro	[01d180+] = f2	
Athena		2	v1.7	v1.1: CPU derailed v1.3: disable native stack return, shows title screen, interpreter failed. v1.6: same. v1.7: same, (opcode 0x00 at 0x0C81)		
B-Wings		185				
Back to the Future		3	v1.7	v1.6: sprite zero hit 0. background palette problem		
Back to the Future Part 2 & 3		1	v1.7	v1.1: grey screen. disable NMI at vblank causes unknown exception - PC: 7F0D1D v1.3: crashes at title screen. v1.6: same v1.7: disable stack native address and interrupt. disable stack page 01. unstable in gameplay, BSOD		
Bad Dudes		4	v1.8	v1.1: CPU derailed v1.3: intro works, then unsupported opcode v1.6: disable stack native address, intro works, then unsupported opcode v1.7: disable stack native address and interrupt, enable dynamic JSR. hangs before gameplay v1.8: default settings. BSOD before gameplay		
Bad News Baseball		1	v1.5	v1.1: black screen v1.3: disable NMI at vblank, playable with nametable problems v1.5: disable NMI at vblank. seems good in spectator mode		
Ballblazer		2	v1.81	v1.3: glitched screen only (2 of them if you disable NMI at vblank) v1.5: interpreter failed when starting game v1.8: disable stack native address. apply patch (scroll fix). disable AOT - found faulty subroutine 0xfdf38e (black screen during gameplay), playable, runs a little slow v1.81: same	[01d49e+] = e9	
Balloon Fight		0	v1.7	v1.1: disable "memory emulation, store" to prevent gameplay crashing. audio freq sweeps don't work. scroll split in Balloon Trip mode doesn't work v1.5: scroll split in Balloon Trip mode doesn't work v1.7: default settings. apply patch (scrolling fix)	[ff:c0d6] = a9 1f 02 03 ea ea ea ea crow	
Bard's Tale, The		1	v1.6	v1.6: disable stack native address, native interrupt. enable recompile PRG RAM. seems playable, with missing background graphics		
Base Wars		4	v1.8	looks like mid-frame CHR banking problems (affects in-game sprites, and text in upgrade shop), if a penant mode season (saved game) has been started, "open mode" crashes. v1.5: same CHR problems. slowdown/flicker during fights v1.8: enable static range c000,e000. DMC drums work, DMC voices do not. same CHR problems as previous versions	[01f937+] = 18 92 fa	
Baseball		0	v1.3	v1.1: bad call - 0x0056 v1.3: disable stack native return, NMI at vblank		Cabbusses
Baseball Simulator 1.000		1	v1.8	v1.1: reset CPU after to loading to see intro. pressing start causes indirect I/O access, load range 40-5F v1.3: disable stack native return. can't start game v1.4.2: disable stack native address, NMI at vblank. hangs before gameplay. v1.7: same		
Baseball Stars		1	v1.5	v1.1: intro crashes early - bad call: 0x0EA1. v1.3: disable stack native return, makes it farther through menu v1.5: disable stack native address. seems to work, minor CHR glitches sometimes		
Baseball Stars 2		4	v1.4.2	v1.1: game hangs immediately. v1.3: disable stack native return. gameplay resets to title screen v1.4.2: disable stack native address.		
Bases Loaded		1	v1.81	v1.6: disable stack native address. crashes early in gameplay, BSOD unsupported opcode 0x04 at 00:8785) v1.7: apply patch. disable stack native address. disable NMI at vblank. (AOT faulty subroutine found at 0x06ac88, changes cursor on team select menu) v1.81: same	[000114+] = b2;[00013f+] = 12;[00	
Bases Loaded II		1	v1.6	v1.6: default settings		
Bases Loaded 3		4	v1.8	v1.6: CPU goes off rails v1.7: disable stack native address and interrupt, interpreter failed, opcode 0x1A at 0x0000 v1.8: apply patch. disable stack page 01, NMI at vblank. gameplay is unstable	[03e866+] = f2	
Bases Loaded 4		4	v1.8	v1.6: CPU goes off rails v1.7: disable stack native address and interrupt, interpreter failed, opcode 0x89 at 0x0001 v1.8: disable stack native address, stack page 01, NMI at vblank. gameplay is unstable		
Bashi Bazook (Prototype)		1	v1.5	v1.2: black screens when starting up, but if you reset the system the opening Text displays fine and you get to the title screen. when starting the game you get the opening cutscene and immediately crashes with no BSOD. v1.3: black screen v1.5: disable stack native address. gameplay runs slow.		
Batman		4	v1.5	v1.1: disable NMI mode, at vblank, crashes after level 1 intro. unknown exception - PC: 7F01F2 v1.3: disable NMI at vblank, stack native return, first level tested OK. runs out of memory, possible profile problems (see 'nested report.rtf') v1.5: disable NMI at vblank, must watch the cutscene for the final level to avoid a crash v1.8: disable NMI at vblank, disable stack native address. enable AOT to help with slowdown. screen flashes black in upper 16 pixel overscan area (maybe normal), tested up to area 3-2. DMC works		crow (v1.5)
Batman Returns		4	v1.7	v1.1: black screen with white tiles v1.3: disable stack native return, hangs during intro cutscene v1.7: apply patch. disable stack native address and interrupt. disable NMI at vblank. first level seems playable, BSOD when game over	[01fc47+] = 4c 34 fc ? 18 92 ea;[0	
Batsu and Terii		2	v1.7	v1.7: disable stack native address. hangs when player dies		
Battle Baseball		4	v1.7	v1.7: enable AOT optimization, disable NMI at vblank. CPU vs CPU game completed		
Battle Chess		1	v1.7	v1.5: CPU derailed v1.7: disable stack native address and from interrupt, disable stack page 01, disable NMI auto-detect, enable static range c000,e000. one CPU vs CPU game was completed with these settings	[03c3c7+] = d2	
Battle City		0	v1.7	v1.1: in Mesen, hangs after game over screen with screen glitches. seems to be caused by uninitialized RAM, in Mesen Options / Emulation / Advanced / Default state. changing to all 1s or all 0s, this problem goes away v1.3: fixed		
Battle Kid 2: Mountain of Torment		2	v1.5			
Battle Kid: Fortress of Peril		2	v1.5	noticeable audio issues, untested with other settings		
Battle of Olympus		1	v1.5	v1.1: BSOD - indirect store range A0-BF v1.3: disable stack native return. talking to person resets to title screen v1.4.2: interpreter failed at game start v1.5: disable stack native address, NMI auto-detect. sprite zero hit offset 1		

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Battle Tank		3	v1.7	v1.6: disable stack native address. playable with glitches v1.7: apply patch. allow repurposed opcodes. sprite zero hit offset 2	[ff:e50b] = a9 67 02 03 ea ea ea e	
Battletoads		7	v1.7	v1.7: apply patch. enable safe PRG bank change. disable stack native address. part of intro only	[000725+] = 18 92 f7	
Battletoads and Double Dragon		7	v1.8	v1.7: apply patch. enable safe PRG bank change. disable stack native address. early gameplay crash	[000606+] = 18 92 f7	
Best Keiba: Derby Stallion		1	v1.6	there are glitches during the races, but the rest of the game works fine		
Bigfoot		1	v1.6	v1.1: blue screen, no text v1.3: at title screen, unsupported opcode. v1.6: unsupported (0xF7 at 02:851C)		
Bill Elliot's NASCAR Challenge		4	v1.7	v1.6: disable stack native address. BSODs before gameplay. can make it to menu if you press start during Distictive logo screen v1.7: disable stack native address and interrupt. disable NMI auto-detect. gameplay runs slowly and hangs		
Bill & Ted's Excellent Video Game Adventure		1	v1.6	v1.6: disable stack native address and interrupt, disable NMI at vblank. playable with glitches in dialog		
Binary Land		0	v1.6	v1.3: no background graphics, but gameplay works v1.6: default settings		
Bionic Commando		1	v1.7	v1.1: black screen. v1.3: unsupported opcode v1.6: enable static range c000 and e000, glitched background. disable stack native address, interrupt		
Black Bass USA, The		2	v1.7	v1.2: only fished at the first lake and came across no issues other then occasional screen glitching v1.7: disable stack native address. sprite zero hit offset 1		
Blade Buster		4	v1.6	<del>v1.1: crash after first intro screen</del> <del>v1.3: disable all stack rules. playable with all tiles bad</del> <del>v1.6: disable stack native address, interrupt. disable NMI at vblank. enable AOT</del>		
Blades of Steel		2	v1.5	v1.3: VramQ: 8000. will load up and crash after starting a game when selecting game mode v1.4: VramQ 8000. disable stack native address. runs slowly v1.5: VramQ 0x6000, disable Safe TSX, disable stack page 01, it dips slightly in speed but is still playable v1.8: disable stack, safe TSX. DMC problems: title screen sample never plays, in-game samples play wrong		ratix98
Blaster Master		1	v1.1	noise channel missing. will crash if you press start during the intro, seems playable otherwise crashes when a level 6 gun is fired		
Blue Marlin, The		4	v1.7	v1.6: interpreter failed, running code in RAM v1.7: disable stack native address, disable NMI at vblank. seems playable, scrolling and tile issues when reeling a fish in		
Bo Jackson Baseball		4	v1.7	v1.3: resets when starting a game. v1.4.2: unupport opcode / CPU derailed, when starting game v1.6: same as v1.4.2 v1.7: disable stack native address and interrupt. when starting game, BSOD unsupported opcode (0x03 at 09:D4FE)		
Bomberman		0	v1.7	v1.5: Requires patch, sprite zero hit offset 6, music fails to load sometimes, missing explosion sound v1.7: apply patch. disable NMI at vblank. sprite zero hit offset 6	[00:e671] = 6c;[00:e6a1] = 3c	
Bomberman 2		1	v1.6	v1.1: blue screen, no text. v1.3: disable stack native return. game resets when starting. v1.4.2: black screen only v1.5: playable with audio issues. Untested with other settings. v1.6: disable stack native address, interrupt. plays good for a while, but BSODs unsupported opcode unpredictibly. seems to BSODs much sooner if AOT optimization is enabled		
Bonk's Adventure		4	v1.7	v1.1: blue screen, no text v1.3: disable stack native return, quickly runs out of RAM - create a profile and SRM. level 1 seems OK, some bad BG tiles. runs slow		
Booby Kids		2	v1.7	v1.1: VramQ 7000. crashes before loading level v1.3: VramQ 7000. disable stack native return. hangs at game over screen v1.6: disable stack native address. hangs on game over screen v1.7: apply patch. disable stack native address. status bar has wrong tile in "blank" spaces	[01c05c+] = 18 92 fa	
Boulder Dash		1	v1.6	disable "native return address", disable NMI at vblank, sprite zero offset 1 v1.4: Horizontal scrolling errors, use v1.3 instead. v1.6: enable AOT, disable stack native address, disable NMI at vblank, sprite zero offset 1		
BreakThru		1	v1.7	v1.1: blue screen, no text v1.3: disable stack native return, intro will play, no title screen, direct indexed I/O page 40 failed. v1.6: same as v1.3		
Brush Roller		0	v1.5	v1.3: black screen only v1.5: playable, need testing		
Bubble Bobble		1	v1.7	v1.1: Indirect I/O access - load range 40-5F v1.3: hangs at black screen v1.6: enable static range c000 and e000, enable illegal NOPs, disable stack native return, crashes when entering level 1 v1.7: enable static range c000,e000. disable stack native address. playable with wrong tiles		
Bubble Bobble Part 2		4	v1.5	Plays but with with slowdown and bad sound. Disable 'Stack emulation, Native return address'.		
Bucky O'Hare		4	v1.6	v1.1: CPU derailed v1.3: hangs at title screen v1.6: disable native return address and from interrupt, disable stack page 01, disable NMI at vblank, first level plays okay but haven't played more. Stack overflow crash in some places		
Bugs Bunny Birthday Blowout		4	v1.7	v1.3: Title screen graphical issues, playable otherwise v1.7: sprite zero hit offset 1. previous issues are fixed		
Bugs Bunny Crazy Castle		1	v1.7	v1.1: default settings		
Bump 'n Jump		3	v1.7	v1.6: disable stack native address. intro only. direct index I/O failed, page 0x40		
Burai Fighter		4	v1.8	v1.5: interpreter failed v1.7: gameplay hangs with music playing		
BurgerTime		0	v1.5	v1.0: "game over" text shown at wrong screen position. played first 2 levels with no issues. bg/spr layers slightly misaligned vertically in-game. v1.1: on Mesen-S, starting game often crashes with bad call - 0x01E1. sometimes it works though. BSOD happens less often on ZSNES? v1.3: interpreter failed early in gameplay. v1.4.2: same v1.5: disable NMI at vblank		
Cabal		7	v1.81	v1.6: BSOD, running code in RAM at 0x0208 v1.7: enable safe PRG bank change, disable stack native address and interrupt, disable NMI auto-detect, enable sync PPUSTATUS to SNES, enable clone CHR RAM. plays slowly v1.8: settings from v1.7. AOT faulty subroutines (BSOD on gameplay start) 0x109452, 0x10a39a		
Caesar's Palace		2	v1.7	v1.1: intro works, starting game causes CPU derailed v1.3: disable stack native return		
California Games		2	v1.7	v1.1: blue screen without text v1.3: direct indexed I/O in page 40 failed v1.6: interpreter failed. intro first screen works v1.7: enable clone CHR RAM. playable with glitches. scroll patches needed		
California Raisins (Prototype)		2	v1.3	disable stack native return, NMI at vblank		
Captain America and the Avengers		4	v1.5	v1.1: black screen only v1.3: disable stack native return. level 1 playing OK Can make it to New York before running out of memory, loading SRM into the exe causes the game to be unstable.		crow
Captain Planet		4	v1.6	v1.5: disable stack native return, graphical issues during dialogue scenes, music cuts sometimes v1.6: enable dynamic JSR. disable stack native address and interrupt		

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Captain Tsubasa		1	v1.8	v1.6: interpreter failed v1.7: disable stack native address. intro and title screen only, BSOD before gameplay		
Captain Tsubasa 2		4	v1.8	v1.6: disable stack native return address and from interrupt. interpreter failed at incorrect address v1.8: disable stack native address, enable recompile PRG RAM. Tecmo logo seen before BSOD (unsupported op 0x6B at 00:67F1)		
Captain Skyhawk		7	v1.8	v1.6: interpreter failed, running code in RAM at 0x0702 v1.7: interpreter failed, opcode 0x2A at 0x0710 v1.8: enable safe PRG bank change, clone CHR RAM. title screen only		
Casino Kid		2	v1.7	v1.1: bad call - 0x0B10. v1.3: disable stack native return. game resets when starting blackjack v1.4.2: disable stack native address. blackjack works, starting poker game hangs. v1.6: as above. poker is unstable and crashes at different times v1.7: disable stack native address, disable NMI at vblank. seems playable now		
Casino Kid 2		2	v1.4.2	v1.1: bad call - 0x19AB. v1.3: disable stack native return, nmi at vblank. game resets when starting blackjack v1.4.2: disable stack native address		
Castelian		2	v1.7	v1.1: bad graphics. crashes after title screen. CPU derailed. v1.3: interpreter failed. v1.6: same v1.7: disable stack native address, stack page 01. game runs very slowly (CPU use around 30%)		
Castle of Dragon		2	v1.8	v1.6: CPU derailed, BRK at 0x00F800 v1.7: CPU derailed, BRK at 0x002424		
Castlevania		2	v1.6	v1.1: hangs beyond title and intro screen v1.3: vramQ 0x4000, hangs the same. Japanese version seems to work with stack native return disabled. v1.5: Playable. Tested until after the first boss. Has slowdown issues. Disable 'Stack emulation, Native return address'. Set 'Vram queue buffer size' to 0x4000. Enable AOT optimization. v1.7: apply patch. disable stack native address. disable NMI at vblank. v1.8: Same as v1.7 + DMC supported, DMC stx sometimes doesn't play, but seems to be stable after the level restarts	[01c03c+] = 4c 30 c0 ? 18 92 ff; [0 crow	
Castlevania 2		1	v1.6	v1.1: black screen only. v1.3: unsupported opcode v1.7: apply patch. enable static range c000,e000. enable allow repurposed opcodes, AOT optimization. disable stack native address. seems playable, with some slowdown.	[01c043+] = 18 92 f6	
Castlevania 3		5	v1.5			
Caveman Games		1	v1.7	v1.1: unknown exception - PC: 0x7F010D v1.3: disable stack native return, NMI at vblank. crashes before gameplay. v1.6, v1.7: same		
Chack 'n Pop		0	v1.7	v1.6: default settings. background corrupts after player dies	[00:81e8] = f2; [00:80f7] = 12	
Challenger		0	v1.6	patch needed for scrolling splits v1.6: disable stack native address, disable NMI auto-detect		
Championship Rally (E)		1	v1.7	v1.6: interpreter failed (opcode 0x60 at 0x06FE) v1.7: apply patch. disable stack page 01. disable NMI at vblank	[01c122+] = f2	
Chessmaster, The		1	v1.7	v1.3: hangs on glitched title screen v1.6: enable "zero memory upon reset" (or else, title screen fails sometimes). disable stack native address. glitchy screen shown after title screen, but you can press button to continue. CPU derailed when capturing a piece v1.7: disable stack native address. hangs after title screen		
Chester Field		2	v1.6	v1.6: allow illegal NOPs. disable NMI at vblank.		
Chip and Dale		1	v1.3	v1.2: stack issues v1.3: disable stack native return, disable NMI auto detect, VramQ 3000		ratix98
Chip and Dale 2		1	v1.5	v1.1: unknown exception - PC: 0x7F0B28 v1.3: disable stack native return, interpreter failed before gameplay starts v1.5: Now playable. Tested until after 2nd boss. Disable 'Stack emulation, Native return address' and 'NMI mode, at vblank'. Vram queue buffer size: 0x6000.		
Chopflifer (mapper 3 hack)		3	v1.6	v1.6: default settings use patch for scrolling fix		
Choujiku Yousai - Macross		0	v1.6	v1.6: disable stack native address, disable NMI at vblank.	[00:c119] = a9 2e 02 03 ea ea ea f3bandit	
Choujin Sentai - Jetman		1	v1.4.1	Bad graphics during some menu and bosses. Fully playable otherwise. noise channel missing. after dying, sometimes players hair starts flashing wrong graphics when walking. crashes and the screen gets messed up when the level stops for the second time.		Cabbusses
Chubby Cherub		0	v1.7	v1.3: seems to work, player walking animation still glitched v1.7: disable stack native address. previous issues fixed		
Circus Charlie		0	v1.8	game hangs before loading level. attract mode works		
City Connection		3	v1.7	v1.6: default settings, CPU derails at unpredictable times. gets slow and odd stuff happens if you disable stack native address v1.7: apply patch for scrolling fix. disable stack native address. seems playable now	[00:83d1] = a9 24 02 03 ea ea ea	
Classic Concentration		2	v1.6	v1.3: disable stack native return, CPU derailed before gameplay. v1.4.2: disable stack options. game seems working initially, but hangs/pauses extensively v1.6: disable stack native address, interrupt. disable NMI auto-detect. sluggish controls. game polls controller continually in idle loop.		
Clu Clu Land		0	v1.6	v1.1: VramQ - 0x7000 v1.6: default settings		
Cobra Command		1	v1.8	v1.1: unknown exception - PC: 0x7F078E v1.3: playable v1.8: disable NMI at vblank		
Cobra Triangle		7	v1.8	v1.6: CPU derailed v1.7: disable stack native address, interrupt, stack page 01. enable clone CHR RAM. intro BSODs if you wait (direct indexed I/O page 0x40), gameplay hangs if you start v1.8: disable stack native address, interrupt, stack page 01. enable clone CHR RAM, safe PRG bank change. playable, with bad nametables		
Codename: Viper		4	v1.7	v1.0: title screen only. v1.1: disable NMI mode, auto-detect. first level quickly gives varying BSODs or might simply hang with music playing. v1.4.2: same, but disable NMI at vblank		
Commando		2	v1.8	v1.4.2: disable stack native return, CPU derailed before gameplay v1.6: disable stack native return. runs slow with enemies on screen. apply patch and enable AOT to improve speed a little v1.8: settings from v1.6. game hangs at boss fight or sometimes mid-way through second level (also tested without patch, still hangs)	[01c15a] = d2	
Conan - The Mysteries of Time		2	v1.6	v1.6: disable stack native address, disable stack page 01		
Conflict		1	v1.8	v1.6: enable recompile PRG RAM. runs, but in-game graphics are all messed up.		
Conquest of the Crystal Palace		4	v1.7	v1.7: disable stack native address. disable NMI at vblank. mapper IRQ offset 0. playable with slowdown. enabling AOT gave an error, index was out of range (1032 known calls, after loading SRM)		
Contra		2	v1.8	v1.0: bad sprites. displays first level before crashing. v1.1: VramQ: 0x6000. playable except that it hangs whenever you score points? (killing enemy or shooting powerup). v1.4.2: same, but you can kill enemies, not power ups v1.6: enable indirect bank crossing v1.8: enable indirect bank crossing. enable AOT. DMC drums slightly off		crow (v1.6) Members (v1.8)

Game title	#NAME?	iNES Mapper	Emulator version	Note	Patch	Beaten by
Contra Force		4	v1.7	v1.3: CPU derailed v1.6: disable stack native address, disable stack page 01. first level background is all black, CPU derailed after you die v1.7: disable stack native address, disable stack page 01. seems playable, but runs slow		
Cosmic Epsilon		4	v1.6	enable recompile PRG RAM, disable NMI at vblank		
Cosmo Police Galivan		1	v1.6	v1.6: disable stack native address. apply patch	[01c08d] = 18 92 fb	
Cowboy Kid		4	v1.7	v1.6: interpreter failed (opcode 0x20 at 0x008B) v1.7: disable stack native address, disable NMI at vblank. plays slow		
Crash 'n the Boys - Street Challenge		4	v1.7	v1.7 apply patch. disable stack native address and interrupt. disable NMI at vblank. mapper IRQ offset 0. playable with slowdown. interpreter failed opcode 0x5F at 0x07E4 when AOT is enabled. not reproduced in AOT debugger	[007d37+] = 12	
Crackout		2	v1.6	v1.6: default settings		
Cross Fire		4	v1.7	v1.6: CPU derailed, BSOD varies by different settings v1.7: disable stack native address and interrupt, disable NMI at vblank		
Crystallis		4	v1.0	Requires patch for idle loops and NMI mode "At vblank" turned off	[fe:dcac] = d2; [fe:c730] = f2	Matrick_
Cyberball		4	v1.6	v1.6: default settings		
Dai-2-j Super Robot Taisen		4	v1.6	CPU derailed		
Danny Sullivan's Indy Heat		7	v1.8	v1.6: enable CHR RAM clone, tracks flash way too much. game is doing mid-frame palette update		
Darkwing Duck		1	v1.3	v1.1: CPU derailed v1.3: disable stack native return. finished bridge level, no problems. unsupported opcode reported on entering first boss fight		
Day Dreamin' Davey		1	v1.7	v1.3: video problems. v1.6: same		
Days of Thunder		4	v1.8	v1.3: black screen only v1.5: disable stack native address. unsupported opcode. (0x03 at 02:A627) v1.7: two opening screens seen before BSOD. CPU derailed, or odd interpreter failed addresses v1.8: enabling static range C000, intro makes it further, but with bad graphics.		
Deblock		3	v1.6	v1.6: default setting. patch needed for some screens		
Defender 2		0	v1.7	v1.0: visual effects when player dies looks wrong v1.1: fixed v1.3: VramQ: 0x2000. marcosmoutta reported/screenshotted background problems, but I'm not seeing the same thing here (Members) v1.7: default settings. apply patch (optional)	[000a6f+] = f2	
Defender of the Crown		1	v1.3	v1.1: unknown exception - PC: 0x7F00FD v1.3: sprite zero offset 2. plays good. no noise channel, some other audio issues. v1.5: sprite zero offset 1, disable native return address		Members
Deja Vu		4	v1.8	v1.1: bad call - 0x0D21 v1.3: playable with bad graphics, wrong tile set? v1.8: seems like some sprites are wrong, other sprites and all background seem correct		
Demon Sword		1	v1.7	v1.1: vertical scrolling problems. status bar problems. audio: pulse channel retrigger effect on title screen doesn't work. noise channel missing from music. v1.3: no backgrounds v1.6: background displays wrong tiles		
Derby Stallion - Zenkoku Han		1	v1.6	v1.6: apply patch. default settings	[0004e3] = a9 50 02 03 ea ea;[00	
Desert Commander		1	v1.1	encountered Bad Call one time, could not reproduce		
Destiny of an Emperor		1	v1.7	v1.1: blue screen without text v1.3: interpreter failed v1.7: disable native return address and from interrupt, enable CHR RAM clone. Graphical issues after leaving the first screen. Crashes during some screen transitions.		
Devil World		0	v1.7	v1.4.2: crashes after loading level v1.5: HUD displayed in wrong locations, plays very slow, other gameplay issues.		
Dezaemon		1	v1.6	v1.6: disable stack native address, interrupt. enable clone CHR RAM		
Dick Tracy		2	v1.7	v1.1: bad call - 0x0CA0. v1.3: disable stack native return. BSOD early in gameplay, interpreter failed v1.6: disable stack native address. "hit the streets" interpreter failed (opcode 0x20 at 0x046A) v1.7: disable stack native address. seems playable		
Die Hard		1	v1.6	v1.1: unknown exception - PC: 0x7F0263. v1.3: unsupported opcode v1.6: enable indirect bank crossing, static range c000,e000. disable stack native address and interrupt, disable NMI auto-detect. sprite zero hit offset 7		
Dig Dug		0	v1.5	v1.1: CPU derailed v1.3: played to round 5. sprites are one pixel too high, or BG one pixel too low v1.5: sprites and BG are aligned properly		
Dig Dug 2		0	v1.3	v1.3: sprite zero hit offset 16		
Digger - The Legend of the Lost City		7	v1.7	v1.6: interpreter failed (opcode 0x86 at 0x0103) v1.7: disable stack native address. nametable problems.		
Dirty Harry		4	v1.6	v1.6: disable stack native address. slow gameplay		
Donald Land		1	v1.6	v1.1: unknown exception - PC: 0x7F01A3. v1.3: intro hangs v1.6: I/O index failed, direct indexed in page 0x40		
Donkey Kong		0	v1.0	Requires NMI mode "At vblank"		
Donkey Kong 3		0	v1.5	v1.0: crashes early in gameplay v1.1: fixed v1.4.2: hangs on title screen v1.5: works		
Donkey Kong Classics		3	v1.6	v1.6: default settings		Members
Donkey Kong Jr.		0	v1.4.2	v1.0: title screen only v1.1: fixed v1.4.2: disable stack native address, native interrupt		
Donkey Kong Jr. Math		0	v1.7	v1.0: calculate mode works, exercise mode crashes v1.1: works		
Donkey Kong Original Edition		3	v1.5			
Door Door		0	v1.7	v1.1: blue screen without text v1.3: disable stack native return. demo works, gameplay hangs (when you die). game uses frame		
Doraemon		1	v1.5	v1.3: Unsupported opcode (erroneously ID's as mapper 2 in GUI) v1.5: seems playable		
Double Dragon		1	v1.7	v1.1: unknown exception - PC: 0x7F0C80. v1.3: interpreter failed (opcode 0x60 at 0x07BC) v1.7: disable stack native address and interrupt		
Double Dragon 2		4	v1.8	v1.1: CPU derailed. v1.3: CPU derailed, interpreter failed. v1.6: disable stack native address and interrupt. interpreter failed (opcode 0x60 at 0x07F3) v1.7: disable stack native address and interrupt. BSOD before gameplay, unsupported opcode 0x1B at 01:BA70		
Double Dragon 3		4	v1.7	v1.1: CPU derailed. v1.3: CPU derailed, interpreter failed. v1.4.2: disable stack native address and interrupt. hangs before title screen. v1.6: (with default settings) unknown exception, PC value 0x8BFCF4 v1.6: disable stack native address and interrupt. shows part of intro, then interpreter failed (opcode 0x60 0x07F3) v1.7: disable stack native address and interrupt, disable static range e000. BSOD before gameplay, unsupported opcode 0x47 at 00:84e2		

Game title	#NAME?	iNES Mapper	Emulator version	Note	Patch	Beaten by
Double Dribble		2	v1.7	v1.4.2: intro plays, starting game causes blue screen with no text v1.5: disable stack native address, vramQ 5000		ratix98
Dough Boy		0	v1.7	v1.1: bad call - 0x057E v1.3: disable stack native return		
Downtown - Nekketsu Koushin Kyoku		4	v1.7	v1.3: CPU derailed, interpreter failed. v1.7: disable stack native address and interrupt. BSOD before gameplay, 0xA7 at 01:A2CB		
Downtown Special Kunio Kun		4	v1.8	v1.3: CPU derailed, interpreter failed v1.4.2: disable stack native address, interrupt, hangs on title screen v1.6: same as v1.4.2, but interpreter failed (opcode 0x60 at 0x07E6) v1.7: disable stack native address and interrupt, enable dynamic JSR. BSOD before gameplay, unsupported opcode 0x80 at FF:FF69		
Dr. Chaos		2	v1.7	v1.1: blue screen without text v1.3: disable stack native return. status bar scroll problem, seems playable v1.7: apply patch. disable stack native address.	[01c209+] = a9 2e 02 03 60;[01c11	
Dr. Jeckyll and Mr. Hyde		1	v1.7	v1.1: BSOD indirect I/O store range 80-9F v1.3: unsupported opcode v1.6: disable native return address and from interrupt, enable static ranges c000 and e000, disable NMI auto detect, BSOD when getting hit (interpreter failed, 0x1A at 0x0103)		
Dr. Mario		1	v1.8	v1.8: enable static range c000,e000. disable NMI at vblank. top of screen flickers a bit. DMC supported		
Drac's Night Out (Prototype)		1	v1.6	v1.1: game resets when starting v1.3: disable stack native return. sound problems. v1.6: default settings. sound problems, audio channels drop out		
Dragon Ball - Le Secret du Dragon		66				
Dragon Ball - Dai Maou Fukkatsu		16				
Dragon Ball 3 - Gokuu Den		16				
Dragon Ball Z - Super Butōden 2 (F		4	v1.7	v1.3: Corrupted GFX: can not progress past title screen (unsupported opcode) v1.6: disable stack native address. BSOD during gameplay (BRK at 0x300004) v1.7: black screen only		
Dragon Spirit		4	v1.7	v1.7: disable stack native address and interrupt. sprite zero hit offset 4. enable AOT optimization	[01cf9c+] = 32	
Dragon Quest 2		2	v1.7	v1.0: music does not play. crashes at first dialog in-game. after loading the SRM into the profile, the name entry screen becomes glitched v1.1: immediate BSOD, bad call - 0x00A7 v1.3: disable stack native return, nmi on vblank (less glitches). music doesn't play but game works at least around the first town		
Dragon Warrior		1	v1.6	apply patch for stack issues, uses TSX during NMI v1.6: disable stack native address and interrupt. disable NMI at vblank. music doesn't play during start of intro	[03:fe6c] = a5 02 c9 01 d0 e3 ea e	
Dragon Warrior 2		1	v1.5	v1.1: bad call - 0x00E6. v1.3: unsupported opcode v1.4.2: disable stack native return and interrupt, enable static range c000 and e000 v1.5: disable nmi at vblank, stack native return and interrupt, enable static range c000 and e000		
Dragon Warrior 3		1	v1.7	v1.7: disable stack native interrupt. BSOD unsupported opcode 0x80 at 0E:8003		
Dragon Warrior 4		1	v1.8	v1.1: black screen only. v1.3: unsupported opcode v1.7: unsupported opcode 0xEB at 01:C107. same BSOD with any settings v1.8: disable stack native return and from interrupt, disable NMI at vblank. enable clone CHR RAM. game plays but seems unstable, as you import SRM multiple times, you get BSODs less often (I'm up to 3250 known calls). may BSOD or hang when staying at an inn. when saving a game at the priest and choosing not to continue, the CHR tiles changed to the wrong bank (only happened once, could not reproduce). AOT faulty subroutine 0x159975, different glitches seen at startup, may be multiple. I can't get past the first tower dungeon. RAM usage increases and by the time you return to the town to talk to the priest and save, you get the unable to reserve 0x1000 out of memory BSOD. the other BSOD often seen is interpreter failed 0x00 at 0x00B4.	[0f:c163] = ba bc 06 01 ? ea ea ea [07f2a+] = a9 d2 02 03 4c 35 ff	
Dragon Wars (Prototype)		4	v1.7	v1.1: bad call - 0x0BCF v1.3: disable stack native return, seems playable initially with bad graphics v1.7: disable stack native return. seems playable, some small graphics glitches		
Dragon, The (UNL)		4	v1.7	v1.1: gameplay crashes if Arabic language mode is selected v1.7: working		
Dragon's Lair		2	v1.7	v1.1: early gameplay BSOD, CPU derailed v1.3: disable stack native return, first screen works.		
Drop Zone (E)		3	v1.6	v1.6: disable NMI at vblank. sprite zero hit offset 1. patch required. (patch is incomplete, the last PPU split isn't working, middle section shows wrong nametable sometimes)	[00:8017] = a9 8e 02 03;[00:8033]	
Duck Hunt		0	v1.1	requires Zapper. disable memory emulation, store. duck wing and dog laugh sound effects don't play		
Duck Maze (HES)		0	v1.7	v1.3: pause text doesn't display. jump sound effect plays wrong (only when you jump full height) v1.7: jump sound effect plays wrong (only when you jump full height)		
Duck Tales		2	v1.5	v1.3: disable "native return address", hangs when using Dpad during menus v1.5: VramQ 0x7000 (seems too high), disable native return address and from interrupt, sprite zero hit offset 3, disable stack page 01		ratix98
Duck Tales 2		2	v1.3	v1.1: CPU derailed after first intro screen v1.3: disable stack native return, nmi at vblank		Nokia3310
Dungeon Magic		1	v1.3	v1.1: unknown exception - PC: 0x7F01B0 v1.3: vramQ 3000. starts out OK, didn't play it much		
Dusty Diamond's All-Star Softball		1	v1.7	v1.7: disable stack native address and interrupt. sprite zero hit offset 7. slowdown during play. patching idle loop prevents CPU from choosing players		
Dynowarz		1	v1.8	v1.7: enable static range c000,e000. allow illegal NOPs. disable NMI at vblank. runs slowly, glitchy, can't leave first room		
Earthworm Jim 2 (Super Game)		4	v1.7	v1.7: disable stack native address. disable NMI at vblank		
Earthworm Jim 3 (UNL)		4	v1.5	v1.1: disable NMI auto detect. crashes during intro, unknown exception - PC: 0x7F19B7 v1.3: disable NMI at vblank. seems to run OK v1.5: disable NMI at vblank, invisible floor in stage 5		
Elevator Action		0	v1.8	v1.1: BSOD with no text (after disabling memory emulation, store to get past indirect store BSOD) v1.3: CPU derailed / interpreter failed v1.8: disable stack native address. intro runs for a couple seconds before unsupported op		
Eliminator Boat Duel		1	v1.6	v1.6: playable with scrolling glitches, crashes after race end (opcode 0xC8 at 04BB)		
Elite		1	v1.7	v1.3: slow, flickers, can't shoot. v1.6: CPU derailed before gameplay v1.7: disable stack native address. vram queue buffer 0x1000. runs slowly with some flickering gfx		
Esper Bouken Tai		2	v1.7	v1.7: allow illegal NOPs. disable stack native address. enable clone CHR-RAM. BSOD when an enemy fires bullets (unsupported opcode 0xFF at FF:F0E8)		
Excitebike		0	v1.7	v1.0: crashes before starting track #4 (tested in mode A). sprites are displayed 1 pixel higher on Y coordinate. sprite #0 split works, the upper manually timed scroll split doesn't work (doesn't affect gameplay) v1.3: track #4 doesn't crash patch provided for scrolling support	[00:d17c] = a9 39 02 03 ea ea ea	
Exerion		0	v1.7	v1.0: enemy hit sound effect plays wrong v1.1: no longer playable, crashes before level starts v1.3: disable stack native return	[00:8159] = 12;[00:815f] = d2;[00:8	
F-15 Strike Eagle		4	v1.8	v1.7: disable stack native address		

Game title	#NAME?	iNES Mapper	Emulator version	Note	Patch	Beaten by
F-117A Stealth Fighter		4	v1.7	v1.7: allow illegal NOPs. disable stack native address		
Family Feud		1	v1.6	v1.1: unknown exception - PC: 0x7F0CE2. v1.3: unsupported opcode v1.6: enable indirect bank crossing, enable static range c000 and e000, enable recompile PRG RAM, disable native return address, disable stack page 01. apply patch	[001090] = a9 af 02 03 4c 85 92:[	
Fantasy Zone (Tengen)		4	v1.4.1	v1.1: crash after title screen. indirect I/O load range 20-3F v1.3: after title screen, CPU derailed v1.4.1: disable stack native return, hangs during the end credits		Cabbusses
Faria		1	v1.7	v1.7: disable stack native address. seems playable, with bad backgrounds in some areas		
Faxanadu		1	v1.6	v1.1: black screen only v1.3: disable stack native return. BSOD when player dies, reading CHR-RAM v1.4.2: black screen only v1.6: enable indirect bank crossing, enable recompile PRG RAM, disable native return address and from interrupt, disable stack page 01, disable NMI auto detect, enable CHR RAM clone		
Felix the Cat		4	v1.7	v1.3: Playable with wrong graphics v1.7: disable NMI at vblank (? stop occasional minor glitches). import SRM and enable AOT optimization for better performance		Cabbusses (v1.3)
Fester's Quest		1	v1.8	V1.1: black screen. disabling NMI at vblank causes BSOD without text V1.3: disable NMI at vblank. playable with bad backgrounds. v1.6: same as v1.3 v1.8: enable static range c000, e000. playable with bad backgrounds		
Field Combat		0	v1.7	v1.1: default settings		
Final Fantasy I		1	v1.3	v1.0: Dialog boxes don't show up, crash when entering battle, requires "Zero memory upon reset", NMI mode "auto detect" turned off v1.1: used default settings, appears playable except for missing dialog boxes (only tested up to battle with Garland) v1.3: Disable NMI mode "auto detect". Fully playable but crashes after too many indoor screen transitions. Requires patch for dialog boxes.	[ff:d6b6] = a5 1b 02 03 ea ea e	Fathlo23
Final Fantasy II		1	v1.5	v1.3: black screen. disabling NMI at vblank leads to bad call - 0x0100 v1.5: disable safe TSX, can be played until after the first fight		
Final Fantasy III		4	v1.6	v1.4: Enable "Clone CHR RAM", BSOD when attempting to fight v1.6: Enable recompile PRG RAM, disable native return address and from interrupt, disable NMI at vblank, clone CHR RAM, battles seem to hang but just press A to resume the game.		
Fire'n Ice		4	v1.7	disable native return address, interpreter fail after the main screen		
Fist of the North Star		2	v1.6	v1.1: gameplay hangs early, when scrolling v1.3: disable NMI at vblank v1.6: sprite zero hit offset 2		
Flappy		0	v1.6	v1.1: CPU derailed. v1.3: title screen works, game resets v1.4.2: displays wrong nametable during gameplay v1.6: works		
Flight of the Intruder		2	v1.7	glitched screen in intro, early gameplay crash. large number of mid-frame PPU writes required		
Flipull		3	v1.6	patch required v1.1: indirect I/O store range 40-5F v1.3: hangs at black screen. v1.6: hangs at black screen v1.6: disable stack native address. disable NMI at vblank. level one seems playable. apply patch	[01f544] = f2	
Flintstones - The Rescue of Dino and Hoppy		4	v1.6	v1.7: apply patch. default settings. in first two levels, only minor graphics glitches	[01f59e+] = f2	
Flintstones - The Surprise at Dinosaur Peak!		2	v1.7	v1.7: disable stack native address. BSOD before gameplay, running various opcodes in \$3xxx area		
Flying Dragon				v1.1: BSOD - interpreter failed v1.3: unsupported opcode (00) v1.6: interpreter failed v1.7: disable stack native interrupt, disable stack page 01, disable NMI at vblank. training works, haven't tested farther		
Flying Warriors		1	v1.7	v1.1: playable v1.7: apply patch. disable NMI at vblank. some static screens use long CPU timed delays to wait, and are displayed with wrong scroll value	[00:93a6] = f2:[00:81c6] = f2:[00:9	
Formation Z		0	v1.7	v1.7: apply patch. disable NMI at vblank. enable AOT optimization. patch needed		
Formula One - Built to Win		1	v1.7	v1.7: apply patch. disable NMI at vblank. enable AOT optimization. patch needed		
Frankenstein		1	v1.7	v1.7: default settings. background messed up during story intro. interpreter failed early in gameplay	[01c1f6+] = 92	
Freedom Force		1	v1.6	v1.1: unknown exception - PC: 0x7F1104 v1.3: CPU derailed. intro works. Zapper required v1.6: enable dynamic JSR. zapper required.		
Friday the 13th		3	v1.6	v1.4.2: disable stack native address. sprite zero hit offset 1. status bar is messed up v1.6: apply patch (scrolling fix). disable stack native address and interrupt. disable NMI at vblank, sprite zero offset 1	[00:81df] = a9 2a 02 03 60	strx10
From Below		0	v1.6	v1.6: default settings. apply patch for NTSC music playback.	[ab8] = 00	
Front Line		0	v1.7	v1.1: default settings		
Fun House		2	v1.6	v1.3: player not visible? v1.6: disable stack native address and interrupt. sprite zero hit offset 1		
G.I. Joe		4	v1.8	v1.5: black screen and stuck audio v1.6: apply patch. interpreter failed (opcode 0x20 at 0x0300) v1.7: black screen only	[01c219] = 32	
G.I. Joe - The Atlantis Factor		4	v1.7	v1.5: black screen and stuck audio v1.6: apply patch. interpreter failed (opcode 0x20 at 0x0302) v1.7: black screen only	[01c2c3] = 32:[01c325] = d2	
Galaga		0	v1.7	v1.4.2: works but sometimes crash, possibly stack overflow		
Galaxian		0	v1.4.2	black screen only, wait for nested NMI infinitely		
Galaxy 5000		4	v1.8	v1.0: shows wrong tiles on sprites sometimes. crashes after completing a race v1.1: disable NMI auto-detect. BSOD unknown exception 0x7F2336 if you press a button to skip the Activision screen. shows wrong sprite tiles sometimes v1.6: disable NMI at vblank. game hangs before starting race v1.7: default settings. BSODs sometimes if you press button too early in intro. BSODs after race is over	[010cc6] = 92	
Gaplus		4	v1.8	v1.7: disable stack native address and interrupt. runs, but player is invisible (player is on background layer)		
Gargoyle's Quest II		4	v1.8	v1.4.2: black screen only v1.5: disable all stack rules. disable stack page 01. game seems to run (not tested much), but without audio. v1.7: same v1.8: disable stack native address, interrupt. enable AOT. audio works, seems playable		
Gauntlet		4	v1.7	v1.5: interpreter failed v1.7: disable stack native address. sprite zero hit offset 1. nametable problems in-game. this game uses 4-screen memory		
Gauntlet 2		4	v1.8	v1.3: CPU derailed / game hangs. v1.4.2: disable stack native address. hangs after level loads		
Ghostbusters		3	v1.5	VramQ 0x6000, seems to freeze during credits but it doesn't		ratix98
Ghostbusters 2		2	v1.8	v1.5: disable stack native return address and from interrupt, disable stack page 01, disable NMI at vblank, VramQ 0x6000. Does a lot of pausing in the driving sections. v1.8: disable stack native return address and from interrupt, disable stack page 01, disable NMI at vblank. enable static range c000,e000. Does a lot of pausing in the driving sections.		



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Ghosts 'N Goblins		2	v1.8	v1.3: black screen. v1.5: cpu derailed v1.7: disable stack native address. title screen only. interpreter failed (opcode 0x00 at 0x25B9)		
Ghoul School		1	v1.7	v1.7: disable stack native address. disable NMI at vblank. sprite zero offset 3		
Gimmick!		69	v1.8	Disable NMI at vblank. Mapper audio missing		
Goal		1	v1.5	v1.3: black screen only v1.5: disable stack native address. seems working, didn't test far		
Godzilla		1	v1.7	v1.1: bad call 0x00FB. v1.3: unsupported opcode v1.7: enable static range c000 and e000, disable native return address. Seems to work without any sound output		
Godzilla 2		1	v1.5	Bad graphics during battle, minor audio issues		
Gold Medal Challenge '92		4	v1.7	v1.3: direct index I/O page 40 fail v1.6: enable dynamic JSR, disable stack native address and interrupt. unsupported opcode v1.7: enable dynamic JSR, disable stack native address, disable NMI auto-detect. playable, scrolling patch needed		
Golf		0	v1.6	patch is required v1.6: default settings, apply patch	[00:c8fe] = f2	
Golf Grand Slam		1	v1.7	v1.7: sprite zero offset 1		
Golgo-13: Top Secret Episode		1	v1.7	v1.5: I believe this game does indirect writes to audio registers. black or grey screen only v1.6: disable native return address. now shows background color before interpreter failed BSOD v1.7: apply patch. enable dynamic JSR. disable stack native address. playable	[01c078+] = a9 01 85 2f d2 fa f2 ff	
Goonies 2, The		2	v1.81	v1.1: title screen crash. unknown exception - PC: 0x7F1054. v1.3: unsupported opcode v1.5: disable stack native address. vramQ 0x6000 v1.8: disable stack native address. disable AOT - AOT faulty subroutine 0x0282e8 (affects music and pause after attack)	[01c079+] = 18 92 f6	
Gradius		3	v1.4.1	Sprite zero offset 6		Brutapode89
Gradius 2		25				
Grand Master		1	v1.8	v1.5: will play the intro and then crash after the cutscene ends, reset and skip the cutscene you can select a stage afterwards its freezes. i got a BSOD once and can't get it to pop up again v1.8: enable static range c000.e000, recompile PRG-RAM. disable static SRAM, stack native address. seems playable		
Gremlins 2		4	v1.8	v1.1: indirect I/O, load range 40-5F v1.3: seems playable v1.7: default settings. apply patch for idle loop	[01c308+] = 32	
Guardian Legend, The		2	v1.5	v1.1: displays title screen and hangs if NMI auto-detect is disabled v1.2: disable "native return address", playable with missing hud except when pausing, BG update issues v1.5: disable NMI at vblank (requires patch), static range c000-e000, enable AOT optimization, sprite zero offset 0, like this v1.2 also disable "native return address" v1.6: same as v1.5 but also enable repurposed opcodes	[ff:d7f2] = d2;[ff:e609] = d2	ratix98
Guerrilla War		1	v1.4.2	v1.3: disable NMI at vblank. CPU derailed on game start v1.4.2: disable NMI at vblank, disable stack native address		
Gun-Nac		4	v1.8	v1.1: blue screen without text v1.3: disable stack native return, NMI at vblank. bsod during/after intro v1.6: disable stack native address, NMI at vblank. interpreter failed (opcode 0x00 at 0x00CE)		
Gun.Smoke		2	v1.7	v1.1: CPU derailed v1.3: disable stack native return. hangs soon during gameplay. v1.4.2: black screen only v1.5: disable stack native address. reading CHR-RAM BSOD after some gameplay. if enabling clone CHR RAM, CPU derails immediately v1.6: disable stack native return, enable CHR RAM clone, somewhat playable with repeating background v1.7: disable stack native address, disable NMI auto-detect, enable clone CHR RAM. seems playable. screen a little messed up when in a shop		
Gyromite		0	v1.6	v1.0: disable memory emulation, load and store. sprite zero hit offset 2. a glitch can happen on your first life, but works well after that v1.1: different type of glitch on first play, sometimes corrupts the screen. happens in menu screen too, on first time v1.6: sprite zero hit offset 2. title screen corrupt after game over		
Gyross		3	v1.6	v1.6: default settings, completed game, no problems		Members
Hammerin' Harry (E)		4	v1.6	v1.6: default settings, apply patch. first level seems playable, didn't test farther	[01fc3a] = 18 92 c6	
Hatris		1	v1.7	v1.7: disable NMI at vblank. BSOD before gameplay, direct indexed I/O page 0x40 failed		
Heavy Barrel		4	v1.7	v1.6: disable stack native address. BSOD interpreter failed, after loading first level v1.7: enable dynamic JSR. disable stack native address. mapper IRQ offset 0. gameplay hangs with music still playing		
Hello Kitty World		2	v1.4.2	Disable Stack Native Return. Sound is BAD. (Frequently chops, skips, or stretches - perhaps tied to game framerate?)		Cabbusses
Hero Quest (Prototype)		2	v1.6	v1.1: black screen v1.5: disable stack native address. game reads CHR-RAM before gameplay, but enabling CHR RAM clone causes immediate derailed BSOD v1.6: enable clone CHR RAM. disable NMI auto detect to remove some CHR corruption. crashes unpredictably during gameplay		
Hit the Ice (Prototype)		4	v1.7	v1.3: hangs when starting quest game. v1.6: same v1.7: apply patch (required), default settings	[01f69e+] = 18 92 d5	
Hogan's Alley		0	v1.1	v1.0: requires Zapper. hangs during gameplay. v1.1: fixed. disable memory emulation, store. some sound effects missing		
Hokuto no Ken		3	v1.6	v1.6: default settings. apply patch	[00:94b9] = a9 2a 02 03 ea ea ea	
Hollywood Squares		2	v1.7	v1.3: direct index I/O page 40 fail v1.6: intro works v1.7: intro, then unsupported opcode 0xFF at FF:FDFF		
Hook		1	v1.3	Background update issues		
Hoops		1	v1.7	v1.1: blue screen without text v1.3: disable stack native return. CPU derails soon in menu or game v1.6: disable stack native interrupt. one player mode is playable, watch mode crashes v1.7: disable NMI at vblank. hangs after title screen		
Hunt for Red October, The		4	v1.7	v1.1: BSOD during intro. bad call - 0x01D6 v1.3: disable stack native return. background glitched during gameplay v1.7: disable stack native return. status bar problems		
Hydride		0	v1.7	v1.1: default settings v1.7: default settings. freq sweep sound effect does not stop (walk two screens to the left and get treasure chest to trigger)		
Hyper Olympic		0	v1.3	v1.0: sprites showing wrong tiles. game requires multiple scrolling splits. pressing button doesn't seem to make the player run v1.1: sprites fixed, same other problems game is probably reading Hyper Shot controller, use Track and Field instead		
Hyper Sports		0	v1.3	v1.1: title screen only. CPU derailed v1.3: disable stack native return. in-game won't use player input game is probably reading Hyper Shot controller, use Track and Field instead		
Ice Climber		0	v1.8	v1.3: hangs on black screen before level starts v1.5: Works. Default settings.		

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Ice Hockey		0	v1.8	v1.1: title screen has missing nametable animation, and 1 pixel vertical sprite/bg misalignment v1.5: title screen has missing nametable animation v1.8: Vram queue 0x1000. apply patch (title screen fix, and idle loop marked)	[000056+] = 18 92 f7:[0003c4+] =	
Ikari Warriors		2	v1.8	v1.6: CPU derailed, interpreter failed		
Ikari Warriors 2		1	v1.8	v1.7: disable stack native address. title screen seen before BSOD		
Ikari Warriors 3		1	v1.0	game hangs or interpreter failed		
Ikinari Musician		3	v1.6	background is wrong during first level end boss.		
Ikki		0	v1.7	v1.6: default settings		
Image Fight		4	v1.3	v1.3: default settings		
Immortal, The		4	v1.3	v1.3: disable stack native return. interpreter failed during first level v1.6: enable indirect bank crossing, enable static range c000, enable recompile PRG RAM, enable illegal NOPS(?), disable NMI at vblank. Boss never came	[0a:8395] = b2	
Incredible Crash Test Dummies, The		4	v1.3	v1.3: displays wrong tiles, resets when starting game v1.4.2: disable stack native return. game runs slowly v1.6: disable stack native address, interrupt. enable dynamic JSR. performance good. BSOD when entering combat. sometimes BSODs before gameplay starts. v1.7: disable stack native address, interrupt. enable dynamic JSR. disable NMI at vblank. combat runs slow. disabling NMI at vblank seems to fix some issues and cause others (the yes/no screen gets strange)		
Indiana Jones and the Temple of Doom		4	v1.8	v1.8: same settings as v1.7. looped DMC sample does not silence when music ends. heard by staying in the first room. triangle channel notes are cutting short, in that same song		
Infiltrator		4	v1.7	v1.3: black screen v1.6: disable stack native address, enable dynamic JSR. interpreter failed BSOD on title screen. v1.7: opcode 0x00 at 0x2153)		
Ironsword - Wizards & Warriors 2		4	v1.7	v1.1: CPU derailed v1.3: disable stack native return. starting game resets to title. v1.4.2: hangs with glitched screen v1.6: disable stack native address and interrupt. unstable, usually crashes but was playable once v1.7: disable stack native address and interrupt. disable NMI at vblank. apply patch. unplayable glitches on minecart level (second level)	[01c83f+] = f2	
Iron Tank		4	v1.7	v1.7: enable illegal NOPS, disable stack native address		
Isolated Warrior		4	v1.7	v1.6: intro only. disable NMI at vblank, enable clone CHR-RAM. nametable problems. interpreter failed. v1.7: enable safe PRG bank change, disable stack native address and interrupt, disable stage page 01, disable NMI at vblank, enable clone CHR-RAM. plays slowly and with bad nametables		
Jackal		4	v1.6	v1.1: title screen only. BSOD - a direct indexed IO access in page 0x40 failed v1.6: enable memory indirect bank crossing. disable native return address and interrupt		
Jackie Chan's Action Kung Fu		4	v1.7	v1.1: hangs in gameplay, music keeps playing v1.6: enable memory indirect bank crossing. crashes before gameplay v1.7: default settings. hangs during gameplay, with music still playing. added patch for idle loop	[01dfcc+] = 32:[01c097+] = 32	
James Bond Jr.		4	v1.7	v1.0: bad sprites, no sound, hangs after loading first level v1.1: sprites, sound fixed. hangs immediately in first level, or on title screen. unknown exception - PC: 0x7F0E61 v1.5: Works fine so far. Tested into level 2. Disable 'Stack emulation, Native return address' and 'NMI mode, at vblank'. enabling AOT optimization causes attribute table glitches throughout the level.		
Jaws		4	v1.6	v1.6: disable stack native address, disable NMI at vblank. apply patch to fix scrolling for attract mode and final boss fight	[01c346] = a9 50 02 03 ea ea ea e [01c8ea] = a9 80 02 03 ea ea ea e	Members
Jetsons, The - Cogswell's Caper!		4	v1.7	v1.3: disable stack native return. runs slowly and all sprites flicker. tested start of first level only v1.7: apply patch. enable AOT optimization. disable stack native address. disable NMI at vblank. mapper IRQ offset 0.	[01e092+] = f2	
Jimmy Connors Tennis		4	v1.7	v1.1: shows Eurocom logo before hanging on black screen v1.6: disable NMI auto detect. seems playable, starting area had some background corruption that fixes itself when you die. didn't play farther		
Joe and Mac		4	v1.7	v1.6: CPU derailed v1.7: disable NMI auto-detect, enable sync PPUSTATUS to SNES		Members
John Elway's Quarterback		4	v1.7	v1.6: default settings. apply patch. interpreter failed, games runs code in RAM v1.7: disable stack native address. apply patch. CPU derailed early in gameplay	[01c291] = 18 92 fa	
Journey to Silius		4	v1.7	v1.7: default settings		
Joust (Famicom version)		4	v1.7	v1.3: black screen only v1.6: disable stack native address, interrupt. disable NMI auto detect. stack bsod after first level v1.7: disable stack native address, interrupt. disable NMI auto detect. mapper IRQ offset 0.		
Jurassic Boy 2 (Sachen)		4	v1.7	v1.7: apply patch. sprite zero offset 1	[00:b705] = a9 43 02 03 ea ea ea e	
Jurassic Park		4	v1.7	v1.6: apply patch (may have side effects). disable stack native address, sprite zero hit offset 1. gets stuck during gameplay	[01c150] = 4c 40 c1	
Kabuki - Quantum Fighter		4	v1.81	v1.1: unknown exception - PC: 0x7F02A2 v1.3: first level plays OK, will not goto the boss at the end after picking up the machine gun. v1.6: enable recompile PRG RAM, enable AOT optimizations, disable native return address and from interrupt, disable NMI at vblank, sprite zero offset 1, disable stack page 01		ratix98
Karate Champ		4	v1.81	v1.2: does a lot of pausing/Hanging, the screen is off set by two rows vertically and stops completely with no BSOD. v1.6: playable v1.8: disable AOT. faulty subroutine 0x00d07a (player can't move left or right)		
Karate Kid. The		4	v1.7	v1.1: disable NMI auto-detect. hangs during gameplay. v1.6: disable NMI auto-detect, disable stack native address. BSOD before gameplay v1.7: disable NMI at vblank, disable stack native address. playable with status bar problems		
Kart Fighter		4	v1.7	v1.1: intro works. gets farther with NMI auto-detect disabled. v1.3: hangs before level starts v1.6: disable NMI auto-detect. first level working, backgrounds are all messed up v1.7: default settings, but same as v1.6		
Karnov		4	v1.7	v1.1: disable NMI auto-detect. title screen graphics bad, gameplay unknown exception - PC: 0x7F2D5E. v1.3: more playable, still crashes v1.6: disable stack native address. background glitches		
Kart Fighter		4	v1.8	v1.1: disable NMI auto-detect. BSOD during gameplay, bad call 0x01CC v1.3: seems playable, some scrolling problems v1.8: enable static range c000,e000. playable, scrolling problem in intro		
Kart Fighter		4	v1.7	v1.6: BSOD, running code from RAM at 0x018A v1.7: apply patch (required). mapper IRQ offset 0. seems playable, but with wrong nametable/scrolling	[01ead0+] = f2	
Kart Fighter		4	v1.7	v1.8: settings from v1.7. disable AOT - faulty subroutine 0xffff32e (music is messed up)		
Kart Fighter		4	v1.7	v1.6: disable stack native address, disable NMI at vblank. title screen shown before BSOD direct indexed I/O page 0x40		
Kart Fighter		4	v1.8	v1.8 enable AOT optimization, Disable Stack Emulation, Native return address		
Kart Fighter		4	v1.7	loads level and hangs. music plays without triangle channel		
Kart Fighter		4	v1.7	v1.1: black screen. if NMI at vblank disabled, bad call 0x01D4 v1.3: disable stack native return. gameplay crashes immediately. v1.4.2: disable stack native address. BSOD indirect read page 0x40 v1.7: disable stack native address and interrupt. disable NMI at vblank. BSOD indirect read page 0x40		
Kart Fighter		4	v1.7	v1.4.2: black screen only. v1.6: interpreter failed v1.7: BSOD opcode 00 at 0000		

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Kickle Cubicle		4	v1.7	v1.6: disable stack native address and interrupt. interpreter failed, opcode 0x20 at 0x0700 v1.7: disable stack native address. disable NMI auto-detect.		
Kick Master		4	v1.7	v1.6: disable stack native address. hangs on title screen.		
Kid Icarus		1	v1.7	v1.1: doesn't work v1.2: intro works, first level loads but hangs with wrong Y scroll value v1.6: disable stack native address. first level playable but runs slow, crashes when you enter first door v1.7: disable stack native address, apply patch. seems playable, runs slow	[01:a0b8] = f2	
Kid Klown		4	v1.7	v1.1: bad call - 0x1261 v1.3: disable static native return, gameplay hangs. v1.6: same		
Kid Niki		1	v1.7	v1.1: blue screen, no text v1.3: disable stack native returns. level 1 looks good but runs slow v1.7: apply patch. enable AOT optimization. disable stack native address. slows down, but not as much as before. minor background issue during boss fight	[000295+] = 18 92 c4	
King's Knight		3	v1.6	v1.6: disable stack native address and interrupt. disable NMI auto-detect. some corruption on title screen, and in-between levels		
Kings of the Beach		3	v1.6	v1.6: sprite zero hit offset 1		
King's Quest V		4	v1.7	v1.3: black screen only v1.6: interpreter failed v1.7: disable stack native address, disable NMI auto-detect. mapper IRQ offset 0. playable		
Kira Kira Star Night DX		4	v1.3	Crashes before logo, unsupported opcode		
Kirby's Adventure		4	v1.5	v1.5: disable stack native return, disable NMI at vblank, first level works but major slowdowns when enemies are on screen. Demo scrolling is wrong. Requires loading SRM for multiple sessions. Randomly crashes in some places but not consistently. v1.6: Also enable AOT optimization.		johnnymute
Kiwi Kraze		4	v1.6	v1.3: Black screen v1.6: disable NMI at vblank, sprites go black sometimes		
Konami Hyper Soccer (E)		2	v1.7	v1.7: default settings. AOT faulty subroutine at 0x01804a (severe gameplay glitches)		
Krion Conquest, The		4	v1.7	v1.5: interpreter failed v1.7: enable dynamic JSR, disable stack native address. player gets stuck in glitchy level		
Krusty's Fun House		4	v1.7	v1.6: CPU derailed v1.7: interpreter failed, opcode random/uninitialized patch because game has SED instruction instead of CLD	[03f996+] = d8	
Kung Fu		0	v1.7	v1.1: sprite zero hit offset 7. apply patch. patch is imperfect	[00:8e38] = a9 69 02 03 ea; [00:8e crow	
Kung Fu Heroes		3	v1.6	v1.6: default settings		
Kyatto Ninden Teyandee		4	v1.7	v1.3: Softlocks when boss at stage 2 explodes. v1.7: disable static range e000(?), disable stack page 01, disable pop slide detection, IRQ hit offset 0		ratix98
Last Ninja, The		4	v1.8	v1.5: black screen only v1.7: interpreter failed, opcode random/uninitialized oddy, this game uses SED/CLD instructions throughout		
Law of the West		2	v1.7	v1.7: sprite zero offset 1. playable, with wrong sprite tiles		
Layla		2	v1.4.2	disable "native return address"		
Lee Trevino's Fighting Golf		1	v1.7	start working in v1.1. BG shows wrong tiles on player's first shot of a level, then corrects itself v1.7: no problems		
Legacy of the Wizard		4	v1.6	audio problems. hangs at black screen when starting gameplay After patching idle loop, crashes due to a stack page wrap gone wrong	[0e:d3cb] = ea ea ea ea ea	
Legendary Wings		2	v1.6	v1.6: disable NMI at vblank. BSOD late in game on final level, interpreter failed opcode 0x5C at 0x5CB4. might work with other settings		
Legend of Kage		3	v1.6	v1.6: default settings		
Legend of the Ghost Lion, The		1	v1.7	v1.1: default settings		
Legend of Zelda, The		1	v1.4.1	v1.4.1: sprite zero hit offset 24, disable NMI at vblank, enable "Recompile PRG RAM", disable stack safe TSX v1.8: same as previous settings, also enable static range c000_e000 for DMC support. disable AOT - found AOT faulty subroutine: 0x0fedfa (Link can walk on all background tiles)		Fathlo23
Legends of the Diamond		4	v1.7	v1.7: disable stack native address, stack page 01. disable NMI at vblank. AOT faulty subroutine found at 0x01a030 (in-game palette bad)		
Lemmings		1	v1.8	v1.3: compiler error - bad call to 0x0100 v1.5: disable stack native address. first few levels are playable		
Lethal Weapon		1	v1.5	v1.1: hangs in early gameplay v1.5: level one seems ok		
Life Force		2	v1.6	v1.0: bad sprites, glitched screen and crash on starting level v1.1: VramQ 0x5000. looks good, but hangs before any enemies appear v1.3: VramQ 0x5000, disable stack return, same result as v1.1 v1.5: same as prev. but "unable to find target address" v1.6: enable memory indirect bank crossing, disable safe TSX, disable stack page 01, sprite zero offset 0, enable CHR RAM clone(?)		ratix98
Lion King, The		7	v1.7	v1.7: default settings. runs, but with bad nametables		
Little League Baseball		1	v1.7	v1.1: a little playable, but crashes pretty soon. after loading SRM file, game only shows black screen v1.3: disable stack native return. played well until out of memory, didn't test farther v1.6: tested in watch mode, CPU derails soon in gameplay regardless of settings v1.7: disable stack native address. sprite zero hit offset 7. CPU vs CPU game was completed with these settings		
Little Magic		4	v1.7	v1.3: black screen v1.5: disable stack native address, disable NMI auto-detect. sprites have wrong tiles v1.7: apply patch. disable stack native address. disable NMI at vblank. playable. music has little pauses in it. BSODs before gameplay if NMI at vblank is enabled	[01c053+] = f2	
Little Mermaid		2	v1.5	v1.1: CPU derailed v1.3: disable stack native return. only tried first level v1.5: disable stack native return, disable stack page 01(?)		ratix98
Little Nemo		4	v1.5	v1.1: disable NMI at vblank. hangs during gameplay v1.3: disable NMI at vblank. level 1 plays good v1.5: disable NMI at vblank, disable native return address, disable stack page 01 (?), mapper IRQ hit offset 0		ratix98
Little Ninja Brothers		4	v1.8	v1.3: disable stack native return, NMI at vblank. seems to play OK before running out of memory. title screen hangs briefly v1.7: BSOD indirect JMP failed 0xE282 v1.8: disable static range e000, stack native address and interrupt, stack page 01, NMI at vblank. enable AOT optimization. mapper IRQ offset 2		
Little Red Hood (Sachen)		0	v1.7	sound effect problems		
Little Samson		4	v1.6	v1.5: BSOD very early in the first level when an enemy appears v1.6: enable dynamic JSR, disable native return from interrupt, disable stack page 01, crashes after the intro stages		
Locksmith (Sachen)		0	v1.7	v1.7: default settings		
Lode Runner		0	v1.7	v1.1: when gameplay begins, unknown exception - PC: 0xC1D575 v1.3: works		
Lone Ranger, The		4	v1.7	v1.6: default settings. runs, but not playable with IRQ/scrolling issues. patch improves idle loop	[03f1bc] = 18 92 eb	

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Lunar Pool		0	v1.8	v1.1: displays title screen and hangs v1.3: disable NMI auto detect. runs with bad nametables/level layout v1.6: default settings. level layouts are bad		
Mad Max		4	v1.7	v1.7: disable stack native address, stack page 01		
Mad Wizard, The		2	v1.6	v1.1: audio problems, crashes immediately in gameplay, unknown exception 0x7F2B7A v1.3: unsupported opcode v1.6: disable stack native address, disable NMI at vblank		
Mafat Conspiracy - Golgo 13		4	v1.7	v1.1: black screen v1.3: disable NMI at vblank. crashes during intro v1.6: disable stack native address. CPU derailed in maze area v1.7: disable stack native address. hangs before title screen with music still playing. if disable NMI at vblank, hangs during first cutscene (music stopped)		
Magick of Scheherazade, The		1	v1.7	v1.7: glitchy before BSOD interpreter failed		
Makai Island (Prototype)		2	v1.7	v1.7: enable AOT optimization, disable stack native address and interrupt, stack page 01, enable clone CHR RAM. screen jumps during combat, until there are two enemies on screen, then is stable.		
Magic Darts		1	v1.7	v1.6: BSOD, unsupported opcode v1.7: apply patch. enable static range c000,e000. disable stack native address. disable NMI at vblank. gameplay works but backgrounds are corrupt in menu and gameplay	[00187b+] = 48 a9 ae 02 03 68 a2	
Magic Jewelry (Hwang Shinwei)		0	v1.7	v1.1: works		
Magic Johnson's Fast Break		1	v1.7	v1.5: interpreter failed v1.7: enable AOT optimization, disable stack native address, stack page 01. screen can flash wrong tiles if CPU goes over 100%, AOT reduces it significantly		
Magician		4	v1.7	v1.6: disable NMI at vblank. shows title screen, interpreter failed v1.7: disable stack native address and interrupt. various BSODs after a few seconds	[0000aa+] = f2	
Magmax		0	v1.7	v1.1: slightly corrupt BG on title screen after game over v1.7: default settings, no problems seen		
Mahjong		0	v1.7	v1.1: default settings		
Major League Baseball		3	v1.7	v1.7: black screen only		
Majou Densetsu II		2	v1.7	v1.1: VramQ 0x4000. playable but some garbage tiles block the player's path v1.3: VramQ 0x4000, sprite zero offset 17 v1.7: apply patch. disable NMI at vblank. sprite zero hit offset 17	[01c14d+] = 18 92 f0	
Maniac Mansion		1	v1.7	v1.1: bad call. 0x0775 v1.3: disable stack native return, crashes after intro v1.4: disable stack native return, enable recompile PRG-RAM. hangs at black screen during intro v1.7: disable stack native address and interrupt. disable NMI at vblank. sprite zero hit offset 2. apply patch. (U) version playable, (E) version hangs during intro (runs further with many glitches if NMI at vblank is enabled)	[03e3cc+] = a2 40 a0 0c ca d0 fd (Svambo	
Mappy		0	v1.7	v1.1: disable NMI at vblank. status bar scrolls with level. sometimes die from nothing v1.7: apply patch. disable stack native address. disable NMI at vblank. works. loading SRM then enabling AOT changes the start of the music, but using find faulty subroutine doesn't make it happen	[00:c1b2] = a9 22 02 03 a2 00 4c (marcosmoutta (v	
Mappy-Land		4	v1.5	v1.3: black screen only v1.5: first level works, did not test further		
Marble Madness		7	v1.7	v1.6: disable native return address and from interrupt, enable indirect bank crossing, disable NMI at vblank, enable CHR RAM clone. crash after name select v1.7: enable safe PRG bank change, disable native return address and from interrupt, disable stack page 01, enable CHR RAM clone. Behaves very strangely, courses once completed just idle for a very long time, graphical issues.		ratix98
Mario Bros		0	v1.7	v1.0: Requires NMI mode "At vblank"		
M.C. Kids		4	v1.7	v1.1: plays a little audio before bad call 0x01D6 v1.3: black screen only v1.6: enable recompile PRG RAM, enable dynamic JSR, disable native return address and from interrupt, disable stack page 01, disable NMI auto detect, plays with audio only and a black screen v1.7: disable stack native address. disable NMI auto-detect. enable AOT optimization. seems playable, with occasional screen corruption.		
Mechanized Attack		1	v1.7	v1.3: game runs but graphics are bad. v1.6: same. default settings v1.7: default settings. playable		
Megaman		2	v1.5	v1.3: disable NMI auto detect. most of Cutman level can be played, before BSOD - interpreter failed v1.5: disable NMI at vblank, disable native return address		crow
Megaman 2		1	v1.3	v1.1: disable NMI auto detect. beat Woodman, hasn't crashed yet v1.3: disable NMI auto detect. screen glitches during transitions and Wily castle map. name/attribute glitches in Airman stage. pause menu bad on quickman stage. exiting through bottom of screen in quickman stage causes death sometimes. wily stage 1 starts with glitches. without using profile, will run out of memory during wily stage 2 boss.		Members
Megaman 3		4	v1.7	v1.3: black screen only v1.4.2: disable stack native address and interrupt. title screen only. v1.5: same. v1.6: disable stack native address and interrupt, enable static range c000, enable indirect bank crossing. Runs slow, crashes often usually at a boss being beat v1.7: disable stack native address and interrupt, enable static range c000, enable indirect bank crossing. slowdown, scroll problems in Wily's castle, bad graphics in some areas		crow
Megaman 4		4	v1.5	disable both native return, stack reset "0xff, 0xff". disable NMI auto detect crashes at Drill Man		
Megaman 5		4	v1.7	v1.1: black screen only v1.3: white tiles on screen v1.5: black screen v1.7: apply patch. allow repurposed opcodes. disable stack native address, stack page 01. disable NMI at vblank. runs without audio. scrolling issues then BSOD on charge man level	[03fec1+] = 18 92 ea	
Megaman 6		4	v1.6	v1.1: CPU derailed v1.3: disable stack native return, nmi at vblank. early in intro, interpreter failed v1.6: disable stack native address, disable NMI at vblank, enable dynamic JSR. seems playable, not tested far		
Mendel Palace		4	v1.7	v1.7: disable stack native address. disable NMI at vblank		
Metal Gear		2	v1.7	v1.1: VramQ 0x4000. bad bg tiles on title screen, when transceiver is used - unknown exception - PC: 0x7F7049 v1.3: VramQ 0x4000. disable stack native return. early part of game tests OK v1.7: disable stack native address. disable NMI at vblank		
Metal Mech - Man & Machine		1	v1.7	v1.1: indirect I/O load page rage 40-5F. v1.3: hangs before gameplay starts. v1.6: same as v1.3 v1.7: apply patch. disable NMI at vblank. hangs immediately in gameplay (more patches needed?)	[01c3c5+] = 92	
Metal Storm		4	v1.7	v1.3: level one seems OK v1.7: disable stack native address. disable NMI at vblank		
Metro Cross		4	v1.7	v1.7: disable stack native address. player sprite not visible at first		
Metroid		1	v1.5	v1.3: disable stack native return, static range c000, very slow v1.5: static range c000-e000, disable NMI at vblank (requires patch), enable AOT optimization, very slow. Some versions of Metroid require disabling "stack emulation, native return address" which adds a massive amount of slowdowns.	[ff:c0ce] = f2 fb ea ea ea	
Michael Andretti's World Grand Prix		4	v1.8	v1.7: apply patch. runs, scroll doesn't update	[01e869+] = f2;[01e7ef+] = 02 00 00	
Mickey Mousecapade		3	v1.7	v1.7: apply patch. default settings	[000033+] = a9 93 02 03 ea ea ea	
Micro Mages		0	v1.6	v1.5: Unsupported opcode v1.6: disable native return address and from interrupt, disable NMI auto detect		
Might and Magic: Book One: Secret of the Inner		4	v1.7	text not displayed properly, freezes when starting a game		

Game title	#NAME?	iNES Mapper	Emulator version	Note	Patch	Beaten by
Mighty Bomb Jack		3	v1.6	v1.6: enable zero memory upon reset. brief glitches on level 2 (vertical scrolling)		
Mighty Final Fight		4	v1.7	v1.3: hangs at black screen v1.4.2: disable stack native return and interrupt, stack reset "0xff, 0xff", disable NMI auto-detect. crashes in first level v1.7: disable stack native address and interrupt. enable AOT optimization. playable but slow. needs patched for lag and second IRQ (patching idle loop causes BSOD before gameplay)		
Millipede		0	v1.6	working since v1.1. noise channel doesn't play. v1.6: audio has since improved		
Milon's Secret Castle		3	v1.6	v1.6: disable stack native address		
Mini-Putt		1	v1.6	v1.6: default settings. title screen scroll problems, minor graphical problems during gameplay		
Mission Impossible		4	v1.7	v1.6: disable stack native address. BSOD when you walk to the counter in the first room. screen goes crazy if you walk to the right, when the car comes through v1.7: disable stack native address. no BSODs seen early, screen goes crazy in some situations		
Mitsume ga Tooru		4	v1.6	v1.6: disable stack native address. early part seems playable, with some missing scroll writes		
Moai-kun		3	v1.6	v1.6: disable stack native address		
Monopoly		1	v1.3	v1.0: title screen is wrong, audio notes are cut short. a 1 player vs 2 computer game was completed with no visual glitches or crashing. demo crashes v1.1: no longer playable, runs but background is never shown v1.3: fully working (except for \$4011 PCM audio)		Members
Monster In My Pocket		4	v1.7	v1.6: interpreter failed before intro ends (address 0x3B3B)		
Monster Party		1	v1.8	v1.1: CPU derailed v1.3: interpreter failed v1.7: runs with strange glitches	[01c06f+] = f2	
Monster Truck Rally		3	v1.6	v1.6: default settings work. optionally, apply patch and enable 'allow repurposed opcodes'	[ff.cc6b] = 32	
Moon Crystal		4	v1.6	disable stack native return, runs slow, crashes in the first level		
Mortal Kombat 2		210				
Mortal Kombat 2 Special		90				
Mortal Kombat V1996 Turbo 30 Peoples		4	v1.6	v1.6: default settings		
Mother		4	v1.4	Hangs when opening menus, requires making patch for mid-scanline CHR changes but the tools aren't available yet.		
Motocross Champion		1	v1.7	v1.6: interpreter failed, code in RAM (opcode 0x60 at 0x03B7) v1.7: playable on default settings		
Motor City Patrol		1	v1.6	v1.6: sprite zero hit offset 9. map screen uses wrong tiles		
Ms. Pac-Man (Namco version)		0	v1.7	v1.1: bad sprites on title screen, crashes when level starts v1.3: works		(v1.3)
Ms. Pac-Man (Tengen version)		0	v1.6	v1.6: disable NMI at vblank. background corrupt		
M.U.L.E.		1	v1.7	v1.7: disable stack native address. CPU derailed BSOD before gameplay starts		
Munchie Attack		0	v1.7	v1.6: apply patch. default settings. nametable is wrong after game over.	[00:f275] = ea:[00:f217] = f2	
M.U.S.C.L.E.		0	v1.7	v1.1: playable		
Mutant Virus, The		1	v1.7	v1.6: BSOD when starting game (unsupported opcode). hangs during attract mode intro v1.7: disable stack native address. hangs during attract mode, or when starting game		
Mystery Quest		3	v1.6	v1.6: default settings. runs slow, title screen and status bar are messed up		
NARC		7	v1.7	v1.6: Interpreter failed. (opcode 0x20 at 0x0700) v1.7: disable native address, sprite zero hit offset 4, apply patch. First level plays good but cutscenes have missing BG	[00:8177] = aa 9a	
Nekketsu Kakutou Densetsu		4	v1.7	v1.7 disable stack ative address and interrupt. hangs at the start of the second fight		
Nekketsu! Street Basket		4	v1.7	v1.7: disable stack native address and interrupt. can hang during gameplay		
NEO Heiankyo Alien		4	v1.7	v1.3: Works up until gameplay; memory trim failed v1.7: disable stack native address. playable. title screen bad		
NES Open Tournament Golf		4	v1.6	v1.4.2: disable stack native address, enable clone CHR-RAM. all tiles glitched, hangs in menu v1.6: disable stack native address, enable clone CHR-RAM. stroke play doesn't work, match and tournament play do work		
NES Test Cart (Nintendo Service Center)		0	v1.6	v1.6: does not display title screen. press A and wait a few seconds and it will begin. fails RAM tests. video test pattern screens don't work		
New Ghostbusters II (J)		1	v1.5	v1.3: disable stack rules, NMI at vblank. BSODs when you capture a ghost v1.5: disable stack native address.		
Nigel Mansell's World Championship Racing		1	v1.7	v1.7: default settings. runs, but slowly (runs code in zeropage), would need scrolling patch		
Nightmare on Elm Street, A		7	v1.7	v1.6: apply patch. disable stack native address. intro runs, in game interpreter failed running code in RAM v1.7: apply patch. disable stack native address. enable safe PRG bank change. seems playable, but with nametable issues	[00014b] = f2 fa	ratix98
Nightshade		4	v1.7	v1.3: wrong CHR graphics during intro, flickering screen during gameplay. crashes when entering a fight, and during attract mode demo v1.5: makes it through attract mode, but "interpreter failed" entering fight v1.7: disable stack native address, disable NMI auto-detect. seems playable		
Ninja Crusaders		4	v1.7	v1.7: disable stack native address and interrupt. disable NMI at vblank		
Ninja Gaiden		1	v1.3	v1.3: disable NMI at vblank, sprite zero hit offset 16. crashes on game over v1.8: disable NMI at vblank, sprite zero hit offset 16, enable static range c000.e000. DMC samples sound a little wrong		Cabbusses (v1.3)
Ninja Gaiden 2		4	v1.5	v1.0: audio glitches. intro runs with bad graphics, but crashes on second loop. gameplay immediately stuck with music still playing. v1.1: same, but no longer crashes on second intro loop. next test session is now only giving me unknown exception - PC: 0x7F0DDE ?? v1.3: disable NMI at vblank. Intro and cutscenes show bad tiles. first level gameplay works, all sprites have bad palettes until the 2nd half of the level. 2nd level crashes with indirect IO access fail, unable to find target address. v1.4.2: don't need to change settings, same as a v1.3 except cutscenes work better v1.5: disable NMI at vblank, disable safe TSX, disable stack page 01, glitchy during train section and one boss fight. Watch the entire cutscene after the first stage.		ratix98
Ninja Gaiden 3		4	v1.7	v1.3: disable NMI auto-detect. intro plays with some bad graphics, gameplay hangs with musc playing v1.4.2: first level plays well except for vertical scrolling areas, where scrolling doesn't work. wrong CHR in some cutscenes		
Ninja Hattori-kun		0	v1.7	v1.4.2: disable stack native return, game resets v1.6: disable stack native return, loads bad level data, killing the player		
Nintendo World Cup		4	v1.7	v1.3: hangs at black screen. v1.5: unsupported opcode v1.7: disable stack native address and interrupt. unsupported opcode after title screen (0xF7 at 01: A258)		
Noah's Ark		4	v1.7	no sprites are seen in-game		
Nobunaga's Ambition		1	v1.7	v1.3: CPU derailed v1.5: disable stack native address, interrupt. plays for a bit before unsupported opcode v1.7: enable dynamic JSR, disable stack native address and interrupt. unstable behavior. sometimes crashes during gameplay. was able to play successfully one time, got a game over, then every subsequent game was an immediate game over when it was my turn. I deleted .SRM file, now map screen and graphics are corrupt every time		

Game title	#NAME?	iNES Mapper	Emulator version	Note	Patch	Beaten by
North and South		4	v1.6	v1.1: bad call: 0x1312 v1.3: game reset when a battle starts. scrolling problem during intro (sprite zero hit maybe) v1.4.2: black screen only v1.6: disable stack native address. intro scrolling problems, fine in-game except status bar. apply patch to fix train level	[01ef0a] = a9 9f 02 03 ea ea	
Nuts and Milk		0	v1.6	v1.5: sprite and BG are out of alignment vertically by approx 16 pixels v1.6: default settings. looks right		
Operation Wolf		1	v1.6	v1.3: direct indexed I/O page 40 failed v1.6: sprite zero hit offset 1		
Otaku no Seiza		4	v1.7	v1.7: disable stack native address, mapper IRQ offset 0		
Othello		0	v1.5	v1.1: CPU derailed v1.3: disable stack native return, CPU derailed early in intro v1.5: disable stack native address. works		Members
Over Horizon		4	v1.6	v1.6: disable stack native address. enable AOT optimization		
Overlord		1	v1.6	v1.6: enable recompile PRG RAM. disable NMI at vblank. runs with bad graphics on most screens		
Pachi Com		0	v1.6	v1.6: disable NMI at vblank		
Pac-Land		0	v1.6	v1.6: disable stack native address, disable NMI at vblank. sprite zero hit offset 2. enable AOT optimization		
Pac-Man (Tengen)		0	v1.8	v1.1: disable memory emulation load and store. sometimes hangs on READY, sometimes not (reset SNES and try again) v1.6: disable NMI at vblank. plays without audio.		
Pac-Mania		4	v1.6	v1.3: Disable stack native return address, disable NMI at vblank. The game will play, but the high-score screen will cause a crash. v1.6: disable stack native address. no crashes yet		
Palamedes		1	v1.8	v1.7: default settings. sprites have wrong tiles v1.8: default settings. Enable "Static range 8000" and "Static range c000" to bugfix wrong tiles		
Painguin		4	v1.3	Black title screen, glitched collision		
Panic Restaurant		4	v1.8	v1.4.2: CPU derailed v1.5: gameplay crashes immediately, unsupported opcode v1.7: disable stack native interrupt. gameplay BSOD (unsupported opcode 0x37 at 04:8BAC)		
Paperboy		3	v1.7	v1.5: Works well but not tested far. Disable 'Stack emulation, Native return address'.		ratix98
Paperboy 2		2	v1.6	v1.1: CPU derailed. v1.3: disable stack native return, hangs before game starts. v1.4.2: black screen v1.6: disable stack native address, disable stack page 01		
Parasol Stars (E)		1	v1.7	v1.7: apply patch. default settings	[008e30+] = a9 95 02 03 ea ea ea	
Parodius (E)		4	v1.6	v1.3: black screen only. v1.5: interpreter failed v1.6: disable stack native address, disable stack page 01. no background shown in-game. runs slow gets farther in v1.1. disable NMI auto-detect, makes it past title screen with graphics corruption, CPU derailed		
Penguin-kun Wars		0	v1.7	v1.3: disable stack native return, NMI at vblank. hangs before gameplay v1.4.2: disable stack native return and interrupt. hangs after winning a round. v1.7: disable stack native return and interrupt. disable NMI at vblank. hangs after winning a round.		
Pescatore (Prototype)		2	v1.6	v1.3: disable stack native return, BSODs with indirect I/O sometimes v1.6: disable stack native return, seems fully playable		
Phantom Fighter		1	v1.7	v1.3: hangs on town one immediately when a text box is drawn, untested with different settings v1.5: disable native return address and from interrupt, disable stack page 01, disable NMI at vblank, VramQ 0x5000(?)		
Pictionary		1	v1.7	v1.3: black screen only. v1.4.2: disable NMI at vblank. minor graphic issues make it difficult to enter answers v1.7: disable NMI at vblank. sprite zero offset 2. apply patch. during answer entry, game shows wrong CHR bank even after patching	[00:a904] = a9 d6 02 03 60;[00:96	
Pinball		0	v1.7	v1.3: starting a game resets to title screen v1.4.2: playable		
Pinball Quest		1	v1.7	v1.6: unsupported opcode v1.7: enable static range c000,e000. gameplay runs slowly. idles on a JMP indirect		
Pipe Dream		3	v1.4.2	disable stack native return, sprite zero offset 5, minor audio issue when the water comes out		Myself086
Pirates!		1	v1.7	v1.6: interpreter failed (opcode 0x86 at 0x0757) v1.7: disable stack native address. apply patch. playable. in-town graphics require support for mid-scanline \$2000 writes. the patches fixed the background tiles, but not the sprite tiles.	[01f135+] = a9 6f 02 03 ea ea ea;	
Platoon		1	v1.7	v1.0: not working. v1.1. jumps straight to end credits, with bad graphics. v1.3: disable all stack rules. scrolling text not showing v1.7: apply patch. disable stack native address.	[0140f0+] = a9 a9 02 03 4c 07 81	
Pooyan		0	v1.7	v1.0: crashes on title screen v1.1: gets to gameplay before CPU details v1.3: works		
Popeye		0	v1.7	v1.0: crashes when Bluto lands in the water v1.1: fixed v1.6: disable stack native return v1.7: default settings		marcosmoutta
Popeye no Eigo Asobi		0	v1.7	v1.1: playable		
Portopia Renzoku Satsujin Jiken		0	v1.7	v1.5: CPU derailed v1.7: disable stack native address. playable without audio. game appears to use frame IRQ for audio code		
Power Blade		4	v1.5	v1.0: no background graphics are displayed during gameplay. needs further testing, but seems playable if graphics were there v1.1: during gameplay status bar is OK, other background graphics are bad v1.4.2: vramQ 0x4000 (didn't try smaller), tested a couple levels, seems to work great v1.5: Works well. Missing drums in the music. Vram queue buffer size: 0x2000. Enable 'Sprite limit per scanline'. v1.6: enable 'sprite limit per scanline', mapper IRQ hit offset 3		Nokia3310
Power Blade 2		4	v1.7	v1.4.2: black screen only. v1.5: shows title screen before interpreter failed v1.6: disable stack native address, run slow but is playable v1.7: apply patch. disable stack native address. ground in level 2 is not displayed. performance improves considerably if you import SRM and enable AOT optimizations	[01e63d+] = 18 92 f4	
P.O.W. - Prisoners of War		1	v1.1	v1.1: disable NMI mode, auto detect. sprite zero hit offset 1 (disabling NMI mode and increasing VramQ fixes the SNK logo, it also works without these settings) v1.7: sprite zero hit offset 1. seems playable but music all messed up, changing settings doesn't seem to affect it		ratix98 (v1.1)
Power Punch 2		4	v1.7	v1.1: bad graphics, hangs before title screen. disabling NMI auto-detect, it makes it further before hanging v1.3: disable stack native return, runs with bad graphics v1.6: disable stack native address. BSOD before gameplay, CPU derailed, BRK at 0x00FFFE v1.7: disable stack native address. hangs on black screen before gameplay		
Predator		1	v1.8	v1.3: hangs on black screen v1.5: hangs early in gameplay v1.7: various BSODs in intro, can't get to gameplay		
Prince of Persia		2	v1.7	v1.1: after loading level, indirect I/O access load range 40-5F v1.3: behaves oddly and hangs v1.5: seems playable, but uses wrong sprite tiles. v1.6: same		

Game title	#NAME?	iNES Mapper	Emulator version	Note	Patch	Beaten by
Princess Tomato in the Salad Kingdom		1	v1.7	v1.1: black screen only v1.3: unsupported opcode v1.5: disable stack native address. plays with wrong sprite tiles		
Pro Wrestling		2	v1.8	v1.1: unknown exception - PC: 0x7F05FE v1.3: disable stack native return, disable nmi at vblank. gameplay crash, interpreter failed v1.6: same as above. game runs some code in zeropage at 0x0010 v1.7: disable stack native address, disable NMI at vblank. playable. noise channel issues v1.8: same as v1.7. loading SRM and enabling AOT causes various problems (index was outside the bounds of the array, or BSOD in-game)		
Punch-Out!!		9				
Punisher, The		4	v1.8	v1.1: after title screen, bad call 0x0EFD. v1.3: hangs after title screen (interpreter failed) v1.7: BSOD after title screen, (opcode 0x0F at 0x0000)		
Puyo Puyo		2	v1.6	v1.3: Endless mode works. Mission mode does not and will crash either before or between a stage loads. v1.5: black screen v1.6: disable stack native address, and interrupt. all modes work, but can BSOD after a while in endless mode		
Puzznic		3	v1.7	v1.7: allow illegal NOPs. disable stack native address.		
Pyramid (AVE)		0	v1.6	v1.6: disable stack native address		
Q*Bert		3	v1.7	v1.5: Works well. Standard settings		
Qix		1	v1.8	v1.1: CPU derailed. v1.3: interpreter failed v1.7: intro works, gameplay screen looks wrong, BSODs when completing an area		
Quarth		3	v1.6	v1.6: default settings. seems good		
Quest of Ki, The		4	v1.7	v1.7: disable stack native address. game runs with bad backgrounds		
Racket Attack		1	v1.7	v1.7: default settings. AOT faulty subroutine found (gameplay crash) - 0x06c010		
Radia Senki		4	v1.7	v1.7: allow illegal NOPs. black screen only		
Rad Racer II		4	v1.7	v1.7: default settings. runs well, with no road displayed. needs patch (repurposed COP 02 doesn't seem to work inside IRQ(?))		
Raid on Bungeling Bay		0	v1.7	playable in v1.0 but not v1.1. bad call 0x01D5 when gameplay starts. v1.3: works v1.7: disable NMI auto-detect. strange sounds on title screen		
Rally Bike		2	v1.8	v1.7: default settings. status bar works but rest of screen turns all black during gameplay		
Rambo		2	v1.5	v1.3: black screen only, v1.4.2: hangs during intro v1.5: works		
Rampage		4	v1.7	v1.1: CPU derailed after loading level v1.3: disable stack native address and interrupt return, plays for a bit then hits unsupported opcode v1.6: same as above, but runs a little longer if you disable static range e000 v1.7: playable but unstable, BSODs after some time with unsupported opcode (0x03 at 0D:A188)		
Rampart (J)		2	v1.7	v1.6: default settings. playable, but screen flickers and jumps v1.7: enable sync PPUSTATUS to SNES, solves flickering. a little unstable, odd crashes have occurred sometimes, that corrupts the font in the emu's CPU/RAM use overlay		
Rampart (U)		4	v1.7	v1.6: disable stack native address. interpreter failed before gameplay starts (opcode 0x00 at 0x0519)		
R.B.I. Baseball		4	v1.6	v1.6: disable stack native address, native interrupt. disable NMI at vblank.		Members
R.B.I. Baseball 2		4	v1.6	v1.6: disable stack native address, native interrupt. disable NMI at vblank.		
R.B.I. Baseball 3		4	v1.6	v1.6: disable stack native address, native interrupt. disable NMI at vblank.		
R.C. Pro-Am (PRG0)		7	v1.7	v1.7: enable safe PRG bank change. disable stack native address. sprite zero hit offset 1. BSOD before gameplay, CPU derailed BRK at 0xF8F8F8		
R.C. Pro-Am (PRG1)		1	v1.7	v1.3: Can complete first race. Crashes after finishing first place but continues on after finishing in second place. Entire screen flashes and the HUD is all over the place. v1.5: doesn't work v1.7: disable stack native address. title screen messed up, gameplay runs but flickers corrupt graphics		
R.C. Pro-Am II		7	v1.7	v1.6: enable clone CHR-RAM. scrolling is messed up, game crashes before end of first lap v1.7: apply patch. disable stack native address. disable NMI at vblank. sprite zero offset 1. enable clone CHR RAM. playable with glitched or missing backgrounds	[0009bd+] = d2;[0036f5+] = d2;[01	
Remote Control		1	v1.7	v1.7: enable static range c000.e000. disable stack native address and interrupt. disable NMI at vblank. hangs during gameplay, patch needed		
Renegade		2	v1.7	v1.3: CPU derailed v1.4.2: disable stack native return address, native return interrupt. v1.7: disable stack native address and interrupt. brief scrolling glitches		
Rescue: The Embassy Mission		1	v1.7	v1.0: crashes after entering building. sprites have wrong tiles in spotlight-avoiding part of the game v1.1: sprites fixed. CPU derailed when entering embassy v1.3: disable stack native return. noise channel missing. gameplay is good but has visual glitches on other screens. v1.7: disable stack native return. apply patch (optional). BSOD after winning, interpreter RMW failed from address 0x727D. previous issues were fixed.	[01f609+] = d2;[01f619+] = d2	Members (v1.3)
Ring King		4	v1.8	v1.3: game resets when player gets hit (but not during attract mode demo) v1.4.2: status bar scrolls with screen v1.7: default settings. status bar scrolls, patch helps with lag. BSODs if AOT optimization is enabled. found faulty subroutine 0x02b952 (after importing SRM)	[00c159+] = f2	
Rise of Amondus, The		2	v1.4.2	v1.1: audio problems. using special attack (B button) causes BSOD - CPU derailed v1.3: disable stack native return. unsupported opcode BSOD in manual, and on title screen when using SRM profile v1.4.2: disable stack native address and interrupt. disable NMI at vblank.		
River City Ransom		4	v1.7	v1.3: CPU derailed v1.4.2: disable stack native return address, native return interrupt. hangs at start screen v1.6: disable stack native address and interrupt. interpreter failed, opcode 0x60 at 0x07FB. in Technos games, this code in RAM is only writing to a sound register, I tried patching it out, but the game still BSODs before gameplay v1.7: disable stack native address and interrupt. enable AOT optimization. fully playable, but has a small chance of crashing or hanging unpredictably on screen transitions, entering shops (BSOD opcode 0x80 at FF:FF05). happened one time during playthrough, was bypassed by rewinding in Mesen-S		Members
Road Fighter		0	v1.7	v1.0: sprites have wrong tiles v1.1: fixed and playable, engine sound effects not workin v1.7: disable NMI at vblank (stops occasional CHR corruption). previous issues fixed		marcosmoutta (v
Robin Hood - Prince of Thieves		1	v1.7	v1.0: crashes after title screen v1.1: nametables are bad, sprites have wrong tiles. playable on first screen until it hangs with music playing v1.3: seems playable		
Robocco Wars		4	v1.81	v1.81: default settings. disable AOT (causes BSOD). a small number of BG tiles are wrong during gameplay, otherwise works well		
Robocop		4	v1.7	v1.1: black screen v1.3: disable stack native return, played levels 1 & 2 no problems v1.7: disable stack native address, page 01. disable NMI at vblank		
Robocop 2		1	v1.7	v1.0: crashes after loading level v1.1: works. sprite zero offset: 3 v1.7: sprite zero hit offset 2		

Game title	#NAME?	iNES Mapper	Emulator version	Note	Patch	Beaten by
Robocop 3		1	v1.8	v1.1: unknown exception - PC: 0x7F045A v1.3: unsupported opcode. v1.7: unsupported opcode 0x82 at 02:C25D		
Robowarrior		2	v1.6	v1.2: Disable native return address, seems to load the title screen and start just fine. v1.6: same		
Rocket Ranger		1	v1.7	v1.1: blue screen, no text v1.3: partial intro, interpreter failed v1.7: disable stack native address, disable NMI auto-detect. hangs during gameplay		
Rocketeer, The		1	v1.5	v1.3: disable NMI at vblank, hangs before gameplay v1.5: disable stack native address		
Rockin' Kats		4	v1.7	v1.7: disable stack native address. enable AOT optimization. playable, with slowdown in busy areas. loading SRM (463 known calls) causes the screen to flicker when scrolling, but the effect goes away when AOT is enabled.		
Rod Land (E)		2	v1.7	v1.7: disable stack native address		
Roger Clemens' MVP Baseball		4	v1.81	v1.81: default settings. enable AOT.		
Roller Ball		1	v1.7	v1.7: disable stack native address. enable AOT optimization		
Rollergames		4	v1.7	v1.1: wrong graphics on title screen, can't start game v1.3: start game hangs on black screen v1.5: works sometimes, usually interpreter failed v1.7: disable stack native address. disable NMI at vblank. seems playable, but screen jumps a little during cutscenes		
Rollie		0	v1.1	disable NMI at vblank. sprite zero offset: 6. audio problems		
Rolling Thunder		64	v1.5			
Romance of the Three Kingdoms		1	v1.7	v1.6: disable stack native address, interrupt. disable NMI auto-detect. weird sound at startup (enable zero memory upon reset to prevent it), and game has trouble taking player input (entering number of players, numbers aren't displayed and you can backspace all over the screen)		
Route 16 Turbo		0	v1.7	v1.3: default settings v1.7: default settings. in-game audio sounds wrong (sweep not being reset?)		
Rush 'n Attack		2	v1.8	v1.0: plays with bad sprites and no audio v1.1: disable NMI at vblank. VramQ: 0x2000. status bar scrolls with screen v1.8: disable NMI at vblank. apply patch	[01c0fe+] = a9 28 02 03 4c 0c c1	marcosmoutta
Rygar		2	v1.8	v1.1: displays background of first level before crashing. bad call - 0x390F v1.3: same. interpreter failed v1.5: disable stack native address and interrupt. crashes when enemy appears extensive patch needed, subroutine at \$C0DB uses caller-supplied RTS jump table. called from many places throughout v1.8: same as before, but player is pulled to the left when starting		
S.C.A.T.		1	v1.7	v1.3: playable but with wrong sprite graphics. v1.7: same		
Sanada Juu Yuushi		1	v1.6	v1.1: CPU derailed when player does an action v1.6: disable stack native address. starting area works		
Sanrio Carnival		3	v1.6	v1.6: disable NMI at vblank. allow repurposed opcodes, apply patch	[004689] = a9 6e 02 03 ea ea ea e	
Sanrio Carnival 2		3	v1.6	v1.6: disable stack native address		
Sanrio Cup - Pon Pon Volley		3	v1.6	v1.6: disable stack native address and interrupt		
Secret Ties (Prototype)		4	v1.7	v1.7: mapper IRQ offset 0. first level intro cutscene never ends. level seems playable if you skip intro		
Section Z		2	v1.81	v1.3: CPU derailed / interpreter failed v1.6: enable dynamic JSR. shows title screen for a moment, BSOD for running code at \$110 v1.7: enable dynamic JSR, disable stack native address. sprite zero hit offset 16. disable AOT, gives error message "Label missing at the beginning of a block". seems playable.		
Seicross		0	v1.7	v1.0: loads level before crashing v1.1: works		
Shadow of the Ninja		4	v1.7	v1.3: resets to title before gameplay starts. v1.4.2: hangs after Natsume logo v1.6: disable NMI auto-detect. hangs at start of stage1_2 v1.7: default settings. has a few slowdowns		crow
Shadowgate		4	v1.7	v1.1: bad call - 0x0C60. v1.3: game resets to title screen. v1.4.2: black screen only v1.5: game seems playable, but CHR is bad v1.7: disable static range e000(?), playable with good background tiles and bad sprite tiles		ratix98
Shanghai 2		2	v1.7	v1.4.2: unsupported opcode. v1.6: same error with any settings, unsupported opcode 03 at 00:83e9 v1.7: disable stack native address. enable clone CHR RAM		
Shatterhand		4	v1.7	v1.3: disable stack native return, lazy double return. CPU derailed later in first level v1.6: disable stack native address, lazy double return. enable dynamic JSR. CPU derailed in first level v1.7: disable stack native return. Some collision are wrong		
Shingen the Ruler		1	v1.7	v1.3: interpreter failed before gameplay v1.6: disable stack native address, disable NMI at vblank.	[014211+] = f2	
Shufflepuck Cafe		2	v1.81	v1.81: default settings, music only, black screen. disable NMI at vblank, intro hangs immediately		
Side Pocket		2	v1.7	v1.3: BSOD - direct indexed I/O page 40 failed v1.6: stack error bsod after completing a "pocket game". disable native address didn't help, didn't try other options v1.7: hangs on black screen. disable NMI at vblank displays title screen, hangs on black screen when starting		
Silent Service		2	v1.7	game uses DPCM interrupt v1.3: indexed I/O page 40 failed, shows title screen. v1.6: hangs immediately in gameplay. game seems to be using DPCM IRQ		
Silkworm		1	v1.7	v1.6: disable stack native return. apply patch for scrolling. player and enemies spontaneously explode v1.7: disable stack native return. apply patch for scrolling. playable	[01c221] = a9 25 02 03 60	
Silver Surfer		4	v1.7	v1.6: disable NMI at vblank. hangs after intro. got gameplay to start once, but could not reproduce v1.7: disable stack native address, disable NMI auto-detect. playable		
Simpsons: Bartman Meets Radioactive Man		4	v1.6	v1.6: disable stack native address.		
Simpsons: Bart vs the Space Mutants		1	v1.7	v1.1: black screen only v1.3: interpreter failed. v1.6: interpreter failed v1.7: black screen or pink screen only		
Simpsons: Bart vs the World		4	v1.7	v1.6: Interpreter failed v1.7: disable stack native address. first opening screen works, then BSOD unsupported opcode 0xB3 at 15:B0AF		
Skate or Die		2	v1.8	v1.3: VRAM queue: 4800. hangs during downhill jam, other events OK v1.6: default settings, all events seem to work v1.8: DMC supported		
Skate or Die 2		1	v1.8	v1.6: adventure mode hangs immediately, ramp mode hangs sometimes, works sometimes v1.7: apply patch. disable stack native address and interrupt. disable NMI at vblank. sprite zero offset 11. enable AOT optimization. v1.8: same settings as v1.7. static range e000 allows DMC drums to work, but causes BSODs early in gameplay. note this game uses \$4011 on title screen and speech	[0379f+] = f2 fa;[0041e8+] = a9 8f	
Ski or Die		1	v1.6	v1.6: disable stack native address. snowball blast shows wrong sprite tiles		
Sky Destroyer		0	v1.7	v1.5: black screen only v1.6: disable stack native address and interrupt. disable NMI at vblank. apply patch.	[00:ffc0] = e6 88 f2 fc d2 fa [00:c0a8] = c0 ff	
Sky Kid		1	v1.7	v1.3: disable stack native return. tested first two levels v1.7: apply patch. enable AOT optimization. disable stack native address, disable NMI at vblank, sprite zero offset 5	[00732e+] = f2	



Game title	#NAME?	INES Mapper	Emulator version	Note	Patch	Beaten by
Sky Shark		1	v1.7	v1.6: disable stack native address and interrupt. gameplay BSOD, interpreter failed (opcode 0x8E at 0x0122) v1.7: disable stack native address and interrupt. gameplay BSOD, interpreter failed (opcode 0x6A at 0x012E)		
Smash TV		4	v1.3	v1.1: audio missing noise channel, nametable glitch in-between room scrolling. played well for several minutes, had the game hang when the player died		
Smurfs (Europe)		2	v1.4.2	v1.4.2: disable NMI at vblank, enable clone CHR-RAM		
Snake Rattle N Roll		1	v1.7	v1.6: interpreter failed (opcode 0x8A at 0x02C7) v1.7: interpreter failed (CPU off rails)		
Snake's Revenge		1	v1.8	v1.6: sprite zero hit offset 2. apply patch to fix text box (patch slightly imperfect) v1.8: enable static range c000,e000. sprite zero hit offset 2. apply patch to fix text box (patch slightly imperfect)	[01c07a] = 02 03 ea,[01c088] = a5	
Snoopy's Silly Sports Spectacular		1	v1.6	v1.6: disable stack native address. playable with scroll glitches. needs patched (game varies length of delay loop at runtime)		
Snow Brothers		1	v1.7	v1.6: subroutine in RAM, interpreter failed (opcode 0x60 at 0x0194) v1.7: sprite zero hit offset 16. playable.	[01c07e+] = f2	
Soccer		0	v1.7	v1.3: disable stack native return v1.7: apply patch. disable NMI at vblank	[00:809c] = 18 92 f6	
Solar Jetman		7	v1.7	v1.6: disable NMI at vblank, enable clone CHR RAM. BSODs before gameplay v1.7: disable stack native address. disable NMI at vblank. sprite zero offset 1. enable clone CHR RAM. game runs with bad nametables		
Solar Wars		3	v1.8	v1.6: default settings. strange sound issues v1.8: DMC snare drum sounds like it triggers twice? most of the sound issues are from the triangle channel not silencing, but odd stuff happens with other channels too		
Solomon's Key		3	v1.8	v1.6: interpreter failed v1.7: disable stack native address. intro screen, then hangs. title screen was seen once, could not reproduce		
Solstice		7	v1.6	v1.6: disable stack native address, disable NMI at vblank, enable clone CHR RAM. Requires patch	[00089e] = 90 fa ? 92 fa,[00097e]	
Somari		4	v1.7	interpreter failed		
Son Son		0	v1.7	v1.6: CPU derailed v1.7: disable stack native address, interrupt. game is very unstable. patch is for idle loop	[00032d+] = 92	
Space Harrier		1	v1.5	Works very well except slowdown issues. Requires SRAM saves for a fully beatable game. Enable 'Allow illegal NOPs', Disable 'Stack emulation, Native return address' and 'Stack emulation, Native return from interrupt'. Disable 'NMI mode at vblank'. Disable 'Improved PPUSTATUS loop detection'. Vram queue buffer size 0x6000.	[01c1a2] = f2	Nokia3310
Space Invaders		0	v1.7	v1.4: Locks up when the little UFO starts flying away when levels end. The barriers regenerate but the next level never starts. v1.6: gameplay works, but locks up if you interrupt the attract mode demo v1.7: default settings. apply patch to fix lockup	[0002ef+] = f2,[00010e+] = f2	
Space Shuttle Project		1	v1.7	v1.5: hangs after shuttle launches. did not try other settings.		
Spelunker		0	v1.5	v1.1: music missing noise channel, game hangs when you lose all lives, but appears playable so far. v1.3: noise channel problem, game doesn't hang anymore		Svambo
Splatterhouse: Wankpaku Graffiti		19	v1.5	Tested up to the 'chair' bosses. Disable 'Stack emulation, Native return address' and 'NMI mode at vblank' Mapper patch required: <a href="https://www.romhacking.net/hacks/425/">https://www.romhacking.net/hacks/425/</a>		
Spot		1	v1.7	v1.6: enable recompile PRG RAM. runs with messed-up backgrounds v1.7: default settings		Members
Spy Hunter		3	v1.6	enable all static ranges, disable NMI auto detect		ratix98
Spy Vs Spy		0	v1.2	v1.0: workingv v1.1: no longer playable, bad call 0x01CE v1.2: works fine with a missing sfx		
Sqoon		0	v1.7	v1.1: CPU derailed v1.3: disable stack native return, game hangs after a few seconds v1.5: disable all stack emulation boxes and NMI at vblank. Enable Recompile PRG RAM and illegal NOPs. VramQ 0x4000 v1.7: disable stack native address and interrupt, disable NMI at vblank. audio problem, triangle channel durations seem backwards throughout, plays long notes short and short notes long		
Stack-Up		0	v1.1	ROB required. disable Memory Emulation, Store		
Stanley - The Search for Dr. Livingston		4	v1.7	v1.1: VramQ 0x3000. while exploring town, indirect I/O access load range 20-3F v1.3: VramQ 0x3000. works better, but interpreter failed after a bit v1.7: disable NMI at vblank. after a few screens into the jungle, grabbing a vine caused BSOD. unknown exception, PC value 0xB36132		
Star Force		3	v1.6	v1.6: disable stack native address. tested level 1 only		
Star Luster		0	v1.6	v1.6: default settings. apply patch	[00:8105] = d2	
Starship Hector		2	v1.6	v1.6: disable stack native address, disable NMI at vblank. apply patch	[01d738] = d2	
Star Soldier		3	v1.6	v1.6: disable stack native address, disable NMI auto-detect. tested level 1 only		
Star Trek - 25th Anniversary		4	v1.7	v1.3: disable NMI autodetect. graphics using wrong tiles, resets to title screen v1.7: disable NMI autodetect. disable stack native address. looks better but cutscenes are messed up. changing mapper IRQ offset to zero fixes scroll text, but breaks cutscenes even worse. BSODs with indirect JMP failed, address 0xFF6C		
Star Trek - The Next Generation		2	v1.7	v1.3: disable stack native return. seems playable		
Star Tropics		4	v1.5	disable stack native return address, disable NMI at vblank, disable stack page 01. Game crashes at first save point before you enter the first dungeon		
Star Tropics II - Zoda's Revenge		4	v1.7	v1.6: disable stack native address. BSODs before gameplay v1.7: disable stack native address. disable NMI at vblank. gameplay runs a little bit, background palette flashes. hangs in gameplay		
Star Voyager		3	v1.7	v1.6: hangs before gameplay		
Star Wars - The Empire Strikes Back		4	v1.3	v1.1: looks good but BSODs with bad call early in gameplay v1.3: seems playable v1.7: black screen only		
Star Wars (JVC)		4	v1.6	v1.0: vertical scroll problems during intro. gameplay hangs with grey screen and music playing. v1.1: intro fixed, otherwise same v1.3: intro crash, interpreter failed v1.6: enable recompile PRG RAM, disable NMI at vblank, plays okay		
Stealth ATF		1	v1.7	v1.6: grey screen only		
Stinger		2	v1.3	vramQ 0x5000, disable stack lazy double return hangs during end credits		Cabbusses
Street Fighter 2010		4	v1.6	v1.3: hangs at title screen v1.6: disable stack native address and interrupt. disable NMI auto-detect. gameplay always slow		
Strider		1	v1.8	v1.3: BSOD - reading CHR-RAM v1.4.2: disable stack native address, enable clone CHR-RAM. runs slowly v1.8: enable static range c000,e000. disable stack native address, enable clone CHR-RAM. runs slowly		

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Summer Carnival '92 - Recca		4	v1.8	v1.5: blue screen without text v1.6: disable stack native address and interrupt. set stack reset 0xff,0xff. bad palette and resets when gameplay begins v1.7: disable stack native address and interrupt, disable stack page 01. palette looks right, game still resets v1.8: enable static range c000,e000. apply patch, disable NMI at vblank. disable stack native address and interrupt, disable stack page 01. game resets	[01e527+] = f2	
Sunman (Prototype)		4	v1.8	v1.1: unknown exception - PC: 0x7F07CF v1.3: unsupported opcode v1.5: unsupported opcode when losing all lives v1.8: enable static range c000,e000. apply patch, allow repurposed opcodes. music missing at first, but starts to work after loading SRM.	[01e98c+] = d2	
Super Arabian		0	v1.6	v1.6: default settings. screen in-between levels waits by a long delay loop		
Super C		4	v1.8	v1.3: playable with bad nametables, crashed when player died late in 1st level. nametable problems begin when vertical/diagonal scrolling begins v1.5: Plays fine up to the first helicopter that doesn't appear. Some sound differences. v1.7: interpreter failed mid-level v1.8: DMC not supported, even with static range c000, e000 enabled. idle loop patch added.	[01fb64+] = 18 92 f5	
Super Chinese (Kung Fu Heroes)		4	v1.3	the game works out of the box with an occasional missing SFX and Crashes to the BSOD when dodging a spear and killing an enemy, and also dodging just a projectile. v1.3: enable illegal NOPs		
Super Dodge Ball		1	v1.8	v1.7: disable stack native address and interrupt. AOT stops title screen audio, faulty subroutines found: 0x0085f6 0x0082ed		
Super Dyna'mix Badminton		0	v1.81	v1.81: apply patch. default settings.	[00003f+] = 18 92 f7	
Super Glove Ball			v1.6	v1.6: enable clone CHR RAM. sprite zero hit offset 1. game runs slowly		
Super Jeopardy		1	v1.8	v1.1: blue screen without text v1.3: unsupported opcode v1.7: default settings. partial intro before BSOD v1.8: disable stack native address. enable static range c000,e000. BSOD after entering name (unsupported opcode)		
Super Mario Bros 1		0	v1.1	sprite zero hit offset 7		
Super Mario Bros 2		4	v1.5	disable "native return address", disable NMI mode "At vblank", bad graphics US version resets when showing the first shyguy, PAL version doesn't reset v1.4.2: Playable		crow
Super Mario Bros 3		4	v1.5	Disable NMI mode "at Vblank", requires patch for card, spade games and 5-7. Spade game scrolling issues. Requires loading SRM into the exe multiple times.	[16:c8ef] = 62:[16:c98e] = 62:[16:c	Nokia3310
Super Off Road		7	v1.7	v1.6: black screen only v1.7: enable safe PRG bank change, disable stack native address and return, enable clone CHR-RAM. playable with bad nametables		
Super Pitfall		2	v1.7	v1.1: indirect store page range 40-5F. v1.3: disable stack native return, hangs before gameplay v1.7: disable stack native return. BSOD before gameplay, interpreter failed 0xFF at 0x0301		
Super Spike V'Ball		4	v1.8	v1.4.2: CPU derailed / interpreter failed v1.6: disable stack native address and interrupt. interpreter failed (opcode 0x60 at 0x07F3) v1.7: disable stack native address and interrupt. playable, with music broken during gameplay. v1.8: disable stack native address and interrupt. playable, with music broken during gameplay. game has 30hz idle loop, patching the loop branch only partially fixes the music. disabling NMI auto detect causes unknown exception, PC value 0xCD6902. enabling AOT optimization gives "incorrect jump source" error after hanging for a bit at "Optimizing 466/467"		
Super Sprint		4	v1.7	v1.3: disable stack native return v1.6: disable stack native address, disable NMI auto-detect, disable improved PPUSTATUS. unstable and BSODs at inconsistent times. start of 2nd race may either hang or BSOD v1.7: apply patch (required). disable stack native address	[00cebe+] = d2	Members
Super Spy Hunter		4	v1.8	v1.6: interpreter failed, running code in RAM v1.7: default settings. title screen works, game will not start. changing various settings seems to fix the intro's info screen in the same way?		
Super Star Force		2	v1.4.2	v1.1: hangs after title screen v1.3: resets after title screen v1.4.2: disable stack native address. scrolling jumps sometimes		
Super Turrican		4	v1.7	v1.6: player falls through ground when starting, can continue after jumping out. unstable, BSOD sometimes. v1.7: starts out the same		
Superman		1	v1.7	v1.1: working since v1.1. status bar scrolls with screen, audio problems v1.7: sprite zero hit offset 2. triangle channel notes cut short on title screen		
Sweet Home		1	v1.7	v1.7: disable stack native address, disable NMI mode, at vblank, less bug in transition screen.		ADMazorca
Sword Master		4	v1.7	v1.6: disable stack native address and interrupt. BSOD after Activision logo v1.7: enable indirect bank crossing. disable stack native address and interrupt. disable NMI at vblank. level one playable, some slowdown		
Swords and Serpents		2	v1.6	v1.6: default settings		
T&C Surf Design		3	v1.8	v1.6: disable stack native address and interrupt. sprite zero hit offset 1		
T&C 2 - Thrilla's Surfari		4	v1.7	v1.0: playable with bad nametables v1.1: VramQ 0x3000. in-game nametables work, level plays for a while before CPU derails v1.3: VramQ 3000. scrolling is too messed up to play v1.6: game doesn't start anymore, CPU derailed v1.7: default settings. works but unplayable with messed-up nametables		
Taboo - The Sixth Sense		1	v1.6	v1.6: default settings. CHR bankswitch missed on title screen, no other problems seen		Members
Tag Team Wrestling		0	v1.7	v1.1: disable memory emulation, load, store v1.7: default settings		
Taito Chase H.Q.		4	v1.8	v1.6: immediate BSOD. v1.7: same, various BSODs		
Takahashi Meijin no Bouken Shima IV		4	v1.7	v1.7: apply patch. disable NMI at vblank. seems playable. loading SRM then enabling AOT causes BSOD (no faulty subroutine found), which goes away if stack native address is disabled		
TaleSpin		1	v1.7	v1.7: apply patch. disable stack native address. disable NMI at vblank	[01fea3+] = 18 92 f0	
Target Renegade		1	v1.7	v1.3: bad call 0x07FD v1.5: disable stack native address and interrupt. hangs early in gameplay v1.7: disable stack native address. graphics bad, hangs temporarily with correct graphics		
Tecmo Baseball		1	v1.7	v1.7: default settings		
Tecmo Bowl		1	v1.8	v1.1: black screen only v1.3: disable stack native return, hangs before gameplay starts. v1.4.2: black screen only. v1.5: same v1.6: disable stack native address, hangs before gameplay starts. v1.7: same v1.8: same. DMC not supported in title screen music		
Tecmo Cup - Soccer Game		1	v1.7	v1.1: black screen only v1.3: two intro screens, then interpreter failed v1.6: intro only, then BSOD. tries to run code in NES RAM v1.7: disable stack native address. intro and title screen works, BSOD before gameplay		
Tecmo NBA Basketball		4	v1.6	v1.1: black screen only v1.3: two intro screens, then interpreter failed v1.6: disable stack native address and interrupt. hangs before gameplay		
Tecmo Super Bowl		4	v1.8	black screen only.		
Tecmo World Cup Soccer (J)		4	v1.7	CPU derailed v1.7: disable stack native address and interrupt. immediate BSOD unsupported opcode 0x6F at FF:EE48		

Game title	#NAME?	INES Mapper	Emulator version	Note	Patch	Beaten by
Tecmo World Wrestling		1	v1.7	v1.1: black screen only v1.3: disable NMI at vblank, interpreter failed v1.7: apply patch (required), disable stack native address, disable NMI at vblank. sprite zero offset 1. "VS" screen scrolling patch not working	[003c9f+] = f2;[0116e2+] = f2;[010	
Teenage Mutant Ninja Turtles		1	v1.6	v1.1: hangs after bad title screen v1.3: vramQ 3000, appears playable with many nametable problems v1.6: disable stack native address. up to first boss fight, looks good. slowdown in busy areas		
Teenage Mutant Ninja Turtles - Tournament Fighters		4	v1.7	v1.3: hangs during intro v1.5: playable with bad background graphics. v1.7: same		crow
Teenage Mutant Ninja Turtles 2		4	v1.8	v1.0: bad sprites, crashes before displaying first level v1.1: sprites fixed v1.4.2: disable stack native interrupt. playable with background glitches (level 2 is all black) v1.5: Same as 1.4.2 but beatable. 256KB SRAM recommended. v1.6: disable improved PPUSTATUS loop detection. level 2 all black, level 1 fire doesn't animate v1.8: enable static range c000,e000. disable improved PPUSTATUS loop detection. level 2 all black, level 1 fire doesn't animate		Cabbusses
Teenage Mutant Ninja Turtles 3		4	v1.8	v1.0: bad sprites, some wrong BG tiles, crashes after displaying first level v1.1: sprites fixed, black screen during intro v1.5: disable stack native address, interrupt. status bar not shown, but seems playable (and slow) v1.8: disable stack native address, interrupt. disable improved PPUSTATUS loop detection. apply idle loop patch for less slowdown. status bar not shown	[03f811+] = 18 92 dd	
Tekken 2		90				
Tekken 3		4		interpreter failed		
Tennis		0	v1.7	v1.1: disable memory emulation, store v1.7: default settings		
Terminator, The		4	v1.7	v1.3: disable stack native return, plays with messed up backgrounds v1.6: disable stack native address and interrupt, disable NMI at vblank. intro only. CPU derailed (BRK at 0xFFFF) v1.7: disable stack native address, disable NMI at vblank. seems playable		
Terminator 2		4	v1.7	v1.7: disable stack native address. hangs during attract mode cutscene or when player dies		
Terra Cresta		2	v1.8	v1.5: indexed I/O page 40 v1.6: playable on default settings v1.8: playable, but scrolling glitches for one frame each time one nametable is scrolled past		
Tetrastar - The Fighter		4	v1.6	enable recompile PRG RAM, disable NMI at vblank		
Tetris (Nintendo)		1	v1.8	v1.1: displays wrong tiles, after title screen BSOD indirect I/O access store range 40-5F v1.3: disable stack native return, NMI at vblank v1.8: disable "stack native return" and "NMI at vblank" to prevent errors and bugs; enable "Static range c000" for bugfix sprites errors.		1.8: mmmestudar
Tetris (Tengen)		3	v1.8	v1.6: disable stack native address. screen corrupted during gameplay fairly soon on first few test sessions. then played for a long time with no issue, could not reproduce problem. may be unstable v1.8: disable "stack native address". No apparent bugs.	[00:8013] = f2	
Tetris 2		4	v1.7	v1.5: CPU derailed v1.7: disable stack page 01. seems playable		
Tetris 2 + BomBliss		1	v1.7	v1.1: black screen only v1.3: unsupported opcode v1.7: disable stack native interrupt. black screen only, but intro runs and title screen music plays. BSOD when starting game (unsupported opcode 0xFF at 07:8074)		
Thexder		0	v1.7	v1.1:after title screen, CPU derailed v1.3: seems to work v1.7: apply patch. default settings	[00:8dd9] = 02 01 02 01 02 01 4c	
Three Stooges		1	v1.3	v1.1: black screen only v1.3: disable stack native return, lazy double return. sprite zero offset 2		
Thunderbirds		1	v1.7	v1.7: disable stack native address. disable NMI at vblank. sprite zero offset 1. playable, with nametable problems when scrolling		
Thundercade		2	v1.7	v1.7: BSODs, various		
Tiger Heli		3	v1.8	v1.4.2: black screen only v1.5: disable stack native address and interrupt. gameplay crash v1.6: title screen only, interpreter failed (opcode 0x00 at 0x00A3) v1.7: title screen only, interpreter failed (opcode 0x00 at 0x0004) v1.8: disable stack native address. title screen only	[000314+] = 92	
Time Diver Eon Man (Prototype)		4	v1.7	v1.7: disable stack native address and interrupt. disable NMI at vblank. BSOD at start of first level, unsupported opcode 0x03 at 12:8148		
Time Lord		7	v1.7	v1.6: unsupported opcode (0x04 at 01:C6C6) v1.7: apply patch. enable dynamic JSR, safe PRG bank change. disable stack native address. disable NMI at vblank. enable clone CHR-RAM. nametable problems, gameplay runs slow	[000128+] = 18 92 fa	
Times of Lore		2	v1.7	v1.7: default settings. BSOD when you kill an enemy, opcode 0xFF at 06:B26F		
Tiny Toon Adventures		4	v1.7	v1.5: gameplay hangs v1.6: mapper IRQ hit offset 2, playable with some slowdowns v1.7: mapper IRQ hit offset 2, playable with some slowdowns, errors in third boss and final boss		crow
Tiny Toon Adventures 2		4	v1.6	v1.5: black screen only v1.6: enable static range c000, enable recompile PRG RAM, enable illegal NOPs(?), enable AOT optimizations, disable native return address and from interrupt, disable stack page 01. Play with black background v1.8: disable stack native address and interrupt, stack page 01. after Konami logo, interpreter failed opcode 0x00 at 0x0102		
Tiny Toon Adventures Cartoon Workshop		4	v1.7	v1.7: disable stack native address. runs, but all screens are either entirely black, or mostly corrupt		
Titan		1	v1.7	v1.7: disable stack native address		
Titan Warriors		2	v1.7	v1.7: sprite zero hit offset 1. enable AOT optimization		
Toki		4	v1.8	v1.0: playable with bad nametables v1.1: nametables improved, sometimes entire nametable flickers, status bar has problems after the level scrolls vertically v1.6: unpredictable CPU derailed BSOD (BRK at 0xFFFF). v1.8: nametable problems, but no BSOD yet (first level)		
Toobin'		4	v1.7	v1.6: disable stack native address. hangs when starting game v1.7: disable stack native address, disable NMI at vblanks. hangs when starting game		
Tom & Jerry		4	v1.6	v1.6: disable NMI at vblank. game hangs/pauses often		
Tombs & Treasures		1	v1.8	v1.7: black screen only v1.8: disable stack native address. runs without audio		
Top Gun		2	v1.8	v1.0: bad sprites, no audio, background jumps and flickers during gameplay v1.1: problems fixed, noise channel has some issues v1.8: default settings, noise channel issues in music. in-game looped DMC sample is popping		
Top Gun - The Second Mission		4	v1.5	v1.3: after title screen, bad call 0x03E9 v1.5: runs but has mostly black display during gameplay		
Top Players' Tennis		1	v1.7	v1.7: disable stack native address. disable NMI at vblank. hangs during intro or when starting game		
Total Recall		2	v1.5	v1.3: black screen only. v1.5: seems to be working, except status bar (default settings)		

Game title	#NAME?	iNES Mapper	Emulator version	Note	Patch	Beaten by
Totally Rad		4	v1.7	v1.3: unsupported opcode. v1.5: runs, but has scrolling problems v1.6: unsupported opcode. intro started one time, but I could not reproduce v1.7: apply patch. disable NMI at vblank. runs with scrolling problems	[01e3c5+] = f2	
Touch Down Fever		1	v1.1	intro and title screen has graphics problems. disable NMI, at vblank to fix part of it		
Tower of Duaga, The		0	v1.6	v1.1: background misaligned. disable memory emulation, Absolute and Absolute cross. disable NMI at vblank v1.6: sprite zero hit offset 1. seems good, didn't test beyond level 1		
Toxic Crusaders		4	v1.7	v1.3: hangs during intro. v1.6: hangs during intro v1.7: apply patch. disable stack native address. mapper IRQ offset 0	[01cd6f+] = 18 92 fa	
Track and Field		3	v1.6	sprite zero hit offset 2. gets stuck during long jump, javelin, archery. patch is incomplete, not fully scrolling	[00:8f7f] = a9 91 02 03 60	
Track and Field 2		4	v1.8	v1.0: bad sprites, background is messed up everywhere. pole vault event crashes the game, but all other events can be played blind v1.1: graphics good, gameplay is unstable with bad calls during most events v1.3: mostly playable v1.8: disable stack native address. sprite zero hit offset 9. fencing and skeet shooting show some wrong background tiles. archery has some scroll issues. patch may be needed. otherwise playable		
Trog		2	v1.6	v1.3: disable NMI at vblank. resets during gameplay v1.4.2: disable stack native address, enable clone CHR-RAM. very flickery v1.6: disable stack native address and interrupt. disable NMI at vblank. Vram queue 0x1000. background color flashes		
Trojan		2	v1.5	v1.3: runs slow v1.5: runs at normal speed		
Trolls in Crazyland (E)			v1.7	v1.7: apply patch. disable NMI at vblank. seems playable, with mid-frame effect not working in intro	[01d8b6+] = d2	
Tsупари Oozomuo		3	v1.6	v1.6: default settings		
Twin Cobra		4	v1.8	v1.3: disable stack native return, NMI auto detect v1.5: Best results so far are disabling 'Stack Emulation, Native Return' (both), disabling 'NMI mode, auto detect', 'Allow illegal NOPs' and setting Vram queue buffer size to 0x8000. The game hits the blue screen when the player presses the fire button. v1.6: same as v1.5		
Twin Eagle - Revenge Joe's Brother		2	v1.6	v1.6: disable stack native address.		
Ufouria - The Saga (E)		4	v1.6	v1.3: hangs after title screen. disable NMI mode, auto-detect v1.6: disable stack native address. disable NMI at vblank. usually shows wrong sprite tiles for player		
Ultima - Exodus		1	v1.8	v1.1: black screen. disabling NMI at vblank causes I/O error load range 40-5F v1.3: music glitches, game hangs on title screen v1.6: black screen only. v1.7: same		
Ultima - Quest of the Avatar		1	v1.7	v1.6: disable stack native address, enable recompile PRG RAM. games opening works with messed up audio, BSODs in gameplay. v1.7: same		
Ultima - Warriors of Destiny		1	v1.7	v1.6: black screen only		
Ultimate Mortal Kombat 3		5				
Uncanny X-Men, The		2	v1.7	v1.6: disable stack native address. interpreter failed early in gameplay (opcode in RAM) v1.6: disable stack native address, seems playable		
Uninvited		4	v1.5	v1.1: bad call 0x0C51. v1.3: resets when starting game v1.5: playable with bad CHR		
Untouchables, The		1	v1.7	v1.7: disable stack native address. seem playable, but level intro screen has bad sound and graphics		
Urban Champion		0	v1.5	v1.3: black screen only. v1.5: seems fully working		
Valis - The Fantastic Soldier		2	v1.7	v1.3: Sprite zero hit offset 2		Cabbusses (v1.3)
Vegas Dream		1	v1.7	v1.6: enable static range c000, e000. enable repurposed opcodes. disable stack native address. pausing and returning in-game corrupts nametables. v1.7: same	[01c12b] = d2	
Venus Senki		1	v1.7	v1.7: apply patch. disable stack native address. sprite zero hit offset 1	[01c0bf+] = f2	
Vice: Project Doom		4	v1.7	v1.1: intro plays since v1.1. hangs or derails depending on vblank settings v1.3: disable NMI at vblank. status bar not working on platforming levels. scrolling patches needed		
Vindicators		4	v1.7	v1.7: default settings. game sometimes will hang when you die, with music still playing		
Volgard II		0	v1.7	v1.1: CPU derailed v1.3: status bar scrolls v1.7: apply patch. scroll glitches during boss fight	[0001c2+] = a9 31 02 03 ea;[0027	
Volleyball		0	v1.7	v1.1: VramQ: 0x1800 v1.7: apply patch. default settings	[0001c9+] = 18 92 e9	
Wacky Races		4	v1.6	v1.3: disable stack native return. seems playable, with some glitches v1.6: disable stack native return, disable NMI at vblank. first couple levels play good		
Wayan Land		4	v1.3	Requires patch, wrong graphics during the word game	[ff:fd6a] = ea ea ea ea ea ea ea	
Wall Street Kid		2	v1.4.2	v1.1: CPU derailed v1.3: disable stack native return, game resets during gameplay v1.4.2: disable stack native return address. working now		
Wario's Woods		4	v1.5	v1.1: CPU derailed v1.3: round mode resets to title screen, time mode CPU derailed v1.4.2: black screen only v1.5: disable stack native address, set mapper IRQ offset to zero		
Warpman		0	v1.81	v1.81: default settings		
Wayne Gretzky Hockey		2	v1.81	v1.81: runs, but stops responding to controls on certain screens		
Wayne's World		4	v1.7	v1.3: Corrupted GFX; crashes upon entering first stage (interpreter error) v1.6: CPU derailed immediately v1.7: disable stack native address, seems playable		
WCW World Championship Wrestling		4	v1.81	v1.81: disable stack native address. seems playable, with flickering sprites.		
Werewolf		4	v1.6	v1.1: black screen only v1.3: disable stack native return, nmi at vblank. resets during gameplay v1.4.2: disable stack native return, nmi at vblank. v1.6: enable indirect bank crossing, disable stack native address, disable NMI at vblank. screen is black in-between levels, press start		
Where in Time is Carmen Sandiego		4	v1.7	v1.6: disable stack native address. CPU derailed on title screen v1.7: disable stack native address. playable with glitching/flashing graphics		
Who Framed Roger Rabbit		7	v1.7	v1.6: unsupported opcode v1.7: apply patch. enable safe PRG bank change. disable stack native address, stack page 01. enable clone CHR RAM. runs with bad backgrounds, unstable BSOD during gameplay	[0004e2+] = 18 92 fa	
Whomp 'Em		4	v1.4.2	v1.3: disable stack native return, shows intro, resets v1.4.2: disable stack native return		crow
Wild Gunman		0	v1.6	v1.1: requires Zapper. indirect I/O access store range 40-5F v1.6: requires zapper. disable stack native address. CPU derail BSOD if you first do gang mode, then 2 outlaw mode		
Willow		1	v1.7	v1.3: disable stack native return, disable NMI at vblank, didn't test much but looks good so far		
Winter Games		1	v1.7	v1.1: black screen only v1.3: unknown COP. v1.6: CPU derailed or black screen v1.7: enable static page c000,e000. disable stack native address. figure skating works, other events are messed up		
Wizardry - Knight of Diamonds		4	v1.7	v1.7: apply patch. disable stack native address. disable NMI at vblank. menu is glitched	[01fce2+] = 18 92 f0	

Game title	#NAME?	iNES Mapper	Emulator version	Note	Patch	Beaten by
Wizardry - Proving Grounds of the Mad Overlord		1	v1.7	v1.7: enable static range c000_e000. allow repurposed opcodes. disable stack native address.	[01c190+] = 18 92 f7	
Wizards and Warriors		7	v1.7	v1.6: disable NMI at vblank. interpreter failed (opcode 0x85 at 0x0300) v1.7: enable safe PRG bank change, enable clone CHR RAM. playable with nametable issues		
Wizards and Warriors III		7	v1.6	v1.6: disable NMI at vblank, disable stack native address and interrupt, enable clone CHR-RAM. patch would be required for mid-frame PPU writes. intro and much of demo mode works. CPU goes off-rails when starting game.	[01:ffe2] = 6c d0 02;[02:ffe2] = 6c d0 02	
Wolverine		4	v1.7	v1.7: disable NMI at vblank. mapper IRQ offset 0. enable AOT optimization. some background flashing		
World Champ		4	v1.7	v1.7: disable stack native address, disable NMI at vblank	[01ceb8+] = a9 00 02 03 ea;[01cfe5]	
World Games		7	v1.7	v1.6: disable stack native address, disable NMI auto-detect. scrolling problem with cliff diving, log rolling crashes v1.7: disable stack native address, hangs during intro	[014513] = a9 bd 02 03 ea ea ea ea	
Witch n' Wiz		1	v1.5	Disable NMI mode "at Vblank", disable "Stack page 01"	[ff:c0bb] = a9	Myself086
Wrath of the Black Manta		1	v1.6	enable indirect bank crossing, enable recompile PRG RAM, enable illegal NOPs, disable native return address and from interrupt, disable stack page 01, disable NMI at vblank		
Wrecking Crew		0	v1.7	v1.1: disable memory emulation, load, store v1.5: default settings(?) and now plays great		crow
WURM		4	v1.7	v1.7: disable NMI at vblank. playable. AOT faulty subroutine found - 0x0093e3		
WWF King of the Ring		4	v1.6	v1.6: disable stack native address and interrupt. \$4011 used for sound during gameplay		
WWF Wrestlemania		7	v1.6	v1.6: default settings, patches needed		
WWF Wrestlemania Challenge		2	v1.6	v1.5: direct indexed I/O page 40 failed v1.6: default settings		
WWF Wrestlemania Steel Cage Challenge		4	v1.7	v1.0: disable NMI mode, auto detect. bad sprites, bad backgrounds, otherwise playable v1.1: disable NMI auto-detect (removes one small glitch on screen). sprites fixed, still some background problems v1.3: default settings OK, some bg problems (audience) v1.7: apply patch. disable NMI at vblank, sprite zero offset 9. audience is messed up	[01c441+] = a9 30 02 03 4c 57 c4	
Xenophobe		1	v1.3	disable stack native return, disable NMI at vblank		
Xenious		0	v1.4	disable memory emulation, load. no audio		MarcosMoutta
Xexyz		1	v1.3	disable stack native return, disable nmi at vblank		
Yie Ar Kung-Fu		0	v1.6	v1.3: hangs in gameplay v1.5: disable stack native address v1.6: disable stack native address, enable AOT optimization		
Yo! Noid		1	v1.5	sprite zero hit offset 32 and maybe something else? Can't remember the exact settings		Cabbusses
Yoshi		1	v1.4.1	Title screen is missing background but plays good. Japanese version seems perfect.		
Yoshi's Cookie		4	v1.5	stack wrap, will require making a patch		
Young Indiana Jones Chronicles		4	v1.5	V1.1: CPU derailed V1.3: disable stack native return, game resets v1.5: disable stack native address, playable		
Ys		1	v1.7	v1.1: unknown exception - PC: 0x7F03F5 v1.3: shows title screen v1.7: disable stack native address. enable clone CHR RAM. gameplay works a little bit with strange glitches, sprite zero split does not work, game hangs and gets unstuck sometimes, BSODs early		
Ys II		4	v1.8	v1.0: crash early in intro v1.1: bad call 0x0457 v1.3: disable NMI auto-detect, hangs before starting v1.7: default settings, intro plays if you don't press any buttons. hangs if you try to start		
Yume Penguin Monogatari		4	v1.7	v1.0: bad sprites. first level appears playable otherwise v1.1: sprites fixed, has status bar problems v1.5: crash v1.7: apply patch. disable NMI at vblank. mapper IRQ offset 0	[01f8c4+] = 18 92 e8	
Zanac		2	v1.5	v1.1: black screen only v1.3: gameplay crashes immediately, CPU derailed. Sometimes work after resetting, music hangs until after the first boss. v1.5: disable stack native return, only tested first level		
Zelda 2 - The Adventure of Link		1	v1.5	Sprite zero offset 17, enable Dynamic JSR. Patch available for reducing lag.	[ff:c019] = d2	JUD6MENT
Zen - Intergalactic Ninja		4	v1.8	v1.6: interpreter failed. v1.7: same	[01f5d8+] = 18 92 f9	
Zippy Race		0	v1.7	v1.3: hangs with some glitchy graphics v1.5: disable native return address and from interrupt, disable stack page 01, glitchy graphics v1.7: disable native return address and from interrupt, disable stack page 01. no issues seen		
Zippy Race		4	v1.7	v1.5: disable stack native return, NMI autodetect. glitchy and flickering v1.7: enable AOT optimization. disable stack native address, stack page 01. disable NMI at vblank. seems playable		

File #	Notes
1	CPU lag (inaccuracy after writing to ports \$B000+ intended due to slow port emulation)
2	No RTC emulated (slow emulation)
3	theoretically possible but requires a lot of work (highest demand?)
4	CR2-RAM capacity too large? Requires some changes to core CPU emulation.
5	Impossible to accurately emulate CHR bank switching
6	Impossible to accurately emulate CHR bank switching
7	Not sure how to emulate multibank disk CHR banks. Maybe possible?
8	Copier mapper, the same game should exist with a different original mapper
9	Requires core emulation changes
10	Copier mapper, the same game should exist with a different original mapper
11	Variant of how expansion board works but seems possible otherwise
12	Famicom disk system
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17	Actual S3, not looking forward to that
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33	Requires some minor changes to CHR ROM emulation
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36	Variant of mapper 4
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42	Interchange ROM bank in 200M target
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