Notes

1) Sorry for my bad English :-P

2) I used for testing a **Gamecube DOL-001 with a Viper Extreme GC Chip using IDE-EXI adapter with a 250GB Western Digital IDE and component cable**

3) All games tested are NTSC except Micromachines (which it doesn't have a NTSC version)

4) All games are scene versions fixed with **"FSTFIX t s f"**

5) I tested all the games using Swiss 0.2 rev 0.94. I know it is a bit outdated, but at least this compatibility list can be used to have some references.

6) I always had an original disc in the tray. The game used was "Aggressive Inline"

7) All games where tested for about 5 to 10 minutes. I don't know if there is some bug ahead that makes the game unplayable

8) To make this list I used the same 3 colors that there is in the official compatibility guide
   - o   Red: not working
   - o   Yellow: working with limitations
   - o   Green: working fine

And now, there is the list:

1080° Avalanche

Settings

– Game Video Mode: **480p**
– Patch Mode: **High Level**
– Disable Interrupts: **No**
– Stop DVD Motor? **No**

Results

– Intro has slowdowns
– Game and menu has no background music
– Gameplay is perfect

Alien Hominid

Settings

– Game Video Mode: **480p**
– Patch Mode: **High Level**
– Disable Interrupts: **Yes**
– Stop DVD Motor? **Yes**

Results

– Intro, game and menu has no background music
– Gameplay is perfect

Animal Crossing

Settings

- Game Video Mode: **480p**
- Patch Mode: **High Level**
- Disable Interrupts: **Yes**
- Stop DVD Motor? **Yes**

Results

- Perfect

Auto Modelista

Settings

- Game Video Mode: **480p**
- Patch Mode: **High Level**
- Disable Interrupts: **No**
- Stop DVD Motor? **Yes**

Results

- Perfect

Baten Kaitos

Settings

- Game Video Mode: **480p**
- Patch Mode: **Low Level**
- Patch Location: **Low Mem**
- Stop DVD Motor? **Yes**

Results

- Intro has a lot of slowdowns and stutter
- Gameplay has a some stutter
- Voices and music works perfect
- Sometimes the music turned off suddenly

Baten Kaitos Origins

Settings

- Game Video Mode: 480p
- Patch Mode: Low Level
- Patch Location: Low Mem
- Stop DVD Motor? Yes

Results

- Intro video has a lot of slowdowns and stutter
- Gameplay has some stutter
- Voices and music works perfect
- Sometimes the music turned off suddenly

Batman Begins

REQUIRES PRE-PATCH

Settings

- Game Video Mode: **480p**
- Patch Mode: **High Level**
- Disable Interrupts: **Yes**
- Stop DVD Motor? **Yes**

Results

- All movies have stutter
- Music and voices works perfect.
- Gameplay has several stutter and it's annoying

Beyond Good & Evil

Settings

- Game Video Mode: **480p**
- Patch Mode: **High Level**
- Disable Interrupts: **Yes**
- Stop DVD Motor? **Yes**

Results

- When the first cutscene starts the audio crashes and starts to loop
- Gameplay is perfect
- Game and menu have no background music

Billy Hatcher and The Giant Egg

Settings

- Game Video Mode: **480p**
- Patch Mode: **High Level**
- Disable Interrupts: **No**
- Stop DVD Motor? **Yes**

Results

– All movies have slowdowns

– Gameplay and music works perfect

BloodRaine

REQUIRES PRE-PATCH

Settings

– Game Video Mode: **480p**

– Patch Mode: **High Level**

– Disable Interrupts: **Yes**

– Stop DVD Motor? **Yes**

Results

– All movies have several stutter

– Music and voices works perfect

– If you select 480p the game runs in a small window and in the right/up corner you'll see a shadow of your character from upside. Video Mode in "auto" (or NTSC) doesn't work because a green screen appears after swiss boots. Composite cable doesn't work either.

Bloody Roar: Primal Fury

Settings

– Game Video Mode: 480p

– Patch Mode: **High Level**

– Disable Interrupts: **No**

– Stop DVD Motor? **Yes**

Results

– All movies has several slowdowns

– Gameplay and voices works perfect

– Game and menu have no background music

Bomberman Generation

Settings

– Game Video Mode: **480p**

– Patch Mode: **High Level**

– Disable Interrupts: **Yes**

– Stop DVD Motor? **Yes**

Results

– Gameplay and voices works perfect

– Game and menu have no background music

Bomberman Jetters

Settings

- Game Video Mode: **Auto**
- Patch Mode: **Low Level**
- Patch Location: **Low Mem**
- Stop DVD Motor? **Yes**

Results

- Videos have many stutter
- 480p option doesn't work. The game freezes at menu screen.
- Both game modes have few stutter but it doesn't affect gameplay
- Voices and music background works perfect

Burnout 2: Point of Impact

Settings

- Game Video Mode: **480p**
- Patch Mode: **High Level**
- Disable Interrupts: **Yes**
- Stop DVD Motor? **Yes**

Results

- Menus ingame have little stutter
- Voices and music background works perfect
- Gameplay has several stutter. Affects the gameplay a little

Bust-A-Move 3000

Settings

- Game Video Mode: **Auto**
- Patch Mode: **High Level**
- Disable Interrupts: **Yes**
- Stop DVD Motor? **Yes**

Results

- 480p option doesn't work. The game doesn't start
- Game has very little stutter specially at loading screen or when you finish a game.
- Gameplay is perfect

Call of Duty: Finest Hour

Settings

- N/A

Results

- "An error has occurred" after the first movie when you start a "New Game"

Call of Duty 2: Big Red One

REQUIRES PRE-PATCH

Settings

− N/A

Results

− Doesn't work. Keeps loading at the first loading screen

Capcom Vs. SNK 2 EO

Settings

− Game Video Mode: **480p**
− Patch Mode: **Low Level**
− Patch Location: **Low Mem**
− Stop DVD Motor? **Yes**

Results

− Music and voices works perfect
− Gameplay have several annoying stutter

Crash Bandicoot: The Wrath of Cortex

REQUIRES PRE-PATCH

Settings

− Game Video Mode: **Auto**
− Patch Mode: **High Level**
− Disable Interrupts: **Yes**
− Stop DVD Motor? **Yes**

Results

− 480p option doesn't work. The game freezes at the first screen
− Voices and music doesn't work
− Gameplay works perfect

Crash Nitro Kart

REQUIRES PRE-PATCH

Settings

− Game Video Mode: **480p**
− Patch Mode: **High Level**
− Disable Interrupts: Yes
− Stop DVD Motor? **Yes**

Results

− Intro video and Adventure Mode videos have several stutter
− Music, voices and gameplay works perfect
− Gameplay has very little stutter but it doesn't affect gameplay at all

Crash Tag Team Racing

Settings

- Game Video Mode: **480p**
- Patch Mode: **High Level**
- Disable Interrupts: **No**
- Stop DVD Motor? **No**

Results

- Perfect

Dead to Rights

Settings

- Game Video Mode: **480p**
- Patch Mode: **High Level**
- Disable Interrupts: **No**
- Stop DVD Motor? **Yes**

Results

- Videos are perfect
- Menus has little stutter
- Gameplay has very little stutter but it doesn't affect gameplay at all

Def Jam: Fight For NY

Settings

- Game Video Mode: **Auto**
- Patch Mode: **Low Level**
- Patch Location: **Low Mem**
- Stop DVD Motor? **Yes**

Results

- 480p option doesn't work. The game freezes at the first screen
- Videos and cutscenes have many stutter
- Voices, music and gameplay works perfect

Die Hard Vendetta

Settings

- Game Video Mode: **480p**
- Patch Mode: **Low Level**
- Patch Location: **Low Mem**
- Stop DVD Motor? **Yes**

Results

- Perfect

Digimon Rumble Arena 2

Settings

- Game Video Mode: **480p**
- Patch Mode: **High Level**
- Disable Interrupts: **No**
- Stop DVD Motor? **Yes**

Results

- Perfect

Digimon World 4

Settings

- Game Video Mode: **480p**
- Patch Mode: **High Level**
- Disable Interrupts: **No**
- Stop DVD Motor? **Yes**

Results

- Intro video has several slowdowns
- The rest of the game works perfect

Dragon Ball Z Budokai

Settings

- Game Video Mode: **Auto**
- Patch Mode: **High Level**
- Disable Interrupts: **No**
- Stop DVD Motor? **Yes**

Results

- 480p option doesn't work. The game freezes at the first screen
- Intro and cutscenes have several slowdowns
- Gameplay is perfect

Dragon Ball Z Budokai 2

Settings

- Game Video Mode: **480p**
- Patch Mode: **High Level**
- Disable Interrupts: **No**
- Stop DVD Motor? **Yes**

Results

- Intro video has several slowdowns
- Gameplay is perfect

Dragon Ball Z Sagas

Settings

‒ Game Video Mode: **480p**

‒ Patch Mode: **High Level**

‒ Disable Interrupts: **Yes**

‒ Stop DVD Motor? **Yes**

Results

‒ Game has no background music

‒ The rest of the game works perfect

Dragon's Lair 3D

Settings

‒ Game Video Mode: **480p**

‒ Patch Mode: **High Level**

‒ Disable Interrupts: **Yes**

‒ Stop DVD Motor? **Yes**

Results

‒ Movies play too bad. It's difficult to descript. It's like some frame freezes and at the same time the movie continues playing and shows between freezing frames and actual frames

‒ The gameplay works perfect

‒ Game doesn't have music neither voices. (I noticed that if you play the game with Patch Mode at "Low Level" you can hear voices, but the gameplay has few stutter)

Eternal Darkness

Settings

‒ Game Video Mode: **480p**

‒ Patch Mode: **Low Level**

‒ Patch Location: **Low Mem**

‒ Stop DVD Motor? **Yes**

Results

‒ Movies have many stutter

‒ The game has no background music

‒ The gameplay works perfect

Final Fantasy Crystal Chronicles

Settings

‒ Game Video Mode: **Auto**

‒ Patch Mode: **High Level**

‒ Disable Interrupts: **No**

‒ Stop DVD Motor? **Yes**

Results

– Music and gameplay works perfect

– If you select 480p mode sometimes an annoying bugged line appears crossing the middle of the screen

Freedom Fighters

REQUIRES PRE-PATCH

Settings

– Game Video Mode: **480p**

– Patch Mode: **High Level**

– Disable Interrupts: **Yes**

– Stop DVD Motor? **Yes**

Results

– Movies and cutscenes have many stutter

– Game has no background music

– Gameplay has some little stutter

From Russia With Love

Settings

– Game Video Mode: **480p**

– Patch Mode: **High Level**

– Disable Interrupts: **No**

– Stop DVD Motor? **Yes**

Results

– Perfect

F-Zero GX

Settings

– Game Video Mode: **480p**

– Patch Mode: **Low Level**

– Patch Location: **Low Mem**

– Stop DVD Motor? **Yes**

Results

– Have a lot of stutter between menu screens

– Sometimes background music doesn't play. It's seem to be random

– Gameplay have some stutter, but it can be very important to a game like this. It seems that when music goes off the gameplay works perfect

Gauntlet Dark Legacy

Settings

– Game Video Mode: **Auto**
– Patch Mode: **High Level**
– Disable Interrupts: **No**
– Stop DVD Motor? **Yes**

Results

– 480p option doesn't work. The game freezes after the intro video
– Movies have many slowdowns
– Music, voices and gameplay works perfect

Geist

Settings

– N/A

Results

– Game freezes at first loading screen

Goldeneye: Rogue Agent

REQUIRES PRE-PATCH

Settings

– N/A

Results

– Pre-patcher doesn't work because the file size is bigger than 16MB. Try to run the game with Swiss ver. 0.2 rev 102 or later (fixes that problem)

Gun

Settings

– Game Video Mode: **480p**
– Patch Mode: **Low Level**
– Patch Location: **Low Mem**
– Stop DVD Motor? **Yes**

Results

– Sometimes the game freezes at first screen
– Movies have a lot of stutter
– Cutscenes, voices and music works perfect
– Gameplay has very little stutter but it doesn't affect gameplay at all

Harvest Moon: A Wonderful Life

Settings

- Game Video Mode: **480p**
- Patch Mode: **High Level**
- Disable Interrupts: **No**
- Stop DVD Motor? **Yes**

Results

- You need a memory card inserted because the game doesn't give you an option to "continue without saving" if there isn't a memory card inserted.
- The game works perfect

Harvest Moon: Another Wonderful Life

Settings

- Game Video Mode: **480p**
- Patch Mode: **High Level**
- Disable Interrupts: **No**
- Stop DVD Motor? **Yes**

Results

- Perfect

Harvest Moon: Magical Melody

Settings

- Game Video Mode: **480p**
- Patch Mode: **High Level**
- Disable Interrupts: **No**
- Stop DVD Motor? **Yes**

Results

- Perfect

Hunter The Reckoning

Settings

- Game Video Mode: **480p**
- Patch Mode: **High Level**
- Disable Interrupts: **No**
- Stop DVD Motor? **No**

Results

- Perfect

I-Ninja

Settings
- Game Video Mode: **480p**
- Patch Mode: **Low Level**
- Patch Location: **Low Mem**
- Stop DVD Motor? **Yes**

Results
- Movies, voices and music works perfect
- Game has some stutter and it's a little annoying

Ikaruga

Settings
- Game Video Mode: **480p**
- Patch Mode: **Low Level**
- Patch Location: **Low Mem**
- Stop DVD Motor? **Yes**

Results
- The game has a strange behavior. Once you start the game, it resets to the main screen after 3 seconds (no matter the game mode)
- The demo works and it's seems that the game works perfect but it hasn't background music

James Bond 007: Agent Under Fire

REQUIRES PRE-PATCH

Settings
- N/A

Results
- Always shows a green screen

James Bond 007: Everything or Nothing

REQUIRES PRE-PATCH

Settings
- N/A

Results
- Always shows a green screen. If you select "Stop DVD Motor? = Yes" Swiss sends you to the original BIOS screen

James Bond 007: NightFire

REQUIRES PRE-PATCH

Settings
- N/A

Results

− Always shows a black screen

Killer 7

Settings

− Game Video Mode: **480p**
− Patch Mode: **Low Level**
− Patch Location: **Low Mem**
− Stop DVD Motor? **Yes**

Results

− Cutscenes have some stutter
− It's seems that the game works perfect but always freezes when you are in the first hall and have to make the choice between continue to "Harman's room" or the "Elevator Hall". Sometimes the game freezes earlier

Kirby Air Ride

Settings

− Game Video Mode: **480p**
− Patch Mode: **Low Level**
− Patch Location: **Low Mem**
− Stop DVD Motor? **Yes**

Results

− Intro movie have a lot of stutter
− Freezes after the "Press Start" screen

Legend of Spyro, The: A New Beginning

REQUIRES PRE-PATCH

Settings

− Game Video Mode: **480p**
− Patch Mode: **High Level**
− Disable Interrupts: **Yes**
− Stop DVD Motor? **No**

Results

− Movies have some ugly noises, but the rest of the game works perfect

Legend of Zelda, The: Collector's Edition

REQUIRES PRE-PATCH

Settings

- Game Video Mode: 480p (required)
- Patch Mode: High Level
- Disable Interrupts: Yes
- Stop DVD Motor? Yes

Results

- 480p mode required. If you select "Video Mode = Auto" you have a green screen
- Any game that I select returns me to the original BIOS screen

Legend of Zelda, The: Four Swords Adventures

Settings

- Game Video Mode: **480p**
- Patch Mode: **High Level**
- Disable Interrupts: **Yes**
- Stop DVD Motor? **Yes**

Results

- Perfect

Legend of Zelda, The: Ocarina Of Time & Master Quest

REQUIRES PRE-PATCH

Settings

- Game Video Mode: **480p**
- Patch Mode: **High Level**
- Disable Interrupts: **Yes**
- Stop DVD Motor? **No**

Results

- 480p mode required. If you select "Video Mode = Auto" you have a green screen
- If I select "Stop DVD Motor? = Yes" any game that I select returns me to the original BIOS screen. But if I choose "No" I have a black screen

Legend of Zelda, The: The Wind Waker

Settings

- Game Video Mode: **480p**
- Patch Mode: **High Level**
- Disable Interrupts: **Yes**
- Stop DVD Motor? **Yes**

Results

- First cutscene doesn't have music, but the rest of the game works perfect

Legend of Zelda, The: Twilight Princess

Settings

- Game Video Mode: **480p**
- Patch Mode: **Low Level**
- Patch Location: **Low Mem**
- Stop DVD Motor? **Yes**

Results

- Videos and cutscenes have a little stutter
- The rest of the game works perfect

Legends of Wrestling 2

Settings

- Game Video Mode: **480p**
- Patch Mode: **Low Level**
- Patch Location: **Low Mem**
- Stop DVD Motor? **No**

Results

- Game has some stutter in menu screen
- Wrestlers entrances have many stutter
- Gameplay has several stutter and it's annoying

Luigi's Mansion

Settings

- N/A

Results

- Freezes at first screen with Nintendo Logo

Lego Star Wars

Settings

- Game Video Mode: **480p**
- Patch Mode: **High Level**
- Disable Interrupts: **Yes**
- Stop DVD Motor? **Yes**

Results

- During all the game you have some stutter. They are a little annoying but you can play normally

Lego Star Wars II

Settings

- Game Video Mode: **480p**
- Patch Mode: **High Level**
- Disable Interrupts: **Yes**
- Stop DVD Motor? **Yes**

Results

- During all the game you have some stutter. They are a little annoying but you can play normally

Mario Golf: Toadstool Tour

Settings

- Game Video Mode: **Auto**
- Patch Mode: **High Level**
- Disable Interrupts: **No**
- Stop DVD Motor? **Yes**

Results

- 480p mode doesn't work. It gives you back to the original BIOS screen after the intro movie
- Intro video have a lot of stutter
- The rest of the gameplay works perfect

Mario Kart Double Dash!!

Settings

- Game Video Mode: **480p**
- Patch Mode: **Low Level**
- Patch Location: **Low Mem**
- Stop DVD Motor? **Yes**

Results

- Intro video has a lot of stutter
- Gameplay has several stutter

Mario Party 4

Settings

- Game Video Mode: **480p**
- Patch Mode: **Low Level**
- Patch Location: **Low Mem**
- Stop DVD Motor? **Yes**

Results

- Intro video have some stutter
- The rest of the game works perfect

Mario Party 5

Settings
- Game Video Mode: **480p**
- Patch Mode: **Low Level**
- Patch Location: **Low Mem**
- Stop DVD Motor? **Yes**

Results
- Intro video play slowly
- The rest of the game works perfect

Mario Party 6

Settings
- Game Video Mode: **480p**
- Patch Mode: **Low Level**
- Patch Location: **Low Mem**
- Stop DVD Motor? **Yes**

Results
- Nearly perfect. Have a little stutter but it doesn't affect gameplay

Mario Party 7

Settings
- Game Video Mode: **480p**
- Patch Mode: **Low Level**
- Patch Location: **Low Mem**
- Stop DVD Motor? **Yes**

Results
- Nearly perfect. Have a little stutter but it doesn't affect gameplay

Mario Power Tennis

Settings
- Game Video Mode: **480p**
- Patch Mode: **High Level**
- Disable Interrupts: **No**
- Stop DVD Motor? **Yes**

Results
- Intro video has some slowdowns
- The rest of the game works perfect

Mario Superstar Baseball

Settings

− N/A

Results

− Game hangs after Nintendo and Namco logos and shows a black screen

Megaman Anniversary Collection

REQUIRES PRE-PATCH

Settings

− N/A

Results

− 480p required. If I select "Video Mode = Auto" I have a green screen after boot the game
− Always freeze in loading screen after I select a Megaman game

Megaman Network Transmission

Settings

− Game Video Mode: 480p
− Patch Mode: **Low Level**
− Patch Location: **Low Mem**
− Stop DVD Motor? **Yes**

Results

− Movies have a lot of stutter
− Gameplay has very little stutter but it doesn't affect gameplay at all

Megaman X Collection

Settings

− Game Video Mode: **480p**
− Patch Mode: **High Level**
− Disable Interrupts: **No**
− Stop DVD Motor? **Yes**

Results

− Perfect

Megaman X Command Mission

Settings

− Game Video Mode: **480p**
− Patch Mode: **Low Level**
− Patch Location: **Low Mem**
− Stop DVD Motor? **Yes**

Results

– Movies play slowly with little stutter
– Cutscenes have little stutter
– Gameplay has very little stutter but it doesn't affect gameplay at all

Metal Gear Solid: The Twin Snakes

Settings

– Game Video Mode: **Auto**
– Patch Mode: **High Level**
– Disable Interrupts: **No**
– Stop DVD Motor? **Yes**

Results

– 480p doesn't work. Shows a lot of vertical pink lines after boot
– All the game works perfect

Metroid Prime

Settings

– Game Video Mode: **Auto**
– Patch Mode: **Low Level**
– Patch Location: **Low Mem**
– Stop DVD Motor? **Yes**

Results

– 480p mode doesn't work. If you want progressive scan support you have to select "Video Mode = Auto" and when the game boots immediately push and hold B button
– Menu plays slowly because it has a video in the background
– Cutscenes have little stutter
– Gameplay has very little stutter but it doesn't affect gameplay at all

Metroid Prime 2

Settings

– Game Video Mode: **480p**
– Patch Mode: **Low Level**
– Patch Location: **Low Mem**
– Stop DVD Motor? **Yes**

Results

– Videos play slowly with little stutter
– Menu plays slowly because it has a video in the background
– Gameplay has very little stutter but it doesn't affect gameplay at all

Micromachines

Settings

- Game Video Mode: **480p**
- Patch Mode: **High Level**
- Disable Interrupts: **No**
- Stop DVD Motor? **No**

Results

- Intro video plays slowly
- The rest of the game works perfect

Mortal Kombat Deception

REQUIRES PRE-PATCH

Settings

- Game Video Mode: **480p**
- Patch Mode: **High Level**
- Disable Interrupts: **No**
- Stop DVD Motor? **Yes**

Results

- Intro video plays with little stutter
- All game modes works perfect

Need for Speed Carbon

REQUIRES PRE-PATCH

Settings

- Game Video Mode: **480p**
- Patch Mode: **High Level**
- Disable Interrupts: **No**
- Stop DVD Motor? **Yes**

Results

- Perfect

P.N. 03

Settings

- Game Video Mode: **Auto**
- Patch Mode: **Low Level**
- Patch Location: **Low Mem**
- Stop DVD Motor? **Yes**

Results

− Video Mode "Auto" required. If you select 480p the game will play in a small window at the left of the screen and have and a lot of words are disorder in the screen. If you want progressive scan support you have to select "Video Mode = Auto" and when the game boots immediately push and hold B button

− Cutscenes have little stutter

− Gameplay has very little stutter but it doesn't affect gameplay at all

Pac-Man Fever

Settings

− Game Video Mode: **480p**

− Patch Mode: **High Level**

− Disable Interrupts: **No**

− Stop DVD Motor? **Yes**

Results

− Intro video plays slowly with little stutter

− Game has no background music

− Gameplay works perfect

Pac-Man World 2

Settings

− Game Video Mode: **480p**

− Patch Mode: **High Level**

− Disable Interrupts: **No**

− Stop DVD Motor? **Yes**

Results

− Videos have slowdowns

− Gameplay has very little stutter but it doesn't affect gameplay at all

Pac-Man World 3

REQUIRES PRE-PATCH

Settings

− N/A

Results

− Always have a black screen after game boots

Pac-Man World Rally

Settings

- Game Video Mode: **480p**
- Patch Mode: **High Level**
- Disable Interrupts: **No**
- Stop DVD Motor? **Yes**

Results

- Intro video has slowdowns
- Game has no background music
- Gameplay works perfect

Paper Mario

Settings

- Game Video Mode: **Auto**
- Patch Mode: **Low Level**
- Patch Location: **Low Mem**
- Stop DVD Motor? **Yes**

Results

- All the colors are messed up with component cable (even if you select "Video Mode = Auto" or 480p). You have to use composite cable to make it work properly
- The game works perfect

Phantasy Star Online 1 & 2

REQUIRES PRE-PATCH

Settings

- N/A

Results

- Always shows a green screen after Swiss boots the game

Phantasy Star Online 3

REQUIRES PRE-PATCH

Settings

- N/A

Results

- Always get a black screen after Swiss boots the game

Pikmin

Settings

- N/A

Results

– Always get a black screen after start menu

Pikmin 2

Settings

– Game Video Mode: **480p**
– Patch Mode: **Low Level**
– Patch Location: **Low Mem**
– Stop DVD Motor? **Yes**

Results

– Intro video has a little stutter
– The rest of the game works perfect

Pitfall: The Lost Expedition

Settings

– Game Video Mode: **Auto**
– Patch Mode: **High Level**
– Disable Interrupts: **Yes**
– Stop DVD Motor? **Yes**

Results

– "Video Mode = Auto" required. If you select 480p the game will play in a small window at the left of the screen and have and a lot of words are disorder in the screen. If you want progressive scan support you have to select "Video Mode = Auto" and when the game boots immediately push and hold B button
– Intro video has a lot of stutter
– Cutscenes and gameplay have no background music
– Gameplay works perfect

Pokemon Colosseum

Settings

– N/A

Results

– Always get a black screen after start menu

Pokemon XD

Settings

– N/A

Results

– Always get a black screen after screen when ask me if I want Progressive Mode

Prince of Persia: The Sands of Time

REQUIRES PRE-PATCH

Settings

– N/A

Results

– "Video Mode = Auto" doesn't work. I have a green screen after I boot the game
– The game freezes in the middle of the first cutscene

Prince of Persia: The Two Thrones

Settings

– Game Video Mode: **480p**
– Patch Mode: **High Level**
– Disable Interrupts: **No**
– Stop DVD Motor? **Yes**

Results

– Perfect

Prince of Persia: Warrior Within

Settings

– Game Video Mode: **480p**
– Patch Mode: **High Level**
– Disable Interrupts: **No**
– Stop DVD Motor? **Yes**

Results

– Perfect

Puyo Pop Fever

Settings

– Game Video Mode: **480p**
– Patch Mode: **High Level**
– Disable Interrupts: **No**
– Stop DVD Motor? **Yes**

Results

– Perfect

R: Racing Evolution

Settings

- Game Video Mode: **Auto**
- Patch Mode: **High Level**
- Disable Interrupts: **Yes**
- Stop DVD Motor? **No**

Results

- "Video Mode = Auto" required. If you select 480p the game will play in a small window at the left of the screen and have and a lot of words are disorder in the screen. If you want progressive scan support you have to select "Video Mode = Auto" and when the game boots immediately push and hold B button
- Videos have a lot of stutter
- Gameplay has some stutter and it's a little annoying

Rampage: Total Destruction

REQUIRES PRE-PATCH

Settings

- Game Video Mode: **480p**
- Patch Mode: **High Level**
- Disable Interrupts: **No**
- Stop DVD Motor? **Yes**

Results

- Game and menu haven't background music
- The rest of the game works perfect

Rayman 3

Settings

- Game Video Mode: **Auto**
- Patch Mode: **High Level**
- Disable Interrupts: **No**
- Stop DVD Motor? **Yes**

Results

- "Video Mode = Auto" required. If you select 480p the game will have a green line at the bottom of the screen
- Intro video has a lot of slowdowns
- Gameplay has a few stutter but it doesn't affect gameplay

Rayman Arena

Settings

– Game Video Mode: **480p**
– Patch Mode: **High Level**
– Disable Interrupts: **No**
– Stop DVD Motor? **Yes**

Results

– Gameplay has some stutter and it's a little annoying

Resident Evil Zero

Settings

– Game Video Mode: **Auto**
– Patch Mode: **High Level**
– Disable Interrupts: **Yes**
– Stop DVD Motor? **Yes**

Results

– "Video Mode = Auto" required. If you select 480p the game will freeze when the first video finishes
– Videos have little slowdowns
– Gameplay have slowdowns with stutter in every transition of the camera making hard to play

Resident Evil

Settings

– Game Video Mode: Auto
– Patch Mode: Low Level
– Patch Location: Low Mem
– Stop DVD Motor? Yes

Results

– You must have a memory card with free space in one slot. If you have 2 unrecognized devices (pe: SD Gecko in Slot A and IDE-EXI in Slot B) or 1 of those and 1 slot free the game freezes at memory card screen.
– "Video Mode = Auto" required. If you select 480p the game will freeze after the Capcom logo
– Videos have several stutter
– Gameplay is nearly perfect. The problem is that there is stutter in every transition of the camera and is very annoying

Resident Evil 2

Settings

– Game Video Mode: **480p**
– Patch Mode: **Low Level**
– Patch Location: **Low Mem**
– Stop DVD Motor? **Yes**

Results

– Videos have some stutter or slowdowns
– Gameplay has several stutter and it is very annoying

Resident Evil 3

Settings

– Game Video Mode: **480p**
– Patch Mode: **Low Level**
– Patch Location: **Low Mem**
– Stop DVD Motor? **Yes**

Results

– Videos have some stutter
– Audio plays with problems
– Gameplay has several stutter and it is very annoying

Resident Evil Code: Veronica X

Settings

– Game Video Mode: **480p**
– Patch Mode: **High Level**
– Disable Interrupts: **No**
– Stop DVD Motor? **Yes**

Results

– Videos have some slowdowns
– Gameplay works perfect

Resident Evil 4

Settings

– Game Video Mode: 480p
– Patch Mode: **High Level**
– Disable Interrupts: **Yes**
– Stop DVD Motor? **Yes**

Results

– Videos have several stutter
– Cutscenes have no audio
– Gameplay has several stutter and it is very annoying

Roadkill

REQUIRES PRE-PATCH

Settings

– Game Video Mode: **480p**
– Patch Mode: **High Level**
– Disable Interrupts: **No**
– Stop DVD Motor? **Yes**

Results

– If you select "Video Mode = 480p" the game will play in a small window at the left of the screen and you have a gray bar at the right of the screen. But if you select "Video Mode = Auto" you have a green screen after Swiss boots.
– Videos play with problems
– Gameplay works perfect

Sega Soccer Slam

REQUIRES PRE-PATCH

Settings

– N/A

Results

– Always get a black screen after progressive scan screen selection

Serious Sam: Next Encounter

Settings

– Game Video Mode: **Auto**
– Patch Mode: **High Level**
– Disable Interrupts: **No**
– Stop DVD Motor? **No**

Results

– If you select 480p mode there are two bugged bars up and down on the screen
– During all the game you have some stutter. They are a little annoying but you can play normally

Shadow The Hedgehog

Settings

- Game Video Mode: **480p**
- Patch Mode: **High Level**
- Disable Interrupts: **Yes**
- Stop DVD Motor? **Yes**

Results

- Videos have slowdowns and little stutter
- The rest of the game works perfect

Sonic Adventure DX Director's Cut

Settings

- Game Video Mode: **480p**
- Patch Mode: **High Level**
- Disable Interrupts: **No**
- Stop DVD Motor? **Yes**

Results

- Intro video has slowdowns
- Gameplay works perfect

Sonic Adventure 2 Battle

Settings

- Game Video Mode: **480p**
- Patch Mode: **High Level**
- Disable Interrupts: **No**
- Stop DVD Motor? **Yes**

Results

- Perfect

Sonic Heroes

Settings

- Game Video Mode: **480p**
- Patch Mode: **High Level**
- Disable Interrupts: **No**
- Stop DVD Motor? **Yes**

Results

- Videos have little slowdowns
- Game has no background music
- The rest of the game works perfect

Sonic Riders

Settings

– Game Video Mode: **480p**
– Patch Mode: **High Level**
– Disable Interrupts: **No**
– Stop DVD Motor? **Yes**

Results

– Intro video has a lot of slowdowns
– Gameplay works perfect

Soul Calibur II

Settings

– Game Video Mode: **480p**
– Patch Mode: **High Level**
– Disable Interrupts: **No**
– Stop DVD Motor? **Yes**

Results

– Intro video have a lot of slowdowns
– During game sometimes background music doesn't play or sometimes do you hear an awful sound

Space Riders

Settings

– Game Video Mode: **Auto**
– Patch Mode: **High Level**
– Disable Interrupts: **No**
– Stop DVD Motor? **Yes**

Results

– 480p mode doesn't work. You get a black screen after Swiss loads
– Intro video has some slowdowns
– Gameplay works perfect

Sphinx and The Cursed Mummy

REQUIRES PRE-PATCH

Settings

– Game Video Mode: **480p**
– Patch Mode: **High Level**
– Disable Interrupts: **No**
– Stop DVD Motor? **Yes**

Results

− Perfect

Splinter Cell

Settings

− N/A

Results

− Every time you are going to start the game it kicks you to the BIOS screen

Splinter Cell: Chaos Theory

Settings

− N/A

Results

− Always freeze in the first loading screen

Splinter Cell: Double Agent

Settings

− N/A

Results

− Always freeze in the first loading screen

Splinter Cell: Pandora Tomorrow

Settings

− N/A

Results

− Every time you are going to start the game it kicks you to the BIOS screen

Spyro: A Hero's Tail

REQUIRES PRE-PATCH

Settings

− Game Video Mode: **480p**
− Patch Mode: **High Level**
− Disable Interrupts: **No**
− Stop DVD Motor? **Yes**

Results

− Intro video has slowdowns
− Gameplay works perfect

Spyro: Enter The Dragonfly

Settings

- Game Video Mode: **Auto**
- Patch Mode: **High Level**
- Disable Interrupts: **Yes**
- Stop DVD Motor? **Yes**

Results

- If you select "Video Mode = 480p" there is a bugged bar down on the screen
- Voices doesn't sync in first cutscene
- The rest of the game works perfect

Star Fox Adventures

Settings

- Game Video Mode: **480p**
- Patch Mode: **High Level**
- Disable Interrupts: **No**
- Stop DVD Motor? **Yes**

Results

- Cutscenes have no voices
- Some background music doesn't play
- Rest of the gameplay works perfect

Star Fox Assault

Settings

- Game Video Mode: **480p**
- Patch Mode: **High Level**
- Disable Interrupts: **No**
- Stop DVD Motor? **No**

Results

- Videos have slowdowns
- The rest of the game works perfect

Street Racing Syndicate

Settings

- Game Video Mode: **Auto**
- Patch Mode: **High Level**
- Disable Interrupts: **No**
- Stop DVD Motor? **Yes**

Results

– 480p mode doesn't work. You get a black screen after Swiss loads

– Game has no background music

– The rest of the game works perfect

Super Mario Strikers

REQUIRES PRE-PATCH

Settings

– N/A

Results

– Pre-patcher doesn't work because the file size is bigger than 16MB. Try to run the game with Swiss ver. 0.2 rev 102 or later (fixes that problem)

Super Mario Sunshine

Settings

– Game Video Mode: **Auto**

– Patch Mode: **High Level**

– Disable Interrupts: **No**

– Stop DVD Motor? **Yes**

Results

– "Video Mode = Auto" required. If you select 480p you have a green bar at the bottom of the screen. If you want progressive scan support you have to select auto video mode and when the game boots immediately push and hold B button

– Video have some slowdowns

– The rest of the game works perfect

Super Monkey Ball

Settings

– N/A

Results

– Always freeze at "Now loading" screen

Super Monkey Ball 2

Settings

– Game Video Mode: 480p

– Patch Mode: High Level

– Disable Interrupts: No

– Stop DVD Motor? Yes

Results

- The game has no background music
- If you press "Start" in any game mode the game freezes
- The rest of the game works perfect

Super Monkey Ball Adventure

Settings

- Game Video Mode: **480p**
- Patch Mode: **High Level**
- Disable Interrupts: **Yes**
- Stop DVD Motor? **Yes**

Results

- During all the game you have some stutter. They are a little annoying but you can play normally

Super Smash Bros. Melee

Settings

- Game Video Mode: **480p**
- Patch Mode: **Low Level**
- Patch Location: **Low Mem**
- Stop DVD Motor? **Yes**

Results

- Intro video has no music
- Menus have a lot of "hiccups"
- Gameplay has some little stutter but it doesn't affect gameplay

Teenage Mutant Ninja Turtles

Settings

- Game Video Mode: **480p**
- Patch Mode: **High Level**
- Disable Interrupts: **No**
- Stop DVD Motor? **Yes**

Results

- Videos have slowdowns
- The rest of the game works perfect

Teenage Mutant Ninja Turtles 2

REQUIRES PRE-PATCH

Settings

– Game Video Mode: **480p**
– Patch Mode: **High Level**
– Disable Interrupts: **No**
– Stop DVD Motor? **Yes**

Results

– You have a bugged bar at the top and the bottom of the screen. But if you select "Video Mode = Auto" you have a green screen after Swiss loads the game. It doesn't work composite cable either
– The rest of the game works perfect

Teenage Mutant Ninja Turtles 3

REQUIRES PRE-PATCH

Settings

– N/A

Results

– Intro video has some slowdowns
– The game freezes when you select Options or when you are going to start a New Game

Teenage Mutant Ninja Turtles: The Movie

Settings

– Game Video Mode: **480p**
– Patch Mode: **High Level**
– Disable Interrupts: **No**
– Stop DVD Motor? **Yes**

Results

– Perfect

Tetris Worlds

REQUIRES PRE-PATCH

Settings

– Game Video Mode: **480p**
– Patch Mode: **High Level**
– Disable Interrupts: **No**
– Stop DVD Motor? **Yes**

Results

– Intro video has some slowdowns and stutter
– Game has some little slowdowns but it doesn't affect gameplay

TimeSplitters 2

Settings

- Game Video Mode: **Auto**
- Patch Mode: **Low Level**
- Patch Location: **Low Mem**
- Stop DVD Motor? **Yes**

Results

- "Video Mode = Auto" required. If you select 480p you have a green bar at the bottom and at the top of the screen.
- Cutscenes have some stutter
- Gameplay works perfect

TimeSplitters 3

Settings

- Game Video Mode: **480p**
- Patch Mode: **Low Level**
- Patch Location: **Low Mem**
- Stop DVD Motor? **Yes**

Results

- Videos and cutscenes have some stutter
- During the game you have some stutter. They are a little annoying but you can play normally

Tomb Raider Legend

Settings

- Game Video Mode: **480p**
- Patch Mode: **High Level**
- Disable Interrupts: **No**
- Stop DVD Motor? **Yes**

Results

- During the game you have some slowdowns. They are a little annoying but you can play normally

True Crime: New York City

Settings

- Game Video Mode: **480p**
- Patch Mode: **Low Level**
- Patch Location: **Low Mem**
- Stop DVD Motor? **Yes**

Results

– Cutscenes have slowdowns and have no sound

– Gameplay works perfect

True Crime: Streets of LA

Settings

– Game Video Mode: **480p**

– Patch Mode: **High Level**

– Disable Interrupts: **Yes**

– Stop DVD Motor? **Yes**

Results

– Cutscenes have some stutter and maybe lose sound

– During the game you have some slowdowns. They are a little annoying but you can play normally

UFC Throwdown

REQUIRES PRE-PATCH

Settings

– N/A

Results

– Always freeze after memory card screen

Vexx

Settings

– Game Video Mode: **480p**

– Patch Mode: **High Level**

– Disable Interrupts: **No**

– Stop DVD Motor? **Yes**

Results

– Videos have some stutter

– Gameplay works perfect

Viewtiful Joe

Settings

– Game Video Mode: **Auto**

– Patch Mode: **Low Level**

– Patch Location: **Low Mem**

– Stop DVD Motor? **Yes**

Results

– "Video Mode = Auto" required. If you select 480p you have a lot of bugs in the screen. If you want progressive scan support you have to select auto video mode and when the game boots immediately push and hold B button

– Videos have slowdowns

– Cutscenes have some little stutter

– Gameplay has a little stutter but it doesn't affect gameplay

Viewtiful Joe 2

Settings

– Game Video Mode: **Auto**

– Patch Mode: **High Level**

– Disable Interrupts: **No**

– Stop DVD Motor? **Yes**

Results

– "Video Mode = Auto" required. If you select 480p you have a lot of bugs in the screen. If you want progressive scan support you have to select auto video mode and when the game boots immediately push and hold B button

– Videos have little slowdowns

– Cutscenes have some slowdowns

– Gameplay works perfect

Viewtiful Joe Red Hot Rumble

Settings

– Game Video Mode: **Auto**

– Patch Mode: **High Level**

– Disable Interrupts: **No**

– Stop DVD Motor? **Yes**

Results

– "Video Mode = Auto" required. If you select 480p you have a lot of bugs in the screen. If you want progressive scan support you have to select auto video mode and when the game boots immediately push and hold B button

– Videos have some slowdowns

– Gameplay works perfect

Wario Ware, Inc.

Settings

– Game Video Mode: **480p**

– Patch Mode: **High Level**

– Disable Interrupts: **No**

– Stop DVD Motor? **Yes**

Results

− Perfect

Wario World

Settings

− Game Video Mode: **Auto**
− Patch Mode: **High Level**
− Disable Interrupts: **No**
− Stop DVD Motor? **Yes**

Results

− "Video Mode = Auto" required. If you select 480p you have a lot of bugs in the screen. If you want progressive scan support you have to select auto video mode and when the game boots immediately push and hold B button
− Gameplay works perfect

Wave Race Blue Storm

Settings

− Game Video Mode: **480p**
− Patch Mode: **Low Level**
− Patch Location: **Low Mem**
− Stop DVD Motor? **No**

Results

− Game has no background music
− Gameplay works perfect

WWE Crush Hour

Settings

− Game Video Mode: **480p**
− Patch Mode: **High Level**
− Disable Interrupts: **No**
− Stop DVD Motor? **Yes**

Results

− Intro has a lot of blinking screen
− Game has no background music
− Gameplay works perfect

WWE Day of Reckoning 2

Settings

- Game Video Mode: **Auto**
- Patch Mode: **High Level**
- Disable Interrupts: **No**
- Stop DVD Motor? **Yes**

Results

- 480p mode doesn't work. It doesn't display the screen properly
- Intro have some slowdowns
- Wrestlers' entrances have slowdows
- Gameplay works perfect

WWE Wrestlemania XIX

Settings

- Game Video Mode: **Auto**
- Patch Mode: **Low Level**
- Patch Location: **Low Mem**
- Stop DVD Motor? **Yes**

Results

- 480p mode doesn't work. It doesn't display the screen properly
- Intro and menus have a lot of stutter
- Wrestlers' entrances have a lot of stutter
- During the game you have some "hiccups". They are a little annoying but you can play normally

XGRA

Settings

- Game Video Mode: **480p**
- Patch Mode: **High Level**
- Disable Interrupts: **No**
- Stop DVD Motor? **Yes**

Results

- Intro video has a lot of slowdowns
- Game has no background music
- Gameplay works perfect but every time a racer speaks the game freezes for an instant and it's very annoying

XIII

Settings

- N/A

Results

– It gives you back to the original BIOS after select a "New Game"

X-Men Legends

Settings

– Game Video Mode: **480p**
– Patch Mode: **High Level**
– Disable Interrupts: **No**
– Stop DVD Motor? **Yes**

Results

– Videos and menus have some stutter
– Gameplay has some stutter and it's a little annoying

X-Men Legends II

Settings

– Game Video Mode: **480p**
– Patch Mode: **Low Level**
– Patch Location: **Low Mem**
– Stop DVD Motor? **Yes**

Results

– Videos and cutscenes have several stutter
– Gameplay has some stutter and it's a little annoying