

Numbers

Name	PSX ID	TV Type	Manual (Y/N)	Notes
007 Racing	SLUS-01300	NTSC-U	Yes	
007 Tommorrow never dies	SLUS-00975	NTSC-U	Yes	

A

Name	PSX ID	TV Type	Manual (Y/N)	Notes
Ace Combat 2	SLUS-00404	NTSC-U	Yes	
Ace Combat 3:Electrosphere	SLUS-00972	NTSC-U	Yes	
Adventure of Little Ralph, The	SLPS-01853	NTSC-J	No	3.90 by 2PS.
Adventures of Lomax, The	SCUS-94906	NTSC-U	No	3.90: Music issues if the image is not good - try PAL version. By 2PS
Agent Armstrong	SLPS-01073	NTSC-J	No	
Air Combat	SLUS-00001	NTSC-U	No	
Akuji The Heartless	SLUS-00715	NTSC-U	No	
Alfred Chicken	SCES-03817	PAL-E	No	Working great on 3.90 with Zoom Mode, some sound glitches in menu
Alien Trilogy	SLES-00101	PAL-E	No	Graphical Glitches
Alien Trilogy	SLUS-00007	NTSC-U	Yes	
Alone in the Dark - One Eyed Jack's Revenge	SLUS-00239	NTSC-U	No	Tested by MAN-biker
Alone in the Dark: The New Nightmare	SLUS-01201	NTSC-U	No	Works perfectly fine. Tested on 3.90 M33 -Cheska 3.80: Crashed after character is chosen at a blank screen if left too long. Solution: After chosen character, the screen will go black, immediately press the X button and the game will run normally. By 2PS

Alundra	SLUS-00553	NTSC-U	Yes	On 3.71 works perfect fine by dopi
Alundra 2	SLUS-01017	NTSC-U	Yes	
Apocalypse	SLES-00460	PAL-E	No	
Aqua GT	SLES-03390	PAL-E	No	
Arc the Lad	SLUS-01224	NTSC-U	No	Update from SaintPizzy: Runs perfect on 3.71 and above
Arc the Lad 2	SLUS-01252	NTSC-U	No	Update from SaintPizzy: New update - works under 3.52 firmware. Use the popsloader plugin to select your PSX on PSP version.
Arc the Lad 3	SLUS-01253	NTSC-U	No	Update from SaintPizzy: New update - works under 3.52 firmware. Use the popsloader plugin to select your PSX on PSP version.
Area 51	SLUS-00164	NTSC-U	No	Works only for CFW under 3.40 OE (Such as 3.10 OE)
Arkanoid R 2000	SLPM-86262	NTSC-J	No	
Armored Core	SLUS-01323	NTSC-U	Yes	
Armored Core Master of Arena	SLUS-01030	NTSC-U	No	
Armored Core Project Phantasma	SLUS-00670	NTSC-U	No	
Army Men 3D	SLUS-00491	NTSC-U	Yes	No flaws. 3.71 m33-4 ~Beaniehat~
Azure Dreams	SLUS-00614	NTSC-U	Yes	

B

b b

Name	PSX ID	TV Type	Manual (Y/N)	Notes
Batman Forever: The Arcade Game	SLUS-00387	NTSC-U	No	3.90: Tested by 2PS.
Battle Arena Toshinden	SCUS-94200	NTSC-U	No	
Battle Arena Toshinden 4	SLES-02493	PAL-E	No	

Beatmania	SLPM-86126	NTSC-J	No	
BioHazard	SLPS-00222	NTSC-J	No	
BioHazard Demo	SLPM-80027	NTSC-J	No	
BioHazard Director's Cut	SLPS-00998	NTSC-J	Yes	
BioHazard 2	SLPS-01222	NTSC-J	No	
BioHazard 2 [Beta 2]	SLPS-00222	NTSC-J	No	<p>SLPS-00222: Freezes when man in gun shop speaks (funnily enough, straight after he says freeze!). Tested on 3.40-3.52-3.71-3.80 pops.</p> <p>SLPS-01222: Freezes once entered police station, same way it does with american version if game id isnt changed. Tested on 3.52-3.80 pops.</p> <p>NOTE: Debug menu when pressing select works to change location, including police station.</p>
BioHazard 2 Demo	SLPS-00999	NTSC-J	No	Firmware 3.40 OE-A required, and SLPS-01222 MUST be set as the Game ID.
BioHazard Gun Survivor	SLPS-02553	NTSC-J	No	
Black Dawn	SLUS-00321	NTSC-U	No	Tested on 3.52 M33-4 by GamerbyDesign
Blaster Master: Blasting Again	SLUS-01031	NTSC-U	No	Crashes in on-foot dungeons as of 3.71 M33-4. tested by Joseph Collins.
Blazing Dragons	SLUS-00100	NTSC-U	No	Tested on 3.71 M33-2 by Dusteater1983. It works perfect!
Bloody Bride	SLPS-00526	NTSC-J	No	Crashes at 'Dec 25' right after the Christmas Party, too bad, it's a great RPG/Dating Sim.
Blood Omen: Legacy of Kain	SLUS-00027	NTSC-U	Yes	Savegame function does not work correctly; savegames are seen as corrupt when read. Saving seems to be fixed on 3.71 M33-3. Tested by MonkeyJamboree
Bloody Roar	SCUS-94199	NTSC-U	No	According to "John": "Works flawlessly and stretches perfectly in 3.9"
Bloody Roar 2	SCUS-	NTSC-	No	According to "John": "Works flawlessly

	94424	U		and stretches perfectly in 3.9"
Bomberman Fantasy Race	SLUS-00823	NTSC-U	No	3.80 by 2PS
Brain Dead 13	SLUS-00083	NTSC-U	No	3.90 by 2PS
Brave Fencer Musashi	SLUS-00726	NTSC-U	Yes	<p>If you use the default GameID it will freeze after the "Chapter 1" screen. So use one of the GameID's below.</p> <p>When you do use one of these gameIDs you'll sometimes notice a little slowdown or some stuttering in voices, but at least the game works.</p> <p>3.52 and below: Use GameID SLPS-01156, SLPS-01724, or SLPS-01222.</p> <p>3.71 and 3.72: GameID SLPS-01156 and SLPS-01724 will work.</p> <p>3.90: Only GameID SLPS-01156 will work. Also the slowdown and stuttering in voices is <i>slightly</i> better. EBOOT needs to be made with CDDA Popstation 1.24 (don't forget, you'll need keys.bin). Many GUIs make bad eboots...</p>
Breakout	SLUS-01170	NTSC-U	No	
Breath of Fire 3/III	SLUS-00422	NTSC-U	Yes	
Breath Of Fire 4/IV	SLUS-01324	NTSC-U	Yes	If run on a high version of pops you wont see video. Use 3.40.
Broken Sword: The Shadow Of Templars	SLUS-00484	NTSC-U	Yes	3.90: Tested on PAL version (SCES-00346) - by 2PS.
Broken Sword II: The Smoking Mirror	SCES-00798	PAL-E	No	
Bugs Bunny & Taz - Time Busters	SLES-02896	PAL-E	No	
Bushido Blade	SCUS-94180	NTSC-U	No	Works fine on 3.52 M33-4 / 3.71 M33-4. Tested by euthaherz
Bushido Blade 2	SLUS-00663	NTSC-U	Yes	Works fine on 3.52 M33-4 / 3.71 M33-4. Tested by euthaherz
Bust A Move / Groove	SCUS-94263	NTSC-U	Yes	3.90: Experiencing a little delay when playing Hamm's stage.
Bust A Move / Groove 2 -	SLPM-	NTSC-	No	3.90: Tested on US version 'SLUS-

Dance Tengoku Mix	86219	J		01159' - by 2PS. Tested with Popsloader 3.71.
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C

Name	PSX ID	TV Type	Manual (Y/N)	Notes
C-12 Final Resistance	SCUS-94666	PAL-E	No	
Cabela's Ultimate Deer Hunt: Open Season	SLUS-01400	NTSC-U	No	3.80 by 2PS.
Capcom vs SNK Millennium Fight 2000 Pro	SLUS-01476	NTSC-U	No	3.90 by 2PS. Tested on 3.71 M33-2
Capcom vs SNK Millennium Fight 2000 Pro	SLPM-87053	NTSC-J	No	
Carmageddon [M4]	SLES-01960	PAL-E	No	Needs POPS 3.10; didn't work under POPS 3.71. Sound glitches during gameplay, no BGM. (3.10 by PerfectCircle)
Castlevania Chronicles	SLUS-01384	NTSC-U	Yes	Black screen with audio after death (in 2nd stage after extended play time) ***UPDATE*** 3.40 OE-A: The game freezes right after you choose a game mode on the main menu. 3.52 M33-4: Same result as the previous version. 3.71 M33-4: Fixes the bug on the main game menu. Beyond that, the game runs perfectly.
Castlevania: Symphony of the Night	SLUS-00067	NTSC-U	Yes	
Chiisana Kyojin Microman	SLPS-01926	NTSC-J	No	3.52: Works - by 2PS 3.80/90: Hangs at loading bar - by 2PS
Chocobo Racing	SLPS-01951	NTSC-J	Yes	
Chocobo Racing	SLUS-00844	NTSC-U	Yes	Tested in Popsloader 3.71, works fine.
Choro Q	SLPS-00242	NTSC-J	No	
Chrono Cross	SLUS-	NTSC-	Yes	This game does not let you save before

	01041	U		<p>changing discs, so you are going to have to either use a patch made by Psychospacefish, CWcheat, or create a multidisc EBOOT with popstation_md (only works on 3.71-4 m33 or higher)</p> <p>3.40: Use GameID SLPS-01222. It will appear a little laggy, but it's less likely to freeze. Update: Use GameID SCUS-94640, it's much better.</p> <p>3.51: Use GameID SCUS-94640.</p> <p>3.52: The game will freeze when accessing the character status.</p> <p>3.71: Update by GamerbyDesign: Tested on 3.71 M33 with SLUS-01041 & SLPS-01222 it does not freeze when accessing character status, however it does freeze in the first boss battle against Mama Komodo. If you use GameID SCUS-94640 it wont freeze after Mama Komodo, but going to character status it will freeze.</p> <p>3.72: Use popsloader to run 3.72 pops. With GameID SCUS-94640 it wont freeze on character status or the first boss Mama Komodo! This will work ONLY on eboots created with popstation_md. Don't use RS-GUI to create the eboot because that GUI will give disc 2 the game ID SCUS-94641...</p> <p>3.90: Intro movie does not load on the first disc. Use 3.80 popsloader to run 3.72 pops.</p>
Chrono Trigger (Part of Final Fantasy Chronicles)	SLUS-01363	NTSC-U	Yes	Bad sound, key items menu not working. (Appears to be fixed in 3.03 OE-A)
Circuit Breakers	SLUS-00697	NTSC-U	No	3.90 by 2PS.
City Of Lost Children	SCUS-94150	NTSC-U	No	3.90 by 2PS.
Clock Tower	SLUS-00539	NTSC-U	No	3.90 by 2PS
Clock Tower: The First Fear	SLPS-00917	NTSC-J	No	Tested On PopsLoader 3.71 By NightmareTX. Have Some Not-So-Frequent Sound Issues. Tiny Slow-Downs Due To High 2-D Graphics. Playable At 99.5% Anyway You Get The Idea.

Clock Tower II: The Struggle Within	SLUS-00695	NTSC-U	No	3.80 by 2PS
Colin McRae Rally	SCUS-94474	NTSC-U	No	use 3.40/3.51 pops; you can change aspect ratio to 16:9 in menu (and in pops to FullScreen)
Colin McRae Rally 2.0	SLUS-01222	NTSC-U	No	
Colony Wars	SLUS-00543	NTSC-U	No	
Colony Wars 2: Vengeance	SLUS-00722	NTSC-U	Yes	
Colony Wars 3: Red Sun	SLUS-00866	NTSC-U	No	Loads up to the main menu but freezes when loading a mission. Tested on 3.52 M33-4 & 3.71 M33 by GamerbyDesign. Update: Game currently works fine with current SLUS. *No* freezing.
Command and Conquer	SLUS-00379	NTSC-U	Yes	
Command and Conquer: Red Alert	SLUS-00431	NTSC-U	Yes	
Command and Conquer: Red Alert Retaliation Allied	SLUS-00665	NTSC-U	No	
Contender	SCUS-94294	NTSC-U	No	3.80 by 2PS
Contender 2	SLUS-01305	NTSC-U	No	3.80 by 2PS
Cool Boarders 1 (A.K.A. Extreme Snowboarding)	SCUS-94356	NTSC-U	No	Tested on 3.71 M33 by GamerbyDesign
Cool Boarders 2	SCUS-94358	NTSC-U	No	
Cool Boarders 3	SCUS-94251	NTSC-U	No	Tested on 3.71 M33 by GamerbyDesign
Cool Boarders 4	SCUS-94559	NTSC-U	No	Tested on 3.52 M33 by GamerbyDesign
Cool Boarders 5 (A.K.A. 2001)	SCUS-94597	NTSC-U	No	Tested on 3.71 M33 by GamerbyDesign
Cowboy Bebop	SLPS-01126	NTSC-J	No	
Crash Bandicoot	SCUS-94900	NTSC-U	Yes	Works perfectly 3.03, 3.40, 3.71, 3.80 & 3.90. Tested by SephirothX
Crash Bandicoot 2	SCUS-94154	NTSC-U	Yes	Works perfectly 3.03, 3.40, 3.71, 3.80 & 3.90. Tested by SephirothX

Crash Bandicoot 3: Warped	SCUS-94244	NTSC-U	Yes	Works perfectly 3.03, 3.40, 3.71, 3.80 & 3.90. Tested by SephirothX
Crash Bash	SCUS-94570	NTSC-U	Yes	Works 3.03, 3.40, 3.71, 3.80 & 3.90. Slight occasional slowdowns. Tested by SephirothX
Crash Team Racing	SCUS-94426	NTSC-U	No	Stuttering mouth animations during the opening sequence; has no affect on gameplay. Has severe glitches and not playable on 3.90 M33 - tested by +DONO Works 100% fine(including mouth animation) on 3.90m33-3 with exception of Dracula save icon glitch. - tested by murderinthethirst
Critical Blow	SLPS-01044	NTSC-J	No	3.80 by 2PS
Croc: Legend of Gobbo	SLUS-00530	NTSC-U	No	
Croc: 2	Unknown	NTSC-U	No	Works well. Slowdowns Tested on 3.03. By SephirothX
Crossroad Crisis	SLUS-01342	NTSC-U	No	3.80 by 2PS
Crusaders of Might and Magic	SLUS-00799	NTSC-U	Yes	
Cybersled	SLUS-00008	NTSC-U	No	

D

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D	SLUS-00128	NTSC-U	No	3.90: Doesn't boot - by 2PS.
Dance Dance Revolution 5th Mix	SLPM-86897	NTSC-J	No	
Dance Dance Revolution Disney Mix	SLUS-01281	NTSC-U	No	
Dance Dance Revolution Konamix	SLUS-01446	NTSC-U	No	
Dancing Stage - Featuring Dreams Come True	SLPM-86505	NTSC-J	No	Graphical glitches
Danger Girl	SLUS-00881	NTSC-U	No	3.80 by 2PS

Dark Hunter: Shita Youma No Mori	SLPS-00789	NTSC-J	No	3.80 by 2PS
Dead or Alive	SLUS-00606	NTSC-U	Yes	Runs smooth, no problems
Deathtrap Dungeon	SLUS-00566	NTSC-U	Yes	
Death Wing	SLPS-00489	NTSC-J	No	3.80 by 2PS
Deception III - Dark Delusion	SLUS-01067	NTSC-U	No	Does not get passed PSX boot screen. Test on 3.71 M33 by GamerbyDesign. Will not work with 3.71-M33-4. Runs fine with pops 3.72; completed through first mission.
Destruction Derby	SCUS-94302	NTSC-U	No	
Destruction Derby 2	SCUS-94350	NTSC-U	No	
Destruction Derby 3 (A.K.A. RAW)	SCES-02060	PAL-E	No	Major lag issues. Sound skips. Tested on 3.71 M33 by GamerbyDesign.
Devil Dice	SLUS-00672	NTSC-U	No	
Diablo	SLUS-00619	NTSC-U	Yes	Sometimes freezes on 3.52. Use 3.40 for perfect gameplay. Freezes after Blizzard logo during intro if disc-load speed is set to fast. Runs fine on 3.72 with disc speed on normal.
Die Hard Trilogy	SLUS-00119	NTSC-U	No	
Die Hard Trilogy 2	SLUS-01015	NTSC-U	No	
Digimon World	SLUS-01032	NTSC-U	No	3.52 pops
Digimon World 2	SLUS-01193	NTSC-U	No	3.9
Digimon World 3	SLUS-01328	NTSC-U	No	3.71: Make sure you use GameID SLPS01724
Dino Crisis	SLUS-00922	NTSC-U	Yes	Voices do not work under 3.52 M33. Update by GamerbyDesign: Everything works perfectly, including the voices. Tested on 3.71 M33. Update 2 by GamerbyDesign: On the PSP Slim when you switch to the

				shotgun and try to shoot the game freezes and the PSP shuts down. Tested on 3.71 M33-2
Dino Crisis 2	SLUS-01279	NTSC-U	Yes	
Discworld	SCUS-94600	NTSC-U	No	Game runs, but graphics are messed up.
Disney's Hercules	SCES-00891	PAL-E	No	
Disruptor	SLUS-00224	NTSC-U	No	3.80 by 2PS
DoDonPachi	SLPS-00548	NTSC-J	No	Tested and works on 3.40 POPS, 0 compression tested by BootsMegamix
DonPachi	SLPS-01364	NTSC-J	No	Works on 3.40 POPS tested by BootsMegamix
Donald Duck - Goin' Quackers, Disney's	SLUS-01242	NTSC-U	No	Works on POPSLOADER for 3.80M33 v2 + set game ID=SLPS02180. When popsloader loading menu appears, select 3.00, 3.01, 3.02, 3.03 or 3.10 pops ONLY, game does NOT work on pops versions above (hangs up after 2 intro movies)!!! Tested by MAN-biker on PSP Slim FW v3.80 M33-5
Doom	SLUS-00077	NTSC-U	No	Freezes at first loading screen on ANY firmware (3.00-3.73). <ul style="list-style-type: none"> • update* 3.80 pops works! same as PAL, intro is fuzzy; no speed issue. ~Beaniehat~
Doom	SLUS-00132	PAL-E	No	Intro is messed up, but works! Gameplay is a little fast, such as faster reloading. *graphics are unviewable 3.00-3.03**3.80 fixes speed issue, intro still broken. ~Beaniehat~
Double Dragon	SLPS-00191	NTSC-J	No	3.90 by 2PS.
Dr Slump	SLPS-01934	NTSC-J	No	
Dracula: The Resurrection	SLUS-01440	NTSC-U	No	
Dragon Warrior 7/VII	SLUS-01206	NTSC-U	Yes	Locks up at Deathpal boss UPDATE: Stopped locking up on

				Deathpal boss using 3.10 OE-A and up. Locks up on 3.80. Use 3.40 via popsloader
Dragonball Z GT Final Bout	SLUS-00493	NTSC-U	No	Perfect with 3.51 and 3.71 POPS
Dragonball Z Legends	SLPS-00355	NTSC-J	No	3.52: Sometimes freezes. Use 3.40 for perfect gameplay. 3.72: Doesn't seem to freeze like it did before.
Driver	SLUS-00842	NTSC-U	No	Slow down issues. Update by GamerbyDesign: Tested on 3.52 M33-4 game works perfectly except that you can't restart missions because it freezes.
Driver 2	SLUS-01161	NTSC-U	Yes	
Duke Nukem Time to Kill	SLES-01515	PAL-E	No	
Duke Nukem Time to Kill	SLUS-00583	NTSC-U	Yes	
Duke Nukem Total Meltdown	SLUS-00355	NTSC-U	No	

E

Name	PSX ID	TV Type	Manual (Y/N)	Notes
Earth Worm Jim 2		PAL-E	No	
Ehrgeiz	SLUS-00809	NTSC-U	Yes	Use 3.03 or the game will take FOREVER to load.
Einhander	SCUS-94243	NTSC-U	Yes	Played through first two bosses, worked 100%. 3.52, 3.90-3. -Meursault
Emperor's New Groove, The	SCUS-94571	NTSC-U	No	
Eretzvaju / Evil Zone	SLPS-01790	NTSC-J	No	
Excalibur 2555 A.D.	SLUS-00541	NTSC-U	Yes	
Exhumed	SLES-00097	PAL-E	No	3.80 by 2PS

F

Name	PSX ID	TV Type	Manual (Y/N)	Notes
Fade to Black	SLUS-00236	NTSC-U	Yes	Best on 3.72 with Fast Load Speed
Fatal Fury Wild Ambition	SLUS-01001	NTSC-U	No	
Fear Effect	SLUS-00920	NTSC-U	Yes	
Fear Effect 2: Retro Helix	SLUS-01266	NTSC-U	No	
Felony 11-79	SLUS-00533	NTSC-U	No	3.80 by 2PS Works perfectly. Tested on 3.71-M33-2.
FIFA '99	SLUS-00782	PAL-E	No	
Fighting Force	SLUS-00433	NTSC-U	No	
Final Doom	SLUS-00331	NTSC-U	Yes	
Final Fantasy IV/4	SLUS-01360	NTSC-U	Yes	
Final Fantasy V/5	SLUS-00879	NTSC-U	Yes	
Final Fantasy VI/6	SLUS-00900	NTSC-U	Yes	If you use a high version of pops you will get a corrupted save. To solve this, delete your non working save, then use popsloader to run the game on 3.03. Once you get to the title screen you'll have a perfectly working save. You can now reset and use popsloader and use a higher version to play the game.
Final Fantasy VII/7	SCUS-94163	NTSC-U	Yes	Make sure your Disc-Load Speed is set to "Normal". If you have it on Fast the game may glitch after a battle. 3.03: Certain enemy moves can cause the the whole screen to turn green or red while still hearing battle sounds and music, the game time will literally slow down to where one attack can take ten minutes to complete. If you do manage to make it to the field screen, save then reset to restore the glitched graphics. Known moves to cause this so far: Hell Bubbles, Sleepel, Ultrasound, and Limit Break: Seal Evil (basically any attack that can cause sleep or silence).

				<p>3.11: No battle swirl, but sleep and silence attacks don't cause game to glitch.</p> <p>3.40: Battle swirl works fine, but sleep and silence attacks DO cause the game to glitch.</p> <p>3.52: Battle swirl works fine, also sleep and silence attacks no longer cause glitches.</p> <p>3.71: Works great didn't crash or glitch at all.</p> <p>3.80: Unplayable. The battle swirl causes the game to glitch. Use the new popsloader to run the game under a version that works.</p> <p>3.90: Same problem 3.80 has. Use the popsloader designed for 3.80 m33, it works on 3.90 m33 also.</p>
Final Fantasy VII/7	SCES-00869	PAL-E	No	In 3.03OE-C, the screen is moved to the bottom. Playing in "original" size works, but stretching it in any way crops the screen at the bottom.
Final Fantasy VIII/8	SLUS-00892	NTSC-U	Yes	<p>Set camera movement to 0% in the game's configuration.</p> <p>Try using an alternate GameID (SCUS-94640, SLPS-02180, SLPS-01222, or SLPS-01156). There's also this tool to switch between two popular IDs.</p> <p>Things that may cause the game to freeze (especially on the default GameID):</p> <p>Zell's Duel Burning Rave</p> <p>Some of Quistis' limits.</p> <p>Scanning and casting magic in battle.</p> <p>Drawing for an extended period of time.</p> <p>Many special attacks monsters and bosses can do.</p>

				<p>Fighting Elvoret in the Comm Tower.</p> <p>Fighting Granaldo in Training Area (3.71 M33-4)</p> <p>Wendigos in the Dollet forest can cause the game to randomly freeze.</p> <p>When fighting Griever if he draws from you, the game may freeze.</p> <p>For specific information on making this game more compatible, go to the Final Fantasy VIII page.</p>
Final Fantasy VIII/8	SLES-02080	PAL-E	Yes	<p>PAL versions of FFVIII are copy-protected; in order to play them, it's necessary to fix the images with a PPF patch (use PPF-O-Matic 3.0 to apply the patch) before converting them into eboots. Game works with more or less the same flaws afflicting the NTSC version, fixable with the GameID workaround. (3.71 M33'3 by PerfectCircle)</p> <p>Edit: to patch the PAL version of FFVIII (and FFVII for that matter) search for an app called PatchIt (DCEmu has some of the files necessary) and Zapper / Zapper2000 (not sure on this one though it may just fix the screen position between PAL and NTSC). - Keikura</p>
Final Fantasy IX/9	SLUS-01251	NTSC-U	Yes	<p>3.71:Minor frame dropping during scenes with many characters, nothing to affect playability. Minor sound glitches during some model-based battle scenes on 3.71 M33-3 by MonkeyJamboree.</p> <p>3.90:Opening FMV played for me, however there was no sound. I copied the game with Alcohol 52%, then made the eboot with PSX2PSP v1.3.</p>
Final Fantasy IX/9	SLES-02965	PAL-E	Yes	<p>PAL versions of FFIIX are copy-protected; in order to play them, it's necessary to fix the images with the appropriate regional patches prior to conevrting them into eboots. Game is perfectly emulated under POPS 3.80;</p>

				lower versions originate sound issues, due to the emulator skipping regional checks and forcing the game to run at 60 HZ while it was retooled to run at 50. (3.80 M33'5 by PerfectCircle)
Final Fantasy Origins	SLUS-01541	NTSC-U	Yes	
Final Fantasy Tactics	SCUS-94221	NTSC-U	Yes	
Final Round	SLUS-00064	NTSC-U	No	3.90 by 2PS
Fox Hunt	SLUS-00101	NTSC-U	No	3.80 by 2PS
FOX NHL Championship 2000	SLUS-00925	NTSC-U	No	Hangs
Frogger 2: Swampy's Revenge	SLUS-01172	NTSC-U	No	use 3.40/3.51 pops (best sound)
Front Mission 3	SLUS-01011	NTSC-U	No	<p>From Mallard: Due to a bug, the game crashes (freezes) through the battles, when the</p> <p>HP of the Wanzer legs is 0 (player or enemy). It happens with a chance of 98% during the battle-animations ... :(</p> <p>So it would be wise to make a battle save with every turn and to avoid direct attacks to an opponent with Leg HP = 0. Missile attacks and attacks with Flamethrowers will work much better.</p> <p>Aside of that, there are no other problems (i played the game 25 hours up to now).</p>
Front Mission 3	SLES-02423	PAL-E	No	Behaves the same as above. Although if the enemy wanzer's legs HP is 0 and you destroy the wanzer all parts or the body (not sure on that yet) it won't freeze, yet if you only do damage and no kill then it will freeze - Keikura
Front Mission Alternative	SLPS-00953	NTSC-J	No	
Future Cop L.A.P.D.	SLUS-00739	NTSC-U	No	Tested on 3.71 M33-3 by MonkeyJamboree Tested on 3.51 M33 by Finstern PS. Works great over AD-HOC through IRShell

G

Name	PSX ID	TV Type	Manual (Y/N)	Notes
G-Darius	SLES-01314	PAL-E	No	3.90 by 2PS.
Gaiaseed: Project Seed Trap	SLPS-00624	NTSC-J	No	3.80 by 2PS
Galaxian^3	SCES-00269	PAL-E	No	3.80 by 2PS
Galerians	SLUS-00986	NTSC-U	Yes	
Gatchaman: The Shooting,(Simple Characters 2000 Series Vol.08)	SLPS-03444	NTSC-J	No	3.80 by 2PS
Gekido - Urban Fighters	SLUS-00970	NTSC-U	No	
Gekioh Shooting King(Shinryu)	SLUS-01498	NTSC-U	No	3.80 by 2PS
Gekitotsu Toma L'Arc - L'Arc-En-Ciel vs. Tomarunner	SCPS-10134	NTSC-J	No	
Gex 3	SLUS-00806	NTSC-U	Yes	
Gex	SLUS-00042	NTSC-U	No	
Gex: Enter The Gecko	SLUS-00598	NTSC-U	No	
Ghost in the Shell	SLUS-00552	NTSC-U	No	Use the SLPS-01222 ID.
Ghost in the Shell	SCPS-10043	NTSC-J	No	Hangs when firing gun Update: May work when using the SLPS-01222 game ID
Gran Turismo	SCUS-94194	NTSC-U	Yes	Tested on 3.71 M33-2
Gran Turismo	SCESp00984	PAL-E	No	Tested on Firmware 3.40 OE-A
Gran Turismo 2	SCUS-94455	NTSC-U	Yes	Tested on 3.71 M33-2 On 3.90 M33, it seems to work until you begin to race (Excluding license drives) where it freezes.
Gran Turismo 2	SCES-12380	PAL-E	Yes	Tested on 3.90 M33-3, Seems to work fine.
Grand Theft Auto	SLUS-00106	NTSC-	Yes	Unknown - was there actually a PAL

		U		release made? No Errors on 3.71 M33-3. Tested by MonkeyJamboree (and yes, a PAL release WAS made. SLES-00032, for reference)
Grand Theft Auto 2	SLUS-00789	NTSC-U	Yes	No Errors on 3.71 M33-3. Tested by MonkeyJamboree
Grand Theft Auto: London	SLUS-00846	NTSC-U	Yes	No Swapping Needed. No Errors on 3.71 M33-3. Tested by MonkeyJamboree
Grandia	SCUS-94457	NTSC-U	No	
Granstream Saga, The	SLUS-00597	NTSC-U	No	
Groove Adventure Rave: Plue no Daibouken	SLPM-87011	NTSC-J	No	
Guilty Gear	SLUS-00772	NTSC-U	No	
Gundam Battle Assault	SLUS-01226	NTSC-U	No	
Gunship	SLUS-00313	NTSC-U	No	

H

Name	PSX ID	TV Type	Manual (Y/N)	Notes
Hard Boiled	SLES-00033	PAL-E	No	3.80 by 2PS
Harmful Park	SLPS-04998	NTSC-J	No	Runs perfectly, tested on 3.71M33-4. Perfectly playable despite being in Japanese.
Harvest Moon: Back To Nature	SLUS-01115	NTSC-U	Yes	
HBO Boxing	SLUS-1027	NTSC-U	No	3.90 by 2PS
Heart of Darkness	SLUS-00696	NTSC-U	No	Works flawlessly just like the Pal version. Again, no save between disc 1 and 2, however, a multi-disk version works perfect so you can change disks. Tested on 3.90 M33 -Cheska
Heart of Darkness	SLES-00461	PAL-E	No	Works flawlessly. No save between disc 1 and 2, still have to try a multidisc POPS with it. (3.71 M33'3 by

				PerfectCircle)
Herc's Adventures	SLUS-00298	NTSC-U	No	3.80 by 2PS
Hogs of War	SLUS-01195	PAL-E	Yes	Screen position is not valide.
Hokuto No Ken 2	SLPS-02993	NTSC-J	No	
Hoshigami Running Blue Earth	SLUS-01375	NTSC-U	No	Tested on 3.71 M33-2 by GamerbyDesign
Hot Shots Golf 2	SCUS-94476	NTSC-U	Yes	3.80 by 2PS
Hydro Thunder	SLUS-00847	NTSC-U	No	No sound

I

Name	PSX ID	TV Type	Manual (Y/N)	Notes
Ichigeki: Hagane No Hito	SLPS-02199	NTSC-J	No	3.80 by 2PS
Incredible Crisis	SLUS-01225	NTSC-U	No	3.80 by 2PS. 3.90: PAL/US title hangs at the start of the first mission, try other FW (3.80) - by 2PS. Sometimes choppy but not enough to affect gameplay
The Incredible Hulk - The Pantheon Saga	SLUS-00150	NTSC-U	Yes	
Intelligent Qube	SCUS-94181	NTSC-U	Yes	
Intellivision Classics	SLUS-00906	NTSC-U	Yes	
International Karate+	SLES-04040	PAL-E	No	3.90 by 2PS.
International Track & Field	SLES-00333	PAL-E	No	3.90 by 2PS.
Invasion From Beyond - B-Movie	SLUS-00709	NTSC-U	No	Technically it does run however your better off looking at a slide show. Its faster then the FPS you get on this game. Tested on 3.71 M33-4 by GamerbyDesign
Irem Arcade Classics	SLPS-00341	NTSC-J	No	3.80: Press START to load Kung-Fu Master, if you press X, the game will

				crash! By 2PS
Irritating Stick	SLUS-00775	NTSC-U	No	3.80 by 2PS
IS: Internal Section	SLPS-01868	NTSC-J	No	3.90 by 2PS
ISS Pro Evolution Soccer 2	SLES-03321	PAL-E	No	
Italian Job, The	SLES-03489	PAL-E	No	3.90: Title hangs at the loading screen - by 2PS

J

Name	PSX ID	TV Type	Manual (Y/N)	Notes
Jackie Chan's Stunt Master	SLUS-00684	NTSC-U	No	Game hangs right after the Midway credit screen even with SLPS01222
Jade Cocoon: Story of the Tamamayu	SCUS-00854	NTSC-U	No	Game starts and runs, but a fatal crash in the second forest stops all progress in the game.
Jet Moto	SCUS-94309	NTSC-U	No	Tested on 3.52 M33-4 by GamerbyDesign
Jet Moto 2	SCUS-94167	NTSC-U	No	
Jet Moto 3	SCUS-94555	NTSC-U	No	Tested on 3.71 M33-2 by GamerbyDesign
Jojo's Bizarre Adventure	SLUS-01060	NTSC-U	Yes	
Juggernaut	SLUS-00894	NTSC-U	No	3.80 by 2PS
Jumping Flash	SCUS-94103	NTSC-U	No	Works well 3.03 & 3.90. Power pill & timestop cause temporary slowdowns. Tested by SephirothX
Jumping Flash 2	SCUS-94108	NTSC-U	No	Works well 3.03, 3.40 & 3.90. Timestop causes temporary slowdown. Tested by SephirothX

K

Name	PSX ID	TV Type	Manual (Y/N)	Notes
Kagero - Deception II	SLUS-00677	NTSC-U	No	Tested on 3.71 M33-2 by GamerbyDesign
Kaikan Phrase	SLPM-86438	NTSC-J	No	

Kartia - The Word of Fate	SLUS-00631	NTSC-U	No	Tested on 3.71 M33-4 by GamerbyDesign
King's Field	SLUS-00158	NTSC-U	No	
King's Field 2	SLUS-00255	NTSC-U	No	
Klaymen Klaymen (The Neverhood)	SLPS-01365	NTSC-J	No	No Errors on 3.71 M33-3. Tested by MonkeyJamboree
Klonoa Door To Phantomile	SCUS-00585	NTSC-U	No	1st area boss does not appear, crashes when boss fight begins; occurs with POPS 3.02 and 3.03 firmware. In 3.80 M33, the game loads and plays well--up until somewhere in Vision 2, then it seems to freeze at random points.
Koudelka	SLUS-01051	NTSC-U		
Krazy Ivan	SLES-00128	PAL-E	No	
Kula World	SCUS-94303	NTSC-U	No	
Kula World	SCES-01000	PAL-E	No	3.80: Graphical issues during the demo - by 2PS. Tested on Firmware 3.40 OE-A by dvdchas. Note: Background music is CD-Audio, so was absent during my tests. UPDATE: Tested in 3.71 pops, converted using Popstation toc tinnus . Working with background music. .

L

Name	PSX ID	TV Type	Manual (Y/N)	Notes
Legacy of Kain: Soul Reaver	SLUS-00708	NTSC-U	Yes	Minor sound deterioration during Talking Sequences on ALL firmwares 3.71 and 3.72 included other then that gameplay has no errors on 3.71m33 and higher Tested by Finstern, works perfectly under 3.90m33-2, no sound defects.
Legacy of Kain: Soul Reaver	SLES-01301	PAL-E	No	After Main Menu, game freezes to black screen. unplayable. tested on 3.90m33 2.

Legend of Dragoon	SCUS-94491	NTSC-U	Yes	<p>Minor sound deterioration during battles; resolved by saving and restarting on 3.71 m33-3, the sound deterioration disappears, but you get a black screen at parts. Seems to happen at the same spots.</p> <p>While playing on 3.71 you'll get a blackscreen after Lenus fight. Update to 3.80 and it will run fine. Also use popsloader to emulate other firmwares, so you can change back, because there will be more blackscreens and you'll need to change firmware back to 3.71. (At least, that worked for me).</p> <p>Works perfectly on my 3.90 m33-2!!</p> <p>People have found that if you don't turn into a Dragoon during the Lenus fight then it wont freeze. (yes she's hard, but you don't want to risk it freezing, so don't change into your Dragons.)</p>
Legend of Legaia	SCUS-94254	NTSC-U	Yes	<p>Graphics glitches, Using items freeze the game for most people. UPDATE: No Errors found on 3.71 M33-3. Tested by MonkeyJamboree</p> <ul style="list-style-type: none"> • Change GameID to SCPS10059
Legend of Mana	SLUS-01013	NTSC-U	Yes	<ul style="list-style-type: none"> • Graphics glitches when using some artifacts • Minor sound glitches(sound is almost perfect with 3.52 M33+). • Some Artifacts lock game when placed. Golden Seed locks game on 3.4 OE and 3.52 M33. Golden Seed does not lock game on 3.71 M33 • Using heavy attacks with the bow and the flail causes severe artifacting, all other weapons work fine (3.40 OE) <p>All issues are cleared up in POPs 3.72 NO sound glitches no artifact glitches everything 100% on 3.72 POPs [Solace]</p>
Loaded	SLUS-00076	NTSC-U	No	Works great, no problems in 1st level. 3.80 m33-5 ~Beaniehat~
Lode Runner - The Legend Returns	SLPS-00182	NTSC-J	No	Tested by MAN-biker

Lost World: Jurassic Park	SLUS-00515	NTSC-U	No	No Errors on 3.71 M33-3. Tested by MonkeyJamboree
Lunar Silver Star Story Complete	SLUS-00628	NTSC-U	No	Use CWcheat to switch discs.
Lunar 2:Eternal Blue	SLUS-01071	NTSC-U	No	3.71 & 3.72: Game Hangs on the end of FMV where u exit the Blue Shpere Tower just on the first disc 3.90: This one doesn't even load the FMV, so for those wanting to play the game don't use popstation.md . Just make single disc EBOOTS and play the game on an earlier popsloader

M

Name	PSX ID	TV Type	Manual (Y/N)	Notes
Magic Carpet	SLUS-00029	NTSC-U	No	
Magic the Gathering: Battlemage	SLUS-00247	NTSC-U	Yes	
Magical Tetris Challenge	SCES-02175	PAL-G	No	3.90: Tested by 2PS.
Manpuku	SLPS-03381	NTSC-J	No	
Marvel Super Heroes	SLUS-00257	NTSC-J	No	
Marvel Super Heroes VS Street Fighter	SLUS-00793	NTSC-J	Yes	
Marvel Vs. Capcom	SLUS-01059	NTSC-U	Yes	
Mass Destruction	SLUS-00462	NTSC-U	No	Tested on 3.71 M33-4 by GamerbyDesign
MDK	SLUS-00426	NTSC-U	No	3.90 by 2PS.
Mechwarrior 2	SLUS-00401	NTSC-U	Yes	
Medal of Honor	SLUS-00974	PAL-E	Yes	
Medal of Honor: Underground	SLUS-01270	NTSC-U	No	
Medievil	SCES-00311	PAL-E	No	
Medievil	SCUS-	NTSC-	No	No Errors on 3.71 M33-3. Tested by

	94227	U		MonkeyJamboree
Medievil 2/II	SCUS-94564	NTSC-U	Yes	No Errors on 3.71 M33-3. Tested by MonkeyJamboree
Megaman 8	SLUS-00453	NTSC-U	No	
Megaman Battle & Chase	SLES-00766	PAL-E	No	No problems I can find as of 3.90 M33
Megaman Legends 1	SLUS-00603	NTSC-U	No	
Megaman Legends 2	SLUS-01140	NTSC-U	No	Tested on 3.71 M33-4 by GamerbyDesign. I'm using a PSP-Slim with 3.90 M33 and it freezes on the Flutter if you go down the second ladder and try to go up again, the game even turn off my console, I tried the saulcomcor's EBOOT and making my own with IceTea 1.3 even used Popsloader 3.80 (Full) with the FW on 3.71, but nothing, you can't go up the ladder and you need to do so a little further in the game by VoltKaizer.
Megaman Legends 2	SLES-03556	PAL-E	No	Voiceovers during cutscenes are not in synch and if the video finishes first it cuts out the remaining dialog. Gameplay seems perfect otherwise. Tested on OE-B
The Misadventures of Tron Bonne	SLUS-00896	NTSC-U	No	Crashes after Tiesel gets kidnapped just before you start the actual game. Tested on 3.90 M33 by shortboy: Game plays fine. Some VA gets cut off but it plays fine.
Megaman X3	SLES-00503	PAL-E	No	Locks up after 'Capcom' video when displaying Now Loading screen as of 3.90 M33
Megaman X4	SLUS-00561	NTSC-U	Yes	If for some reason game freezes during WARNING for Boss, Use SLPS-01222 Note: Now works perfectly under 3.9!
Megaman X5	SLUS-01334	NTSC-U	No	
Megaman X6	SLUS-01395	NTSC-U	No	Works perfectly in 3.9 (tested in 3.90M33 by Trasgo7)
Meta-Ph-List Gamma X 2097	SLPS-00680	NTSC-J	No	3.80 by 2PS.

Metal Gear Solid	SLUS-00594	NTSC-U	Yes	<p>3.90 by 2PS.</p> <p>Note: for the Psycho Mantis fight, you may have to use other techniques to beat him - shoot the vases with his face on them since you can't unplug your controller. Note 2: If you are using Firmware 3.30 OE-A, then you can switch controller ports, allowing you to beat Psycho Mantis.</p> <p>Note 3: To switch discs using CWcheat codes, read psychospacefish's post.</p> <p>Note 4: You can use popstation_md to combine both discs into one eboot. (only works on 3.71-4 m33 and above)</p> <p>Note 5: By:corytheidiot You can switch controller ports. All you have to do is press "Home", then go to "Controller settings", then "Assign Ports". After that select Controller 2 or Controller 1 to switch between them.</p>
Metal Gear Solid Integral	SCPS-45412	NTSC-J	No	
Metal Gear Solid VR Missions	SLPM-86247	NTSC-U	No	
Metal Slug X	SLUS-01212	NTSC-U	No	
Micro Machines v3	SLUS-00559	NTSC-U	No	
Mini Moni Dice de Pyon	SLPM-87015	NTSC-J	No	
Mini Moni Shakka to Tamborin Da Pyon!	SLPM-87079	NTSC-J	No	
Monopoly	SLUS-00507	NTSC-U	No	No music
Monster Rancher	SLUS-00568	NTSC-U	No	<p>Since you can't change CDs in the emulator to get more monsters you're going to be limited to just a few. However there's CWcheat codes that will help you get what you want. Go to the Monster Rancher page for more info. Works great on 3.71</p>
Monster Rancher 2	SLUS-00917	NTSC-U	No	<p>If you copy this save into your SAVEDATA folder you'll be able to slate a whole bunch of new monsters at</p>

				the shrine. Otherwise you are going to need to use CWcheat codes. Go to the Monster Rancher 2 page for more info. Tested on 3.71 M33-4 by GamerbyDesign
Mortal Kombat II	SLPS-00444	NTSC-J	No	
Mortal Kombat 3	SCUS-94201	NTSC-U	No	
Mortal Kombat 4	SLUS-00605	NTSC-U	Yes	
Mortal Kombat Trilogy	SLUS-00330	NTSC-U	Yes	No music, no sound - see the PSX on PSP - Multi-Track Disk Handling manual for fixes. Update by GamerbyDesign: It has music and sound. Runs perfectly. Tested on 3.71 M33-4
Mortal Kombat Mythologies - Sub Zero	SLUS-00476	NTSC-U	No	3.80 (SLES-01020): Press START/X button at the text screens that follow after boot-up, otherwise the game will hang - by 2PS. Tested on 3.71 M33-4 by GamerbyDesign
Moto Racer	SLUS-00498	NTSC-U	No	
Moto Racer 2	SLUS-00738	NTSC-U	No	Tested on 3.71 M33-4 by GamerbyDesign
Moto Racer World Tour	SCES-03037	PAL-E	No	
Mr Driller	SLUS-01111	NTSC-U	No	
Ms. Pac-Man - Maze Madness	SLUS-01018	NTSC-U	No	Tested by MAN-biker
MTV's Celebrity Deathmatch	SLUS-01453	NTSC-U	No	3.90 by 2PS.
Music2000	SLES-01356	PAL-E	No	

N

Name	PSX ID	TV Type	Manual (Y/N)	Notes
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N2O Nitrous Oxide	SLUS-00637	NTSC-U	No	3.90 by 2PS.
Nanotek Warrior	SLUS-00325	NTSC-U	No	3.90 by 2PS.
Naruto: Shinobi no Sato no Jintori Kassen	SLPS-03553	NTSC-J	No	3.90 by 2PS.
NASCAR Rumble	SLUS-01068	NTSC-U	No	
Necronomicon: The Dawning of Darkness	SLES-13493	PAL-E	No	3.80 by 2PS
Nectaris Military Madness	SLUS-00764	NTSC-U	Yes	No issues - runs fine
Need For Speed	SLUS-00204	NTSC-U	Yes	
Need For Speed 2	SLUS-00276	NTSC-U	No	
Need For Speed 3: Hot Pursuit	SLUS-00620	NTSC-U	No	
Need For Speed 4 - High Stakes	SLUS-00826		Yes	Runs fantastic, no problems
Next Tetris (Deluxe), The	SLPS-02507	NTSC-J	No	3.90 by 2PS.
NFL Blitz 2000	SLUS-00861	NTSC-U	No	
NFL Gameday 2005	SCUS-94695	NTSC-U	No	Sound stops when starting game
NHL 2000	SLUS-00965	NTSC-U	No	
Nightmare Creatures	SLUS-00582	NTSC-U	Yes	
Ninja: Shadow of Darkness	SLUS-00435	NTSC-U	Yes	3.90/.80: PSP powers-off at the end of the second loading screen. By 2PS
No one can stop Mr. Domino!	SLUS-00804	NTSC-U		3.90 by 2PS.

O

Name	PSX ID	TV Type	Manual (Y/N)	Notes
Oddworld Abe's Exoddus	SLUS-00710	NTSC-U	No	Tested on 3.71 M33-3 by MonkeyJamboree. If you have some issues with sound use 3.40/3.51 pops.

Oddworld Abe's Oddysee	SLUS-00190	NTSC-U	Yes	Sound hangs on the title screen under 3.52 M33. Clears up during the "Now Loading" screen. Tested with no errors on 3.71 M33-3 by MonkeyJamboree Tested by Finstern, works on 3.10 perfectly for use with 2 player ad-hoc mode under IRShell
Ogre Battle	SLUS-00467	PAL-E	No	Limited screen problem - no report on the NTSC versions
Omega Boost	SCUS-94449	NTSC-U	No	Tested on 3.71 M33-3 by MonkeyJamboree
One	SLUS-00469	NTSC-U	No	3.90: Hangs at boot - by 2PS.
One Piece Mansion	SLUS-01406	NTSC-U	No	3.90 by 2PS.
Overblood	SLUS-00464	NTSC-U	Yes	

P

Name	PSX ID	TV Type	Manual (Y/N)	Notes
Pandemonium!	SLUS-00232	NTSC-U	No	
Pandemonium 2	SLUS-00578	NTSC-U	No	
Panzer Bandit	SLPS-00899	NTSC-J	No	
ParanoiaScape	SLPS-01375	NTSC-J	No	3.80 by 2PS
Parappa The Rapper	SCUS-94183	NTSC-U	No	
Parasite Eve	SLUS00662	NTSC-U	Yes	If using 3.52 or below use psychospacefish 's patch to combine both discs into one. Works perfectly on 3.71 M33-4, you can use popstation_md to create one eboot of both discs.
Parasite Eve 2	SLUS-01042	NTSC-U	No	In order to proceed to disc 2 you need to save your game before getting into the truck at the trailer. Then exit the game, now you can run the disc 2 eboot and continue your game (make sure your disc 2 eboot has the same GameID as disc 1).

				<p>The Full Motion Videos Have a weird problem which basically makes them unviewable (if that bothers you then don't play this game). SLPS-00025 must be used (on both discs) to get this to boot at all. NOTE: Does not work on m33 3.52-4 or m33 3.71-2 (stops right before the opening sequence like it did on older firmwares).</p> <p>Runs fine on 3.40 OE</p>
Parasite Eve 2	SLES-02558	PAL-E	No	Freezes on publisher screen on 3.90 M33-3. Tested by euthaherz
Penny Racers	SCES-00391	PAL-E	No	
Pepsiman	SLPS-01762	NTSC-J	No	3.90 by 2PS.
Persona	SLUS-00339	NTSC-U	Yes	
Persona 2:Eternal Punishment	SLUS-01158	NTSC-U	No	Slowdown when dialogue shows up. There could be slowdown during battles, too. High compression levels cause areas to look garbled.
Persona 2:Innocent Sin	SLPS-02100	NTSC-J	No	Like Persona 2: Eternal Punishment, Innocent Sin suffers from slowdown between dialogue. It freezes at the very first battle. Due to the story, you have to see the characters unleashing their persona. You can't turn off the battle animation
PGA Tour'98	SLUS-00517	NTSC-U	No	3.80 by 2PS
Philosoma	SCES-00059	PAL-E	No	3.90 by 2PS.
Pikinya! EX	SLPS-01345	NTSC-J	No	3.80 by 2PS
Pocket Fighters	SLUS-00653	NTSC-U	No	
Point Blank	SCES-00886	PAL-E	No	
Point Blank 3	SLUS-01354	NTSC-U	No	
Populous: The Beginning	SLUS-00277	NTSC-U	No	Tested on 3.40 OE-A, works great.

Porsche Challenge	SCUS-94187	NTSC-U	No	
Power Shovel	SLUS-01343	NTSC-U	No	3.80 by 2PS
Poy Poy	SLUS-00486	NTSC-U	No	
Poy Poy 2	SLUS-00486	NTSC-J	No	
Professional Underground League of Pain	SCUS-94551	NTSC-U	No	Main Menu music seems to not play, no problems otherwise; tested on 3.71 M33-3 by Don Roberto
Project Overkill	SLUS-00045	NTSC-U	No	
Psychic Detective	SLUS-00165	NTSC-U	No	Title does not work in ANY firmware/emulator as it requires the game to be run from CD only. There is a copy protection message at the start. By 2PS
Puzzle Arena Toshinden	SLPS-00879	NTSC-J	No	3.90 by 2PS
Puzzle Star Sweep	SLUS-01307	NTSC-U	No	3.80 by 2PS

Q

Name	PSX ID	TV Type	Manual (Y/N)	Notes
Quake 2	SLUS-00757	NTSC-U	No	

R

Name	PSX ID	TV Type	Manual (Y/N)	Notes
Raiden DX	SCPS-45019	NTSC-J	No	3.90: SLPS-00728 by 2PS
Raiden Project (Anniversary Edition)	SCUS-94402	NTSC-U	No	3.90: Also works on PAL (SLES-00051) - by 2PS.
Rainbow Six: Lone Wolf	SLUS-01473	NTSC-U	No	
Rally Cross	SCUS-94308	NTSC-U	No	Tested on 3.52 M33-4 by GamerbyDesign
Rally De Europe	SLPS-02679	NTSC-J	No	

Rampage Through Time	SLUS-01065	NTSC-U	No	3.90: Runs fine - 2PS 3.80: Freezes once in-game/demo - 2PS
Ranma 1/2 Renaissance	SLPS-00522	NTSC-J	No	
Rapid Reload	SCES-0004	PAL-E	No	3.90 by 2PS
Ray Tracers	SLUS-00534	NTSC-U	No	
RayCrisis: Series Termination	SLUS-01217	NTSC-U	No	3.90 by 2PS
Rayman	SLUS-00005	NTSC-U	No	
Rayman	SLES-00049	PAL-E	No	Some great instructions on how to run this game come from jawB.C. . Thanks for the tip!
Rayman 2	SLUS01235	NTSC-U	No	Working only on 3.90 pops, make sure Disc-Load Speed is set to Normal (because of graphics glitches)
Raystorm	SLUS-00482	NTSC-U	No	3.90: J (SLPS-00678) by 2PS.
RC Helicopter	SLUS-01376	NTSC-U	No	3.90 by 2PS
RC Revenge	SLUS-01168	NTSC-U	No	
Ready 2 Rumble Boxing	SLUS-00857	NTSC-U	No	
Ready 2 Rumble Boxing: Round 2	SLUS-01147	NTSC-U	No	3.90 by 2PS
Resident Evil	SLUS-00170	NTSC-U	No	Works well 3.71. Some sound glitches. Tested by SephirothX
Resident Evil: Director's Cut	SLUS-00551	NTSC-U	Yes	Works perfectly 3.40. Tested by SephirothX. 3.52 M33-4 / 3.71 M33-4 no hitches - euthaherz
Resident Evil: Director's Cut	SLES-00969	PAL-E	Yes	
Resident Evil 2	SLUS-00421	NTSC-U	Yes	3.40/3.52: SLPS-01222 MUST be set as the Game ID. 3.71: Disc 1 reported to work if you use the GameID SLPS-01510 , however disc 2 freezes at police station. 3.80: Both disk 1 and 2 work perfectly using SLPS-01222 again.

				<p>Tested by Cheska.</p> <p>3.90: Both disk 1 and 2 freeze at Violence Warning screen on SLPS-01222. Leon/Claire A Scenarios (Disk 1) works perfectly using SLPS-01510, but B Scenarios freeze at random points when going up stairs or ladders in the police station.</p>
Resident Evil 2	SLES-00972	PAL-E	Yes	The PAL version does work. POPS v3.40 required (Download all POPS versions using POPLoader - activate plugins in Recovery Menu). Tested on SLIM 3.71 M33-3.
Resident Evil 2: Dual Shock Edition	SLUS-00748	NTSC-U	No	3.52: Works perfectly - Use SLPS-01222 - by 2PS 3.80/.90: Crashes at violence warning screen even when using SLPS-01222 - use other fw (3.52) - by 2PS
Resident Evil 3: Nemesis	SLUS-00923		Yes	Use SLPS-01222 (BioHazard 2 Game ID) to avoid Clock Tower game freeze. To avoid game freeze after getting the firehose, instead of going directly to the alley, go back to the parking lot to deposit the hose in the chest. Now go directly to the alley (without the fire hose) and then there you withdraw the hose skipping the door where the game freezes.
Resident Evil 3: Nemesis	SLES-02529	PAL-E	Yes	Freezes on violence warning screen on boot up. Tested on 3.71 M33-2 Use an .IMG file. Then run on 3.40, with popsloader. Tested by SephirothX
Resident Evil: Survivor	SLUS-01087	NTSC-U	No	Works perfectly 3.40, 3.71 & 3.90. Tested by SephirothX
Resident Evil: Survivor	SLES-02732	PAL-E	No	Minor screen clipping at the bottom. Everything else works fine on 3.90 M33-3. Tested by euthaherz
Re-Volt	SLES-01973	PAL-E	No	
Return Fire	SLUS-00184	NTSC-U	No	3.80 by 2PS
Rhapsody: A Musical Adventure	SLUS-01073	NTSC-U	No	
Ridge Racer (Greatest Hits)	SLUS-00540	NTSC-U	No	Tested on 3.71 M33-2

Ridge Racer	SCES-00001	PAL-E	No	Screen clipping at bottom
Ridge Racer 2 (A.K.A. Revolution)	SLUS-00214	NTSC-U	No	Tested on 3.71 M33-2
Ridge Racer 3 (A.K.A. Rage Racer)	SLUS-00403	NTSC-U	No	Tested on 3.71 M33-2
Ridge Racer 4 (A.K.A. R4: Ridge Racer Type 4)	SLUS-00797	NTSC-U	No	Tested on 3.71 M33-2
Ridge Racer High Definition Edition (RR Type 4 Bonus Disc)	SLUS-90049	NTSC-U	No	Tested on 3.71 M33-2; hangs at the Namco logo
Rival Schools: United by Fate (Arcade Disc)	SLUS-00681	NTSC-U	No	
Rival Schools: United by Fate (Evolution Disc)	SLUS-00771	NTSC-U	No	
Road Rash 3D	SLUS-00524	NTSC-U	Yes	
Road Rash Jailbreak	SLUS-01053	NTSC-U	No	
Rock'em Sock'em Robots Arena	SLUS-01124	NTSC-U	No	3.80 by 2PS
Rockman X5	SLPM-86666	NTSC-J	No	
Roll Away/Kula World	SLUS-00724	NTSC-U	No	
Rollcage	SLUS-00800	NTSC-U	No	3.90: PAL (SLES-00539) by 2PS.
Rollcage Stage II	SLUS-00867	NTSC-U	No	Does not boot at all. (3.90 M33)
Romance of the Three Kingdoms IV: Wall of Fire	SLUS-00195	NTSC-U	No	Works fine on 3.90 M33-3. Tested by euthaherz
Romance of the Three Kingdoms VI: Awakening of the Dragon	SLUS-00918	NTSC-U	No	FMV's have no sound. Everything else works fine. Tested on 3.71 M33-4 / 3.90 M33-3 by euthaherz
R-Types	SLUS-00753	NTSC-U	No	Works on 3.10OE-A' No Errors on 3.71 M33-3. Tested by MonkeyJamboree
R-Type Delta	SLUS-00877	NTSC-U	No	No Errors on 3.71 M33-3. Tested by MonkeyJamboree
Running Wild	SCUS-94272	NTSC-U	No	

S

Name	PSX ID	TV Type	Manual (Y/N)	Notes
Saga Frontier	SCUS-94230	NTSC-U	Yes	May encounter flickering backgrounds on lower firmware/Popstation versions. Use 3.10 Popstation with Popsloader if using 3.03 OE-C or lower, or use firmware 3.30 OE-A.
Saga Frontier 2	SLUS-00933	NTSC-U	No	Does not load Duel fights, causing the game to be unplayable on 3.71 M33-2.
Samurai Shodown: Warriors Rage	SLPM-86345	NTSC-J	No	Also known as Samurai Spirits Shinshou - kenkaku Iibunroku Yomigaerishi Soukou no Yaiba
Samurai Shodown: Warriors Rage	SLUS-01039	NTSC-U	No	3.80 by 2PS
Sentient	SCUS-94110	NTSC-U	No	
Sentinel Returns	SLUS-00604	NTSC-U	No	3.80 by 2PS
Sexy Parodius	SLPM-86009	NTSC-J	No	
Shadow Man	SLUS-00895	NTSC-U	No	Working, but slow (like on PSX)
Shaolin	SLES-01658	PAL-E	No	3.80 Runs ok but crashes when coming out of options menu - by 2PS
Sheep Dog and Wolf	SLES-02895	PAL-E	No	Some sound desynchronization
Silhouette Mirage	SLUS-00728	NTSC-U	No	3.90 by 2PS.
Silent Bomber	SLUS-00902	NTSC-U	No	3.90: Severe slowdown issues whenever explosions occur at the tutorial, after that everything runs fine! - by 2PS
Silent Hill	SLUS-00707	NTSC-U	Yes	No Errors on 3.71 M33-3. Tested by MonkeyJamboree Works fine on 3.90 M33-3. Tested by euthaherz
Silent Hill	SLES-01514	PAL-E	Yes	Tested on Firmware 3.40 OE-A by dvdchas
Silverload	SLUS-00050	NTSC-U	No	3.80 by 2PS
Simpsons Wrestling	SLUS-01227	NTSC-U	Yes	
Skeleton Warriors	SLUS-00209	NTSC-U	No	3.80 by 2PS No Errors on 3.71 M33-3. Tested by MonkeyJamboree

Skullmonkeys	SLUS-00601	NTSC-U	No	3.52/.80/.90: Same issue applies as with 3.71 M33-3. By 2PS Will not work on PSP at all as of 3.71 M33-3, nor on PS2 with original disc. Tested by MonkeyJamboree
Slap Happy Rhythm Busters	SLPS-02789	NTSC-J	No	3.90 by 2PS.
Smash Court 3	SLPS-03001	NTSC-J	No	3.90 by 2PS.
Smurfs, The	SLUS-01008	NTSC-U	No	
Sonic Wings Special	SLPS-00307	NTSC-J	No	3.80 by 2PS
Soul Blade	SLUS-00240	NTSC-U	Yes	Not at fullspeed, Crashes at 2nd stage (3.51 update: Now runs at fullspeed, 2nd-stage bug fixed. Edge Master mode freezes at 'Mission 1' screen. SLPS-01222 increases compatibility, but re-introduces slowdown.) UPDATE: Running at full speed, no crashes in 3.71 pops. Converted using Icetea using id SLUS00240
Soul Blade	SCES-00577	PAL-E	No	Screen Offset due to PAL, but not severe, Fullspeed (3.51 update: Screen centering fixed, Edge Master mode freezes at 'Mission 1' screen. SLPS-01222 introduces the same compatibility and slowdown issues as the NTSC version.)
Soul Edge	SLPS-00555	NTSC-J	Yes	Fullspeed (Running 3.80 with popstation: Popped in 3.71 and it ran fine. This is a Jap PS game I imported this off ebay. Created using all the default numbers. GIDN off disk etc. Tested by MasterTurkey. see youtube ncpr707.
Soul Of The Samurai	SLUS-00822	NTSC-U	No	3.90: No problems, dojo-crash bypassed! - by 2PS 3.80 M33-5: Crash occurs when attempting to exit out of the dojo sparring-game when SELECT is pressed - by 2PS
Southpark	SLES-02158	PAL-E	No	
Soviet Strike	SLUS-00061	NTSC-U	No	3.90 by 2PS. Tested on 3.52 M33 by GamerbyDesign

Speed Freaks	SCES-01763	PAL-E	No	
Spider - The Video Game	SLUS-00230	NTSC-U	No	3.80 by 2PS
Spiderman 2 - Enter Electro	SLUS-01378	NTSC-U	No	Sound and video seem fine, tested in 3.71 M33-3 by Don Roberto
Spyro The Dragon	SCUS-94228	NTSC-U	Yes	cutscene sound out of sync, screen offset slightly UPDATE: Everything seems working ok in 3.71 M33-3. Tested by MonkeyJamboree
Spyro 2: Ripto's Rage	SCUS-94425	NTSC-U	Yes	The voiceovers sometimes drop out
Spyro 3: Year of the Dragon	SCUS-94467	NTSC-U	Yes	Works poorly 3.71 & 3.40. Can crash randomly while entering worlds. Tested by SephirothX
Stahlfeder	SLPS-00162	NTSC-J	No	3.90 by 2PS
Star Gladiator	SLPS-00539	NTSC-J	No	3.80 (SLUS-00372) by 2PS
Star Ocean: The Second Story	SCUS-94421	NTSC-U	Yes	Possible freeze when you first enter Fienal Tower and watch FMV with fast disc loading setting. Change to normal to fix this
Star Sweep	SLPS-01040	NTSC-J	No	3.80 by 2PS
Star Wars: Dark Forces	SLUS-00297	NTSC-U	No	Seems to play fine but the weapon graphics and enemy sprites are "junked" and blend with the wall texture.
Star Wars: Masters of Teras Kasi	SCUS-00562	NTSC-U	No	Extreme graphical problems 3.02. Tested by SephirothX
Starblade Alpha	SLUS-00057	NTSC-U	No	3.80 Works fine on NTSC-J (SLPS-00022) - by 2PS. Continuing or pausing the game will send you back to the start of the first level, may sometimes warp you to the second level.
Starfighter	SLUS-00241	NTSC-U	No	3.80 by 2PS
Starfighter Sanvein	SLUS-01302	NTSC-U	No	3.80 by 2PS
Street Fighter Alpha 2 Gold (Street Fighter Collection Disc 1)	SLUS-00258	NTSC-U	No	
Street Fighter Alpha 3	SLUS-00821	NTSC-U	Yes	

Street Fighter Collection	SLUS-00423	NTSC-U	No	
Street Fighter EX Plus Alpha	SLUS-00548	PAL-E	No	
Street Fighter Plus EX 2	SLUS-01105	NTSC-U	No	
Strider 1	SLPS-02620	NTSC-J	No	
Strider 2	SLPS-02621	NTSC-J	No	
Strikers 1945	SLUS-01337	NTSC-U	No	
Suiko Enbu: Outlaws of the lost dynasty	SLPS-00137	NTSC-J	No	3.52 M33-4: On the VS screen and the victory screen, the overall picture is discolored. Other than that, it runs smoothly
Suikoden	SLUS-00292	NTSC-U	Yes	3.90 Freezes when you entered then exit Neclord's Castle in Neclord Sidequest. Just Set the Disc-Load Speed to normal - tested by kryst abegnalie
Suikoden 2	SLUS-00958	NTSC-U	Yes	Freezes on Mist monster in 3.40 and below. WORKS 100% on new 3.51 M33 Firmware - see Installing PSP 3.51 M33 Firmware . 3.90 Works perfectly - tested by kryst abegnalie
Super Bubble Pop	SLUS-01528	NTSC-U	No	3.80 by 2PS
Super Puzzle Fighter II Turbo	SLES-00605	PAL-E	No	
Super Puzzle Fighter II Turbo	SLUS-00418	NTSC-U	No	
Super Robot Wars Alpha Gaiden	SLPS-03147	NTSC-J	No	
Super Robot Wars F	SLPS-01727	NTSC-J	No	
Syndicate Wars	SLUS-00262	NTSC-U	Yes	
Syphon Filter	SCUS-94240	NTSC-U	Yes	Works fine on 3.90 M33-3. Tested by euthaherz
Syphon Filter 2	SCUS-94451	NTSC-U	No	Doesn't go past beginning FMV on 3.90 M33_2. Loaded fine with popsloader using 3.71 official. Works fine on 3.90 M33-3. Tested by euthaherz
Syphon Filter 3	SCUS-	NTSC-	No	Works fine on 3.90 M33-3. Tested by

	94640	U		euthaherz

T

Name	PSX ID	TV Type	Manual (Y/N)	Notes
Tail Concerto	SLUS-00660	NTSC-U	No	
Tactics Ogre: Let Us Cling Together	SLUS-00560	NTSC-U	No	Works great on 3.71 and above - big thanks to Mr. SaintPizzy for the update.
Tail of the Sun	SLUS-94607	NTSC-U	No	Works perfectly on 3.71 M33
Tales of Destiny	SLUS-00626	NTSC-U	No	When I was playing on 3.71 sometimes after a battle it would get stuck at a black screen, this was really rare though. Other than that the game works great just be sure to save often. 3.03 OE-C: When using spells with animations(spells that make every unit on the screen stop their movement until the attack finishes), the game may freeze. Spells that don't have animation may freeze but with extremely low chance(only encountered once out of 20+ hours).
Tales of Destiny II	SLUS-01355	NTSC-U	No	
Team Buddies	SLUS-00869	NTSC-U	No	Freezes on loading screen on 3.71 m33 - 2 & 4
Tecmo Stackers	SLUS-00560	NTSC-U	No	3.90 by 2PS.
Tecmo's Deception: Invitation To Darkness	SLUS-00340	NTSC-U	No	
Tekken 2	SLUS-00213	NTSC-U	Yes	
Tekken 3	SLUS-00402	NTSC-U	Yes	
Tekken 3 Golden Lion Edition	SLUS-00402	NTSC-J	No	
Tempest X3	SLUS-00283	NTSC-U	No	3.90 by 2PS.
Tenchu Stealth Assassins	SLUS-00706	NTSC-U	Yes	
Tenchu 2	SLUS-	NTSC-	Yes	Lots of skipping during cutscenes,

	00939	U		music, and dialogue.
Test Drive 5	SLUS-00610	NTSC-U	No	
Test Drive Offroad	SLUS-00396	NTSC-U	No	
Tetris Plus	SLUS-00338	NTSC-U	No	
Theme Hospital	SLUS-00275	NTSC-U	No	Runs great on 3.71.
Theme Park	SLES-02688	PAL-E	No	3.90 by 2PS.
Thousand Arms	SLUS-00845	NTSC-U	No	Hangs during opening sequence on 3.52 M33.
Thrasher Skate and Destroy	SLUS-00935	NTSC-U	No	
Thrasher Skate and Destroy	SLES-02340	PAL-E	No	
Threads of Fate	SLUS-01019	NTSC-U	No	
Thrill Kill	SLUS-00752	NTSC-U	No	Freezes on exit load 3.80 M33 (Tested by J30H30) Tested on 3.52 M33 by GamerbyDesign
Thunder Force V: Perfect System	SLUS-00727	NTSC-U	No	3.90 by 2PS.
Time Bokan Series: Bokan to Ippatsu! Doronbo	SLPS-00609	NTSC-J	No	3.80 by 2PS.
Time Bokan: Yattaman	SLES-03651	PAL-I	No	3.80 by 2PS.
Time Crisis	SLUS-00405	NTSC-U	No	No Music 3.71 M33-4 ~Beaniehat~
Time Crisis - Project Titan	SLUS-00405	NTSC-U	No	
Tiny Tank	SCUS-94427	NTSC-U	No	3.80 by 2PS.
Tom & Jerry In: House Trap	SLUS-00638	NTSC-U	No	3.90 by 2PS.
Tomb Raider	SLUS-00152	NTSC-U	Yes	
Tomb Raider	SLES-00024	PAL-E	Yes	Tested on Firmware 3.40 OE-A by dvdchas
Tomb Raider II	SLUS-00437	NTSC-U	No	It loads up but freezes after 5 seconds after loading the trianning level. Tested on 3.52 M33-4 by GamerbyDesign

				Tested on slim psp 3.90 m33 3.03 pops . Works perfectly(as far as I can tell) doesn't freeze at training level. Used alcohol 52% to rip .ccd,.sub,.img from disc then PSX2PSP v.1.2 to make the eboot. by Mornaug
Tomb Raider II	SLES-00718	PAL-E	No	Works with the new CDDA enabled version of Popstation - we'll post a link once we have one! Doesn't work with Firmware 3.40 OE-A by dvdchas
Tomb Raider IV (A.K.A. The Last Revelation)	SLUS-00885	NTSC-U	No	Works with 3.03 OE-C ripped with CloneCD and processed with Zinga Burga PopstationGUI 3.00
Tomb Raider V (A.K.A. Chronicles)	SLUS-01311	NTSC-U	No	
Tomba!	SCUS-94236	NTSC-U	Yes	
Tomba! 2	SCUS-94454	NTSC-U	No	
Tony Hawk Pro Skater	SLUS-00860	NTSC-U	Yes	
Tony Hawk Pro Skater 2	SLUS-01066	NTSC-U	No	works on 3.72. failed at main screen on 3.90
Tony Hawk Pro Skater 3	SLUS-01419	NTSC-U	No	
Tony Hawk Pro Skater 4	SLUS-00967	NTSC-U	No	
Trap Gunner	SLPS-01076	NTSC-J	No	3.90: US version doesn't work either (SCUS-94397) try Trap Runner - By 2PS.
Trap Runner (PAL version of Trap Gunner)	SLES-01628	PAL-E	No	3.90: Runs great! by 2PS.
Treasures of the Deep	SLUS-00430	NTSC-U	No	3.90 by 2PS
Triple Play '99	SLUS-00618	NTSC-U	No	
Turnabout	SLUS-01499	NTSC-U	No	3.80 by 2PS
Twisted Metal	SCUS-94304	NTSC-U	No	Works fine. ~Beaniehat~
Twisted Metal 2	SCUS-94306	NTSC-U	Yes	
Twisted Metal 3	SCUS-	NTSC-	No	Odd audio glitch when approached by

	94249	U		enemy vehicle
Twisted Metal 4	SCUS-94560	NTSC-U	No	

U

Name	PSX ID	TV Type	Manual (Y/N)	Notes
Ultimate Fighting Championship (UFC)	SLES-02903	PAL-E	No	3.90 by 2PS.
Um Jammer Lammy	SCUS-94448	NTSC-U	No	3.90 Sound issues - by 2PS. Sound is messed up
Umihara Kawase Shun: Second Edition	SLPS-02549	NTSC-J	No	
Unholy War	SLUS-00676	NTSC-U	Yes	3.03: Freezes on Pause screen after starting a new game. 3.10-3.72: Works fine

V

Name	PSX ID	TV Type	Manual (Y/N)	Notes
Vagrant Story	SLUS01040	NTSC-U	Yes	Some slowdown at cut scenes with heavy 3D
Valkyrie Profile	SLUS-01156	NTSC-U	Yes	3.03 OE-C: Dialog voices are glitchy. Freezes after talking with Odin.
Vampire Hunter D	SLUS-01138	NTSC-U	No	
Vanark - Astro Trooper	SLUS-01035	NTSC-U	No	3.90: No probs. 3.80: Hangs at boot - by 2PS.
Vandal Hearts	SLUS-00447	NTSC-U	No	
Vanguard Bandits	SLUS-01071	NTSC-U	No	Flawless with 3.03 OEA
Vib Ribbon	SCES-02873	PAL-E	No	3.80: Runs fine BUT is not playable as the game does not appear to stream any music from the game itself (once in-game the level is just straight (Flatlined). By 2PS 3.90: Crashes after the initial menus are bypassed (graphical crash). By 2PS
Victory Boxing Challenger	SLES-02727	PAL-E	No	3.90 by 2PS

Viewpoint	SLES-00123	PAL-E	No	3.52: Runs fine - by 2PS 3.80/90: Loops to PS logo when game is started (After the 'Prepare to Engage' screen)- by 2PS
Vigilante 8	SLUS-00510	NTSC-U	No	Half of the levels won't run, redraw problems for distant objects (no textures), some sound problems Update from dopi: On POP's 3.40 - sound works only sfx no music. Every level works no freezes, completed "quest mode" with no prob.
Vigilante 8: Second Offense	SLUS-00868	NTSC-U	No	Redraw problems for distant objects (no textures), lens flare redraw problem, some sound problems, occasional crash--edit 3.03 oe-A has sound(music) problems when you change music in game but when used in 3.30 oe-A sound(music) work fine.
Virtual Hiyru No Ken	SLPS-00338	NTSC-J	No	3.90 by 2PS
VIRUS: It is aware	SLES-01317	PAL-E	No	3.90 by 2PS
VR Powerboat Racing	SLUS-00625	NTSC-U	No	
V-Rally '97	SLES-00250	PAL-E	No	
V-Tennis	SLES-00285	PAL	No	3.80 by 2PS

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W

Name	PSX ID	TV Type	Manual (Y/N)	Notes
Warcraft II: The Dark Saga	SLUS-00480	NTSC-U	Yes	
Warhammer: Shadows of the Horned Rat	SLUS-00117	PAL-E	No	
Warhawk	SCUS-94305	NTSC-U	No	Plays fine on 3.72. Minor strangeness during some FMV's. By RandomManA.
WCW vs. NWO: Thunder	SLUS-00779	NTSC-U	Yes	
Wild Arms	SCUS-94608	NTSC-U	Yes	

Wild Arms 2	SCUS-94484	NTSC-U	No	
Wild 9	SLUS-00425	NTSC-U	No	3.90 by 2PS Music works just fine on 3.71 M33-3 if using a GOOD disc image. most out there seem to be without the audio track info in the .cue file. Tested by MonkeyJamboree
WipeOut	SCUS-94301	NTSC-U	No	Tested on 3.52 M33-4 by GamerbyDesign
WipeOut	SCES-00010	PAL-E	No	Tested on 3.80m33-5
WipeOut 2097	SLES-00327	PAL-E	No	Hangs after intro. Tested on Firmware 3.40 OE-A by dvdchas UPDATE: Working fine in 3.80 M33-5.
WipeOut XL	SCUS-94351	NTSC-U	Yes	Tested on 3.52 M33 by GamerbyDesign
Wip3Out (WipeOut 3)	SCES-01909	PAL-E	No	Crashes 2-5 secs after starting race on all courses/teams. Tested on 3.71 M33-2 + 3.80 M33-5
Worms	SLUS-00336	NTSC-U	No	
WTC World Touring Championship	SLPS-02852	NTSC-J	No	
Wu-Tang Shaolin Style	SLUS-00929	NTSC-U	No	
WWF Attitude	SLUS-00831	NTSC-U	No	
WWF Smackdown	SLUS-0927	NTSC-U	Yes	
WWF Smackdown 2: Know Your Role	SLUS-01234	NTSC-U	No	Works fine on 3.71 M33-4. Tested by euthaherz
WWF Smackdown 2: Know Your Role	SLES-03251	PAL-E	No	
WWF Warzone	SLUS-00495	NTSC-U	Yes	
WWF Wrestlemania: The Arcade Game	SLUS-00013	NTSC-U	No	

X

Name	PSX ID	TV Type	Manual (Y/N)	Notes
X-Com: Terror from the Deep	SLES-00077	PAL-E	Yes	
X-Com UFO Defence	SLUS-00141	NTSC-U	No	
X-Files	SLUS-00915	NTSC-U	No	
X-Men Vs Street Fighter	SLUS-00627	NTSC-U	No	
Xenogears	SLUS-00664	NTSC-U	Yes	<p>First form Deus has an attack that locks game. (beat him quickly)</p> <p>3.52 m33: May freeze during the "Old Movie Countdown" scene. Use 3.40 if this happens.</p> <p>There's no need to beat Deus quickly, you only must wait his attack wich drops his energy and yours at 50%, but do not fear, that attack do not kill anybody, then wait until his energy (and maybe yours) is below of 1000 HPs then use System ID with Fei and attack with X button, that attack should kill Deus, is important that you don't attack Deus before, if you do, then Deus will counterattack with the attack that freeze the game. By JuanMan.</p> <p>3.71 M33: Seems to work without problems, except a small sound hitch upon leaving the Save menu. May be in the original game?</p> <p>3.90 M33: Freezes after the "shatter" effect during the first battle of the intro, with a sound loop. Use 3.71 if you require multi-disc PBP support.</p>

Y

Name	PSX ID	TV Type	Manual (Y/N)	Notes
Yu-Gi-Oh! Forbidden Memories	SLUS-01411	NTSC-U	No	

Z

Name	PSX ID	TV Type	Manual (Y/N)	Notes
Zanac X Zanac	SLPS-03354	NTSC-U	No	3.90 by 2PS.
Zero Divide 2	SCES-01094	PAL-E	No	3.90 by 2PS.