Timestamp	What is the name of the game?	Who is the developer and publisher of the game?	What is the genre of the game?	What distribution platform was the game played from?	How would you rate the performance of the game?	Does the game support controllers?	Was the game played while charging?	Was the game tested while the WIN 2 was in sleep mode and did it recover properly when the WIN 2 was resumed?	What do you estimate the frame rate of the game to be running at?	What was the resolution of the game?	What was the resolution scale of the game?	What rendering API does the game use?	What is the install size of the game?	What other game settings did you use?	What TDP was used by the WIN 2 for the game?	What CPU undervolt was applied to the WIN 2?	What GPU undervolt was applied to the WIN 2?	Are any workarounds or fixes required for the game to run?	Are there any other comments about the game running on the WIN 2?	Who is testing this game?

Filtered views are available for people who would like to use them.

Game Title [1]	Links [2]	Developer/Publisher [3]	Genre [4]	Store [5]	Performance [6]	[7]	[8]	Frame Rate [10]	[11]	[12]	Rendering API [13]	Install Size [14]	Other Game Settings [15]	TDP [16]	CPU Undervolt [17]	GPU Undervolt [18]	Workarounds [19]	Other Comments [20]	Tester [21]
428: Shibuya Scramble	Go	Spike Chunsoft	2D Platformer	Great	No	✓	30-60	1280x720						7.00	-0.080mV			Sometimes drops frames in character select, but 60fps otherwise.	Meteor
80 Days??.tp [2015]		Inkle, Cape Guy/Inkle	Adventure	Great	No	✓	~30	1280x720					No configurations					Surprisingly heats up the system.	
A Hat in Time		Gears for Breakfast	First Person Shooter	Poor	Yes	✓	25-30	1280x720					Set to Performance Mode in settings					Would almost certainly run better if I wasn't running it at 720p, but very playable here	bardem
A Hat in Time	Go	Gears for Breakfast	3D Platformer	Great	Yes		50-120	800x480						10.00	-0.070mV	-0.070mV	You'll have to tweak the ini file to set custom resolution.	Recents updates have optimized the game a lot. Now I'm running it with screen blurs, lowest AA, shadows, medium environment quality; with over 100 fps in some areas.	CRAZELORD91
Absolver		Sloclap/Devolver Digital	MMO Battling	Poor	No	✓	~20	1280x720					Lots of hiccups, barely playable even with low settings		-0.080mV					
Abzû		Giant Squid/505 Games	Adventure	Unplayable	No		~10	1280x720					Everything on low, and it's still unplayable.							
Agatha Christie: The ABC Murders	xx xx xx		Adventure	Poor	No		~30	1280x720												
Age of Empires II: HD Edition		Microsoft Studios	Real-Time Strategy	Great	No		60	1920x1080	100	1920x1080 (External)			Turn off "Render 2D Water" in settings		0.000mV				Since this a strategy game, this is best played on external monitor (and preferably running on AC power).	Palli
Alan Wake		Remedy/Microsoft	Third Person Shooter	Great	No		25-40	1280x720		Unknown			Very Low preset	9.00	-0.070mV	-0.070mV		If there are crashes to Windows, the undervolt settings are too aggressive	rampad
Aliens versus Predator;**		Rebellion :Develop	First Person Shooter	Great	No		60?	1280x720+					Highest settings, controller is recognized and working perfectly just like any modern fps would do						Frogman
Alpha Protocol		Sega	Action RPG	Great	No		30	1280x720p, 8~78					Everything on high, motion blur off (cause it sucks)	8.25	-0.060mV	-0.050mV	Says it doesn't support gamepad, but there's still an option. The lockpicking minigame needs analog triggers, though, so you have to switch to mouse mode, do the minigame and then switch the gamepad option in the settings back on.		Kinta
Anodyne		Sean Han Tani, Marina Kittaka	Adventure	Great	No		309?}	1280x720	100											
Anthem	On	BioWare	Third Person Shooter	Unplayable	No		N/A	N/A		DirectX 11							Latest Intel GPU did allow me to boot the game but it did crash not long after, I doubt final game will be playable if at all.	Boots to menu, crashes while loading.	WhyKlef
Aragami	Ste	Linca Works	Action Adventure	Great	No		~30	1280x720					All other settings are set to the minimum	8.25	-0.065mV	-0.065mV	There is controller issues. Open the controller options for the game in Steam Big Picture mode and then turn on "Force Controller" in the first tab. Make sure you have "Xbox Controller Configuration Support" checked in the global controller settings.		
Arcanum: Of Steamworks & Magick Obscura		Sierra	Turn-based RPG	Unplayable	No		~15	1280x720	100	DirectX 11				8.25	-0.065mV	-0.065mV	Needs OpenGL/DirectX Wrapper	1/3rd black screen on the right caused by Microsoft deprecating DX7 and below	
ARK: Survival Evolved		Wild	Survival	Poor	No		~35	1280x720	50				Everything Low/Off	10.00	-0.060mV	-0.060mV		Launch Options: -USEALLAVAILABLECORES -sm4 -d3d10 -nomansky -lowmemory -high	
Ash of Gods: Redemption		AurumDust, WhisperGames	Turn-based Strategy	Great	No		~30	1280x720, mp.												
		Ubisoft	Adventure	Great	N/A	✓														
Assault Android Cactus	Ste	Witch Beam	Twin Stick Shooter	Great	No		~60	1280x720					Low settings for mostly stable 60fps High settings for 30-40fps	7.00						CaptainDreads
Atomic Bomberman		Hudson	Survival	Great	Both	✓	60	800x600						7.00			Must run in a window otherwise the right third of screen gets cut off	Set gamepad on before starting the game	Nicketwon
Baldur's Gate: Enhanced Edition	Ste	Beamdog/Black Isle	Action RPG	Good	Both		30	1280x720	100				Increase Font Size in Graphics settings for more legibility.	7.00				Game is best played in mouse mode, you may want to use an actual mouse but since the game is real time with pause it can be played fairly well using the analog stick for mouse movement.	aozgolo/abourwest
Bastion	Ste	Supergiant Games	Action RPG	Great	No	✓	60	1280x720	100				AA off, motion blur off	8.25	-0.060mV	-0.050mV			
Batman: Arkham Asylum	Ste	WB Games	Action	Good	Both	✓	~30	1280x720		Unknown			auto detect setting	7.00	-0.050mV	-0.050mV	Enable gamepad before launching the game.	Game frequently stutters when loading new areas. Options don't really seem to help.	Shafpat
Batman: Arkham City	Dig	Rocksteady Studios/Warner Bros. Interactive Entertainment	Action Adventure	Good		✓	30	1280x720						7.00	-0.050mV	-0.050mV		runs great locking fps to 30 via dxtory uses 4-5w	
Batman: Arkham City	Ste	WB Games	Action Adventure	Great	N/A		60	1280x720		DirectX 9			Low	7.00	-0.080mV	-0.080mV	Change the ini file to dx11 off and dx9 om	Dx9 mode will allow full speed at 720p, but may cause Detective Mode glitches. Not a big deal, just consider it "Be the Bat" mode (I've beaten it with the glitches).	CRAZELORD91
Batman: Arkham Knight	Ste	WB Games	Action Adventure	Unplayable			2-5			DirectX 11			All settings to low except: Texture Quality medium and AA off	9.00	-0.060mV	-0.060mV		Literally unplayable. Can't barely even get past the opening menu. CPU bottleneck no gpu usage	CRAZELORD91
Batman: The Telltale Series	Ste	Telltale	Action Adventure	Great	Both	✓	30-60	1280x720	100	DirectX				12.00	-0.075mV	-0.075mV		You must be in gamepad mode before starting the game otherwise the controller will not be detected	Jodast
Battle Chasers: Nightwar	Ste	THQ Nordic	Turn-based RPG	Good	Both	✓	40-60	1280x720	100				Mixed.	7.00	-0.060mV	-0.060mV	Starting area runs around 15fps but keep at it, once out you'll hover between 40-60+	Turn-based RPG so even when at 15fps, game remains playable without issues.	WhyKlef
BattleTech	Ste	Harebrained Schemes	Turn-based Strategy	Good	No	✓	~20	960x544		DirectX 11				7.00	-0.080mV	-0.080mV	Tested native	Runs slightly hot. Text can be blurry at 960x544.	Eirako
Bayonetta		Platinum	Action	Great	N/A	✓	60	1024x576	100%				Textures High, Trilinear Filtering, AA off, Shadow Medium, SSAO low	11.00	-0.070mV	-0.070mV	Runs as smooth as Bayonetta's skin		CRAZELORD91
Binary Domain	Ste	Sega	Third Person Shooter	Good	No	✓	30	1280x720					Set to medium, AA off	8.25	-0.060mV	-0.050mV	Copy this into the game folder (32bit dll and ini file with your controller settings), otherwise the game uses direct input, which messes up the button settings. Also, set your display to portrait mode to save the changes in the configuration tool.	devrecorder didn't work for me, but disabling the HID game controller did - https://steamcommunity.com/app/203750/discussions/0/5407330244686982645/ ALSO: press Alt-Enter in the config tool to be able to see the Save button - rhliedly	Kinta
Blackwell Epiphany		Wadjet Eye Games	Adventure	Great	No		~30	1280x720					Go into config to switch to DirectX Draw 3D.						
BlazBlue: Cross Tag Battle	Ste	Arcsys	2D Fighter	Great	No	✓	60	1280x720	100				EDKx$920Jand change settings.ini to 1280x720, Antialias to none	8.25				Improvement mod version 1.02 added a simple HUD makes the game runs at 60fps on all stages. Use that for smooth gameplay. Without the mod the fps dips to around 50ish which isn't that good for fighting games.	NekonrSG
Bloodstained: Curse of the Moon	Ste	Inti Creates	Action Adventure	Great	Both	✓	60	1280x720	100				Switch to Gamepad before booting.	2.25	-0.070mV	-0.070mV		Great when low on batteries!	WhyKlef
Borderlands			First Person Shooter	Great	N/A		30-60	1280x720		DirectX 9			Disable Dynamic Shadows for 30+ FPS. See PC Gaming Wiki for instructions on how to get Xbox button prompts.						
Borderlands 2	Ste	Gearbox Software	First Person Shooter/RPG	Great	No	✓	20-60	1024x576					Everything set to low	7.00			Follow LowSpec Gamer's Youtube video and disable many settings in the WillowEngine.ini file. Once done set the ini file as read-only or the game will overwrite your edits.	Everytime you enter a new area the game will drop to 20 FPS for around 10 seconds. Afterthat the FPS improves a lot.	raprumanka1
Break Arts II	Ste	MercuryStudio / AGM PLAYISM	Combat/Racing	Unplayable	No	✓	~25	1280x720	100	DirectX 11			All settings Lowest ("Disabled" or "Simple")	7.00	0.000mV			Fairly consistant framerate. No heroic needed at 25fps. Gamepad support only during race. Motion blur can be turned to "Simple" with no change in FPS.	Darrek
Brothers: A Tale of Two Sons	Ste	Starbreeze Studios	Action Adventure	Great	No	✓	~20	1280x720	100				Lowest settings	7.00					
Brutal Legend		Double Fine	Action Adventure	Great	No		48-60	1280x720					Turn off Anti-aliasing, disable Shadows, SSAO, DoF, and Anisc Filtering, turn Draw Distance down.	7.00				Game performs very well without tweaks in opening areas, but framerate drops considerably in open world unless you disable a lot of options in visual. Sleep mode can freeze the game.	aozgolo/abourwest
Bulletstorm: Full Clip Edition		People Can Fly/Epic Games	First Person Shooter	Good	N/A		Variable	1280x720		DirectX 11			Low everything, you can change more in depth in the ini file. Mess around to find what works, you can get it to 60fps but it won't look great. i got like average 45-50fps while still keeping most effects at 80% screen percentage				May need to run in windowed/borderless as fullscreen causes huge slowdowns. Use "borderless fullscreen" app and a fullscreen script to get true borderless fullscreen	CRAZELORD91
Bully: Scholarship Edition	Ste	Rockstar	Action Adventure	Great	Both		40-60	1280x720	100				Max settings	7.00	-0.060mV	-0.060mV	Without this patch, the game 1) crashes every 5-10 minutes and 2) is locked at 30 FPS. This patch will unlock the FPS and solve the crashing issue.		Bardem
Call of Cthulhu	Ste	Cyanide Studios - Focus Home Interactive	First Person Adventure	Great	Both	✓	22-30	1280x720	50%	DirectX 11			All on low except textures (medium)	10.00	-0.060mV	-0.060mV		Works on 30 fps in closed areas and drops to 22-24 in hard open areat. Tested in first village only.	raprumanka
Call of cthulhu (2019)	Ste		First Person Shooter	Great	Both	✓	20-50	800x600					All settings to low	7.00	0.000mV	0.000mV			GY22
Call of Duty 4: Modern Warfare		Activision		Great	No		60	800x600					Default Settings					Heats up systems when there is a lot going on screen	
Castle Crashers	Ste	The Behemoth	Beat 'em Up	Great	No	✓	60	1280x720						8.25				Will run great on stock 7W settings too.	Jonathanrex1
Cave Story		Nicalis / Studio Pixel	2D Platformer	Great	No	✓	60	1280x720						7.00					Jonathanrex1
Celeste	Ste	Matt Makes Games	2D Platformer	Great	Both	✓	60	1280x720	100					2.25	-0.070mV	-0.070mV		Awesome platformer! Great on low battles.	WhyKlef
Chrono Trigger	Ste	Square Enix	Turn-Based RPG	Great	No	✓	60	1280x720	100	Unknown			Fullscreen set as screen resolution	7.00	0.000mV	0.000mV		The WIN 2 sleeping will still accumulate in game play time.	Jodast
Cities: Skylines		Colossal Order	Simulation	Great	No		20-30	1280x720					Lowest Settings	8.25	-0.080mV	-0.060mV			Kinta
Conan Exiles		Funcom	Survival	Poor	No		15-30	1280x720					Everything Low/Off	7.00					
Crash Bandicoot N. Sane Trilogy		Vicarious Vision	3D Platformer	Great	Both	✓	10-25	640x360		Unknown			Everything Low/Off	8.25	-0.075mV	-0.075mV		~25fps on average. Some drops as low as 10fps. Not tried INI tweaks yet.	Yonrak
CrossCode	Ste	Radical Fish Games	Action RPG	Great	No		30	1280x720					Set "Location Name Display" to "Ring" or "None", "Map" causes a freeze early in the game.	8.25	-0.060mV	-0.060mV		Great game. If you like Action-RPGs, you have to try it.	Kinta
Crysis	Go	Crytek / EA Games	First Person Shooter	Great	Both		30+	1280x720					High settings, rare drops below 3. But played only first two levels, may alien one will work worse.	7.00	-0.050mV	-0.070mV			raprumanka
Crysis Warhead		Crytek / EA Games	First Person Shooter	Great	Both		30+	1280x720					45y4+	7.00	-0.060mV	-0.070mV			raprumanka
Cuphead	Ste		2D Platformer	Great	No	✓	60	1280x720	100					3.00	-0.070mV	-0.070mV		Very very few and short frame drops. Nearly flawless.	WhyKlef
Dark		Kalypso Media	Action RPG	Good	Both		40+	1280x720					All settings to medium	7.00	0.000mV	0.000mV			GY22
Dark Souls 2		From Software/Bandai Namco	Action RPG	Good	No		~40	1280x720		Unknown			Default High Settings	8.25	-0.050mV	-0.050mV			
Darkest Dungeon		Red Hook Studios	Dungeon Crawler	Great	No		60	1280x720	100	OpenGL									agentsneeloopsodcongo
Darksiders	Ste	THQ	Hack and Slash	Great	Both	✓	25-35	1280x720					No customizations available	7.00				USE THE WARMASTERED EDITION. It runs so, so much better.	Lexibug
Darksiders: Warmastered Edition		THQ	Hack and Slash	Great	Yes		45-60	1280x720					Max settings. Turn down texture filtering and AA for a bit more reliable performance.	7.00					Lexibug
Dead by Daylight		Behaviour Digital Inc.	Survival Horror	Good	No		20-40	960x544	50%				Set graphics to low and resolution to 0%.	8.25			Open the GameUserSettings.ini inside the DeadByDeadlight AppData folder. Set everything under "ScalabilityGroups" to 0. Set "ScreenScaleForWindowedMode" and "ScreenResolution" to 50. Set "ResolutionSizeX" and "DesiredScreenWidth" to 960. Set "ResolutionSizeY" and "DesiredScreenHeight" to 544. Next set the ini file as "Read Only."	Putting the Win to sleep will disconnect you from the game's servers. Foliwing the workaround instructions will make the game playable but it will look like a PS1 game.	Jonathanrex1
Dead Island: Definitive Edition	Ste	Deep Silver	Action RPG	Good	Both		20-30	1280x720					Set it all to low	7.00					GY22
Dead Rising 2: Off the Record		Capcom		Great	Yes		30	1280x720					Game will crash on startup unless you take the render.ini from a Dead Rising 2 install and place it in Off the records folder under user/pcname/my name - need to use Steam override config to use gamepad				Game only recognizes 1st party xbox 360 controller, the px4 emulator for the win 2 also has a xbox 360 option that works and allows you to use xinput ready	
Dead Space	Ste	Visceral Games/EA	Third Person Shooter	Great	No	✓	50+	1280x720					Everything maxed with Vsync and AA off	12.00	-0.075mV	-0.075mV		With Vsync and AA off, the game can reach 100+. Sleep will freeze the game for a few seconds and pause on resume.	Jodast
		Daedalic Entertainment	Adventure	Great	No	✓	60	1280x720						6.50	-0.055mV	-0.055mV			
Destiny 2	Bic	Bungie/Activision Blizzard	First Person Shooter/RPG	Good	No	✓	20-30	1280x720	75%	DirectX 11			Set all settings to low or disabled	12.00	-0.070mV	-0.070mV		Despite low fps, game is very playable. It has a very good controller scheme/ use of controller	Smcelrea
Deus Ex		Ion Storm	First Person Shooter/RPG	Good	N/A	✓	60	1280x720					Everything set to high	8.25	-0.080mV	-0.080mV	#N/A		Kinta
Deus Ex: Human Revolution	Ste	Eidos	First Person Shooter/RPG	Great	No	✓	~30	1280x720						8.25	-0.060mV	-0.050mV	Had to switch to windowed mode and back to fullscreen to make the resolution work	Stutters frequently, no matter the settings. Haven't figured out yet, why.	Kinta
Deus Ex: Human Revolution - Director's Cut		Eidos	First Person Shooter/RPG	Great	N/A		~30	1280x720					Settings on default high (some settings lower), tessellation disabled, Registry performance fix installed (Check PCGW)	8.25	-0.050mV	-0.050mV	Game will start with very scrunched resolution, Fix: Press Alt+Enter to toggle borderless window, maximize window, go to Video Options, change aspect ratio to 16:9, toggle fullscreen, change resolution to 1280x720, press Accept. Game will then through through intro level, and first up to firefight	Game has random stutters, disabling Tessalation seems to have solved the issue. Played through intro level, and first up to firefight	STANirvanaIND
Diablo 2: Lord of Destruction		Blizzard North	Action RPG	Great	No		24 or 25	800x600	100				Make sure to use -w launch command. Doesn't like 32 bit mode.	8.25	-0.050mV	-0.050mV	Recommend upping mouse speed and rebinding key.	Max FPS is 24 or 25. You can play this game right out of the box. If you're playing single player only I recommend about patching to 1.13D and using Plugy. http://plugy.free.fr/en/index.html	Battle Lamia
Diablo III		Blizzard Entertainment	Action RPG	Great	Both		~50	1280x720					Set game to 32 bits in options, could not init D3D in 64 bits. All graphical options set to low or none.	8.25	-0.050mV	-0.050mV		Using a bluetooth mouse, game controls make it hard to play with pad.	Mackila
Disgaea 2 PC	Ste	NIS America	Turn-Based Strategy	Great	No	✓	60+	1280x720	100%				Use settings from game menu for fullscreen and gamepad	8.25	-0.070mV	-0.070mV		Plays great	Neil
Dishonored	Ste	Arkane Studios / Bethesda Softworks	First Person Stealth	Great	No		~30	1280x720	100%	DirectX 9			High settings, no AA	7.00	-0.080mV	-0.080mV		If you are facing worse peformance on charger then from battery disable this option in bios: advanced - thermal configuration - dptf configuration	raprumanka
Divinity: Original Sin - Enhanced Edition	Ste	Larian Studios	Turn-Based RPG	Great	N/A	✓	30	1280x720		Unknown			Some settings to medium, like shadow, texture size, etc.	8.25	-0.075mV	-0.060mV		The low, but the fan will be a lot less noisy ;)	Kinta
Divinity: Original Sin - Enhanced Edition	Ste	Larian Studios	Turn-Based RPG	Great	Both	✓	~30	1280x720											
Divinity: Original Sin II	Ste	Larian Studios	Action RPG	Poor	No		~20-30	960x544					Everything set to lowest	10.00	-0.070mV	-0.070mV		Not bad considering it's a turn based RPG	coolbho3k
Don't Starve Together		Klei Entertainment	Survival	Great	Both		30	1280x720		DirectX 9			Set all settings to low or disabled	1.50	-0.075mV	-0.075mV	Reduces the install size from 65 to ~45 GB	Works great	V13Axel
ID/Bethesda		ID/Bethesda	First Person Shooter	Great	No	✓	30-60	Doom (2016)	50%	DirectX 11			AA off, V-sync off, Framerate 60, Motion Blur 4x, Texture LOD Bias Max	12.00	-0.070mV	-0.070mV		50% of 960x540 will improve fps a fair bit	Jodast
Doom 3: BFG Edition	Ste	ID/Bethesda	First Person Shooter	Great	No	✓	60	1280x720											Jodast
Dragon Ball FighterZ	Ste	Arc System Works/Bandai Namco	2D Platformer	Good	No	✓	50-60	1280x720	100	DirectX			All settings Low, V-Sync off	8.25	-0.075mV	-0.075mV		Game slows down at <30fps. Given the screen size, quality settings don't noticeably degrade visuals at Low settings. Definite headroom for more tweaking.	Yonrak
Dragon Ball Xenoverse	Ste	Bandai Namco$	Arena Fighter	Good	No		30	1280x720	100	Unknown			Frame rate 30, HDR Filter off, Shadow Quality low, Motion Blur on, Glare Level low, DoF low, FXAA off	11.00	-0.070mV	-0.070mV			Darrek
DuckTales: Remastered		WayForward Technologies/Capcom	2D Platformer	Great	No		60	1280x720	100					4.50	-0.060mV	-0.060mV			Jodast
Duke Nukem 3D: Megaton Edition		3D Realms	First Person Shooter	Great	No	✓	60	1280x720	100					8.25	-0.060mV	-0.075mV	Must be in gamepad mode before running game or else the game can't find the Win's gamepad		
Dungeon of the Endless		AMPLITUDE Studios / SEGA	Tower Defence	Great	N/A	✓	60	1280x720					Default Settings	8.25	-0.060mV	-0.075mV		Framerate may decrease further when a lot of units are on the screen. 100% render scale will have 25-35fps.	RevMouse
Dungeons 3	Ste	Realmforge Studios / Kalypso Med	Real-Time Strategy	Good	No		30-35	1280x720	80%	DirectX 11			All settings Low, V-Sync off	7.00	0.000mV	0.000mV		Framerate may decrease further when a lot of units on the screen. 100% render scale will have 25-35fps.	Darrek
Dynasty Warriors 8: Empires	Ste	KOEI TECMO GAMES CO., LTD.	Hack and Slash	Good	No		35-60	1280x720	100	DirectX 9			All settings Low, V-Sync off	7.00	0.000mV	0.000mV		Framerate varies wildly depending on the number of units on-screen. Increasing details to Medium results in a framerate of 20-60.	Darrek
Earth Defense Force: Insect Armageddon		D3Publisher of America	Third Person Shooter	Great	No		30	1280x720					Default Settings	8.25	-0.060mV	-0.075mV			Darrek
ECHO	Ste	ULTRA ULTRA	Third Person Shooter	Poor	No		~15	1280x720	100%				Everything on low or off	10.00	-0.060mV	-0.070mV			raprumanka
EDewrito 0.6 [Halo: Online]		Microsoft		Good	Yes		30-60	960x544		DirectX 9			Everything set to lowest, FOV 90	8.25	-0.050mV	-0.050mV		Loads the first map you play very slowly (off 512GB Transcend SSD). Pretty slow on more intense Forge maps.	coolbho3k
ELEX	Ste	THQ Nordic/Piranha Bytes	Action RPG	Poor	No		20-35	960x544	90%	DirectX 9			Set everything to low and off	8.25	-0.070mV	-0.070mV			coolbho3k
Enslaved: Odyssey to the West		Ninja Theory/Bandai Namco	Action	Great	No	✓	30+	1280x720	100				Graphics high, Vsyc on, Motion Blur on, Motion Blur Pause on	12.00	-0.075mV	-0.075mV			Jodast
Escape Goat		MagicalTimeBean	2D Platformer	Great	No		60	1280x720					Everything at default	8.25	-0.065mV	-0.065mV	Resuming from sleep led to a white screen for a few seconds		CaptainDreads
Everspace	Ste	ROCKFISH Games	Space Combat	Good	No		25-35	1280x720	100	DirectX 10			All settings Low, V-Sync off	7.00	0.000mV	0.000mV		Controller must be enabled game launch	Darrek
Evoland 2		Compilation/RPG	Compilation/RPG	Great	No		60	1280x720					Everything to high	8.25	-0.080mV	-0.080mV	When quitting the game, you have to use the keyboard (press Enter instead of A) or else the game starts again right away (no idea why)		Kinta
Fable Anniversary	Ste	Lionhead/Microsoft	Action RPG	Poor	No	✓	20+	1280x720	100				Everything set to low and Vsync off	12.00	-0.080mV	-0.080mV		The framerate will fluctuate wildly. "Open" areas will be low, narrow areas high.	Jodast
Fallout 3	[3	Bethesda	Action RPG	Great	Both		24-60	1280x720					High settings, hdr.	7.00				Also recommend clear screen mod.	-bE-
	[4	Bethesda		Great	No	✓	25-45	960x544		DirectDraw				8.25	-0.080mV	-0.080mV			
Fallout 76 B.E.T.A.	Be	Bethesda Game Studios	Survival	Good	N/A	✓	30-40	856x480	100%				All lowest	10.00	-0.060mV	-0.060mV		Also tried 15w, not much change. @5w give 18-25fps. Many options in .ini and last, with custom resolutions, managed to hit 30fps steady @ 5w with 320 x 400 for mindless printing.	WhyKlef
Fallout: New Vegas	Ste	Bethesda	Action RPG	Great	Yes	✓	30+	1280x720	100%				Auto-Detected Settings (High) with perfectly fine	12.00					
Fallout: New Vegas [TTW Configuration]	[5	Bethesda	Action RPG	Good	No		30+	1280x720	100%				Has various bugfixes/performance mods installed to stop engine crashes (e.g. New Ve TTW 2 Wastelands config with Fallout 3 accessible in game, heavily modded	8.25	-0.055mV	-0.050mV			STANirvanaIND
Far Cry 5		Ubi Soft	First Person Shooter	Poor	No		17-30	1280x720	50%	DirectX 11			Lowest settings	9.00				not really classified as playable ims. water doesnt render properly and some weird shadows. i would do the game justice and play on something else.	
Final Fantasy VI	Ste	Square Enix	Turn-Based RPG	Great	No		60	1280x720	100	Unknown				11.00	-0.070mV	-0.070mV			Jodast
Final Fantasy VII	Ste	Square Enix	Turn-Based RPG	Great	No		60	1280x720	100	Unknown				11.00	-0.070mV	-0.070mV	Must be in gamepad mode before starting the game.	Battles and FMV run at 15FPS. You must be in gamepad mode before starting the launcher otherwise the game will not recognise the gamepad.	Jodast
Final Fantasy XII: The Zodiac Age	Ste	Square Enix	Action RPG	Good	No		~20-30	1280x720 (Windowed mode only)					All settings set to low or off, FXAA.	8.25	-0.070mV	-0.070mV	Can ONLY be launched by setting desktop to portrait mode, starting the game, then	Can ONLY be launched by setting desktop to portrait mode, starting the game, then reverting back to landscape	
Final Fantasy XIV [Stormblood Expansion] we	[6	Square Enix	MMORPG	Great	Both	✓	35-60	1280x720		DirectX			It shows over 40fps in most situation (Low option setting, but LOD option must be enable	12.00	-0.080mV	-0.080mV		Non DX11 If resolution is 544p, it will show more stable fps.	Jodast
Final Fantasy XV Pocket Edition		Square Enix	Action RPG	Mid	No		30	1280x720	100				Everything set to max performance	8.25	-0.085mV	-0.085mV		Might have a little frame drop here and there. Only tested Chapter 1	Kinta
Firewatch		Campo Santo	Walking Simulator	Good	Yes		30-40	1280x720	100				runs well on low / medium						
Forgotton Anne		Thoughline Games / Square Enix		Great	No	✓	60	1280x720					Medium settings, 60% of resolution	10.00	-0.060mV	-0.060mV		Occasional drops below 30fps at 4W, but generally a good one to play for long battery life! Obviously, higher TDP run even better.	Yonrak
Fortnite		Epic Games / Epic Games	Battle Royale	Great	Both	✓	30	1025x577	80%				All settings low	10.00					raprumanka
Ghost of a Tale	Ep			Great	Yes		30+x40's	700x400					All settings low	7.00					
Gang Beasts	Ste	BonBonelsaf	Physics	Great	No	✓	30-40	1024x576					Everything is at their lowest options or turned off	7.00				As an online focused game, sleep would not work	Jonathanrex1
Goat Simulator		Coffee Stain Studios	Physics	Great	No		20-60	1024x576					All settings to their lowest options.	7.00				As a physics based game with internal glitches except slowdowns as low as 20 FPS during intense explosions.	Jonathanrex1
Gothic	Ste	Piranha Bytes	Action RPG	Great	No	✓	60	1280x720					Everything set to high	8.25	-0.060mV	-0.060mV	SystemPack has to be installed.	Use d3d/oodoo2 if you are having screen issues. If you get the error "Access Violation" then go to the properties of the exe and set compatibility to windows 8	Kinta/GY22
Grand Theft Auto: Episodes from Liberty City	Ste	Rockstar North / Rockstar Games	Open World	Good	Both	✓	~30	1280x720					Everything on medium, view distance on default (around 20)	10.00	-0.060mV	-0.070mV		Same story about GTA IV (Grand Theft Auto IV) Rare drops below 30 fps	raprumanka
Grand Theft Auto: San Andreas	Ste	Rockstar Games	Open World	Great	Both	✓	60	1280x720					Everything on Max. FPS Unlocked, with this option enabled you will have 25 to 90 fps.	8.25	-0.060mV	-0.060mV			raprumanka
Grandia II Anniversary Edition	Ste	Crate	Turn-Based RPG	Great	No		30-60	1280x720	100				Everything set to max except AA/MSAA which was set to x4	12.50	-0.080mV	-0.090mV	Right click the executable, and in the compatibility tab tick "Disable Fullscreen Optimisations" in order to make the game fullscreen. 4:3 ratio will be retained		Jodast
Grim Dawn	Ste		Action RPG	Great	No		37-50	1280x720					Textures High, Weather Medium, All Else Low / Off	8.25	-0.070mV	-0.050mV		Notes in my Reddit post	ketoeholic
Grow Home	Ste		3D Platformer	Great	No		30	1280x720					Graphics set to medium	8.25	-0.070mV	-0.070mV			Kinta
GTA IV		Rockstar North / Rockstar Games	Open World	Good	Both		~30	1280x720		DirectX 10			All low settings, disable "music scan" under audio, vertical sync; set to "high". Use steady 25-30 fps but decent graphics performance.	8.25	0.000mV	0.000mV	via micro sd	disable background apps via xfsutup10.intel hd on max performance	cuberootg
GTA V	Ro	Rockstar North / Rockstar Games	Open World	Great	Both	✓	~30	1280x720		DirectX 10			Low settings, shadows & textures & water = high, traffic = high	8.25	0.000mV	0.000mV	via micro sd	Reduce pop-in and increase FPS	
Hades	Ep	Supergiant Games	Hack and Slash	Great	No	✓	50-60	1280x720					Default settings	7.00	0.000mV	0.000mV		Occasional frame drops. Epic Launcher does not yet have support for offline mode, but starting the game while online and then turning on Airplane Mode works. The 2 was venting pretty loud, but temps stayed normal (clearly not as optimized as say Dead Cells)	Phako
Half-Life 2	Ste	Valve	First Person Shooter	Great	No	✓	60+	1280x720					Defaults	8.25	-0.060mV	-0.070mV			RevMouse

Game	Developer	Publisher	Genre	Rating	Gamepad	FPS	Resolution	%	API	Settings	Watt	mV1	mV2	Workaround	Notes	Author
Halo 2	Bungie / Microsoft Studios		First Person Shooter	Great	No/yes	50-60	1280x720		To	Anti-aliasing is turned off and game details is set to low	7.00				The game runs fine with details at medium w/thinly a slight 5 FPS drop here and here.	Jonathanrex1
Halo Online	Eldewrito		First Person Shooter	Great	No	20-50	1280x720			Set graphics to low, disable bloom, and AA.	7.00				When the servers don't crash or lag the game runs okay. As an online only game putting your Win to sleep would be bad	Jonathanrex1
Halo Wars 2	Microsoft Studios		Real-Time Strategy	Unplayable		~30	1280x720	100	DirectX 9	Lowest settings	8.25	-0.050mV	-0.050mV		Game is prone to frequent crashes and the occasional frame stuttering.	Jonathanrex1
Halo Wars: Definitive Edition	Ensemble, Behaviour, 343, MS		Real-Time Strategy	Great		~30	1280x720	100	DirectX 9		7.00	-0.070mV	-0.070mV		Only RTS I've ever played where the gamepad feel more natural than kb/mouse	nfriedly
Halo: Spartan Assault	Vanguard Games, 343 Industries / Microsoft Studios		Twin Stick Shooter	Great	Both	60	1280x720			Touchscreen game						
Hand of Fate	Defiant Development		Roguelike	Great	Both	30-40	1280x720			Settings set to "Fastest" (which is default)	7.00	-0.050mV	-0.050mV		Have to boot the game in Big Picture mode and set controller option to "Forced On" for the gamepad to work	bardem
Headlander	Double Fine Productions / Adult Swim Games		2D Platformer	Good	Both	25-30	960x544			960x544, low settings, FXAA, v-sync off. In hard gun shooting there can be drops below 30 fps.	7.00					rapurimanka
Hellblade: Senua's Sacrifice	Ninja Theory			Poor	No	< 30	50% internal resolution	50	DirectX 11	Low spec gamer tweaks. I ended up only using the 50% int res tweak	9.00	-0.060mV	-0.060mV		Depends on what you consider good enough. It is playable and looks decent but it's an artsy game and may not run fluid enough for everyone's tastes.	CRAZELORD91
Helldivers	Sony Interactive Entertainment			Great	No	50-60	1280x720		DirectX 11							Completefaholicks
Heroine Anthem Zero				Great	No	~30	1280x720									
High Hell				Great	No	40+	1280x720	100		Maxed settings	7.00	-0.070mV	-0.070mV	Gamepad mod needed.	Kb+M HIGHLY recommended.	WhyKlef
Hollow Knight Lifeblood				Great	Both	55-60	1280x720	100		Maxed settings	6.00	-0.070mV	-0.070mV		6.5w may be required for 60fps all around	WhyKlef
Honey Select	Illusion	Hentai		Good	No	30	1280x720			Performance preset	7.00					
Honey Select Unlimited	Illusion	Hentai		Good	No	30-35	1280x720			Low Settings, Disable Bloom, SSAO, and AA-aliasing.	7.00				Game is designed around mouse usage, and works really well with the GPD Mouse Mode. Text and buttons can be tiny but game performs well.	agentlemandoesnotcong...
If My Heart Had Wings	MoeNovel	Visual Novel		Great		60+	1280x720			Max Settings	8.25	-0.060mV	-0.075mV			RevMouse
If My Heart Had Wings	Subsel Games	Turn-Based Strategy		Great	No	60	1280x720			Default Settings	7.00				Works quite well with touchscreen only	CaptainDreads
Inside	Pleasdead	Action Adventure		Great	Both	60	1280x720		DirectX 11	Default Settings	8.50					
Insomnia: The Ark			Puzzle/RPG	Great	Both	20-55	852x480	85		Everything on low and off	8.50	-0.055mV	-0.055mV			GY22
Into The Breach	Subset Games	Turn-Based Strategy		Great	No	60	1280x720			Everything on low and off	7.00	-0.065mV	-0.065mV		Originally played with touchscreen with no problems. Added controller support is nice	GY22
Jade Empire: Special Edition	Bioware	Action Adventure		Good	Both	30	800x600			Everything set to ON	6.00	-0.045mV	-0.045mV			GY22
Jamestown	Final Form Games	Shoot 'em Up		Great	No	60	1280x720			Default Settings	7.00					CaptainDreads
Just Cause 2	Avalanche, Eidos	Third Person Shooter		Great	Both	30-50	1280x720	100			7.00				The game will have lark in frameside while loading data. While it doesn't crash in sleep mode, it will freeze the image upon resuming while still playing for a few seconds. Don't sleep during a cutscene or in gameplay.	Dr Nick / Nr_Dick
Killer Is Dead	Grasshopper/Deep Silver	Action		Great	No	30	1280x720	100		Quality high, Windows 1280x720, Vsync on	12.00	-0.075mV			Game runs very well even at 4.5 watts. Game plays exceptionally with a controller	Smcelrea
Killing Floor 2	Tripwire Interactive			Great	No	20-40	1280x720	100	DirectX 11	Textures ultra, everything else low	7.00	-0.075mV	-0.075mV			
King's Quest	Sierra			Great	No	~30	1280x720									
Kingdoms of Amalur: Reckoning	38 Studios / Big Huge Games	Action RPG		Great	No	25-40	1280x720	100		All Highest Settings	8.25	-0.070mV	-0.070mV	Must remove fullscreen in .ini to boot. Run as admin and disable "Touch Keyboard and..." in "Win+R > services.msc"	Ran from USB UltraFit 3.1. Follow workarounds to boot and prevent redundant crashes.	WhyKlef
L.A. Noire	warner Bros.	Puzzle/RPG		Good	No	~25	1280x720	100%	DirectX 11	Performance on all settings.	7.00	0.000mV	0.000mV		Fairly poor performance given the age of the game. Havent found a way to add custom resolutions	
Labyrinth of Touhou 2	Nise Eikoku Shinshidan	Dungeon Crawler		Great	No	60	800x600	100	Unknown							agentlemandoesnotcong...
Layers of Fear	Bloober Team SA / Aspyr	Horror		Good	Both	~30	800x440			Low settings	10.00	-0.060mV	-0.070mV	You need to use custom resolution to play this game at decent fps. Set it via intel panel and apply it in windows. After that, game will start in selected resolution.	If you have controls issue you to while being in input mode go to the device manager > human interface device, and disable "HID-compliant game controller"	rapurimanka
Left 4 Dead 2	Valve	First Person Shooter		Great	No	50-60	1152x648			Using the recomened settings preloaded. Enable the gamepad in the settings menu.	7.00				The game runs amazing even with my 30+ mods installed. Should run even better without mods.	Jonathanrex1
Legacy of Kain: Soul Reaver	Crystal Dynamics / Eidos Interactive	Action Adventure		Great	No	30	1280x720			Default settings	7.00			Requires: dgVoodoo 2 DirectX wrapper to display correctly. Otherwise half screen is cut off. Recomended: Peixoto's patch for controller support	Can also use SRHook for better widescreen support and 60fps, but this comes with the	CaptainDreads
Lego Batman 2: DC Super Heroes	Traveller's Tales	Action Adventure		Great	Both	60+	1280x720	100%	Unknown	Was able to increase default graphics settings dropping the FPS from ~120 to ~60.	7.00				Works fresh from install, however you can up the graphics in the settings and still a more than reliable framerate.	BuffytheDolphin
Lego Batman: The Videogame	Traveller's Tales	Action Adventure		Great	Both	60+	1280x720	100%	Unknown	Was able to increase default graphics settings dropping the FPS from ~120 to ~60.	7.00				Works fresh from install, however you can up the graphics in the settings and still a more than reliable framerate.	BuffytheDolphin
Lego Harry Potter: Years 1-4	Traveller's Tales	Action Adventure		Great	Both	60+	1280x720	100%	Unknown	Was able to increase default graphics settings dropping the FPS from ~120 to ~60.	7.00				If anything, I was able to increase graphics quality and still ran at 60 FPS.	BuffytheDolphin
Lego Star Wars: The Complete Saga	Traveller's Tales	Action Adventure		Great	Both	~60	1280x720	100%	Unknown		7.00			To enable gamepad, run the config utility first while in gamepad mode so it will be properly detected.	Works fresh from install, with only frame dips when loading levels and the HUB.	BuffytheDolphin
Leisure Suit Larry: Magna Cum Laude	Vivendi Universal	Compilation		Good	No	60	1280x720									acpgoloslsourswat
Life is Strange	Dontnod Entertainment/Square Enix	Adventure		Good	Yes		1280x720	100		Default settings, which land at medium	7.00	-0.060mV	-0.060mV			Bardem
Life is Strange 2	Warner Bros.	Adventure		Great	No	30	709x400	133	DirectX 11	AA high, Medium besides draw distance and shadow	9.00	-0.050mV	-0.050mV	-0.075mV		stepee
Life is Strange: Before the Storm	Dontnod Entertainment/Square Enix	Adventure		Great	Yes	30-40	1280x720	100	DirectX 11	Default settings, medium and low and low	7.00	-0.060mV	-0.060mV		I had runtime errors immediately after downloading it, fixed by validating the cache through Steam and downloading ~350MB that replaced corrupted files	Bardem
Limbo	Playdead	2D Platformer		Great	No	60	1280x720			Everything to normal and off	7.00					
Mad Max	Warner Bros.	Action RPG		Great	Both	30-50	960x544			Everything to low and off	7.00				In settings.ini file set the resolution and put the shadow option to zero	GY22
Madden NFL 19			Sports	Good	Both	30-35 (gameplay) 15-24 (after play shots)	800x400		DirectX 11	No way to adjust resolution full screen. Set to a resolution around 400p and run in windows mode (have to set your desktop to that resolution first) - use borderless gaming to make it full screen. Set everything else to low. 7w seems to not be enough for the game, change to at least 8.5w to maintain 30fps in gameplay. Gameplay will hold 30, but the closeups afterwards are too taxing to run at 30, but does not affect actually play.						
Mafia II	2K	Third Person Shooter		Great	Both	30-60	1280x720			Medium settings. Sometimes freezing.	7.00			Trying to find solution about freezing, week ago it works fine, dunno what's changed :)	Windows 10 anniversary update.	...c
Mark of the Ninja	Klei Entertainment / Microsoft Studios	2D Platformer		Great	No	60	1280x720				7.00					Jonathanrex1
Marlow Briggs and the Mask of Death			Action	Great	No	40+	1280x720	100		Fullscreen on, no other settings	12.00	-0.080mV	-0.080mV			Jodost
Mary Skelter: Nightmares	Idea Factory/Ghostlight Ltd	Dungeon Crawler		Great	No	60	1280x720			Defaults	7.00			Must have controller enabled when starting game		Tenebrous
Mass Effect 2	Bioware	Third Person Shooter		Great	No	~30 (est)	1280x720		Unknown	Dynamic Shadows	8.25	-0.060mV	-0.060mV	Gamepad mod for controller support needed. (https://www.nexusmods.com/masseffect2/mods/62)		Kinta
Mass Effect 3	Bioware	Third Person Shooter		Great	No	30	1280x720		Unknown	Everything set to On/High	8.25	-0.075mV	-0.060mV	Installed a mod for the controller to work. (https://www.nexusmods.com/masseffect3/mods/407)	The framerate has some hiccups now and then, but the game runs fine.	Kinta
Mega Man 11	Capcom	2D Platformer		Great	Both	30	1024x576		Unknown	AA turned off, Vsync turned on	8.25	-0.065mV	-0.050mV		Game slows down considerably when playing in 1280x720 and turning AA on.	Kinta
Megaman 2.5D	Peter Jostrand	2D Platformer		Great	No	60	960x544		DirectX 11	Disable AA and Post-Processing Effects	7.00			When returning from sleep, it goes into window mode and you have to change it back via the options menu (select windowed and confirm, then go back to fullscreen)		Completefaholicks
Melody's Escape	icetexy	Rhythm		Great	No	60	1280x720									Jonathanrex1
Mercenary Kings				Great	No	30	1280x720									
Metal Gear Solid V: The Phantom Pain	Konami	Stealth		Great	No	~30	1024x576	100%	DirectX 11	Medium Settings (Low Avg 35-45 fps)	7.00	0.000mV	0.000mV		Runs great!!	
Metro 2033 Redux	Deep silver	First Person Shooter		Great	No	20-50	1280x720			Everything to medium and off	7.25	-0.070mV	-0.045mV			GY22
Metro: Last Light Redux	4A Games	First Person Shooter		Great	No	60	800x600			V-Sync on	7.00	-0.070mV	-0.070mV			GY22
Middle-earth: Shadow of Mordor	WB Games	Action Adventure		Great	Yes	30-40	1280x720	70%		Everything low or all except FXAA + Motion Blur	11.00	-0.070mV	-0.070mV	There's a decent amount of leeway with the settings to find what works for you.	Some occasional slowdown (mid to low 20s), but infrequent. Mostly stays around 30fps	CRAZELORD91
the rest was (or still in process), there are delays by	WB Games	Action Adventure		Great	No	28-30	800x448			Adaptive FPS to 30.	12.00	-0.075mV	-0.075mV	I added motion blur, makes the slowdowns less noticeable.		CRAZELORD91
selling on KS makes a lot of sense to avoid storage	Mojang	Building		Great	No	60	1280x720	100%		Everything at default	7.00	-0.070mV	-0.070mV			
Hi				Great	No	30	1280x720				8.25	-0.080mV	-0.080mV			Kinta
Hi	Bombbarnice, AGM PLAYISM	Metroidvania		Great	Both	60	1280x720			Everything at default	7.00	-0.085mV	-0.085mV		No issues at all. 60fps with no drops	CaptainDreads
Nikos Katapidis 15:15	Capcom	Action RPG		Good	Yes	~30	856x480			At at lowest - see Phawx MHW YouTube video for a good reference.	7.25	-0.060mV	-0.060mV	Add custom resolution in Intel Graphics Panel. Alt+Tab occasionally cause crashes. Played with latest Intel Drivers as of August 12, 2018. Driver version 24.20.100.6136 confirmed to work.	Windows gamepad causes controller issues. Successfully stopped and picked up while in-town after putting Win 2 to sleep.	WhyKlef
Moonlighter	Digital Suns			Good	No	60	1280x720	100%	DirectX 11	Full settings, Vsync disabled	8.25	-0.085mV	-0.085mV		Text is tiny, but legible. Also supports 960x544 but becomes blurry.	
Mortal Kombat Komplete Edition	NetherRealm Studios\WB	Arena Fighter		Great	Both	50-60	1280x720			Set all graphics to low					at medium or high the game is still perfectly playable, but in some stages where there are many details, game will slightly slow down to 50 fps more or less. setting all details to off or low (but leaving the resolution to 1280x720) will make the game run at 60 fps	Frogman
Naruto to Boruto: Shinobi Striker	Soleil Ltd. / Bandai Namco	MOBA		Good	No	25-30	1280x720	100%	DirectX 11	All graphics setting to Low or Off	7.00	0.000mV	0.000mV		Occasional FPS drops in hub world only.	Derrek
Natural Selection 2	Unknown World Entertainment			Good	No	40-50	1280x720			All lowest or disabled						
NBA 2K18	2K sports	Sports		Great	No	~30	1280x720		DirectX 10	Everything low or off except Player detail and hair detail set to medium.	7.00	0.000mV	0.000mV			
Neverwinter	Cryptic	MMORPG		Great	Both	25-30	1280x720	100		MMO + many settings. Played on default which was mid range.	6.00	-0.070mV	-0.070mV	Major town/event may dip fps, manageable though	This MMO runs amazingly well! No native gamepad support, external mapping may needed.	cubercoig
Nex Machina	Housemarque	Twin Stick Shooter		Poor	No	~20	1280x720	100%		Everything on low or off	10.00	-0.050mV	-0.050mV		Mediocre performance	rapurimanka
Ni no Kuni II: Revenant Kingdom	Level-5 / BANDAI NAMCO Entertainment			Great	No	15-25	1280x720			Settings all lowest	8.25	-0.060mV	-0.075mV			RevMouse
NightSky	Nicalis	2D Platformer		Poor	No	50-60	1280x720			everything at max (Bloom ON, Image Quality MAX)	7.00	0.000mV	0.000mV		Should still run well even with reduced TDP (tested on 2018-08-31)	Kannuahi Link
Nimbus	Noumenon Games	2D Platformer		Great	No	60	1280x720	100							Played on low quality but could probably easily go higher	RupeeClock
No Man's Sky [Next]	Hello Games	Open World		Poor	No	10-27	960x544			Takes a long time to load shaders, let it sit	8.25	-0.070mV	-0.070mV	Use Borderless Window and NoFade mod	Set NumHighThreads=4, NumLowThreads=2, TextureStreamingEx=off, AA=FXAA, Motion Blur off, inside of TKGRAPHICSSETTINGS file	Neil
Observer	Aspyr			Great	Both	20-50	1280x720			Set all graphics settings to custom: antialiasing = FXAA, everything else low, resolution scalability = half, motion blur, SSAO,SSR, separate translucency = off, vsync = off	6.50	-0.055mV	-0.055mV			GY22
Octodad: Dadliest Catch	Young Horses	Physics		Good	No	~60	1280x720			Set all graphics settings to low with the exception of shader quality. You do not have to change the physics quality under game settings.	8.25				Will run great on eXock 7W settings too.	
Oddworld Munch's Oddysee	Oddworld Inhabitants	3D Platformer		Great	No	~60	1280x720				7.00					
Oddworld: Stranger's Wrath	Oddworld Inhabitants	3D Platformer		Great	Both	30	1280x720			Low Settings	8.00					
Of Orcs and Men	Focus Home Interactive			Great	No	25-30	1280x720			Settings: medium, normal and enabled	6.50	-0.055mV	-0.055mV			GY22
Ori and the Blind Forest: Definitive Edition	Moon Studios/Microsoft Studios	Metroidvania		Great	Yes	60	960x544			V-Sync off, Motion Blur Off	9.00	-0.070mV	-0.070mV		Gameplay stays around 60 FPS even on 720p, but some cutscenes will slow down to 45 FPS. There is little to no slowdown at 544p.	nikromancer
Overcooked! 2	Ghost Town Games / Team17	Party		Great	No	60	960x544			Lowest quality	7.00	-0.060mV	-0.060mV			Meteor
Overload	Revival Productions			Great	Yes	30	1280x720		DirectX 11	Low settings (shadows/light effects optional)	8.25	-0.060mV	-0.060mV			Eiraku
Overwatch	Blizzard	Arena Shooter		Great	No	44-60+	1280x720	50	DirectX 11	Occasional stuttering on quickplay	7.00				The game looks ugly but is playable. Due to frame drops during heavy ultimate action (Zarya bomb) I advise not playing any gamemode where winning is important for you. Putting the Win 2 to sleep will log you out of your Blizzard account.	Completefaholicks
Overwatch	Blizzard	Arena Shooter		Great	No	30-60	1280x720	50%		Everything set to low with MSAA turned off	7.00					Jonathanrex1
Paladins	Hi-Rez Studios	First Person Shooter		Great	No	60	1280x720			D3D11 enabled, Vsync on, AA off, textures very low	8.25	-0.050mV	-0.050mV	You must ensure textures are set to low very high or maximum. If not textures will for a few seconds look like a blurry mess at random intervals and also take a few seconds to load. Setting texture to high, medium, or low causes this.	Runs amazing. Crisp and clean bar the texture bug.	Jonathanrex1
Path Of Exile	Grinding Gear Games	Action RPG		Great	Yes	30-50	1280x720	100	Unknown	Lowest Settings						
Phantom Doctrine	CreativeForge Games	Turn-Based Strategy		Great	Both	30	1280x720			Set all to low.Enable v-sync. Anti-aliasing mode = default. Ambient occlusion = SSAO	6.50	-0.055mV	-0.055mV			GY22
Pillars of Eternity	Obsidian Entertainment	Role-Playing		Great	No	30	1280x720			Everything on low	6.25	-0.060mV	-0.060mV			Neil
Pillars of Eternity II: Deadfire	Obsidian	Action		Great	No	30	1280x720			Everything on low	7.00	-0.070mV	-0.070mV	Looks and plays great, locked framerate to 30, have not tried higher settings		Neil
Pinball FX3				Great	Both	60	1280x720							Display tends to revert to 720x1280 by default, press ALT ENTER twice.		
Planetary Annihilation: TITANS	Uber Entertainment	Real-Time Strategy		Poor	No	10-20	1280x720	100%		Defaults	7.00	-0.070mV	-0.070mV		Probably could tweak settings to get a little better performance, but it was dropping to 10 fps with only a handful of units on screen. Also the controls just felt awkward.	nfriedly
Portal 2	Valve	First Person Shooter		Great	Yes	30	1280x720			Medium Settings						
Prey (2017)	Bethesda	Action Adventure		Great	No	~30	960x544			Running in big picture mode fixes issues	7.00	-0.075mV	-0.075mV	Running in big picture mode fixes issues		Smcelrea
Prey (2017)	Bethesda	Action Adventure		Great	No	~30	960x544			Low settings, Holds 30 at 544p, issue with gamepad where mouse is used even in gamepad mode. Need to manually configure.						
Prince of Persia (2008)	Ubisoft	Action Adventure		Great	No	~30	1280x720	100	DirectX	Vertical Sync on, AA none, Graphics Quality medium, High Res Textures yes	12.00	-0.075mV	-0.075mV			Jodost
Psychonauts	Double Fine			Great	No	60	1280x720			Fullscreen On	8.25	-0.050mV	-0.050mV			Jonathanrex1
Puyo Puyo Tetris	Sega	Puzzle		Great	No	60	1280x720									GY22
Quantum Break	Microsoft Studios			Great	Both	20-30	800x448			Everything to low/medium and off	7.75	-0.070mV	-0.070mV		Change resolution in file	GY22
R.U.S.E.	Eugen Systems / UbiSoft	Real-Time Strategy		Great	Both	30+	1280x720	100		Works fine with Very Low setting, Vsync on					Game removed from Steam market place, but you can activate on Steam use a digital key (buy in other market). It's works. Good RTS game with full controller support	
RAGE	id Software / Bethesda Softworks	First Person Shooter		Great	Yes	30+	1280x720	100%	OpenGL	All on maximum, no AA	7.00	-0.060mV	-0.060mV	When you go to sleep, game will minimize. No issues with it.	Played with locked FPS to 30 (to save battery)	rapurimanka
Rain World	Videocult	2D Platformer		Great	No	300+	1280x720				6.50	-0.050mV	-0.050mV	Game REQUIRES a vertical resolution of 768 to properly render animations, will not work right on 720p or lower.	Devs are supposedly looking into other options for more resolutions, will update if they add more support	acpgoloslsourswat
Randal's Monday	Daedalic Entertainment	Adventure		Good	No	30-40	910x512		DirectX 9	Default settings				DX11 doesn't work properly at lower res, so change to OpenGL/DX9	Text is very small and hard to read	GY22
Rebel Galaxy	Double Damage	Space Combat		Great	No	30-40	1280x720		DirectX 9	Textures Bug. Seems to be a intel driver problem	7.00					
Red Faction: Guerrilla Steam Edition	THQ/Volition	Third Person Shooter		Great	Yes	IPO~30	1280x720		DirectX 9	Most settings low	7.00				Resuming from sleep might put the game in window, Alt+Enter to return to fullscreen	Dr Nick/Nr_Dick
Red Faction: Guerrilla				Great	No	25-45	1024x576			Most settings to low	7.00					
Redout Enhanced Edition	34BigThings	Racing		Great	Yes	60	1280x720	60		Low settings to hit 60fps, cam lock at 30,and increase settings	8.25	-0.055mV	-0.055mV			
Remember Me	Dontnod/Capcom			Great	No	60	1280x720			Disable VSync						
Resident Evil 0 HD Remastered	Capcom			Great	No	20-30	896x504			Set everything to low and off	10.00	-0.080mV	-0.080mV			
Railway Empire	Gaming Minds Studios / Kalypso Media Digital	Simulation		Great	No	~25	1280x720	100	DirectX 11	All details Low, V-Sync off	7.00	0.000mV	0.000mV	Custom resolutions. Only selectable resolutions are 1280x720, 1280x800, and 800x600. Anything other than 1280x720 will stretch the game.		Derrek
Resident Evil 4 Ultimate HD Edition	Capcom	Third Person Shooter		Great	No	30	1280x720	100	DirectX 9	All settings to their lowest options and FPS to fixed 30.	7.00				The game will be frozen for a few seconds when waking from sleep. Don't put the device to sleep in the middle of an action sequence or pause first.	Jonathanrex1
Resident Evil 5 Gold Edition	Capcom	Third Person Shooter		Great	No	30	1280x720	100	DirectX 9	Everything set to high except for Frame rate set to 30 and AA set to 4x	11.00	-0.070mV	-0.070mV		The game seems to crash if you try to change resolutions. The game requires the WIN 2 power plan to be set to High Performance. The game will run locked to 30 but will have some slight stutters at the very start of play time.	Jodost
Resident Evil 6	Capcom	Third Person Shooter		Good	No	30	1280x720	100	Unknown	All settings to low	12.00	-0.075mV	-0.075mV		May have some fps drops but overall runs great and shadow cache being on is a big fps boost	Jodost
Resident Evil 7: Biohazard	Capcom			Great	No	30-40	1280x720	0.7		Shadow Cache on, everything else low/off. Fov: 80	11.00	-0.070mV	-0.070mV			CRAZELORD91
Resident Evil HD Remaster	Capcom	Survival Horror		Great	No	~20-30	1280x720	100		All settings set to low, frame rate set to variable	12.00	-0.070mV	-0.070mV		Cutscenes can be in the low 20s though ingame will tend to hover around the low to mid 30s	
Resident Evil HD Remaster [Performance Fixes]	Capcom	Survival Horror		Great	No	30	1280x720	100		All settings low, 30 FPS framerate, performance fixes applied as per PC Gaming Wiki.	11.00	-0.070mV	-0.070mV			lunarwhale
Resident Evil Revelations	Capcom	Third Person Shooter		Great	No	50-60	1280x720	100		Everything set to Maximum	11.00	-0.070mV	-0.070mV			Jodost
Resident Evil: Operation Raccoon City	Slant Six/Capcom	Third Person Shooter		Great	No	20-35	1280x720	100		AA off, Shadows high, Textures high, V-Sync off, Fullscreen on	7.00	-0.070mV	-0.070mV	Requires GFWL to be installed		Jodost
Rez Infinite [Area X]	Sega	Rhythm		Great	No	30+	1280x720	80		V-Sync off, AA off, Texture Filtering x16, Bloom 2	12.00	-0.070mV	-0.070mV		Depending on particles the game speed will jump between 30 and over 100	Jodost
Rez Infinite [Not Area X]	Sega	Rhythm		Great	No	60	1280x720			V-Sync off,Texture quality medium, MSAA x1, Texture Filtering x16	12.00	-0.070mV	-0.070mV			Jodost
Rime	Tequila Works			Great	No	~30	1280x720	50	DirectX 9	Everything off or set to low	8.25	-0.060mV	-0.050mV		Normal gameplay seems fine, but cutscenes will stutter. Only played the beginning.	Kinta
RimWorld	Ludeon Studios	Simulation		Great	No	60	1280x720			Everything at all to low	8.25				Game works great and is surprisingly very playable in mouse mode. UI and text may seem a little small for some people but has high enough contrast to be able to read	acpgoloslsourswat
Rise of the Tomb Raider	Square Enix	Action Adventure		Great	No	25-30	800-600	100	DirectX 12	Everything on lowest settings	10.00	-0.070mV	-0.070mV	Set resolution in config file. Then the game will launch (appdata/local/risen)		GY22
Riven	Deep Silver	Action RPG		Great	Both	30-50	1280x720			In my case riven works good with gamepad.	7.00					GY22
Riven 2 - Dark Waters	Deep Silver	Action RPG		Great	Both	50-60	896x504			Set every thing to low	7.00					GY22
Riven 3 - Titan Lords Enhanched Edition	Deep Silver	Action RPG		Great	Both	20-50	896x504			Set everything to low and off	7.00					GY22
Rive	Two Tribes	Twin Stick Shooter		Great	No	30-60	800x600			Everything set to Medium	7.00	0.000mV	0.000mV	Default screen resolution is 800x600 due to Win 2's protrait screen. Attempt to change graphic setting in game will crash the game. If the .JSON file is the only way to change graphic setting. Also custom graphic setting in JSON will revert if you try to edit graphic setting in game, even if the game crash for doing this.	Might not exit properly (need use task manager to kill), and might not resume without too much hassles after sleep, all happened after installing JoyXoff (tested on 2018-08-21)	Kannuahi Link
Road Redemption	EQ-Games/Pixel Dash Studios			Great	No	60	1280x720			Everything to low	7.00				Pixel resolutions cause some aberations with the Steam overlay	HarbingerAlpha
Road to Ballhalla	Torched Hill/tinyBuild	Action		Great	No	25-35	1280x720	100%		Graphic Quality - Horrible	7.00	0.000mV	0.000mV		Reducing Supersampling to 50% can gain ~5 FPS, but not recommend as it'll just make the texts in stages unreadable	Kannuahi Link
RPGolf	ArticNet/Chorus Worldwide Games Ltd	Sports RPG		Great	Both	60	1280x720									
Rust		First Person Shooter		Poor		16-18	1280x720		DirectX 9	Potatoe	12.00	-0.070mV	-0.070mV		Tested on 2018-8-26. Roughly the same framerate at 7w and at 12w, actual power draw peaked at ~10w. Might be a memory bandwidth bottleneck.	nfriedly
Ryse: Son of Rome	Crytek			Great	No	25-28	1280x720	70		Everything low, Motion Blur and Temporal AA disabled.	9.00	-0.075mV	-0.075mV			nampad
Saints Row IV	Volition	Action Adventure		Great	No	24-60	1280x720			Shadows "low"	7.00	-0.075mV	-0.075mV		Mostly 60 fps, fps dips only in the open world	Completefaholicks
Secret of Mana	Square Enix			Great	No	40-60	1280x720								Rumble works really well	Completefaholicks
Sega Rally Revo	Sega			Great	No	~30-60	1280x720			Graphics set to "high" with 2xMSAA	8.00	-0.080mV	-0.080mV			
Serious Sam Fusion 2017	Croteam	Compilation		Great	Both	50-60	1280x720	80%	DirectX 11	Lowest settings	7.00				SS3 levels will experience more drops to 50FPS than SS TFE and SS TSE levels.	Jonathanrex1

Game	Developer/Publisher	Genre	Store	Rating	FPS	Resolution	%	API	Settings	Notes	mV	mV	Notes 2	Author
Seven: The Days Long Gone	IMGN.PRO		Ste	Great	25-30	896x504	100		Vsync on, borderless, custom res 896x504, set everything to low expect texture and post processing quality to medium, ambient occlusion on, antialiasing mode fxaa	GameUserSettings.ini set sg.FoliageQuality to 1, DesiredScreenWidth 896 & DesiredScreenHeight 504. Set the other setting concerning resolution to 896x504. Save file and set it to read only	6.50	-0.060mV	-0.060mV	Only small issue is the font size but for me its disable	GY22
Shadow Tactics: Blades of Shogun	Daedalic Entertainment		Ste	Great	20-25	1280x720			DDDDD		6.50	-0.055mV	-0.055mV		GY22
Shadowgrounds			Ste	Great	140+	1280x720			Everything set to high		7.00	0.000mV	0.000mV		GY22
Shadows of Adam		Turn-Based RPG	Mid	Great	60	1280x720					8.25	-0.060mV	-0.055mV		Kinta
Shadows: Awakening	Games Farm	Action RPG	Ste	Great	25-30	1280x720			Set FPS to 30. Vsync = disabled. Graphics quality = fastest		10.00	-0.060mV			Kinta
Shantae: Half-Genie Hero	WayForward	2D Platformer	Ste	Great	55-60	1280x720	100		720p, AA @ Dynamic		3.00	-0.070mV	-0.070mV	Sleep only work when installed on main drive.	WhyKlef
Shenmue I & II	Sega	Action Adventure	Ste	Great	30	1280x720	100	Unknown	Everything set to high (Supersampling is possible)		8.25	-0.055mV	-0.060mV		Kinta
Shining Resonance Refrain	Sega	Action RPG	Ste	Great	30	960x544			Medium graphics settings, 30fps cap		7.00	-0.060mV		Also runs great at 60fps	Meteor
Shovel Knight	Yatch Club Games	2D Platformer	Ste	Great	60	1280x720					7.00				Jonathanrex1
Skull Girls	Lab Zero Games	2D Platformer	Ste	Great	60	1280x720					7.00				Jonathanrex1
Sky Rogue	Fractal Phase		Ste	Great	40-60	1280x720	100		Max (but there is not much graphics there)		3.00	-0.065mV	-0.065mV	at higher TDP can support higher resolutions (eg an external screen) and local multiplayer (splitscreen)	CaptainDreads
Slay The Spire	Mega Crit Games	Roguelike	Ste	Great	60	1280x720			Everything at default		7.00	-0.065mV	-0.065mV	Both touchscreen and controller work fine	CaptainDreads
Sleeping Dogs			Ste	Great	30-60	960x544			Low-Mid settings, 60fps limiter			-0.065mV	-0.065mV	Look up how to edit ini file for custom res	Crazelord91
Sleeping Dogs: Definitive Edition	United Front Games	Open World	Ste	Great	avg_30.4, min_18.6, max_53.3	960x544			Everything on normal		9.00	-0.070mV	-0.070mV	Framerate is from ingame benchmark	nampad
Slime Rancher	Monomi Park	3D Platformer	Ste	Great	30+	1280x720	100		Low settings		7.00	0.000mV	0.000mV		
Slipstream	Ansdor	Racing	Ste	Great	60	1280x720	100	Unknown	Fullscreen On, Video Effects None, Linear Filter Off, 30FPS mode Off					Will crash when waking from sleep - v1.1.7	Jodast
SOMA	Frictional Games	Horror	Ste	Great	30	1280x720	100		Low settings		7.00	-0.060mV	-0.060mV		Jodast
Sonic Adventure 2	Sega	3D Platformer	Ste	Great	60	1280x720	100		Set to fullscreen		12.00	-0.075mV	-0.075mV	Putting the WIN 2 to sleep will cause the game to minimise to the desktop, but will be resumable without issue.	Jodast
Sonic Lost World	Sega	3D Platformer	Ste	Great	50-60	1280x720	100		Everything turned on		12.00	-0.075mV	-0.075mV		Jodast
Sonic Mania	Sega	2D Platformer	Ste	Great	60	1280x720			Works great no matter what.		10.00	-0.070mV	-0.070mV		coolbho3k
Sonic Mania [Plus]	Sega	2D Platformer	Ste	Great	60	1280x720					7.00				Completefahsticka
Soulcalibur VI	Namco/Bandai	3D Fighter	Ste	Great	60	1280x720	55	DirectX 11	50% res scale for 8.25 55% for 9w. Screen quality - custom. Scaling res at 55. AA at Maximum. Everything else low besides texture settings at medium		9.00	-0.050mV	-0.050mV	FPS is tied to game logic, so game had to be 60fps to run properly	slepee
South Park: The Stick of Truth	Obsidian/Ubisoft	Turn-Based RPG	Ste	Great	304	1280x720	100				12.00	-0.075mV	-0.075mV		Jodast
Spark the Electric Jester		2D Platformer	Ste	Great	50-60	1280x720	300%				10.00			Sometimes boots to black screen after controller died. Relaunch to fix.	RupeeClock
Spec Ops: The Line	Yager	Third Person Shooter	Ste	Great	60	Both			High settings		6.50	-0.055mV	-0.055mV	Cause out custom resolutions the game will just start at a custom res	GY22
Splasher		2D Platformer	Ste	Great	60	1280x720			Graphic Filter is Disable		7.00	0.000mV	0.000mV	When you "restart" a speedrun manually, first few seconds will go at super low (3-5) FPS.	Kannushi Link
Mass Effect	Bioware	Third Person Shooter	Ste	Great	~30 (est.)	No		Vulkan	Texture Detail on High, Dynamic Shadows, low AA		8.25	-0.060mV	-0.050mV	Gamepad mod for controller support needed.	
Star Wars Episode I: Racer	Lucas Arts	Racing	Gog	Great	50-60	1280x720			Remap buttons in game setting						GY22
Star Wars Knights of the Old Republic	LucasArts	Action RPG	Ste	Great	60	1280x720					6.50	-0.055mV	-0.055mV		GY22
Star Wars: The Old Republic [Online]	Electronic Arts/Bioware	MMORPG		Great	60	1280x720					6.00	-0.050mV	-0.050mV		GY22
Starbound	Chucklefish	Sandbox	Ste	Great	60FPS	1280x720			Highly playable with custom gamepad configuration. Set scale to x3 for easier interaction with game-world.		7.00			Game works great with mods, but larger mods can cause the game to take a long time to load, but once in-game loading times are minimal.	asogolo/abourwest
Stardew Valley		Life Simulation	Ste	Great	60	1280x720	100%	Unknown	N/A		1.50	-0.075mV	-0.075mV	Played for 8 hours straight on one charge. Awesome long-session game at low watts.	V13Axel
Street Fighter V		2D Fighter	Ste	Great	60	1280x720	50		Set game to automatic. Won't hit 60 otherwise and fps is tied to game logic. Don't use anything forcing vsync.		8.25	-0.055mV			
Strike Suit Zero	Born Ready Games Ltd.	Space Combat	Ste	Great	60	1280x720			Default (high) settings stay mostly at 60 fps.		7.00			Rumbles when you get hit or fly into stuff	nfriedly
Stronghold Crusader 2	Firefly Studios	Real-Time Strategy	Ste	Good	30	1280x720			Defaults		7.00	-0.070mV	-0.070mV	WASD scrolls the map, so the mouse mode works pretty well. I didn't get into too big of a battle, but everything seemed smooth and enjoyable with a handful of units on screen.	nfriedly
Submerged	Uppercut Games Pty Ltd	Action Adventure	Ste	Great	~20-25	1280x720	50	Unknown	All settings set to low, AA set to off		12.00	-0.075mV	-0.075mV		Jodast
Submerged	Unknown Worlds Entertainment	Survival	Ste	Great	30	1280x720			Most settings set to low, water quality to medium		8.25	-0.050mV		Runs surprisingly well!	Kinta
Sunset Overdrive		Open World		Poor	+24	600x480			Everything at its lowest					Set system's VRAM to prioritize gaming. Gives slight boost	Really isn't a great fit for the Win 2, but technically playable if you don't care about muddy graphics and low frame rates	Kinta
Super Bomberman R	Konami		Ste	Great	60	1280x720			Medium settings		7.00			Game doesn't recognize gamepad, not even on desktop pc. Use xpadder to map keys to pad	Frogman
Super Dangerous Dungeons	Adventure/Islands	2D Platformer	Ste	Great	30	1280x720					8.25	-0.060mV	-0.060mV		Kinta
Super Indie Karts	Paul Hamilton	Racing	Ste	Great	60	1280x720					7.00				Jonathanrex1
Superfight	GrizzlyGames	Action	Ste	Good	25-50	1280x720			Low/medium settings, nothing seems to help performance much. Locked externally to 30 fps for better framerates, still some drops here and there depending on geometry on screen		8.00				
SwapQuest	Rebusmind	Puzzle/RPG	Ste	Great	60	1280x720			All effects on		8.25	-0.050mV	-0.050mV	Best game ever!	Kinta
Sword Art Online: Fatal Bullet	DIMPS/Namco	Action	Ste	Great	~30	1280x720	80%	DirectX 11	Low settings + INI Tweaks		8.25	-0.060mV	-0.060mV	Check YouTube for INI hacks for IGPU	Eiraku
Tacoma	Fullbright	Walking Simulator	Ste	Great	30	1280x720	100		Lowest settings		7.00	-0.060mV	-0.060mV		Bardem
Tales of Symphonia	Namco	Turn-Based RPG	Ste	Great	30	1280x720	100		MSAA x2 and AF x16		12.50	-0.085mV	-0.085mV		Jodast
Technobabylon		Adventure	Ste	Great	~30	1280x720			Go into config to switch to DirectDraw 3D.		7.00				
The Amazing Spiderman	Activision	Open World		Great	10-60	960x544			Low everything					FPS spikes and slows wildly to an unplayable degree	Used KMTX's graphics mod	CRAZELORD91
The Amazing Spiderman 2	Activision			Good	30-60	1024x576			Lowest everything will get high fps but won't look great	Added KTMX Ps4 visual mod to make the game somewhat bearable looking. Even with that and everything maxed out there are still various graphical glitches					DON'T PLAY THIS GAME. IT IS UTTER GARBAGE. IT MUST HAVE BEEN MADE BY A SADIST WHO HATES GAMERS. IT'S LIKE BEING STUCK IN AN ENDLESS LOOPING NIGHTMARE. DON'T WASTE YOUR TIME EVEN DOWNLOADING IT. This should only be played by anthropologists trying to decipher how bad game design can physically hurt your brain	CRAZELORD91
The Bureau: XCOM Declassified	2K Marin	Third Person Shooter	Ste	Great	30-60	1280x720		DirectX 9			7.00	-0.070mV	-0.070mV	Gamepad and everything just worked. I'm enjoying the game so far.	nfriedly
The Elder Scrolls III: Morrowind	Bethesda Softworks	Action RPG	Ste	Great	60FPS	800x600			You will need a third party app to enable gamepad controls.		7.00			Base game performs fine, you may wish to further tweak it using mods. Only tested the vanilla experience.	asogolo/abourwest
The Elder Scrolls V: Skyrim	Bethesda	Action RPG	Ste	Great	35-60	1280x720					7.00				Completefahsticka
The Elder Scrolls V: Skyrim Special Edition	Bethesda	Action RPG	Ste	Great	~30	1280x720		DirectX 9	Low settings, no AA. Stays over 30 fps at all times @720p		7.00				
dota 2	Bethesda	Action RPG	Ste	Great	~40-60	1280x720			All set to HIGH settings		7.00				
Dota 2	Bethesda / Tango Gameworks	Horror	Ste	Good	24-30	800x480	100%	DirectX 12	Low on all.		8.00	-0.060mV	-0.065mV	Plus using "Low Spec Gamer" Youtube video and disable many settings in the WillowEngine.ini file. Once done set the ini file as read-only or the game will overwrite your edits.	CRAZELORD91
The Hex			Ste	Great							7.00				
The Legend of Heroes: Trails in the Sky		Turn-Based RPG	Ste	Great	60	1280x720					7.00				
The Legend of Heroes: Trails of Cold Steel	Nihon Falcom/XSEED Games	Action RPG	Ste	Great	40-60	1280x720		DirectX 11	V'Sync Enabled, 2xMSAA, Medium Shadow Resolution, All other effects off		7.00			Game performs very admirably and is playable even when some special effects are turned on. GPD Win 2 starts getting a tad warm, however not too hot. On such a small 720p screen most effects aren't very noticeable, so for best results I recommend not having them on.	Texandawg
The Long Dark	Hinterland	Survival	Ste	Good	30-40	1280x720			Set video quality to low and camera sensitivity to 5%		7.00			Setting the camera sensitivity to 5% may seem absurdly low but at default settings the joysticks moves the camera at an insane speed	Jonathanrex1
The Messenger	Sabotage / Devolver	2D Platformer	Ste	Great	307	1280x720					8.25	-0.075mV	-0.060mV	Neat ninja retro game.	Jonathanrex1
The Surge	Deck13 / Focus Home Interactive	Puzzle/RPG	Ste	Poor	~15	1280x720	50%	DirectX 11	Everything lowest/off					Also crashes within a few seconds, and often stops rendering even though sound etc continue	Tenebrous
The Talos Principle	Croteam / Devolver Digital	First Person/Puzzle	Ste	Great	35-60+	1280x720	150%	DirectX 11			6.25	-0.060mV	-0.050mV		Dr_Nick/Nr_Dick
The Walking Dead: A New Frontier	Telltale	Adventure	Gog	Great	~30	1280x720			Textures set to high, rendering to low, AA on		8.25	-0.060mV	-0.050mV		Kinta
The Walking Dead: Season Two	Telltale	Adventure	Ste	Great	~30	1280x720					7.00				
The Witcher 2: Wild Hunt	CD Projekt Red	Action RPG	Ste	Great	20 - 30	800x448			Custom Settings: Medium		7.00			Custom Settings: Disable Hairworks, no Ambient Occlusion, Low Shadow quality. Edit	Jonathanrex1
The Witcher: Enhanced Edition	CD Projekt	Action RPG	Ste	Great	~30	1280x720								Custom Settings: Disable Hairworks, no Ambient Occlusion, Low Shadow quality. Edit user.settings to set to 800*448 with borderless window (Fullscreen = 1). Use a custom optimized doc or a mod like	
The Witness	Thekla, Inc.		Ste	Good	20-60	1024x576			Everything set to low		7.00			Everytime you exit boot a new area the game the game will drop to 20 FPS for around 10 seconds. Afterthat the FPS improves a lot.	Jonathanrex1
They Are Billions	Numantian Games	Real-Time Strategy	Ste	Good	20-50	1280x720	100	Unknown	4GB	Low		8.25			Big waves will bring FPS to crawl (but even fast CPUs slow down during this)	Wimpy
They Bleed Pixels	Spooky Squid Games	2D Platformer	Ste	Great	60	1280x720					7.00			Must be in gamepad mode before running game or else the game can't find the Win's gamepad	Jonathanrex1
This War of Mine	11 bit Studios ok	Survival	Ste	Great	30-50	1280x720			GFX set to low		7.00				Jonathanrex1
Thumper	Drool		Ste	Great	~60	1280x720	100	Unknown	Frame rate set to infinite and MSAA set to off		11.00	-0.070mV	-0.070mV		Jodast
Timespinner	Lunar Ray Games / Chucklefish	Metroidvania	Ste	Great	30	1280x720	100%				1.50	-0.060mV	-0.060mV	Sleep will only work when installed on SSD, otherwise will crash.	WhyKlef
Titanfall 2	EA/Respawn Entertainment	First Person Shooter	Or	Great	40-60	1024x576			Low shadows, medium textures, 60fps limit, medium draw distance, no depth of field, 90 FOV, effects on or low		9.00	-0.060mV	-0.060mV		Runs great and looks great so far (haven't played too much)	CRAZELORD91
Tokyo Xanadu eX+	Nihon Falcom/Aksys Games	Action RPG	Ste	Great	~40	1280x720		7GB	Left on default settings		7.00			Game will have some slow down in congested areas, but plays smoothly overall. Will play at approx. 60 FPS outside of dungeons. Avg 40 FPS in dungeons.	Texandawg
Tomb Raider (2013)	Extra/Square Enix	Action RPG	Ste	Great	60	1024x576			All settings to low, texture to high		7.00	-0.060mV	-0.075mV		Jodast
Tomb Raider: Underworld	Crystal Dynamics	Action RPG	Ste	Great	40-60	1280x720			All settings to low, No FSAA		8.25			Runs great with most settings maxed and AA off.	Illuminerdi
Tooth and Tail	Pocketwatch Games	Real-Time Strategy	Ste	Great	60	1280x720			Set graphics quality to low		7.00				Jonathanrex1
Torchlight	Runic Games	Action RPG	Ste	Great	35-60	1280x720		DirectX 9	Recommend using Controller Companion as there isn't any controller support		7.00				
Torchlight			Ste	Great	~30	1280x720									Completefahsticka
Total War: Shogun 2	Creative Assembly	Real-Time Strategy	Ste	Good	60+	1280x720		DirectX 9	Works fine using the gpd alone but bluetooth mouse and keyboard help		7.00			Best Game Ever BTW (Works for all DLCs)	Lemechopz
Toybox Turbos	Codemasters	Racing	Ste	Great	55-60	1280x720			Window Mode (Fullscreen does not work)		7.00	0.000mV	0.000mV		Kannushi Link
Transformers: Devastation		Action	Ste	Great	60	1280x720		DirectX 9	Plays well in Legion content. current 60 fps in older content. Recommend setting sound channels to low for moderate fps boost. Turn off Outlines		7.00				
Transistor	IMC Games		Ste	Great	~30	1280x720		DirectX 11			7.00				Completefahsticka
Tree of Savior		MMORPG	Ste	Great	20-50	1280x720			Recommended to turn damage values from other players off and settings for low spec computers. FPS is dependent on how crowded the map is		7.00				NekomSG
Trover Saves the Universe	Squanch Games	3D Platformer	Ste	Great	>=40	1280x720			85% Resolution, medium or low settings on everything else	Run at Fullscreen for best performance. For some reason any windowed mode will override settings and cause slowdowns.		9.00	-0.070mV	-0.070mV	Occasionally may hit stutters in some areas but overall great performance	CRAZELORD91
	Treyarch	Open World		Great	60	1280x720			Detailed shadows off, fog on, less than high% draw distance (this really affects fps stability)	Download the widescreen/60 FPS mod. Simple to implement and is a huge improvement on the 30fps 4:3 original		10.00	-0.070mV	-0.070mV	Download this mod and the game is much improved. 60 FPS and looks fantastic	CRAZELORD91
	7th Expansion	Visual Novel	Ste	Great	60	1280x720			Both Answer and Question Arcs work fine, with Voice Acting patch		7.00				
Utawarerumono	Leaf	Visual Novel		Great	60	1280x720		DirectDraw	doesn't use more than 3W at best						
Valkyria Chronicles	Sega	Turn-Based Strategy	Ste	Good	30	1280x720			Disable Vsync		10.00			Framerate is locked to 30fps regardless of performance, so if game appears to be running slowly try disabling vsync and increasing TDP or other performance settings in your system. Has almost NO graphical options to tweak.	
Vampyr	Dontnod	Action Adventure	Ste	Great	20-40	1280x720	50		Set shadows to 0 and res scale to 50 in ini (% LOCALAPPDATA% /AI/Game/Saved/Config/WindowsNoEditor) (File: GameUserSettings.ini)		7.00	-0.050mV		Ensure all settings on Intel HD are at maximum performance	skelton & rapunmanka
Vanquish	PlatinumGames/Sega	Third Person Shooter	Ste	Great	~30	960x544			Low Settings. Everything turned off except LOD		9.00	-0.050mV	-0.070mV	In order to play at 544p, change display resolution in Intel Graphics Settings and check "Override Application Settings." Will dip below 30 FPS when too many explosion or enemies on screen. The game dips to 15-18 FPS during first person cutscenes.	nikromancer
Vanquish [Fullscreen]	PlatinumGames/Sega	Third Person Shooter	Ste	Great	30-60	960x544			same	Use stepee's pinned message to run custom fullscreen res		9.00	-0.070mV	-0.070mV	Fullscreen 544p gives a big speed up. no cutscene slowdowns. fps > 30 and less frequent dips (only below 30 for a few moments when large explosions go off)	crazelord91
Vessel	Strange Loop Games	2D Platformer	Ste	Great	60	Both					7.00			Limited options, Game runs flawless at stock TDP and clocks. Expect to run as well at lower performance settings	Dr Nick / Nr_Dick
Virtua Tennis 3	Sega	Sports	Ste	Great	~50-60	1280x720			Can max all settings (although AA is unavailable)	Enable gamepad before launching the game. But controller only works in game, not the menu!		8.25	-0.060mV	-0.060mV		WhyKlef
Wandersong	Greg Lobanov	Adventure	Ste	Great	30	1280x720	100	Unknown			8.25	-0.070mV		Stutters sometimes when running around.	Kinta
Warframe			Ste	Great	~60	1280x720					7.00				
Wargroove	Chucklefish	Turn-Based Strategy	Ste	Great	60	1280x720	100	Unknown	Default Settings		9.00	0.000mV	0.000mV		gamester_47
Warhammer 40,000: Space Marine	Relic Games	Action Adventure	Ste	Great	30+	1024x576			Everything Lowest/Off		8.50				
Warhammer Deathwing Enhanced Edition			Ste	Good	30-50	1280x720	45%		All settings to minimum		8.25	-0.075mV	-0.075mV	Use -Windowed launch setting, then set fullscreen when in game. Else display is bugged, and can't access options menu	Tested in Multiplayer. Occasional stutter / dips when AI spawns in. Graphics don't look great, but is playable.	Yonrak
Warhammer: Vermintide 2	Fatshark	First Person Shooter	Ste	Great	20-30	960x544			Everything Lowest/Off		8.25				
Way of the Samurai 3		Action Adventure	Ste	Great	60	1280x720					7.00				
We Happy Few	Gearbox Publishing	Open World	Ste	Great	20-30	1280x720			Everything low and off. Cap FPS to 30		6.50	-0.055mV	-0.055mV		GY22
Westerado: Double Barreled	Ostrich Banditos	Action Adventure	Ste	Great	30	1280x720	100		Default		8.25	-0.050mV	-0.050mV	Doesn't require 12W, that's just what the Win 2 was set to for the last ~6 o 767ss	Jodast
		Walking Simulator	Ste	Great	20-40	1280x720			fullscreen, V-sync on, resolution quality high, AA low, post-processing medium, shadows quality low, texture quality high, draw distance low, effects quality low		9.00	-0.050mV			Dr Nick / Nr_Dick, ttsiano
	Contingent99	Dungeon Crawler	Ste	Great	60	1280x720	100		Vsyc On		12.00	-0.050mV		The main menu doesn't seem to respond properly to the analog stick or dpad. Use the arrow keys to navigate.	Jodast
	Raven Software/Activision	First Person Shooter/RPG	Re	Great	60	1280x720	100%	Unknown	Low/Medium Settings		8.25	-0.050mV		Device will start to get Warm, especially when using the Thule Medallion.	Smoker1
	iD/Bethesda		Ste	Good	20-60			50%	Vulkan	Set all settings to low or disabled		10.00	-0.070mV	-0.070mV	960x540 will improve fps in some areas	Smoelrea
	Square Enix	Turn-Based RPG	Ste	Great	25-30	1280x720	100%		Game locked at 30 fps, occasional dips during sequences.		9.00	-0.050mV	-0.050mV	Character voices may lose sync as game speed is tied to framerate. Lower graphics to postprocessing. Looks very pretty on Win 2	WhyKlef
World of Tanks	Wargaming	MMO Battling	G	Ind	Great	80+	1280x720		DirectX	Settings Low, textures ultra		7.00	-0.070mV	-0.070mV	Runs really well	Smoelrea
Wreckfest		Combat/Racing	Ste	Great	30	1280x720									
XCOM 2	2K	Turn-Based Strategy	Ste	Great	30+	1280x720			Disable fullscreen optimizations on .exe file	Disable mouse cursos to see the mouse cursor when using keyboard mode		8.25	-0.070mV	-0.070mV	UI text is kind of small but it's very readable, haven't tried lower res, it plays great!	Neil
XCOM: Enemy Unknown [Enemy Within]	2K	Turn-Based Strategy	Ste	Great	25-40	1280x720			default graphics, turn on gamepad input		8.25	-0.050mV	-0.050mV	Framerate depends on map, but gameplay always feels smooth. Crashes when charging from 15v battery, but mostly works on OEM 12v charger. Autosave recommended.	nfriedly
Yakuza 0	Sega	Open World	Ste	Great	30+	1024x576			Vsync off, borderless, everything else low or off		11.00	-0.070mV	-0.070mV	Seems like the Win 2's vram size is too small for the cutscene audio buffer. I think setting the res to 576p or lower borderless fullscreen and everything on low solves the issue and sometimes 720p windowed fixes it	Sleep mode only with audio settings not in performance mode. see https://pcgamingwiki	CRAZELORD91
Yooka-Laylee	Playtonic	3D Platformer	Ste	Good	~30	1280x720			Graphics set to "fast"		8.25	-0.050mV			Didn't notice a performance drop between "fastest" and "fast" graphics setting	Nem
Zombi (2015)		Survival Horror	Ste	Great	25-30	1280x720		DirectX 9	Default Settings no need to change, Minor Dips directly after loading a new area		9.25	-0.060mV	-0.060mV		Nem
Assassin's Creed IV: Black Flag	Ubisoft	Open World	Up	Good	20-30	800x448		DirectX 11	Enviornment Quality Normal, Reflections Normal. Everything else set to lowest or off		12.00	-0.075mV	-0.075mV	Game conforms to desktop resolution, so it works with any custom res. Download Flawless Widescreen to remove letterboxing from custome res	Depending on what's important to you you can set everything to low or off and run it at ~4 344p with good performance. Best balance personally is 448p with my settings (I think it looks better that way than everything low at 544p). Performance in areas really varies; average 40fps on the ocean and only dips to low 20s in dense areas, but still extremely playable there and is temporary. I'd stay in the ocean 20-40fps range and 20-30fps on land	CRAZELORD91
Resident Evil 4 Ultimate HD Edition	Capcom	Action Adventure	Ste	Great	30-60	1280x720	100	DirectX 9	All settings to low, Texture Quality HD, Color Filter off		8.25	-0.085mV	-0.085mV	Using the RE4HD.com mod release. Had occasional crashing issues when moving between loading zones. Can't confirm at this point whether it's just my Win 2 or not.	CRAZELORD91
Turok (2015 release)	Acclaim Entertainment/Night Dive Studios	First Person Shooter	Go	Great	55-60	1280x720	100		Default with 'Light scatter' option off.		12.00	-0.050mV	-0.050mV	Runs great at full resolution. Turn 'Light scatter' option off to keep it smooth. Almost 60 FPS lock.	Iruda Yoon
WRC4 FIA World Rally Championship	Milestone S.r.l / Bigben	Racing	Ste	Good	30-40	960x544	100		FSAA off		8.25	-0.050mV	-0.050mV	Game shows video memory is not enough when launch but just ignore it.	Iruda Yoon
Red faction Guerrilla re-mars-tered	Volition, KAIKO / THQ Nordic	Third Person Shooter	Ste	Great	30-40	1280x720	100	DirectX 11	Set all setting to disable/low		8.25	-0.050mV	-0.050mV	Texture and modeling glitch exists. When car is damaged, outer modeling and texture didn't show properly. / Do not increase any option, that cause game engine crash when you destroy something. I tried to increase slightly higher option but it cause game crash.	Iruda Yoon
Planetside 2	Daybreak Game Company	First Person Shooter	Ste	Poor	20-30	1280x720	50		'Very Low' preset, lowest render quality(50%), lowest render distance(500)		8.25	-0.050mV	-0.050mV	Game quite well. FPS changes between wide range and it's affect to game's control. Maybe look the max FPS to 30 by using other program makes feel better.	Iruda Yoon
Team Sonic Racing	Sumo Digital / SEGA	Combat/Racing	Ste	Great	30-40	960x544	100		Use 'Low' preset and 'Windowed Borderless' mode		8.25	-0.050mV	-0.050mV	Tested with basic galaxy setting. Around one hour test(In game time 2270.07.01-2280.04.26). Include small size battle(3-9v1.8k VS 3.3k, mostly consist with destroyer/corvette). I mark it as 'poor' but it's more close to English disaster. Because you can adjust game speed including pause. So low FPS is not a huge problem in this game.	Iruda Yoon
Stellaris	Paradox Interactive	Real-Time Strategy	Ste	Poor	10-40	1280x720			Use 'Borderless Window (Full screen)', all option is low/off except rain flare(set to on).		8.25	-0.050mV	-0.050mV	Tested on 'Death Row'(Ep1 Lv3). 'Classic' mode' could run almost lock 60 FPS. 'True 3D' mode shows huge FPS drop when you enter area with many light effects. True 3D/'Ambient Occlusion' shows worst than that. So recommend to stick to 'Classic mode'. Additionally, When you use Ambient Occlusion, it seems there is a bug that sometimes game lock to 30FPS in short period of time.	Iruda Yoon
Duke Nukem 3D: 20th Anniversary World Tour	Nerve Software, Gearbox Software	First Person Shooter	Ste	Great	60	1280x720	100		Use 'Classic' graphic mode		8.25	-0.050mV	-0.050mV	Game have several issue about graphic setting when video-out is connected.	Iruda Yoon

Game	Developer/Publisher	Genre	Store/Rating				FPS	Resolution		DirectX	Storage	Settings	TDP	Undervolt	Undervolt	Notes	Tester
Command and Conquer 3: Tiberium wars	EA LA	Real-Time Strategy	On Good	☐	Yes	☑	20-30	1280x720	100			Use 'High' preset with 'shadows' set to 'low'	8.25	-0.050mV	-0.050mV	Test by 3 skirmish battle, one 4 vs 4 and two 3 vs 3. Game runs close to 30FPS most time but in later part or you see huge titanium field, FPS goes close to 20FPS. Recommend to use Medium or lower setting to get better performance.	Iruda Yoon
Anno 1800	Ubisoft Blue Byte	Real-Time Strategy	Up Poor	☐	No		15-20	1280x720	100			Set all setting to 'low'	8.25	-0.050mV	-0.050mV	Tested by play entire chapter 1. Min: 8, Avg : 15, Max : 35. Just playable but can't say it could hold later part of game with huge city.	Iruda Yoon
Red Faction: Armageddon	Volition / THQ Nordic	Third Person Shooter		☐	No		20-30	1280x720	100	DirectX 9		Set all setting to lowest values	8.25	0.000mV	0.000mV	If graphic setting is DX10/11 mode, game window minimizes and cannot open it. It's glue to windows menu bar. Use DX9 mode to launch.	Iruda Yoon
Superdimension Neptune VS Sega Hard Girls	IDEA Factory, Compile Heart, Felistella	Turn-Based RPG	Ste	☐			30-45	1280x720	100			If game shows 'AI soft lock issue'(Game stop running in enemy turn), increase the TDP.(Seems this also works with Re:birth series)	7.00	0.000mV	0.000mV	Test at 'ABurner Lave Tube' Dungeon. Four character party(Saturn, Segami, IF, Neptune). Runs well, much better than original PS Vita release which runs 'target 30FPS'. Some characters skill shows FPS drop under 30 but didn't affect to gameplay.(Battle is turn based).	Iruda Yoon
Flatout2	Bugbear / Strategy First	Racing	Go Great	☐			60	1280x720	100			Use 'High' preset. This is highest preset.	8.25	0.000mV	0.000mV	I use xpadder to play this game on Win2's pad. But it seems xpadder cannot handle this game's input properly. I don't know why but game keep thinks when I press 'break'. I also press 'Nitro' same time. Didn't test other keyboard to X-input mapper.	Iruda Yoon
Blade Kitten	Krome Studios	3D Platformer	Ste Great	☐	☐		57	1280x720	100				8.25	0.000mV	0.000mV	Play around 50-60 FPS. Can't hold 60FPS all time but runs really smooth. FPS drops under 30 in some cutscenes. Didn't see huge drop druing stage.	Iruda Yoon
Soul Worker	LION Games	MMORPG	Ind Good	☐	☐		30-50	1280x720	100			Set 'object render distance' to 'high' all other to low/off. Shadow is set to 'circle'. Windowed mode. (Tested on S.Korean client so option names didn't match with official global release version.)	8.25	0.000mV	0.000mV	Tested character is Lv 37 Iris Yuma. Test place is 3rd stage of 'Cold rain', normal difficulty. Solo play. / Test was done at 2018. 12. 16 so performance is not match with current client. / Game runs better than expect. There were heavy FPS drop when many enemy shows in screen and pouring bunch of skills. But runs fine most times / Test is done at early stage of game. Didn't know game works later stages.	Iruda Yoon
Nox	Westwood Studios / EA	Action RPG	Go Great	☐	☐							Use dgvoodoo2 to solve '1/3 screen is black issue'	8.25	0.000mV	0.000mV	Color become mess if you try to play game with video out. Didn't find how to solve this issue.	Iruda Yoon
Densha de D : Lightning Stage	Jinushippa	Racing	Dig	☐			58-60					Compatibility setting is needed. Set it as 'Windows 7, Disable display scaling on high DPI settings, run as administrator'. No need to change windows locale	8.25	0.000mV	0.000mV	Game cannot run in fullscreen mode. Seems issue with Windows 10. Run it as default windowed mode. It's window mode size is big enough to play on Win2 screen. / 2nd track, Keihan Keishin line have section runs aroud 40FPS. Other track holds over 55FPS most time.	Iruda Yoon
Heroine of the Sniper	kido	First Person Shooter	Ste	☐			30-60	1280x720	100			Use 'Very Low' preset	8.25	-0.050mV	-0.050mV	Game runs close to 60FPS in most time. / Explosion effect cause FPS drop. Zoom the some object cause FPS drop. Both were not heavy and over 30FPS. Didn't affect to game play badly.	Iruda Yoon
Space Channel 5: Part 2	SEGA		Ste	☐			30	1280x720	100	DirectX 9		FXAA on	8.25	-0.050mV	-0.055mV	Test at entire stage 1. Small graphic glitch found(texture crash) but really small and only able to seen in one part. Game have 30FPS lock.	Iruda Yoon
Quake 4	Raven Soft, id Soft / Bethesda	First Person Shooter	Go Great	☐	☐		50-60		100			Use 'High Quality' preset. All advanced option were on except 'Force ambient light', 'Antialiasing' and 'Multiple CPU/core'.	8.25	-0.050mV	-0.050mV	Play all Act1 stages. Runs 50-60 mosttime. There were FPS drops but happens small time and game holds over 30-40 in worst cases.	Iruda Yoon
Spyro Reignited Trilogy	Toys for Bob / Activision	3D Platformer	Ste Great	☑	No		30-60		50	DirectX 11		Set sg.ResolutionQuality to 50.000000. Mix the low and medium setting.	8.25	-0.050mV	-0.050mV	- Setting file exits in C:\Users\(YourWindowsUserName)\AppData\Local\Falcon\SavedConfig\WindowsNoEditor - GameUserSettings.ini have some options cannot adjust in game graphic setting. - Stock game can't run on Win2(runs about max 20FPS) so adjust the ResolutionQuality to get enough performance. - If you turn off all options including in GameUserSettings and set ResolutionQuality to 50.000000, game could run Avg 55FPS. But it's feels too muddy so recommend to only change Resolution Quality to 50 and didn't touch options on ini file. - If game's display mode is set to 'Full Screen' and video out is connected. There is a chance to game lock max FPS to 30. - At initial launch, game could render in FHD which cannot handle on Win2. In that case, modify the resolution values in GameUserSetting.ini - There is a dynamic resolution options exists in GameUserSetting.ini but didn't confirm it works. - Game seems pusing the GPU very hard. Almost always use GPD more than 90%.	Iruda Yoon
River City Girls	WayForward / ARC System Works	Action	Ste Great	☐	☑		60						7.00	0.000mV	0.000mV	Works perfect without any issue. Didn't have any issue related with video out.	Iruda Yoon
Borderlands 3	Gearbox Software / 2K games	First Person Shooter/RPG	Ep Poor	☐	Both		20-35	800x448	75	DirectX 11			12.00	-0.050mV	-0.050mV	- Runs 20~35FPS most of time. Equipment or item but screen runs much lower framerate. - 'bUsePerformanceMode=True' reduces stutter. - All other on in-game setting, resolution scaler is set to 75%. - If use 'sg.PostProcessingQuality=0' in 'GameUserSetting.ini' you can get little bit more framerate. But this makes game too darker. - Set 'sg.ViewDistanceQuality' to 0 in 'GameUserSettings.ini'. - Set 'bUsePerformanceMode' to True in 'GameUserSetting.ini'. - test at 'Ambermine', Lv50 Moze, use explosive weapon(Flakker)	Iruda Yoon
Ultimate Marvel vs. Capcom 3	Capcom	2D Fighter	Ste Great	☑ Both	☐		25-30	1280x720		DirectX 11			12.00				
Greedfall	Spider/Focus Home Interactive	Action RPG	Ste Good	☑ Both	☐		20-35	1280x720				Everything on low and off	12.00	-0.055mV	-0.055mV	With the new cooling mod	GY22
Bound by Flame	Spider/Focus Home Interactive	Action RPG		Great			25-30	1280x720				settings are: medium normal and enabled	8.25	-0.055mV	-0.055mV	With the new cooling mod	GY22
contra rogue corps		First Person Shooter		Good			25	1280x720					8.25	-0.055mV	-0.055mV		Raj
Control	Remedy/505 Games	Third Person Shooter		Poor	☑ Both	☐	25	840x400		DirectX 11		Everything low, SSAO off, Motion Blur off	7.00			The only way the game is playable is with this low resolution, but game looks like a garbled mess	Stevo
A Plague Tale: Innocence	Asobo Studio/Focus Home Interactive	Action Adventure		Poor	☑ Both	☐	20-25	1280x720	60	DirectX 11		Everything low and off	7.00			Barely playable	Stevo
Metal Gear Solid V: Ground Zeroes	Konami/Kojima Productions	Action	Ste Great				25-30										
Forza Horizon 4	Playground Games/Microsoft Studios	Racing	Mic Poor	☑ Both	☐		15-25	1280x720				Lowest settings	12.00	-0.055mV	-0.055mV	Make sure your settings are set to lowest possible, ignore the unsupported graphic paint popup at launch of game.	Tristan3579
Need for Speed Most Wanted 2005	EA	Racing		Great	☑ Both	☐	60	800x400				High Quality custom (with max. distances, mid. details, AF 2x), V-Sync is OFF				Game will only load if TDP is set to 12 or higher. Otherwise unplayable. Though, the game only plays for about 10 minutes before crashing.... Haven't tested with the new cooling mod yet but it may run better with the cooling mod.	
Gothic 3	Piranha Bytes	Action RPG	Ste Great	☐	☐		30-45	1280x720			3.38 GB	All to LOW and OFF	7.50			Gamepad emulation software (like JoyToKey, Xpedder etc.) is desirable to have. Rare FPS drops because of buggy game engine.	
Disco Elysium	'ZA/UM'	Compilation/RPG	Ste Great	☐			30	1280x720		DirectX 11		All to LOW and OFF	8.00	-0.040mV	-0.040mV		lperyu
Trials of Mana	343 Studios/ Microsoft	Action RPG	Ste Great	☑ Both			20-30	1280x720		DirectX 11	20 GB						
Halo Master Chief Collection	Bungie / 343Industries	First Person Shooter	Ste Great	☐	☐		H4: 20-31 | Reach: 30 | H3/ODST: 25-30 | H1/H2: 30+				43GB (Currently)	V-Sync is On+Enhanced Graphics | Run H2 and HCE on Classic mode.					
Super Mario 64 [Render96ex build]	Nintendo	3D Platformer		Great	☐	☐	30	1280x720		DirectX 11			12.50			The analog sticks make platforming difficult	
Devil May Cry: HD Collection	Capcom	Action		Great	☑	☑	50-60	1280x720				Resolution defaults to 1920x1080p, make sure to switch to 1280x720p in the game select screen to get consistent FPS					
Dark Souls: Prepare to Die Edition		Action RPG	Ste Poor	☐			15-25	1024x576				DsFix					
Tomb Raider: Anniversary	Square Enix	Adventure	Ste Great	☐	☐		60+	1280x720									
The Simpson: Hit 'n Run		Open World	Re Great	☐	☐		60+	1280x720									
Touken 2		Action RPG		Good	☐		50-60	1280x720		DirectX 11		lowering the resolution gives more fps but still not stable					_gb3
	Bethesda	Action Adventure		Great	☐		60	1280x720				Use resuamod xbox 360 controller mod for controller support. There is also a mod to make it look like the skyrim hud.					_gb3
Mortal Shell		Action Adventure		Poor	☐	☐	15-18	1280x720				Doesn't matter how low the resolution or the settings is, it will never be playable on the win 2.					_gb3
Days gone		Action Adventure		Poor	☐		10-20	1280x720				Doesn't matter how low the resolution or the settings is, it will never be playable on the win 2.					_gb3
El shadai : The ascencion of tge metatron		Action Adventure		Great	☐		60	1280x720				Runs constant 60fps on default settings.					_gb3
Grand Theft Auto Vice City	Rockstar Games	Open World		Great													_gb3
xanadu next remake	falcom	Action RPG		Great													
The Elder scrolls Online	Bethesda	Action RPG		Great	☐	☐	~45	1280?720				About 40-45 average fps, low settings with vsync and high graphic quality					
Halo: Combat Evolved				☐	☐												
Halo: Custom Edition				☐	☐												
Halo CE: CMT SPV3				☐	☐												

Game Title [31]	Wiki [32]	Region [33]	Platform [34]	Emulator [35]	Performance [36]	Charging [37]	Frame rate [38]	Resolution [39]	Resolution Scale [40]	Renderer [41]	Other game settings [42]	TDP [43]	CPU Undervolt [44]	GPU Undervolt [45]	Workarounds [46]	Other comments [47]	Tester
1080° Avalanche	Link	NTSC	GameCube		Great	No	60		2x Full Screen	DirectX 11	AFx16, Per pixel lighting enabled, Store XFB copies	12W	-0.085mV	-0.085mV			Jodast
Battalion Wars	Link	NSTC	GameCube		Great	No	30		2x Full Screen	DirectX 11	AFx16, Per pixel lighting enabled, Store XFB copies	12W	-0.085mV	-0.085mV			Jodast
Donkey Kong Country Returns	Link	PAL	Wii		Good	Yes	30-50	Native	Full Screen	OpenGL		7W				Looks like 50fps is mandatory for this game, andthing below is in slowmotion	rapurimanka
Fire Emblem: Path of Radiance	Link	NTSC	GameCube		Great	No	60		1x Res Full Screen	DirectX 12						Fine out of box. Didn't test alternate settings.	
P.N.03	Link	NSTC	GameCube		Great	No	30		2x Full Screen	DirectX 11	AFx16, Per pixel lighting enabled, Store XFB copies	12W	-0.085mV	-0.085mV			Jodast
Spider-Man 2	Link	PAL	GameCube		Great	No	50		2x Res Full Screen	DirectX 11	Ani Filtering 4x	9W			All speed hacks enabled	Widescreen and anti aliasing hacks cause glitches	CRAZELORD91
Star Wars Rogue Squadron II: Rogue Leader	Link	NTSC	GameCube		Good	No	20-60	640x480 Full Screen		DirectX 11		7W			Ishiruka Dolphin does spped up the process	Space battles playable. Land stages drops close to 20...	
Super Mario Galaxy	Link	PAL	Wii		Great	No	50	Native	Full Screen	DirectX 11	Anti Aliasing 2x	9W				"skip efb access hack" for 60fps, but wiimote gets disabled	CRAZELORD91
Super Mario Galaxy	Link	NTSC	Wii		Great	No	60	1.5x	Full Screen	DirectX 11	No AA, most hacks on, very few dips to 55 range	8W					
Super Mario Sunshine	Link	NTSC	GameCube		Great	Yes	30		1.5x Res Full Screen	Vulkan						At the begining of a mtach there is a slight slowdown where the FPS hovers between 20-40. This does not last for long.	
Super Smash Bros. Brawl [Project M]	Link	NTSC	Wii		Great	No	~60	Native	Full Screen	DirectX 11	Look up mycraftisbeat's Youtube video on optimizing	7W			Sound settings must be set to DSP LLE		Jonathannex1
The Last Story	Link	NTSC	Wii		Good		25-30	Native	Full Screen	OpenGL	Ubershaders. 2x AA	9W	-0.070mV	-0.070mV	HD textures, preload. Dx11 makes the game crash. uncheck copy efb to cpu	Ubershaders removes stuttering but causes slowdowns	CRAZELORD91
The Legend of Zelda: The Wind Waker	Link	PAL	GameCube		Great	No	40-60	1.5x Res Full Screen		DirectX 12		8.5W	-0.065mV	-0.065mV		Works incredibly greats	
Xenoblade Chronicles	Link	NTSC	Wii		Great		30	Native	Full Screen	DirectX 11	Asychronis Ubershaders removes stutter. AA 2x	9w	-0.070mV	-0.070mV	Hd texture pack. Classic controller. Preload texture data	This is just for the opening, haven't tested the open world yst	CRAZELORD91
Pokemon Colosseum	Link	NTSC	GameCube		Great	No	20-60	Native	Full Screen	OpenGL		11W				Running DirectX 11 and Vulkan crashes.	Nero
Paper Mario: The Thousand Year Door	Link	NTSC	GameCube		Great	No	60	Native	Full Screen	DirectX 11		11W					Nero
Metroid Prime	Link	PAL	Virtual Console		Great	No	50	Native	Full Screen	DirectX 12	Recommended default settings, wide screen hack	7W				Ocassional dips when first loading a game, they work themselves out quickly., I'm 50% through the game with no serious issues.	Shumpfy
Tom Clancy's Splinter Cell	Link	NTSC	GameCube		Great	No	~50-60	Native	Full Screen	DirectX 12		7W			Running in Dolphin 5.0 (no dev build) will give you a solid 60FPS.		
SSX	Link	NTSC	GameCube		Great	No	~45-60	Native	Full Screen	DirectX 12		7W			You'll only lose frames on certain parts of certain courses.		
Beyond Good and Evil	Link		GameCube		Poor		30-50	Native		DirectX 11						Works fine at some points but also has significant slowdowns when there are effects on the screen	CRAZELORD91
No More Heroes 2: Desperate Struggle	Link	NTSC	Wii		Great		30		2x		Not sure if DX11 or Opengl are more consistent. 2x AA, most d					Subnautica		CRAZELORD91
Resident Evil Zero	Link	NTSC	GameCube		Great	Yes	30		1.5x Full Screen	DirectX 11		7W	-0.065mV	-0.065mV	All speed hacks enabled		rapurimanka
Super Mario Galaxy 2	Link	NTSC	Wii		Great	No	35-60	Native	Full Screen	DirectX 12		7W	-0.085mV				kristheb
Bloody Roar Primal Fury	Link	PAL	GameCube		Great	Yes	40-60	Native	Full Screen	DirectX 11	Graphical general config : Asynchronous Ubershade	7W					
Xenoblade Chronicles	Link	NTSC	Wii		Great	Yes	30		1.5x Full Screen	DirectX 11	Game runs well. Ishiruka works well.	7W	-0.085mV	-0.060mV			Denhette
Need For Speed Underground 2	Link	PAL	GameCube		Great	No	40-50	Native	Full Screen	DirectX 12							
Mario Party 8	Link	NTSC	Wii	Dolphin 5.0	Poor	Yes	40-60	Native	Full Screen	OpenGL						Game runs decently on the board map but slows down to half the speed during mini games. Some are worse than others but generally it's very noticable	ZulDawg
Batman: Rise of Zin Tzu	Link		GameCube	Dolphin 5, Ishiruka 1142	Great	No	30+										
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Game Title [48]	Wiki [49]	Region [50]	Emulator [51]		Performance [52]	Charging [53]	Sleep [54]	Frame rate [55]	Resolution [56]	Resolution Scale [57]	TDP [58]	CPU Undervolt [59]	GPU Undervolt [60]	Graphics Pack [61]	Other comments [62]	Tester
Pokemon Let's Go Pikachu/Eevee			Yuzu													
Dead Cells			Yuzu		Good			25-30								
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Game Title [63]	Wiki [64]	Region [65]	Emulator [66]	Performance [67]	Charging [68]	Frame rate [69]	Resolution [70]	Resolution Scale [71]	Renderer [72]	Other game settings [73]	TDP [74]	CPU Undervolt [75]	GPU Undervolt [76]	Other comments [77]	Tester
Ace Combat 5: The Unsung War (Squadron Leader)	Link	PAL	PCSX2 1.5.0	Good	No	20-50	Native	Full Screen	DX11	-1 Cyclerate, -1 Cycleskipping, all speedhacks exce	7W			Don't use cockpit view. Some camera angles will slow the game to a crawl (look up/down to avoid this).	
Burnout Revenge	Link	PAL	PCSX2 1.5.0 (2019080220	Good	Both	40-60	Native	Full Screen	D3D11 HW	Speedhacks: -2 EE Cyclerate, 2 VU Cycle Stealing. All microVU hacks cheked, first 2 Other Hacks checked.	7W			Switch to software before a race to fix skybox. Go back to hardware when loaded in. Sound and music a little distorted, crash mode might not run as well.	slean_clate
Front Mission 5: Scars of the War	Link	PAL	PCSX2 1.5.0	Good	Yes	~50	Native	Full Screen	DX11 (SF2)	Preset 3	8.25W	-0.065mV	-0.065mV	Needs some HW hacks for the renderer (SF + some others). Also, ROM is WS hacked.	Eiraku
Puyo Puyo Fever 2	Link	Japan	PCSX2 1.6.0	Good	Both	60	Native	Fullscreen	Direct3D 11					Runs well but slows down occasionally during the final boss. A fan translation patch was used to play the game.	ZufDawg
Shin Megami Tensei: Digital Devil Saga	Link	NTSC	PCSX2 1.5.0	Good	No	45-60	Native	Full Screen	All tested	Preset 2-4				Full 60 out of battle, slowdown between 45-55 in battle depending on number of models onscreen and attack effects. Little to no difference across renderer or presets.	
Suikoden III	Link	NTSC	PCSX2 1.5.0	Good	No	20-30	1280x720	Full Screen	DX11	Widescreen Hack / MTVU Speedhack	8.25W	-0.060mV	-0.050mV	FPS drops heavily in bigger areas	Kinta
The Simpsons Hit & Run	Link	NTSC	PCSX2 1.4.0	Good	No	40-60	Native	Full Screen	DX11	Preset 5	7W	-0.060mV			
Tokyo Xtreme Racer: Zero	Link	NTSC	PCSX2 1.4.0	Good	Both		Native	Full Screen	DX11	Using GSdx (AVX2) (Balanced Preset)	7W			Large ammounts of traffic will cause noticeable slowdowns during a race.	
Ace Combat 04: Shattered Skies (Distant Thunder)	Link	PAL	PCSX2 1.5.0	Great	No	50	Native	Full Screen	DX11	-1 Cyclerate, -1 Cycleskipping, all speedhacks exce	7W			Don't use cockpit view.	
Ar tonelico: Melody of Elemia	Link	NTSC	PCSX2 1.5.0	Great	No	60	Native	Full Screen	ALI tested	Default Preset				Full 60 in any renderer. Can be bumped up to 2x res without issue, but 3x has slowdown during effects in battle.	
Castlevania: Curse of Darkness	Link	PAL	PCSX2 1.5.0 (2019080220	Great	No	50	Native	Full Screen	DX11 HW	Preset 4				So far no slowdowns, even with many skeletons on screen. Haven't played for more than 20 minutes.	Denhette
Dark Cloud	Link	PAL	PCSX2 1.5.0	Great	No	30	2x	Full Screen	DX11 HW	Preset 3	7W	-0.070mV	-0.070mV		Monkey dude that looks li
Fantavision	Link	PAL	PCSX2 1.5.0 (2019080220	Great	No	50	Native	Full Screen	DX11 HW	Preset 4				Could probably run well in 2x resolution, but haven't tried. Fireworks seem slightly smaller than normal, but otherwise fully playable.	Denhette
God Hand	Link	PAL	PCSX2 1.5.0	Great	No	60	Native	Full Screen	DX11	Preset 3.	7W				
God of War II	Link	PAL	PCSX2 1.5.0	Great	No	50	1024x576	Full Screen	DX11	Preset 4	9W	-0.060mV	-0.075mV	Occasional slowdown or graphical issue, fixed by running native res until a new area	CRAZELORD91
Haunting Ground	Link	NTSC	PCSX2 1.5.0 (dev2445)	Great	Both	60	2x	Full Screen	DX11		7W	-0.060mV	-0.070mV	Common issue of this game is an absence of shadows in HW mode. Software mode can help. Also check wiki on workaround: https://wiki.pcsx2.net/Haunting_Ground	rapurimanka
Kingdom Hearts	Link	NTSC	PCSX2 1.5.0	Great	No		3x Native Res	Full Screen	DX11	Preset 4	9W	-0.065mV	-0.065mV	With an optimized Win 2 with some speed hacks this runs perfectly at full speed at 3x Native res.	CRAZELORD91
Kingdom Hearts 2 FM HD	Link	PAL/NTSC	PCSX2 1.5.0	Great	Yes	30	Native (720p)	Full Scree	DX11	Checkmark all speedhacks but keep both cycles on	11w	-0.070mV	-0.070mV	60fps, hd textures, widescreen patches. Will get some slowdowns but not too frequently and VU cycling at -1 will usually those areas to 30fps to maintain full speed. It's really up to you, at the native 30fps (without the 60fps patch) it'll run great at higher res, but personally I like 60fps at 576p more.	CRAZELORD91
Metal Gear Solid 3 Substinence	Link	NTSC	PCSX2 1.5.0	Great	Yes	30	2x Native	Full Screen	Dx11	Widescreen Patch	9W	-0.070mV	-0.070mV	Dx11 will lose some processing effects (like bloom and some shadows) but will make the game run great at higher res. Opengl or software mode will fix the post processing but with a huge speed reduction even in native res. I've only played the beggining so I don't know if it's a big deal but I use a shader made by TheMrIron2 on Youtube that kind of adds it in for Dx11.	CRAZELORD91
Metal Gear Solid 3 Substinence	Link	PAL/NTSC	PCSX2 1.5.0	Great		60	3x Native Res	Full Screen	DX11	Varies	9W	-0.065mV	-0.065mV	60FPS/16:10 Aspect Ratio/KH 2 FOV. Tinker with speed hacks and res to balance performance and graphics, bc some hacks will disable the mods.	CRAZELORD91
Mortal Kombat: Shaolin Monks	Link	PAL	PCSX2 1.5.0	Great	No	50	1024x576	Full Screen	DX11	Preset 4	9W	-0.060mV	-0.060mV		
Persona 4	Link	NTSC	PCSX2 1.5.0	Great		60	2x	Full Screen	DX11 HW	Speed hacks enabled, both cycling at 0				Works perfectly with 60 fps patch at high. Haven't got to combat yet, but at worst it'll run perfectly at the original 30fps at high res	CRAZELORD91
Red Faction	Link	NTSC	PCSX2 1.5.0	Great	No	60	Native	Full Screen	DX11 SW	Preset 3	6W	-0.075mV	-0.075mV	Occasional slowdowns if scene is too complex. Hardware gives textures flickering.	
Shin Megami Tensei: Nocturne	Link	NTSC	PCSX2 1.5.0	Great	No	60	Native	Full Screen	OpenGL (Sof	OpenGL (Software)				Requires OpenGL, software or hardware, to run without glitches. Ensure that Windows power save settings are off.	
Silent Hill 2	Link	NTSC	PCSX2 1.5.0 (dev2445)	Great	Both	60	2x	Full Screen	DX11		7W	-0.060mV	-0.070mV	Works perfect	rapurimanka
Simpson: Hit & Run	Link	NTSC	PCSX2 1.4.0	Great	No	60	Native	Full Screen	DX11 HW	Preset 4	7W	-0.060mV	-0.070mV		kristheb
Tales of the Abyss	Link	NTSC	PCSX2 1.5.0	Great	No	60	Native	Full Screen	OpenGL HW	Default Preset				Preset 3 and above causes graphical glitches. Runs well in OpenGL or DX11. Can be bumped up to 2x, but haven't tested performance much.	
Tekken 4	Link	NTSC	PCSX2 1.4.0	Great	No	40-60	640x480	Full Screen	DX11	Default Settings	7W			Some large stages framerate drops, and sound is a bit crackling. Any attack involving Yosimitsu's sword will slow the game down to a crawl.	
Twisted Metal: Black	Link	NTSC	PCSX2 1.5.0	Great	No	60	Native	Full Screen	DX11	Preset 3	8.25W	-0.050mV	-0.050mV	Played full battle in free mode, no issues	STANirvanalND
Ghost in the shell		NTSC	pcsx2 1.5.0	Great	Both	60	Any	Full Screen	DX11		7w				_gb3
Ace Combat Zero: The Belkan War	Link	PAL	PCSX2 1.5.0	Poor	Yes	20-30	Native	Full Screen	DX11	Preset 3	8.25W	-0.065mV	-0.065mV		0 Eiraku
Spider-Man 2	Link	PAL	PCSX2 1.5.0	Poor		20-25	640x480	Full Screen	DX11	Preset 4	9W			Unplayable on hardware plugins (game breaking graphical glitches), must use software mode, but causes massive slowdown.	CRAZELORD91
Zone of the Enders	Link	PAL	PCSX2 1.5.0	Unplayable	No	10-30	Any	Full Screen	All Tested	All Speed hacks tested	8.25W	-0.075mV	-0.075mV	Frame rate is very irratic. Runs well some of the time. When enemies are on screen, performance bombs	Yonrak
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Game Title [63]	Wiki [64]	Region [65]	Emulator [66]	Performance [67]	Charging [68]	Frame rate [69]	Resolution [70]	Resolution Scale [71]	Renderer [72]	Other game settings [73]	TDP [74]	CPU Undervolt [75]	GPU Undervolt [76]	Other comments [77]	Tester

Game Title [63]	Wiki [64]	Region [65]	Emulator [66]	Performance [67]	Charging [68]	Frame rate [69]	Resolution [70]	Resolution Scale [71]	Renderer [72]	Other game settings [73]	TDP [74]	CPU Undervolt [75]	GPU Undervolt [76]	Other comments [77]	Tester

Game Title [78]	Build [79]	Developer/Publisher	Storefront/Platform [80]	Performance [81]	Gamepad [82]	Charging [83]	Sleep [84]	Frame Rate [85]	Resolution [86]	Resolution Scale [87]	Renderer [88]	Other Game Settings [89]	TDP [90]	CPU Undervolt [91]	GPU Undervolt [92]	Workarounds [93]	Other Comments [94]	Tester [95]
Fate: Grand Order (Nox App Player)		Aniplex	Google Play	Great				Buttery Smooth, 30?	1280x720		OpenGL							Nero

Game Title [96]	Region [97]	Emulator [98]	Performance [99]	Charging [100]	Sleep [101]	Frame rate [102]	Resolution [103]	Resolution Scale [104]	Renderer [105]	Other game settings [106]	TDP [107]	CPU Undervolt [108]	GPU Undervolt [109]	Workarounds [110]	Other comments [111]	Tester
Demon's Souls	NTSC	rpcs3 (build 6697)	Poor	Both		~10 fps	1280x720	50% (640x360)	Vulkan	Write Color Buffers: enabled, SPU Threads: 4	11W	-0.060mV	-0.060mV		Ran at 25-30fps during tutorial areas, drops to 10-15fps in Boletarian Palace. Newer rpcs3 builds crash in-game.	
Face Breaker	PAL	RPCS3	Poor	Both		~20fps	1280x720	50% (640 x 360)	Vulkan		8.25W	-0.075mV	-0.075mV		Runs in slow motion, and has frequent crashes.	
Dragon's Crown	NTSC	7027	Great			~60fps	1280x720		100% Vulkan		7w					
Persona 5	NTSC	RPCS3	Poor	No	No	5-25 fps	1280x720		50% Vulkan	Lower SPU Thread Priority enabled	11W				Runs at 1 fps during cutscenes. Battles run at 25 fps	Nero
Virtua Fighter 5: Final Showdown	PAL	RPCS3	Great	No	No	60fps	1280x720		100% OpenGL		7-8.5W	-0.050mV	-0.050mV		Runs perfectly	SomeoneToThinkAbout
Super Street Fighter II Turbo HD Remix	PAL	RPCS3	Great	No	No	60fps	1280x720		100% OpenGL		7-8.5W	-0.050mV	-0.050mV		Runs perfectly	SomeoneToThinkAbout
Ninja Gaiden Sigma	PAL	RPCS3	Good	No	No	25-40fps	1280x720		50% OpenGL	Lower SPU Thread Priority enabled	9-10W	-0.050mV	-0.050mV		Hardcore Ninja Gaiden fan here, kinda playable for everyone else. Me? I'll play the shit out of this game (again and again), even with this framerate.	SomeoneToThinkAbout
Ragnarok Odyssey Ace	NTSC	RPCS3	Great	Both		30fps	1280x720		100% Vulkan	Lock fps to 30	7w				Let it compile shaders and play. Fully playable	_gb3

Game Title [112]	Wiki [113]	Region [114]	Emulator [115]	Performance [116]	Charging [117]	Sleep [118]	Frame rate [119]	Resolution [120]	Resolution Scale [121]	TDP [122]	CPU Undervolt [123]	GPU Undervolt [124]	Graphics Pack [125]	Other comments [126]	Tester
Donkey Kong Country: Tropical Freeze	Link		CEMU 1.12.0d	Good	No		30-60	1280 x 720	960 x 540	8.25W	-0.075mV	-0.075mV		Needs graphics cache set to high accuracy to run in Cemu correctly. This has huge performance impact. Runs decently on 1.15	Completefishsticks
New Super Mario Bros. U	Link		CEMU 1.12.0d	Good	No	No	30-60	1280 x 720	1x	7W				Occasional Stutters	Completefishsticks
Pikmin 3	Link		CEMU 1.12.0d	Good	Yes		20-30	1280 x 720	960 x 540						
Yoshi's Woolly World	Link		CEMU 1.12.0d	Good	No		25-30	1280 x 720	960 x 540	8.25W	-0.075mV	-0.075mV		Level select hub seems to be in fast-forward. In-game runs well. Occasional stutters. Lightning are not poperly rendered.	Yonrak
Captain Toad: Treasure Tracker	Link		CEMU 1.12.2d	Great	No	Yes	60	1280x720	1280x720	12W	-0.085mV	-0.085mV		I set the microphone to keyboard key 0 and changing the screen to keyboard key 9. The touchscreen works perfect for the game.There can be some distracting flashing black squares at times, usually around water but nothing game breaking.	Jodast
Super Mario 3D World	Link	PAL	CEMU 1.12.2d	Great	Both	Yes	60	1280 x 720	960 x 540	8.25W	-0.075mV	-0.075mV		90% of time its 60 FPS. You will need a graphical pack to lower render resolution. Get it from: https://slashiee.github.io/cemu_graphic_packs/ (called 540P). Also use (Cemu.exe -nolegacy) command to have vibrant colours and normal picture without overbright spots.	Yonrak & rapurimanka
Super Mario 3D World	Link		CEMU 1.12.2d	Great	No	Yes	60	1280x720	1280x720	12W	-0.085mV	-0.085mV	No AA pack	Unsure if the No AA pack is required for better performance, just using as a precaution. -nolegacy argument used.	Jodast
Super Mario Maker	Link		CEMU 1.15.11	Great	No		60	1280 x 720	1280 x 720					Way easier to control than I thought. Most of the action takes place on one screen and the placements on each screen are identical, so the level creation feels fluid on the touch screen as well.	Denhette
The Legend of Zelda: The Wind Waker HD	Link	NTSC	CEMU 1.12.2d	Great	Yes		30	1280 x 720	960 x 540	10W	-0.065mV	-0.070mV		You will need several graphics packs from https://slashiee.github.io/cemu_graphic_packs/ (540P, Intel Fix (fix the SSAO issue), Performance Fix (fix a forever hanging thread)). Check these two guides: https://www.reddit.com/r/cemu/comments/7u1v2d/wind_waker_setup_guide_for_cemu_1113/ and https://youtu.be/ufHRlROvKQw. Also use (Cemu.exe -nolegacy) command to have vibrant colours and normal picture without overbright spots.	rapurimanka
Mario Kart 8	Link		CEMU 1.12.0d	Good	No		20-30	1280 x 720		8.25W	-0.075mV	-0.075mV		Does not run full speed. Haven't found any settings that improve performance	Yonrak
Pokken Tournament	Link		CEMU 1.15.11	Unplayable	No		60	1280 x 720	1280 x 720					Menu's are full speed, intro video doesn't play (green screen), as soon as you enter a battle everything glitches up for a few seconds and the game crashes.	Denhette
Super Smash Bros for Wii U	Link		CEMU 1.15.11	Great	No		60	1280 x 720	1280 x 720					Trying to move the cursor on the character select screen crashes the game.	Denhette
sdw	Link														
Donkey Kong Country Returns	Link		Dolphin	Great	no		50-60	1280 x 720	1280 x 720	15w	-0.060mV	-0.060mV	Graphics Driver Vulkan	Sometimes a slight slow down	Andy
	Link														
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Game Title [127]	iki [12	Emulator [129]	Performance [130]	Charging [131]	Sleep [132]	Frame rate [133]	Resolution [134]	Resolution Scale [135]	Renderer [136]	Other game settings [137]	TDP [138]	CPU Undervolt [139]	GPU Undervolt [140]	Other comments [141]	Tester [142]
Animal Crossing: New Leaf	Link	Citra Canary	Great												
Kingdom Hearts 3D: Dream Drop Distance	Link	Citra Sickc Build	Great			50-60	3x Native	100	OpenGL						
Kirby: Triple Deluxe	Link	Citra Canary	Good								8.25	-0.075mV	-0.075mV	Occasional slowdown but generally very playable. Note: Currently a Citra limitation. The slowdowns also happen on 8th gen i7.	
Metroid: Samus Returns	Link	Citra Sickc Build	Great			55-60	3x Native	100	OpenGL		8.25	-0.075mV	-0.075mV	Occasional slowdown but generally very playable	
Mighty Gunvolt Burst	Link	Citra Edge HEAD-0ceaf22	Great			55-60	Native	100						Did not work on other emulator builds I tested	
Pokémon Omega Ruby Alpha Sapphire	Link	Citra Canary	Great								8.25	-0.075mV	-0.075mV		
Pokémon Sun Moon	Link	Citra Sickc Build	Great			55-60	3x Native	100	OpenGL						
Pokémon Ultra Sun Ultra Moon	Link	Citra Canary	Great			50-60	2x Native	100	OpenGL		8.25	-0.060mV	-0.050mV	Occasional slowdown, but still very enjoyable	
Resident Evil: The Mercenaries 3D	Link	Citra 255 Valentine Build	Great			55-60	2x Native	100	OpenGL						
The Legend of Zelda: Ocarina of Time 3D	Link	Citra Nightly Build	Great			30	3x Native	100	OpenGL		7w			Run with Accurate Multiplier to fix menu graphic glitch	Completefishsticks
The Legend of Zelda: Majora's Mask 3D	Link	Citra Nightly Build	Great			30	2x Native	100	openGL		7w	-0.085mV	-0.060mV		
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Game Title [143]	Emulator [144]	Performance [145]	Charging [146]	Sleep [147]	Frame rate [148]	Resolution [149]	Resolution Scale [150]	Renderer [151]	Other game settings [152]	TDP [153]	CPU Undervolt [154]	GPU Undervolt [155]	Workarounds [156]	Other comments [157]	Tester
Metal Gear Acid 2	PPSSPP	Great	No	No	60 fps	1280x720		Opengl						Copied and pasted my settings from ppspp which i use on my main pc, everything at "medium",internal resolution at 2x, runs great.on win 1 it struggled to get 30 fps	Frogman
Maverick Hunter X	PPSSPP	Great	No	No	60fps	1280x720		OpenGL						Runs near perfect	Completefishsticks
Valkyria Chronicles 3: Extra Edition	PPSSPP Core in RetroArch	Great	No		60fps	1280x720					7	-0.060mV		Played the fan translation	Meteor
Grand Theft Auto: Liberty City Stories	PPSSPP	Great	No	Yes	60fps	1280x720		Direct3D 11			7	-0.060mV			
Grand Theft Auto: Vice City Stories	PPSSPP	Great	No	Yes	60fps	1280x720		Direct3D 11			7	-0.060mV			
	PPSSPP	Great	No	Yes	60fps	1280x720		Direct3D 11			7	-0.060mV			
Parodius	PPSSPP	Great	No	Yes	60fps	1280x720		Direct3D 11			7	-0.060mV			

Game Title [158]	Region [159]	Emulator [160]	Performance [161]	Charging [162]	Sleep [163]	Frame rate [164]	Resolution [165]	Resolution Scale [166]	Renderer [167]	Other game settings [168]	TDP [169]	CPU Undervolt [170]	GPU Undervolt [171]	Workarounds [172]	Other comments [173]	Tester
Banjo Kazooie XBLA		Xenia (Jan 30, 2019)	Unplayable	no		30	720p	100	Direct3D 12	ROV, 720p Build	Stock	-0.070mV	-0.070mV		Instead of LOW FPS, the game suffers from SLOWDOWNS. Cant change resolution yet	the guy with the ape profi
Banjo Tooie XBLA		Xenia (Jan 30, 2019)	Unplayable	no		30	720p	100	Direct3D 12	ROV, 720p Build	Stock	-0.070mV	-0.070mV		Instead of LOW FPS, the game suffers from SLOWDOWNS. Cant change resolution yet	the guy with the ape profi

Game Title [174]	Region [175]	Emulator [176]	Platform	Performance [177]	Charging [178]	Sleep [179]	Frame rate [180]	Resolution [181]	Resolution Scale [162]	Renderer [183]	Other game settings [184]	TDP [185]	CPU Undervolt [186]	GPU Undervolt [187]	Workarounds [188]	Other comments [189]	Tester
Alien Trilogy		Dosbox	Older PC	Great	Both	No	60	1024x728									Frogman
Forsaken	USA	PCem	Older PC	Great	Both	No	60	800x600		Opengl			-0.080mV			Game works great, its a 3dfx title and it runs without any particular issue at a decent speed. I set the emulator to emulate a pentium 75, which is good for most games. If you choose a more powerful cpu, the emu will go much much slower. keep in midn that even on very powerful dektop pc the speed isn't auxqr fast, but its doable comapred to what you're emulating	Frogman
H.E.D.Z.	USA	PCem	Older PC		Both	No	60	800x600		Opengl			-0.080mV			Game works great, its a 3dfx title and it runs without any particular issue at a decent speed. I set the emulator to emulate a pentium 75, which is good for most games. If you choose a more powerful cpu, the emu will go much much slower. keep in midn that even on very powerful dektop pc the speed isn't auxqr fast, but its doable comapred to what you're emulating	Frogman
Hunter Hunted	USA	PCem	Older PC	Great	No	No	60	800x600		Opengl			-0.080mV			Old directx game, very fluid and nice graphic, runs fine	Frogman
		Winuae	Amiga	Great	No	No	30	1024x728		Dx9						Using the same config i have on my desltop pc, it seemed that some old,Amiga 500 olny games runs well, while the most modern, Amiga AGA agmes ran very slow. To fix that,you have to check the "fastest possible" speed settings in the cpu settings in the main menu of winuae. In dekstop pc that settings will make the game super fast, while on the win 2 it will just make them playable. use "a500 speed" only for those games that run too fast (usually older games)	Frogman
Arkanoid		Winuae	Amiga	Great	No	No	30	1024x728		Dx9						Using the same config i have on my desltop pc, it seemed that some old,Amiga 500 olny games runs well, while the most modern, Amiga AGA agmes ran very slow. To fix that,you have to check the "fastest possible" speed settings in the cpu settings in the main menu of winuae. In dekstop pc that settings will make the game super fast, while on the win 2 it will just make them playable. use "a500 speed" only for those games that run too fast (usually older games)	Frogman

Streaming Application [190]	Developer/Publisher	OS [191]	Storefront/Platform [192]	Performance [193]	Gamepad [194]	Charging [195]	Sleep [196]	Frame Rate [197]	Resolution [198]	Other Game Settings [199]	TDP [200]	CPU Undervolt [201]	GPU Undervolt [202]	Workarounds [203]	Other Comments [204]
Steam remote streaming	Valve	Windows 10	Steam	Great	Yes	Yes	No	60	1280x720		1.75w	0	0	In intel graphics control panel set video input range to limited for proper color levels	
Playstation 4 remote streaming	Sony	Windows 10	PSN	Great	Yes	Yes	No	60	1280x720	Install ViGEm to use built-in gamepad	5w	0	0	Connect external monitor to run installer at 1024x768+ or copy install from another pc	res limit only applies to installer, runs even at 2.5w, raising tdp doesn't seem to help
Xbox Remote Streaming	Microsoft	Windows 10	Xbox	Great	Yes	Yes	No	60	1280x720	Xbox X was hooked up via ethernet	4w				
Moonlight (Nvidia Gamestream)	Nvidia	Windows 10	PC	Great	Yes	Yes	No	60	1280x720	Chrome Version					Runs smoother than steam streaming
Ps Now	Sony	Windows 10	PC	Great	Yes	Yes		60	1280x720		9w	-65	-65+		Performance is completely dependant on your wifi connection
Parsec	Parsec Cloud	Windows 10	PC	Great	Yes	Yes		60	1280x720		4W	-75	-75		Good for long distance streaming. Ran great from ~100 miles away
NVidia Geforce Now	Nvidia	Windows 10	PC	Great	Yes	Yes		60	1280x720		1.5w	-75	-75		Works incredibly, even on a 10/1Mbps internet connection.
Project Stream	Google	Windows 10	Chrome	Great	Yes	Yes	Yes	60	1280x720		3.5w	-0.055mV	-0.055mV		
Stadia	Google	Windows 10	Chrome	Great	Yes	Yes	Yes	60	1280x720						

Game Title [205]	Region [206]	Emulator [207]	Platform	Performance [208]	Charging [209]	Sleep [210]	Frame rate [211]	Resolution [212]	Resolution Scale [213]	Renderer [214]	Other game settings [215]	TDP [216]	CPU Undervolt [217]	GPU Undervolt [218]	Workarounds [219]	Other comments [220]	Tester [221]
Fighter's Megamix	Usa	Yabause 0.9.15 - retroarch	Saturn		NO	NO				opengl/software						Using same config that i have on my pc, on my pc runs fine, here seems to work ok but as soon as you hit one enemy, the emulator will crash, no matter the settings	Frogman
Shenmue 1 & 2		Redream (paid)	Dreamcast	Great			60	720p	100	OpenGL							
Sonic Adventure		Redream (paid)	Dreamcast	Great			60	720p	100	OpenGL							
18 Wheeler		Redream (paid)	Dreamcast	Great			60	720p	100	OpenGL							
Disney Racing		Redream (paid)	Dreamcast	Great			60	720p	100	OpenGL							
Shenmue 1 & 2		Demul	Dreamcast	Great			60	Native	100	D3D11							
shinobi x		Yabause 0.9.15 - retroarch	Saturn	Great	no	no	60	native	100	opengl			-0.060mV	-0.060mV			

[1] What the title of the game being played. Use ( ) for the year of the game if it shares the same name as another. Use [ ] for additional details in the title that are not part of the games name.

[2] Links to the title's PC Gaming Wiki and Is There Any Deals entries. Automatically generated based on the game title. Some links may be invalid because of this. Please help fix incorrect game titles.

[3] Who developed or published the video game. Useful for games that may have the same title.

[4] How the game plays. Use the closest type in the drop down.

[5] What platform the game was played on eg. Steam, Origin, uPlay, GOG Galaxy, Battle.net

[6] What the performance would be considered for most people. Unplayable, poor, good, and great are the options available.

[7] The game supports the GPD WIN 2 controls in gamepad mode

[8] Indicates whether the game was played while plugged into the charger. Can sometimes make a difference.

[9] Indicates whether you can put the WIN 2 to sleep while playing the game and resume without adverse effects.

[10] The average frame rate for the game.

[11] The resolution the game was using.

[12] If the game has a resolution scale option, list what the scale was set to. If the game doesn't have a resolution scale option, leave blank or use 100.

[13] What 2D/3D API the game uses. Common APIs are DirectX, Vulkan, OpenGL etc.

[14] How much space the game requires on the chosen storage medium to install.

[15] What other graphical settings are modified to play the game.

[16] What TDP was set for the game to run. The default TDP for the WIN 2 is 7W.

[17] The amount the CPU is undervolted. Gives other users a ballpark figure for reaching similar performance. The default value is 0mV.

[18] The amount the GPU is undervolted. Gives other users a ballpark figure for reaching similar performance. The default value is 0mV.

[19] Were any workarounds required to get the game running or performance to stabilise.

[20] Any other comments to make about the game running on the GPD WIN 2 that others need to be made aware of.

[21] An optional column that lists who tested the game. Allows the reader to ask that person for additional clarification about the games performance and settings.

[22] Originally bought from Steam

[23] Steam / Windows

[24] Steam / Windows

[25] Steam (Mod Organizer 2)

[26] FFXIV Launcher

[27] Silent Cartographer Website

[28] Retail/DVD/Digital key (Steam removed, read comments)

[29] 3x Resolution - 1440x810

[30] WoTLauncher

[31] What the title of the game/application being played. For emulation, please specify the emulator used alongside the game.

[32] Links to the Dolphin wiki entry for the game. Will help users know any enhancements or errors associated with the games emulation.

[33] What region the game is from. PAL games can run at 50/60hz while NTSC will only be 60hz.

[34] What platform is the game developed for? Choices are Gamecube, Wii, Wiiware, and Virtual Console.

[35] Indicates what operating system was used while playing the game.

[36] What the performance would be considered for most people. Unplayable, poor, good, and great are the options available.

[37] Indicates whether the game was played while plugged into the charger. Can sometimes make a difference.

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[49] Links to the Cemu wiki entry for the game. Will help users know any enhancements or errors associated with the games emulation.

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[61] Graphics pack information for this game.

[62] Any other comments to make about the game running on the GPD WIN 2 that others need to be made aware of.

[63] What the title of the game/application being played. For emulation, please specify the emulator used alongside the game.

[64] Links to the PCSX2 wiki entry for the game. Will help users know any enhancements or errors associated with the games emulation.

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[66] Indicates what emulator was used while playing the game.

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[128] Links to the Citra wiki entry for the game. Will help users know any enhancements or errors associated with the games emulation.

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[130] What the performance would be considered for most people. Unplayable, poor, good, and great are the options available.

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[173] Any other comments to make about the game running on the GPD WIN 2 that others need to be made aware of.

[174] What the title of the game/application being played. For emulation, please specify the emulator used alongside the game.

[175] What region the game is from. PAL games can run at 50/60hz while NTSC will only be 60hz.

[176] Indicates what emulator was used while playing the game.

[177] What the performance would be considered for most people. Unplayable, poor, good, and great are the options available.

[178] Indicates whether the game was played while plugged into the charger. Can sometimes make a difference.

[179] Sleep is to indicate whether you can put the WIN 2 to sleep and later resume while playing the game without adverse effects

[180] The average frame rate for the game.

[181] The resolution the game was using.

[182] If the game has a resolution scale option, list what the scale was set to. If the game doesn't have a resolution scale option, leave blank or use 100.

[183] What 2D/3D API the game uses. Common APIs are DirectX, Vulkan, OpenGL etc.

[184] What other graphical settings are modified to play the game.

[185] What TDP was set for the game to run. The default TDP for the WIN 2 is 7W.

[186] The amount the CPU is undervolted. Gives other users a ballpark figure for reaching similar performance. The default value is 0mV.

[187] The amount the GPU is undervolted. Gives other users a ballpark figure for reaching similar performance. The default value is 0mV.

[188] Were any workarounds required to get the game running or performance to stabilise.

[189] Any other comments to make about the game running on the GPD WIN 2 that others need to be made aware of.

[190] What the title of the game/application being played. For emulation, please specify the emulator used alongside the game.

[191] Indicates what operating system was used while playing the game.

[192] What platform the game was played from eg. Steam, Origin, uPlay, GOG Galaxy, Battle.net

[193] What the performance would be considered for most people. Unplayable, poor, good, and great are the options available.

[194] The game supports the GPD WIN 2 controls in gamepad mode

[195] Indicates whether the game was played while plugged into the charger. Can sometimes make a difference.

[196] Indicates whether you can put the WIN 2 to sleep while playing the game and resume without adverse effects.

[197] The average frame rate for the game.

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[220] Any other comments to make about the game running on the GPD WIN 2 that others need to be made aware of.

[221] An optional column that lists who tested the game. Allows the reader to ask that person for additional clarification about the games performance and settings.