



GameVerb

An Impact Soundworks Plug-In

Version 1.0.1

Product Manual

Introduction

Relive the reverb of the 90s video game generations.

The Super Nintendo Entertainment System (SNES), the Sony PlayStation (PSX), and the Nintendo 64 (N64) are home to some of the most beloved video game soundtracks of all time. Programmers of the time used clever tricks and strategies to create lush reverb on extremely limited hardware, using special algorithms, filters, and delays designed to use as little CPU as possible. With **GameVerb**, these ingenious reverb algorithms have been not just emulated, but *fully & faithfully recreated* in modern DAW-friendly code, giving you the exact sounds and controls that composers and sound designers of the era had...

...Just a *lot* more convenient.

— *The Team at Impact Soundworks*

Installation

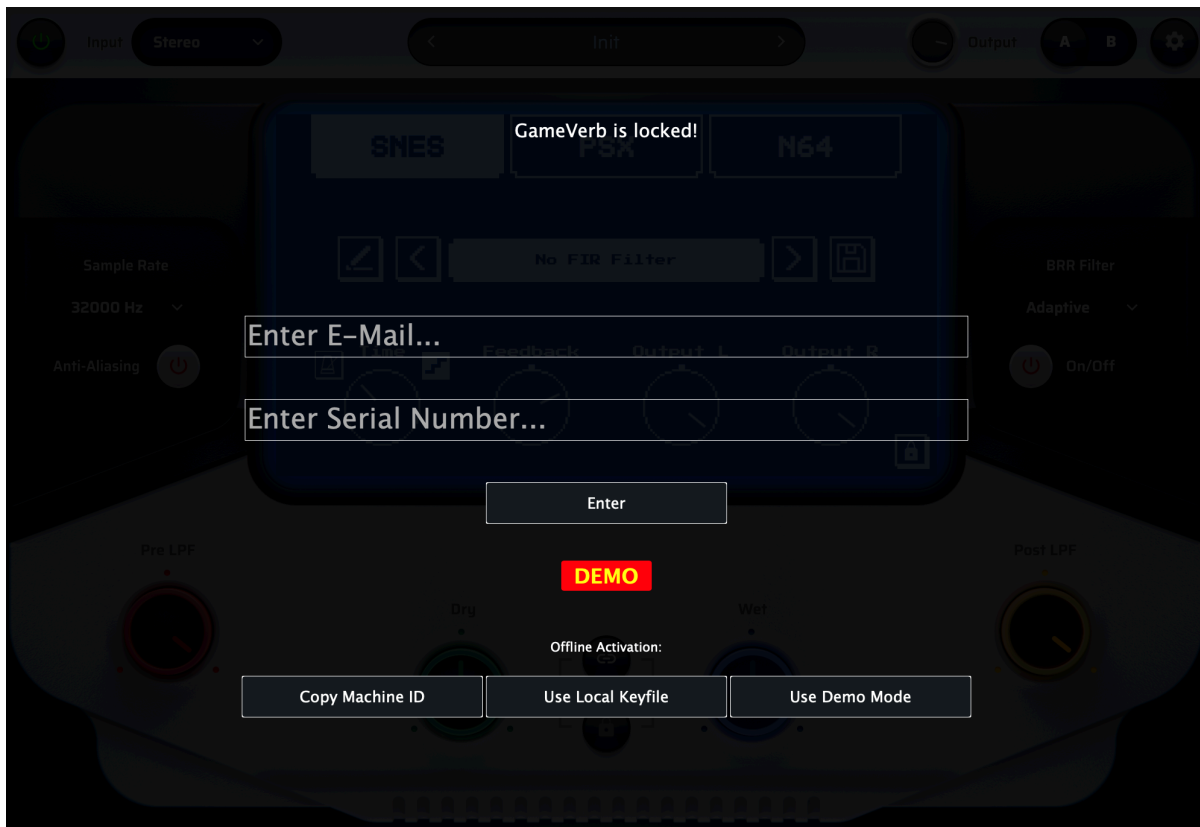
Online Activation (Recommended)

1. Install the Pulse application if you don't already have it. **Pulse is a cross-platform desktop app that lets you download and install your libraries with blazing speed!** You'll need to create an account here, but once you do, you can access your purchases from any developers using Pulse, any time, from any computer:

<https://pulsedownloader.com/>


2. Once Pulse is installed, open it and enter your **GameVerb** product code. The plug-in will then be downloaded and the installer will automatically run; follow the installer instructions to finish.

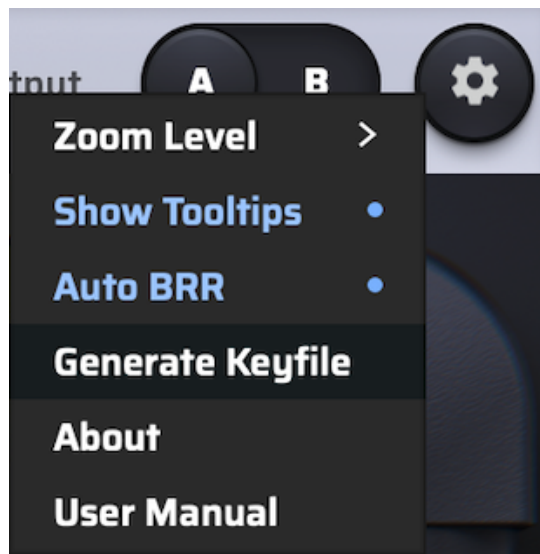
3. When the **GameVerb** plug-in is first opened in your DAW, you will be prompted for an email and product code. You must use the email address you used when ordering the plug-in on the Impact Soundworks website!



Offline Activation

If you would prefer to not connect your studio computer to the internet, it is still possible to activate and use **GameVerb**. However, you will still need at least one internet-connected computer to proceed. For these instructions, we'll use the terms **Offline PC** and **Online PC**:

1. Follow the **Online Installation** & activation steps, as outlined above, on your **Online PC**.
2. Copy the **GameVerb** plug-in installer file to your **Offline PC**, and run the installation on your **Offline PC**.
3. Open the **GameVerb** on your **Offline PC**. Select the **Copy Machine ID** button, which will copy the **Offline PC**'s unique machine ID to the clipboard. Paste this ID in a text file.
4. On your **Online PC**, open the plug-in and go to the Settings Menu . Select **Generate Keyfile**. You will be prompted to enter a machine ID; input the ID generated from the previous step.



5. Transfer the generated Keyfile to your **Offline PC**.
6. On your **Offline PC**, in the **GameVerb** plug-in, select **Use Local Keyfile** and select the Keyfile you generated in the previous step. **That's it!**

Why We Made GameVerb

To put things simply: *there is nothing quite like this out there.*

When we set out to create the original **Super Audio Cart**, we did so to bring the unique sound of classic game consoles, handhelds, and vintage computers to the DAW.

In tandem with that development, to support the Super Nintendo Entertainment System (SNES) sampleset, we created **SNESVerb**. After all, the distinctive reverb of the SNES is practically half the sound of that console!

As we started developing and producing **Super Audio Cart 2**, we realized that, just like those of the Super Nintendo, the sounds of the PlayStation (PSX) and Nintendo 64 (N64) required their own special & distinctive reverbs, too. We therefore thought it would make the most sense to offer these reverbs to you as a native plug-in, to be used not only with Super Audio Cart, Super Audio Cart 2, and other retro game soundtrack-inspired libraries you may own, but on *anything you want!*

In short, **GameVerb** is multiple plug-ins in one:

- A 'Super Nintendo Plus'-inspired bitcrusher (*see pages 9 through 11*)
- A Super Nintendo-style delay-line reverb + FIR filter (*see pages 12 through 15*)
- A PlayStation-style Schroeder algorithm + comb filters reverb (*see pages 16 through 19*)
- A Nintendo 64 'Mode 1'-style delay-line reverb (*see pages 20 through 23*)
- A Nintendo 64 'Mode 2'-style comb filter reverb (*see pages 23 through 25*)
- A Nintendo 64-inspired reverb feeding 'Mode 1' into 'Mode 2' (*see page 26*)

As you can see: *there is nothing quite like this out there...*

...Until now!

Using GameVerb



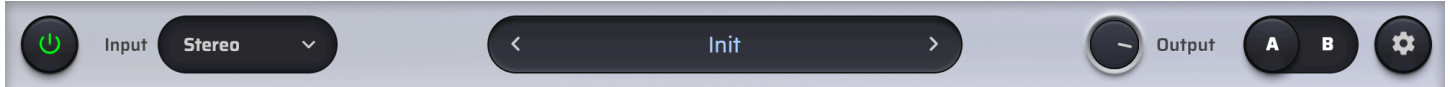
The **GameVerb** interface is a beautiful skeuomorphic design based on 1990s consoles, synths, and MIDI workstations. There are three main areas: the *top strip*, the *body*, and the central *LCD screen*. The LCD screen displays and controls three styles of reverb algorithms from their respective 1990s video game consoles: the Super Nintendo Entertainment System (**SNES**), the Sony PlayStation (**PSX**), and the Nintendo 64 (**N64**). The controls in the top strip and body, meanwhile, determine global settings, which affect the plug-in's output regardless of which console's algorithm is selected.

Signal Flow

The order of **GameVerb** operations, covered in detail in the following pages, is as follows:

INPUT → Sample Rate → Anti-Aliasing → BRR Filter → Pre LPF → Dry/Wet split →
LCD Screen [Reverb] → Dry/Wet combine → Post LPF → **OUTPUT**

Top Strip

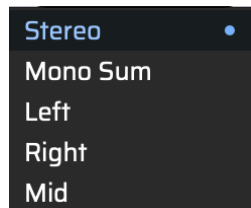


From left to right:

Global Power Button

Controls the Global active state. When **disabled**, the plug-in is completely bypassed in the DAW.

Input Drop-Down Menu



Selects what audio enters the plug-in's audio input. *The currently-selected option will be highlighted in blue.*

Stereo Accepts a Left + Right stereo input and processes each channel independently.

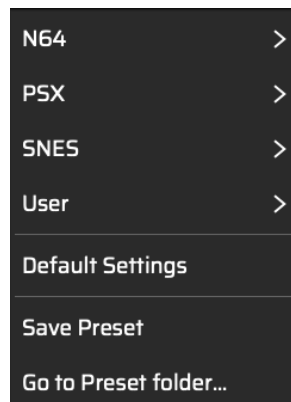
Mono Sum Combines the Left + Right Channels into a mono signal for processing.

Left Only processes the Left Channel as a mono signal for processing; the Right Channel is discarded.

Right Only processes the Right Channel as a mono signal for processing; the Left Channel is discarded.

Mid Only processes the audio that is common to both Left + Right Channels. *(This is distinct from Mono Sum, which combines both sides.)*

Global Preset Drop-Down Menu



Selects a Global Preset. These presets include 'global' versions of the N64, PSX, and SNES preset lists; custom User presets (if any); Default Settings (Init); and options for saving custom User presets. *The currently-selected option will be highlighted in blue.*

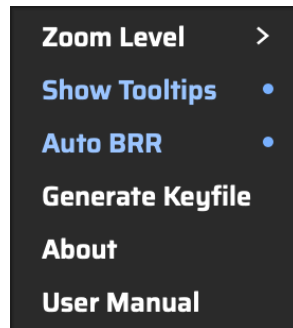
Output Volume Knob

Controls the plug-in's final output volume.

A | B Switch

Switches between two different plug-in states, A and B. *This is very useful for comparing different presets or processing settings with a single click!*

Settings Menu Button



Selects useful settings for the plug-in. *The currently-selected option(s) will be highlighted in blue.*

Zoom Level Select the default size of the plug-in window.

Show Tooltips Enables tooltips on mouseover.

Auto BRR Automatically enables Adaptive BRR processing for SNES presets and disables any BRR processing for PlayStation or N64 presets.

Generate Keyfile See **Installation > Offline Activation**, page 4.

About Shows the **GameVerb** version, production credits, and registered User information.

User Manual Links to this very document!

Body



Body Sides

Sample Rate Drop-Down Menu

Selects between sample rates of 11025 Hz, 22050 Hz, 32000 Hz, or 44100 Hz. (The plug-in automatically resamples audio higher than 44100 Hz to the maximum rate of 44100 Hz).

Anti-Aliasing Filter Power Button

When **enabled**, takes away much of the added noise-harshness created by the lo-fi nature of the sample rate reduction algorithm.

BRR Filter Drop-Down Menu + Power Button

Bit Rate Reduction (BRR) is the adaptive differential pulse-code modulation (ADPCM) compression algorithm used by the SPC700, the audio processing chip of the SNES. We have made this unique form of bitcrushing globally available, no matter which console's reverb algorithm is in use! (This is **enabled by default for SNES presets—but see Using GameVerb > Top Strip > Settings Menu Button > Auto BRR, page 8, for more details!**).

The following section is for nerds:

By default, audio in your DAW is processed at whatever bitrate your DAW is using internally (typically 32-bit.) In general, when audio bitrate is lower than about 16-bit, the digital noise floor of the signal becomes perceptibly louder and more present, yielding an increasingly crunchy and distorted sound the lower the bitrate. Our BRR implementation, if using the **Adaptive** option, is algorithmically *identical* to that used by the SNES. We decided to make this available regardless of the console reverb algorithm selected because it can have many other useful applications for adding vintage and lo-fi flavor to your sounds.

Besides **Adaptive** mode, five other BRR algorithm modes are available (*named, of course, Mode 1 through Mode 5*), each of which process the BRR effect in slightly different ways. (*In fact, Adaptive mode intelligently selects and switches between all of these numbered modes on a case-by-case, moment-by-moment basis, giving the 'best' sound at any given time, just like the SNES's encoding process would.*) Some of these modes are more subtle than others, and each responds to incoming audio in a unique way. Sometimes you may have a different idea than the **Adaptive** mode of what might constitute the 'best' option! *Try them out and see which you prefer!*

The following section is for, uh, nerdier nerds:

At its most basic, differential pulse-code modulation (DPCM) is a style of lossy audio compression algorithm that works by ① measuring a digital audio signal every n number of samples, ② comparing the current measurement against the previous measurement, and ③ encoding the resultant audio based on the level of difference between the two measurements. This process is essentially reversed upon playback (that is, upon *decoding*). ADPCM algorithms, then, are DPCM algorithms that are 'adaptive', able to shift the 'zoom level' of this encoding-decoding process to reduce noise and improve signal retention quality. SNES-style BRR compression, specifically, is an ADPCM algorithm that compresses blocks of 16 samples of 16-bit audio at a ratio of 32:9, which would then be loaded into the SNES, with its mere 64 kilobytes of audio RAM!

Lower Body

Pre + Post LPF Knobs

Pre LFP engages a fourth-order, 24 dB/octave Lowpass Filter, removing high frequencies from the audio prior to any reverb processing (i.e., *as determined via the LCD screen*). This knob affects both Dry and Wet signals (*see Dry + Wet Knobs, below*). Post LPF comes *after* all reverb processing (i.e., *as determined via the LCD screen*), but otherwise behaves *identically* to the Pre LPF Knob. *Double-clicking a LPF Knob resets it to its respective default position; ⇧Shift allows for greater fine-tuning.*

Dry + Wet Knobs

In **GameVerb**, Wet controls the total amount of reverb mixed into the overall audio output. Both Wet and Dry signals are affected by the decisions made re: Sample Rate, Pre/Post LPF, and BRR. *Double-clicking the Dry Knob or Wet Knob resets it to its respective default position; ⇧Shift allows for greater fine-tuning.*

(psssst! Look carefully at the LPF and Wet/Dry Knobs when you change consoles. Notice anything? 🤪)

Link Icon

When **enabled**, moving the Dry Knob will move the Wet Knob proportionally in the opposite direction, keeping a balanced mix of Wet-to-Dry, and vice-versa.

Lock Icon

When **enabled**, the Dry Knob and Wet Knob positions will be unaffected by global presets.

LCD Screen



Universal Elements

The central LCD Screen follows the same basic layout for each of the three console reverb algorithm pages. This layout is organized into three main rows of controls:

Top Row Selects the console reverb algorithm page.

Middle Row Console-specific subpresets and subpreset management.

Bottom Row Console-specific subpreset effect-tweaking controls.

SNES Mode



A Brief Word about the SNES Reverb Algorithm

The Super Nintendo Entertainment System console used a primitive form of reverb algorithm. In fact, this reverb is not a 'true reverb', but merely a *simulation* of a reverb effect via clever use of a *delay* (i.e., an 'echo'). This delay effect is highly characteristic of most SNES soundtracks and is fairly simple to use. *For the remainder of this section, we will refer to this SNES 'reverb' as a delay.*

In conjunction with this, the SNES also sported a *Finite Impulse Response (FIR) filter*. A FIR filter is a sort of variable filter, or EQ, that can affect both the overall volume and 'tonal shape' of the sound.

NB: *The SNES FIR Filter is part of the overall SNES delay line. To use the FIR Filter without the delay effect, simply set the Time Value Knob to 0ms and the Feedback Value Knob to 0% (12 o'clock).*

Top Row



SNES is **Selected**.

Middle Row



From left to right:

Edit Button

This pencil-shaped button allows a deep-dive edit of the given preset. See **For Advanced Users > SNES Geek Mode**, pages 27 to 34.

Left Arrow

Go to the previous subpreset.

SNES Subpreset Drop-Down Menu



Clicking the central SNES Subpreset Drop-Down Menu allows a Search, reset to Init, and browsing through over 600 exactly-recreated, alphabetically-sorted reverb and FIR settings from popular SNES games and soundtrack cues (active selection **highlighted**).

Search

This function has been designed with the chief goal of user-friendliness, using search terms from North American/Japanese/European titles, as well as common abbreviations. For example, both 'Donkey' and 'DK' will find subpresets based on the *Donkey Kong Country* series; 'Legend' or 'Zelda' or even 'Zeruda' or 'Kamigami' will find subpresets based on *The Legend of Zelda: A Link to the Past*. *There are even some Easter eggs here and there. Have fun poking around!*

Init

Resets the subpreset to the Default setting.

Preset Browsing

Uniquely to the SNES Subpreset Drop-Down Menu, this may be browsed by either the effect of the FIR filter (Lowpass, Highpass, Bandpass, or Notch) or by specific game titles and cues. *Regarding the latter, we at Impact Soundworks scanned through hundreds of SNES games, both popular and obscure, to get the exact FIR and delay settings used by each.*

User

If User SNES subpresets exist, they will be accessible here. *See Save Button, below.*

Show Duplicate FIR Presets

Many SNES soundtrack cues shared FIR settings, either cue-to-cue within games or even across games! By disabling the Show Duplicate FIR Presets option, any subpresets with identical FIRs will be hidden from the menu, and a single 'popular' example of each FIR setting will remain.

NB: *This will also change how the alphabetized games are distributed in the browse menu.*

*For more information about the FIR Filter and how to input custom settings, as well as get settings for more games than are represented here, see **For Advanced Users > SNES Geek Mode**, pages 27 to 34.*

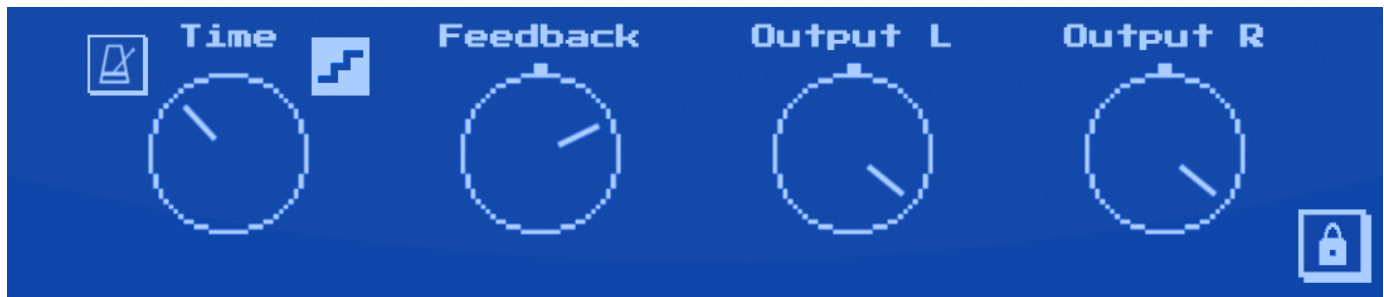
Right Arrow

Go to the next subpreset.

Save Button

This floppy diskette-shaped button allows a custom User SNES subpreset to be saved.

Bottom Row



Value Knobs

This section is dominated by four Value Knobs. *Double-clicking a Value Knob resets it to its respective default position; **Shift** allows for greater fine-tuning.*

Time Controls the length of time between delay taps in milliseconds.

The **Sync Button (Metronome)**, when enabled, switches to musical subdivisions like quarter notes, eighth notes, etc. Settings like $\frac{1}{4}D$ refers to Dotted (in this case, a dotted quarter note), while settings like $\frac{1}{4}T$ refers to Triplets (in this case, a quarter-note triplet). **Disabled** by default.

The **Quantize Toggle (Staircase)** forces the Time Value Knob values to reflect ONLY the delay tap values that were possible on actual SNES hardware: 0ms, 16ms, 32ms, 48ms, 64ms, and so on up to 240ms. **Enabled** by default. *If this seems limited... it was! However, if you want the most realistic, true-to-limitations sound, keep this control enabled!*

Feedback Controls the amount of delay signal fed back into the delay line. This can be set from -100% to +100%; negative values *phase invert* the feedback. *As this knob is bipolar, the tick at 12 o'clock denotes the neutral 0% position.*

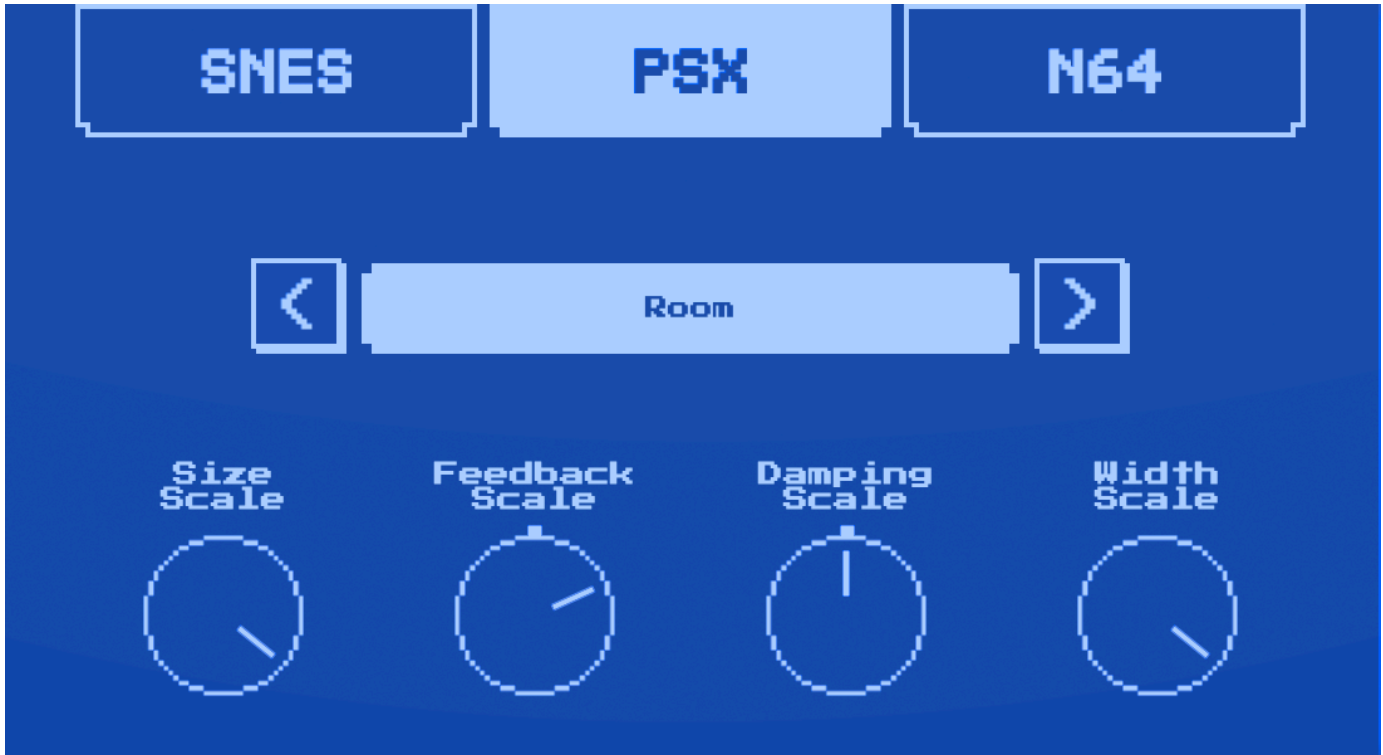
Output L Controls the volume of the Left delay output, and like the Feedback Value Knob can be set from -100% to +100% to control the phase of the output. *As this knob is bipolar, the tick at 12 o'clock denotes the neutral 0% position.*

Output R Controls the volume of the Right delay output, and like the Feedback Value Knob can be set from -100% to +100% to control the phase of the output. *As this knob is bipolar, the tick at 12 o'clock denotes the neutral 0% position.*

Lock Button

Freezes the current delay Value Knob settings when browsing through SNES presets. *This allows you to keep the delay the same while changing FIRs.*

PSX Mode



A Brief Word about the PSX Reverb Algorithm

Compared to the SNES, the PlayStation was a quantum leap in power and capabilities. It featured a *true* DSP-based reverb (not just a delay line) with nine stock algorithms to select from in total!

In practice, this is therefore the simplest mode of **GameVerb**. It is the most similar to the usual reverb plug-in or hardware units you may be familiar with, albeit without much room for tweaking the algorithm settings. However, this limitation stays true to what controls were actually available to audio programmers and game composers of the mid-1990s.

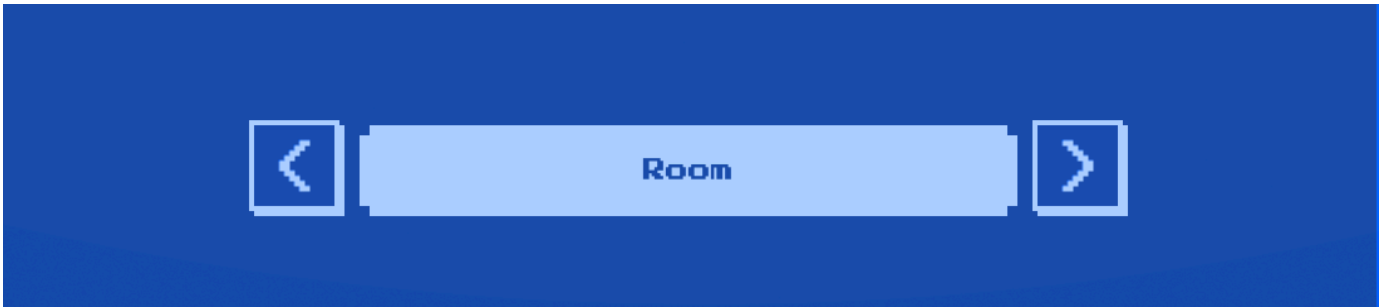
NB: *Because the PlayStation was capable of streaming CD audio from game discs, as well as a few other kinds of audio encoding & playback schemas, not all PlayStation soundtracks necessarily used the onboard DSP for reverb. Composers may have chosen to use outboard reverbs and simply recorded ('baked') the reverb into their tracks!*

Top Row



PSX is **Selected**.

Middle Row

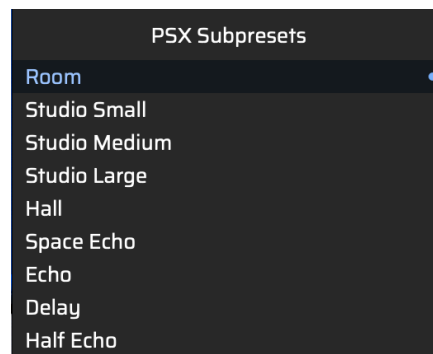


The PSX has the simplest Middle Row of the three consoles available in **GameVerb**. From left to right:

Left Arrow

Go to the previous subpreset.

PSX Subpreset Drop-Down Menu



Clicking the central PSX Subpreset Drop-Down Menu allows the selection of one of the PlayStation's nine original reverb algorithms (active selection **highlighted**):

Room Short tail and minimal reflection.

Studio Small Short tail and a decent amount of resonance/ringing.

Studio Medium Longer tail compared to the previous two with more pre-delay and diffusion.

Studio Large Substantially larger and more diffused than the previous three.

Hall Even longer and even more diffused than Studio Large!

Space Echo Medium tail without much diffusion, but very resonant. Reducing the Size Value Knob yields a chorus-like effect.

Echo Contrary to the name, this is more similar to Hall: long tail and high density, but somewhat less diffusion, resulting in a slightly more audible echo effect as it fades out.

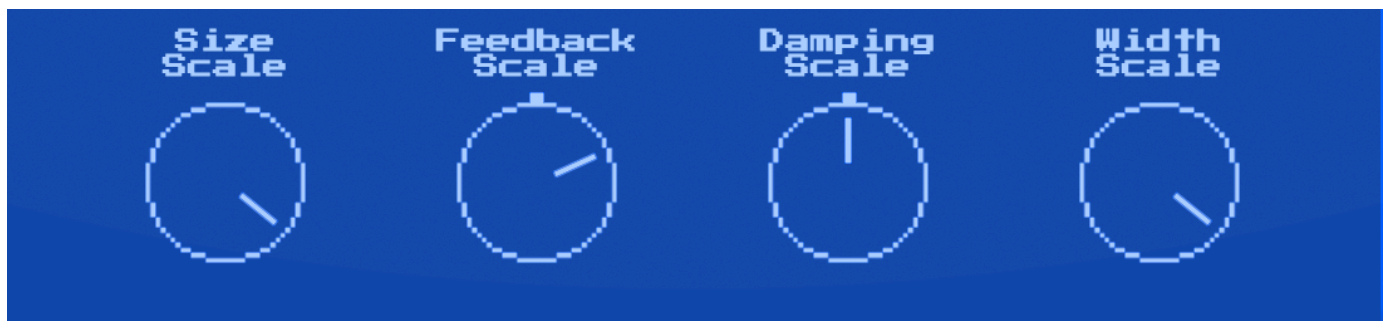
Delay A standard delay line. Size controls the delay time, but it cannot be synced to host.

Half-Echo Similar to Delay, but with only a single repeat.

Right Arrow

Go to the next subpreset.

Bottom Row



PSX Reverb Algorithm Signal Flow

Although the PSX reverb is the most 'modern' of the three algorithms present in **GameVerb**, its controls might still be somewhat unintuitive (*read more about the advanced math behind this style of algorithm [here](#)*). To understand what the controls do, it helps to first understand the basic signal flow within the algorithm:

INPUT → ① Input Gain → ② Same-Side Reflection → ③ Different-Side Reflection →
④ Early Echo/Comb Filter → ⑤ Late Reverb All-Pass Filter 1 →
⑥ Late Reverb All-Pass Filter 2 → ⑦ Output Gain → **OUTPUT**

Value Knobs

This section is dominated by four Value Knobs. *Double-clicking a Value Knob resets it to its respective default position; **Shift** allows for greater fine-tuning.*

Size Scale Applies a multiplier to **④ Early Echo/Comb Filter** which scales the perceived size of the reverberant space being emulated. Does not have much effect on the *length* of the delay. Generally, higher size values are more full-bodied with more stereo width.

Feedback Scale Applies a multiplier to **② Same-Side Reflection** and **③ Different-Side Reflection** which scales the overall length of the reverb, much like a standard reverb's **length** control might. Can be set from **-100%** to **+100%**. *As this knob is bipolar, the tick at 12 o'clock denotes the neutral 0% position; +50% is default.*

Damping Scale Each of the nine PSX presets has a unique 'flavor' variable that is used in conjunction with **② Same-Side Reflection** and **③ Different-Side Reflection**. This Value Knob controls a multiplier on this variable, thereby determining the degree of high frequency boost or attenuation. Can be set from **-100%** to **+100%**. *As this knob is bipolar, the tick at 12 o'clock denotes the neutral 0% position.*

At **0%**, there is no effect; this Value Knob does nothing.

From **0%** toward **+100%**, damping is applied.

From **0%** toward **-100%**, brightness is boosted.

Width Scale *Does not operate like a 'traditional' width control!* Controls how much of the left side reflections are routed to the Right Channel, and vice-versa, in **③ Different-Side Reflection**.

NB: *this reverb usually ran at 22050 Hz because the audio engine ran at 44100 Hz and in normal practice could only process either Left Channel or Right Channel DSP at once!*

*Therefore, to get the 'true PlayStation sound', run **GameVerb** at 22050 Hz.*

N64 Mode



A Brief Word about the N64 Reverb Algorithm

The Nintendo 64 was a strange beast compared to its contemporaries, implementing 3D graphics and audio in its own quirky ways.

Whereas the PSX reverb is relatively simple to understand from a modern perspective, the N64 approach to reverb is quite the opposite. In fact, because there was no dedicated audio chip, there was no single approach to reverb at all! Instead, developers had access to a Software Development Kit (SDK) with which they could implement reverb in their soundtracks using a common set of code building blocks.

Without getting into extreme technical detail here (*though see **For Advanced Users > N64 Geek Mode**, pages 35 to 40*), **GameVerb** splits the N64 reverb page into two console-original modes (Mode 1 and Mode 2) with a third **GameVerb**-only mode (Mode 1 →2) that uses both N64 modes in series:

- Mode 1** A simple delay line-style reverb, very similar to that found on the SNES.
- Mode 2** Uses up to 16 individually-controllable comb filters, each with their own feedback attributes, to produce the reverb effect.
- Mode 1 →2** Generates the delay line-based reverb of Mode 1 and feeds it into the comb filters of Mode 2.

Top Row

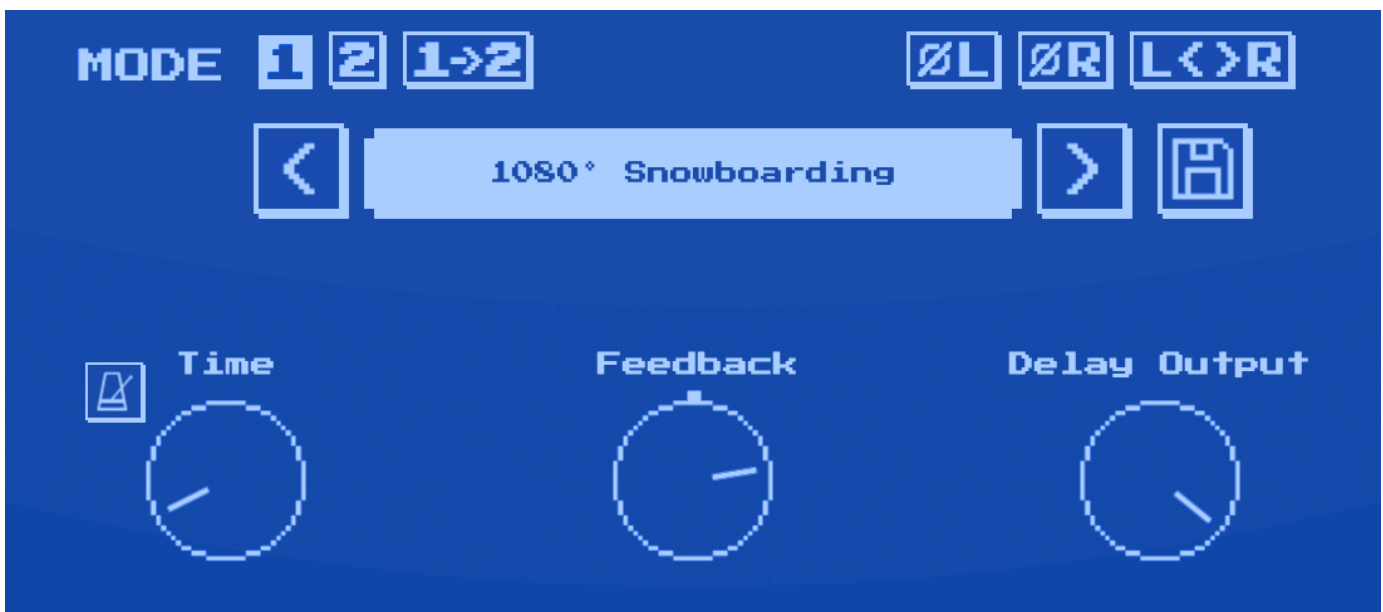


N64 is **Selected**.

Middle and Bottom Rows

The N64 has the most complex page of the three consoles available in **GameVerb**. The Middle Row has two sub-sections, an Upper Section and a Lower Section. Available options across the Middle Row and Bottom Row depend on which Mode is selected at the top-left of the Upper Section.

Mode 1



From left to right, row by row:

Mode Radio Buttons

Mode 1 is **Selected**.

ØL Button

Inverts the phase of the Left Channel's output.

ØR Button

Inverts the phase of the Right Channel's output.

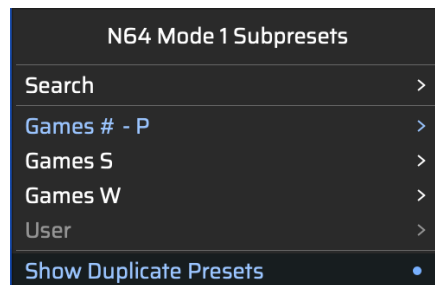
L<>R Button

Swaps the Left Channel and Right Channel outputs.

Left Arrow

Go to the previous subpreset.

N64 Mode 1 Subpreset Drop-Down Menu



Clicking the central N64 Mode 1 Subpreset Drop-Down Menu allows both Searching and browsing through over 60 exactly-recreated, alphabetically-sorted delay line-style reverb settings from popular N64 games and soundtrack cues that utilized Mode 1 reverbs (active selection **highlighted**).

NB: *Not all N64 games used Mode 1 reverb, but many of those that did are the classic 'first party Nintendo' EAD titles (like Super Mario 64, Ocarina of Time, Majora's Mask, Star Fox 64, and Mario Kart 64). If you're looking for an N64 title and it does not appear in this list, don't forget to search through Mode 2!*

Search

This function has been designed with the chief goal of user-friendliness, using search terms from North American/Japanese/European titles, as well as common abbreviations. For example, both 'Mario' and 'MK' will find subpresets based on *Mario Kart 64*; 'Legend' or 'Zelda' or even 'Zeruda' or 'Mujura' will find presets based on *The Legend of Zelda: Majora's Mask*. *There are even some Easter eggs here and there. Have fun poking around!*

Subpreset Browsing

Browse by specific game titles and cues. *These are exact algorithmic recreations of N64 Mode 1 reverbs available in a DAW-friendly plug-in—as far as we can tell, an industry first!*

User

If User N64 Mode 1 subpresets exist, they will be accessible here. See Save Button on the following page.

Show Duplicate Presets

Many N64 Mode 1 game soundtracks shared delay line settings, either cue-to-cue within games or even across games! By disabling the Show Duplicate Presets option, any subpresets with identical reverb settings will be hidden from the menu, and a single 'popular' example of each setting will remain.

Right Arrow

Go to the next subpreset.

Save Button

This floppy diskette-shaped button allows a custom User N64 Mode 1 subpreset to be saved.

Value Knobs

The Bottom Row is dominated by three Value Knobs. *Double-clicking a Value Knob resets it to its respective default position; Shift allows for greater fine-tuning.*

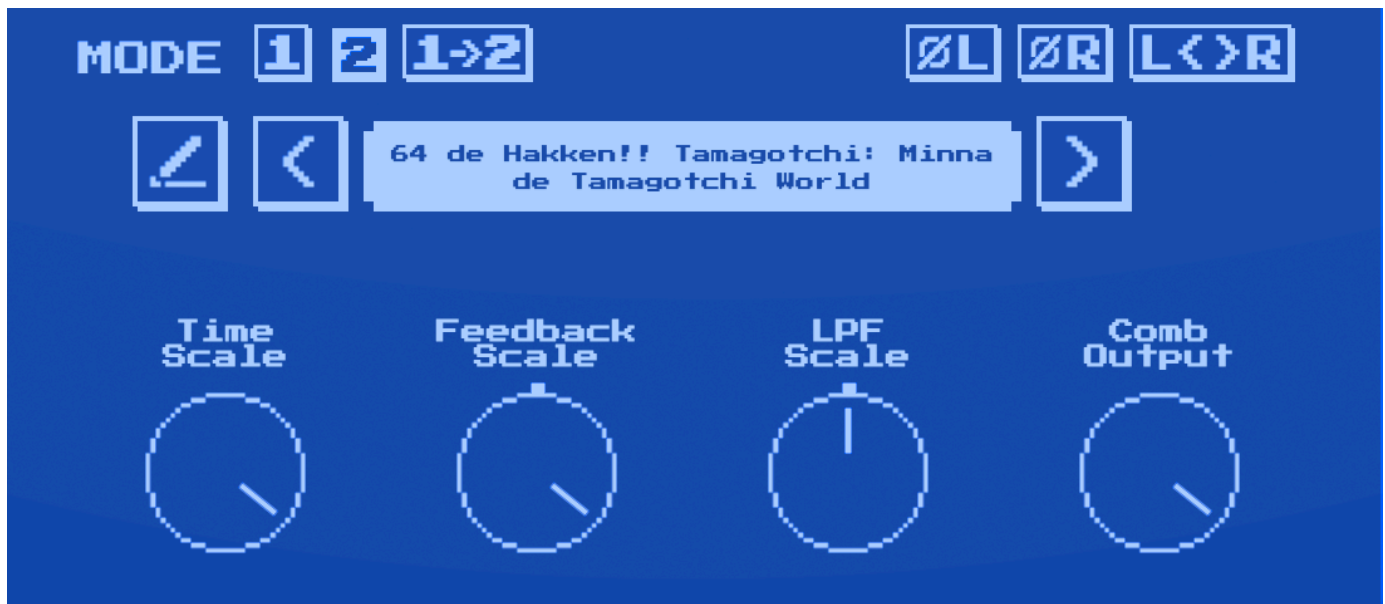
Time Controls the length of time between delay taps in milliseconds.

The **Sync Button (Metronome)**, when enabled, switches to musical subdivisions like quarter notes, eighth notes, etc. Settings ending in D (e.g., 1/4 D) refer to Dotted values (in this case, a dotted quarter note), while settings ending in T (e.g., 1/8 T) refers to Triplets (in this case, an eighth-note triplet). **Disabled** by default.

Feedback Controls the amount of delay signal fed back into the delay line. This can be set from -100% to +100%; negative values *phase invert* the feedback. As this knob is bipolar, the tick at 12 o'clock denotes the neutral 0% position.

Delay Output Controls the overall volume of the Mode 1 delay output.

Mode 2



From left to right, row by row:

Mode Radio Buttons

Mode 2 is **Selected**.

ØL Button

Inverts the phase of the Left Channel's output.

ØR Button

Inverts the phase of the Right Channel's output.

L<>R Button

Swaps the Left Channel and Right Channel outputs.

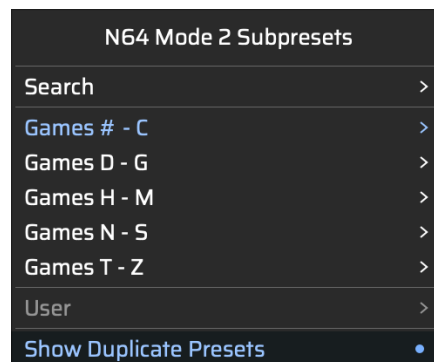
Edit Button

This pencil-shaped button allows a deep-dive edit of the given preset. *For more information, see **For Advanced Users > N64 Geek Mode** on pages 35 to 40.*

Left Arrow

Go to the previous subpreset.

N64 Mode 2 Subpreset Drop-Down Menu



Clicking the central N64 Mode 2 Subpreset Drop-Down Menu allows both Searching and browsing through over 100 exactly-recreated, alphabetically-sorted comb filter-style reverb settings from popular N64 games and soundtrack cues that utilized Mode 2 reverbs (active selection **highlighted**).

NB: Not all N64 games used Mode 2 reverb. Many of those that did are not 'first party Nintendo' EAD titles (see note on **N64 Mode > Mode 1 > Middle and Bottom Rows > N64 Mode 1 Subpreset Drop-Down Menu**, page 22, for more information). Instead, this mode was used primarily by 'second party Nintendo' games like Hudson Soft's Mario Party series and Hal Laboratory's Super Smash Bros. and Kirby 64: The Crystal Shards; Rare's classic stable of N64 titles (like Banjo-Kazooie, Donkey Kong 64, Conker's Bad Fur Day, and GoldenEye 007); and various other 'true third party' titles. If you're looking for an N64 title and it does not appear in this list, don't forget to search through Mode 1!

Search

This function has been designed with the chief goal of user-friendliness, using search terms from North American/Japanese/European titles, as well as common abbreviations. For example, 'Pokémon', 'Pokemon', and 'Pocket' will find subpresets based on *Pokémon Stadium* or even *Hey You, Pikachu!*. *There are even some Easter eggs here and there. Have fun poké...uh, poking around!*

Subpreset Browsing

Browse by specific game titles. *These are exact algorithmic recreations of N64 Mode 2 reverbs available in a DAW-friendly plug-in—as far as we can tell, an industry first!*

User

If User N64 Mode 2 subpresets exist, they will be accessible here. *More on this below.*

Show Duplicate Presets

Many N64 Mode 2 game soundtracks shared comb filter settings. By disabling the Show Duplicate Presets option, any subpresets with identical reverb settings will be hidden from the menu, and a single 'popular' example of each setting will remain.

Right Arrow

Go to the next subpreset.

Value Knobs

This section is dominated by four Value Knobs. *Double-clicking a Value Knob resets it to its respective default position; **Shift** allows for greater fine-tuning.*

Time Scale Scales all individual comb filter times by the ratio of the input sample rate (see **Using GameVerb > Body > Body Sides > Sample Rate Drop-Down Menu**, page 9) and the comb filter's sample rate (see **For Advanced Users > N64 Geek Mode > Middle Row > Sample Rate Drop-Down Menu**, page 37).

Feedback Scale Scales all comb filter feedback amounts. Can be set from -100% to +100%. *As this knob is bipolar, the tick at 12 o'clock denotes the neutral 0% position; +100% is default.*

LPF Scale Scales the comb filters' 1-pole, 6 dB/octave LPF cutoffs (see **For Advanced Users > N64 Geek Mode > Bottom Row > LPF Cutoff**, page 40). Can be set from -100% to +100%. *As this knob is bipolar, the tick at 12 o'clock denotes the neutral 0% position.*

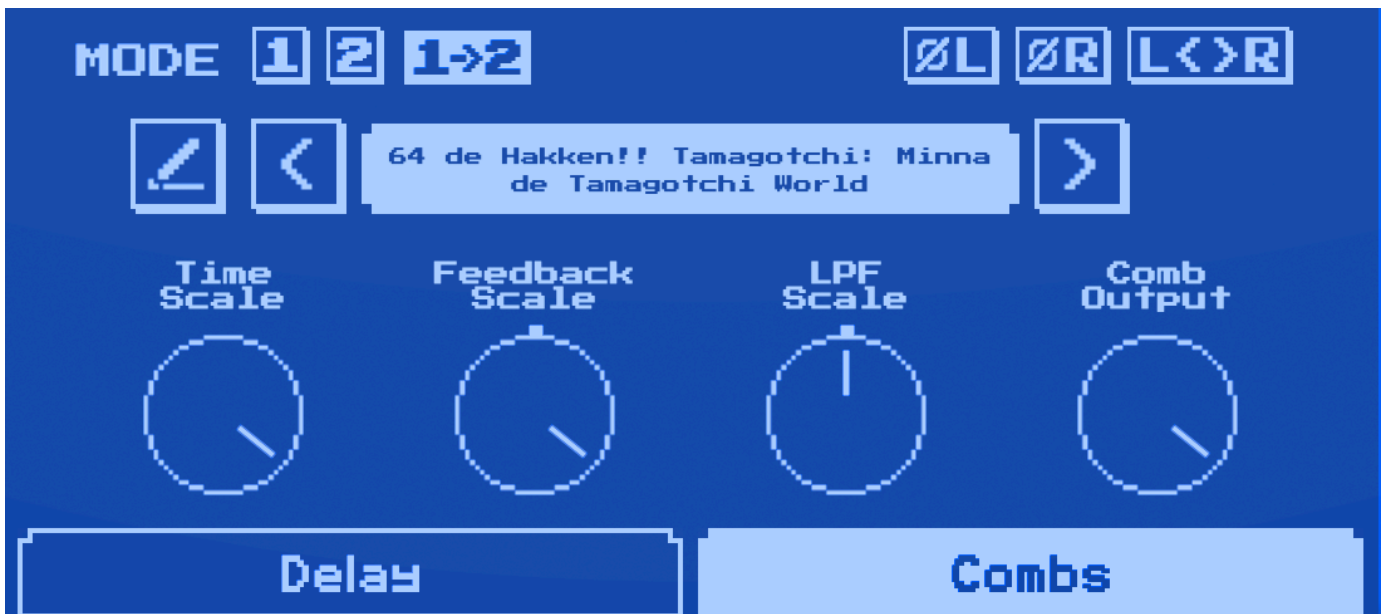
Comb Output Controls the total output volume of the Mode 2 reverb.

Mode 1→2

See **For Advanced Users > N64 Mode 1→2**, page 26.

For Advanced Users

N64 Mode 1→2



This is a **GameVerb**-specific 'mode' (*never appearing on the N64 itself!*) which feeds the delay line-style reverb of Mode 1 into the comb filter reverb of Mode 2. With one obvious exception (Mode 1→2 is **Selected** in the Mode Radio Buttons), controls are otherwise *exactly* identical to N64 Mode 1 (*pages 21 and 22*) and N64 Mode 2 (*pages 23 to 25*), with one addition at the very bottom:

Delay | Combs Tabs

Selects which Mode (Delay for Mode 1, Combs for Mode 2) is currently being edited.

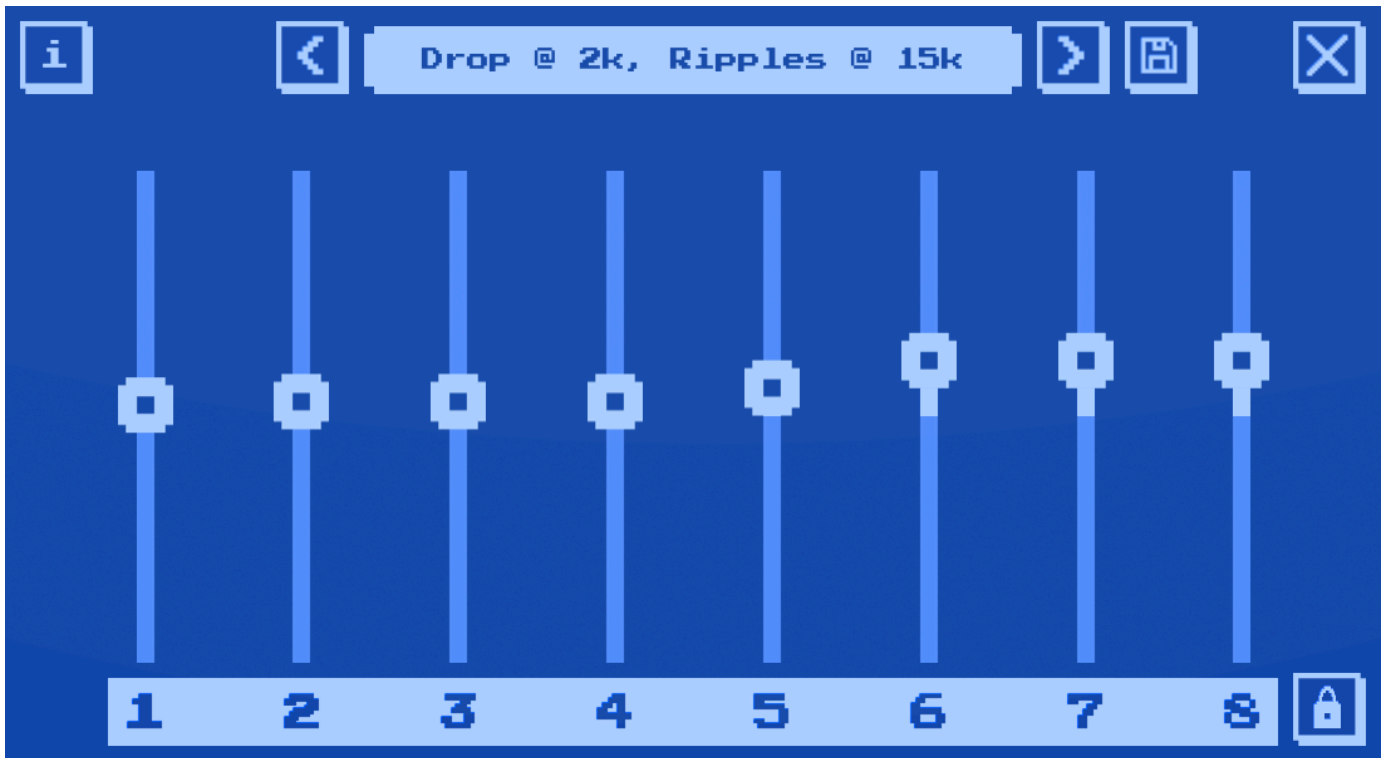
SNES Geek Mode

Accessing SNES Geek Mode

In SNES Mode (pages 12 to 15), click the Edit Button to enter the FIR edit mode, otherwise known as SNES Geek Mode 🤓:



Et voilà:



A Brief Word about SNES Geek Mode

Let us get one thing out of the way first: **This is NOT an EQ!** The eight Coefficient Sliders do *not* correspond with EQ bands. To understand what *is* happening here, we must first briefly explain what a Finite Impulse Response (FIR) filter is, as far as the SNES sound architecture is concerned:

What is an Impulse Response?

An Impulse Response (IR) is an audio file that can be loaded up into a convolution processor like a reverb or a guitar cabinet simulator. Through the process of convolution (in short: multiplying the input audio waveform by the IR waveform), the characteristics of the IR can be imprinted on the input audio. For example, an IR recorded in a church can be applied to a dry piano sample, and that piano sample will take on the frequency and spatial characteristics (*i.e.*, the *reverb profile*) of that space— in other words, it will sound as if it is being performed in that very church!

Or imagine an IR that has been taken from a guitar amp cabinet. When applied to a guitar's audio, the particular frequency profile of that cabinet's sonic properties will be applied to that audio making the guitar sound as if it were being amped through that cabinet.

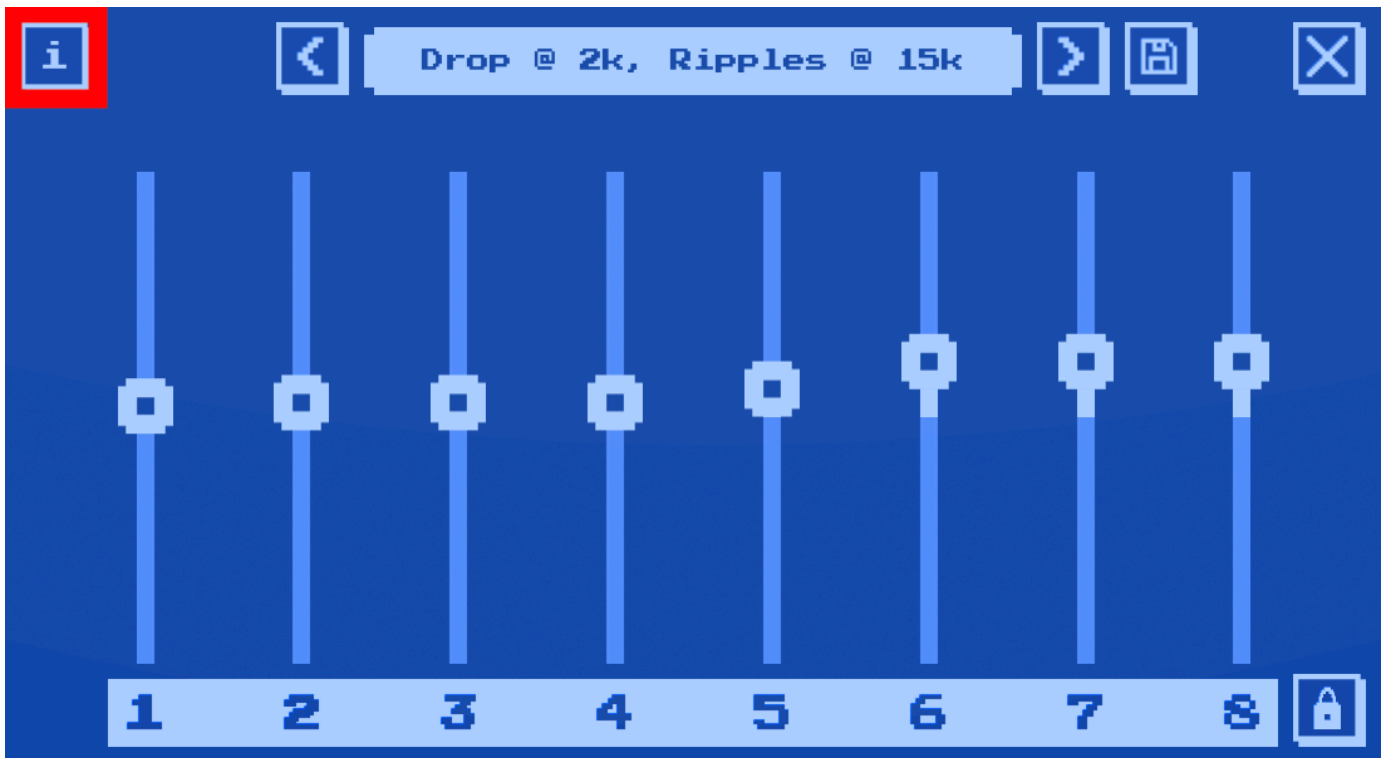
So What?

So what does this have to do with the SNES? The FIR Filter can be thought of as a very simple & crude implementation of this type of convolution effect. By adjusting these eight sliders, you are essentially creating a custom IR that can affect the frequency and spatial profiles of the audio being processed by **GameVerb**.

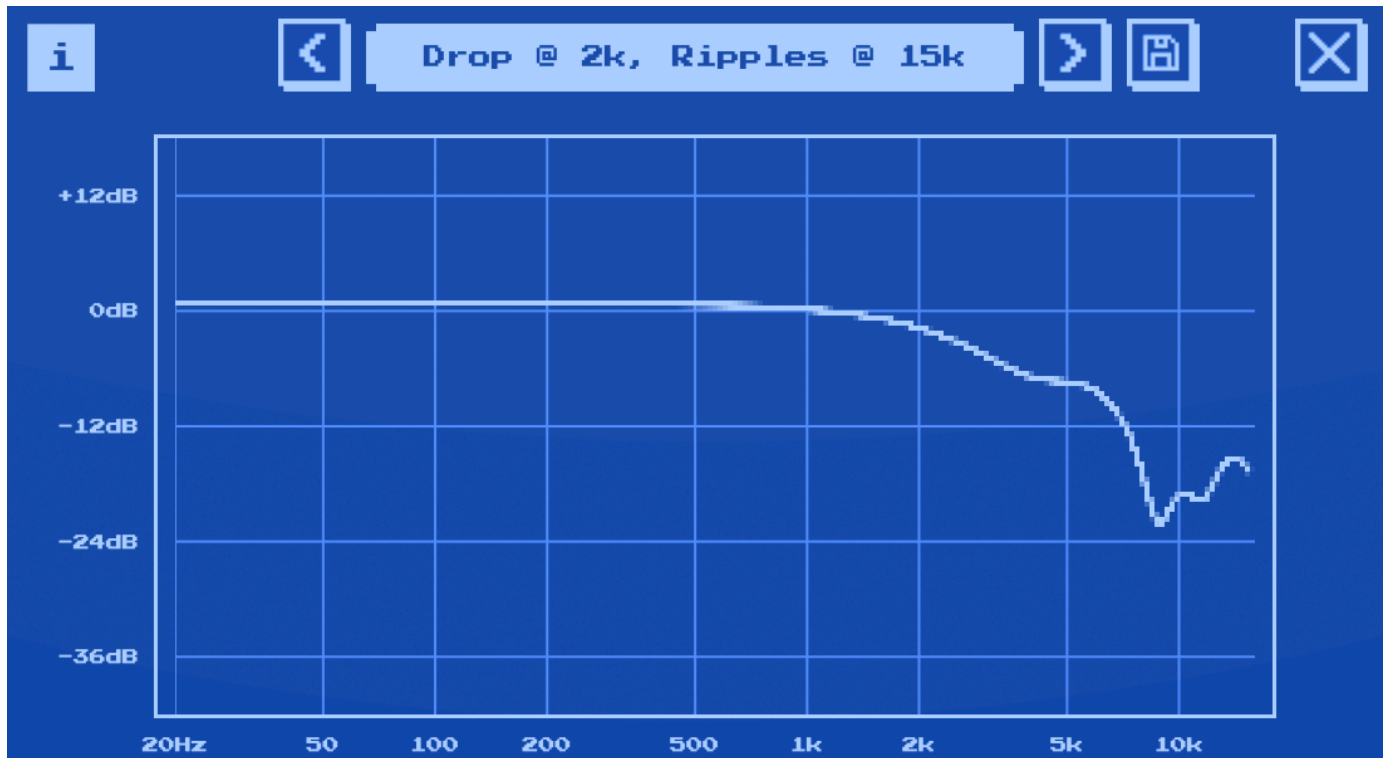
How Do I Use This?

In practice, different FIR Filter settings can have all kinds of effects, from subtle high shelves and lowpass filters, to bizarre spectral-style processing with lots of resonant peaks and valleys, to significantly extending the 'tail' of the input signal.

Do note that these FIR controls may be non-intuitive and may not respond as one might expect!...but not to worry, as we have thought of that: Take the preset from the screenshot on the preceding page (and right below this paragraph). It is straightforwardly named **Drop @ 2k, Ripples @ 15k**:

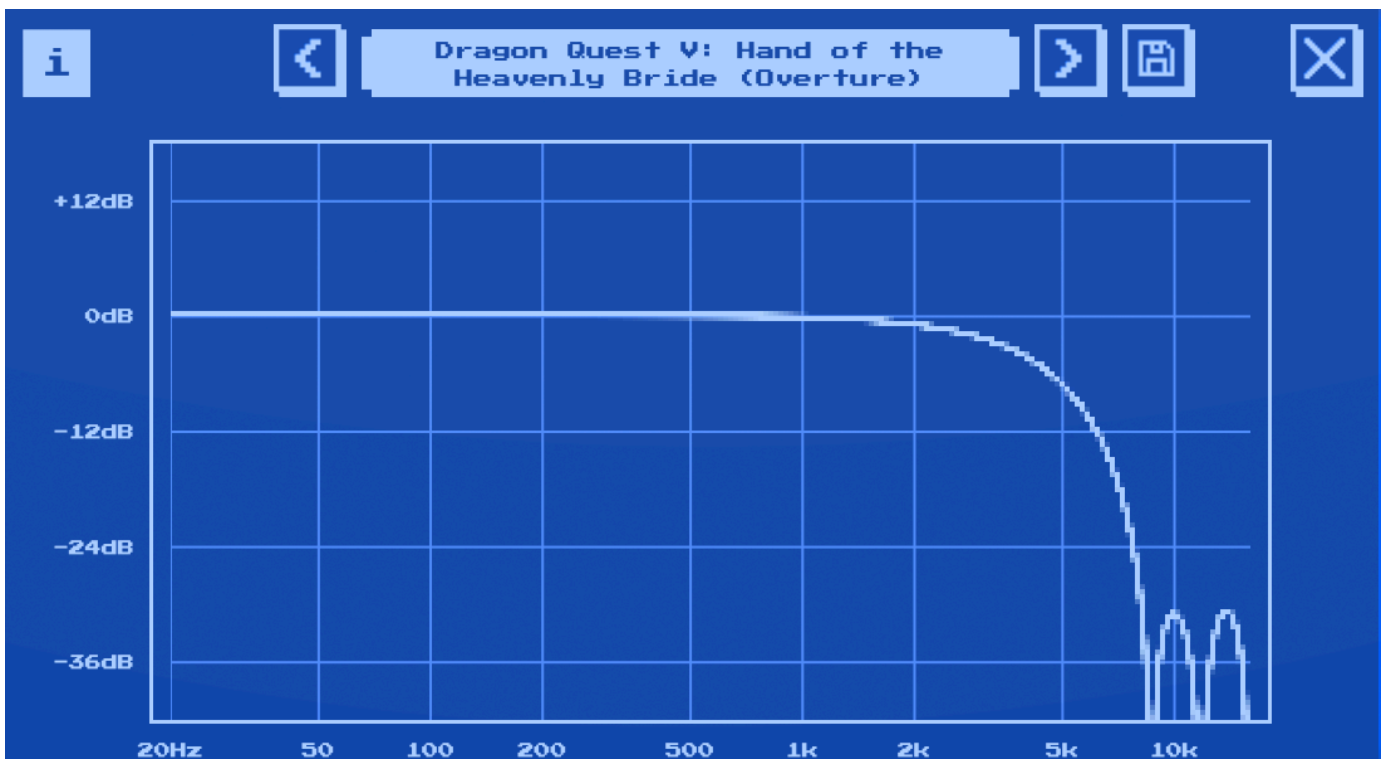


While the settings seem fairly subtle when looking at the values of the eight Coefficient Sliders, by clicking the Information Button at the top left of the LCD Screen, a user-friendly, human-readable harmonic analysis graph of the 'shape' of this preset is generated:

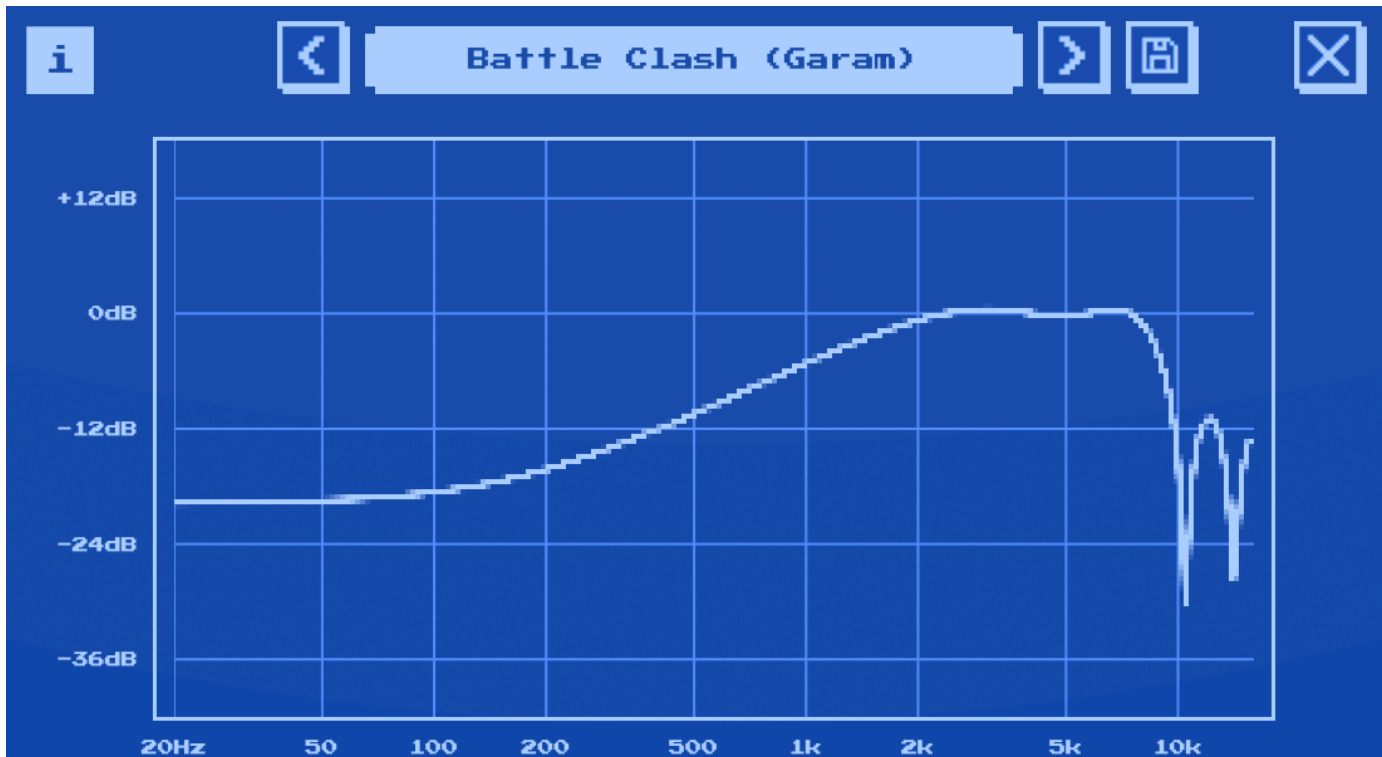


Interesting, right?

Other presets have even *more* extreme effects, such as **Dragon Quest V: Hand of the Heavenly Bride (Overture)**:



Or how about this combination of low shelf and double high-end notch from **Battle Clash (Garam)**:



On the Sensible Navigation of Presets

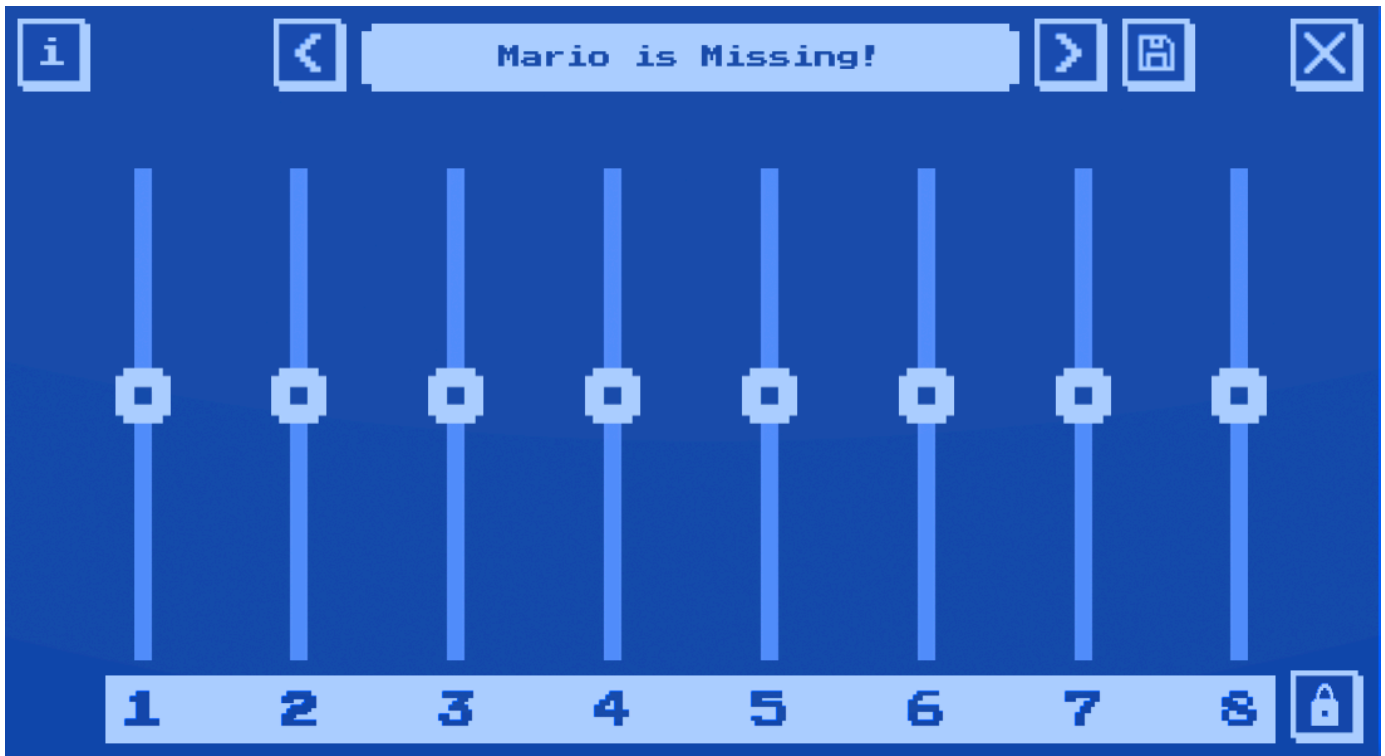
To enable your ease of navigating these subtle and not-so-subtle effects, when designing the SNES Subpreset Drop-Down Menu (see **SNES Mode > Middle Row > SNES Subpreset Drop-Down Menu**, pages 13 and 14, for more information), we grouped each FIR filter into the categories of Lowpass Filters, Highpass Filters, and Bandpass + Notch Filters so that you will already have an idea of what each preset does from its grouping alone. The preset names in these sections, too, are descriptive in this way.

A Caveat

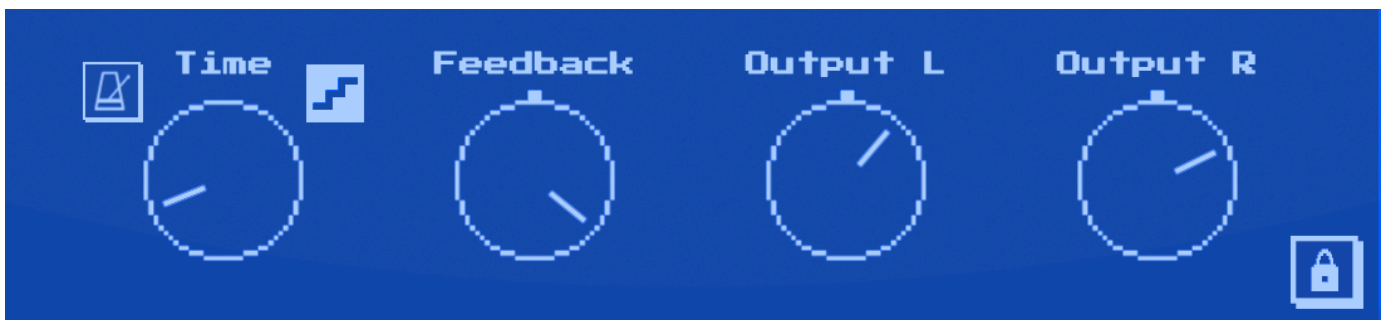
However, as you can tell, the range of DSP possibilities in the FIR Edit, uh, SNES Geek Mode Page is virtually unlimited! The frequency graph above also does not 'tell the full story' of a given preset, as the way the FIR interacts with the echo and feedback settings can create—shall we say—*interesting* results.

An Example

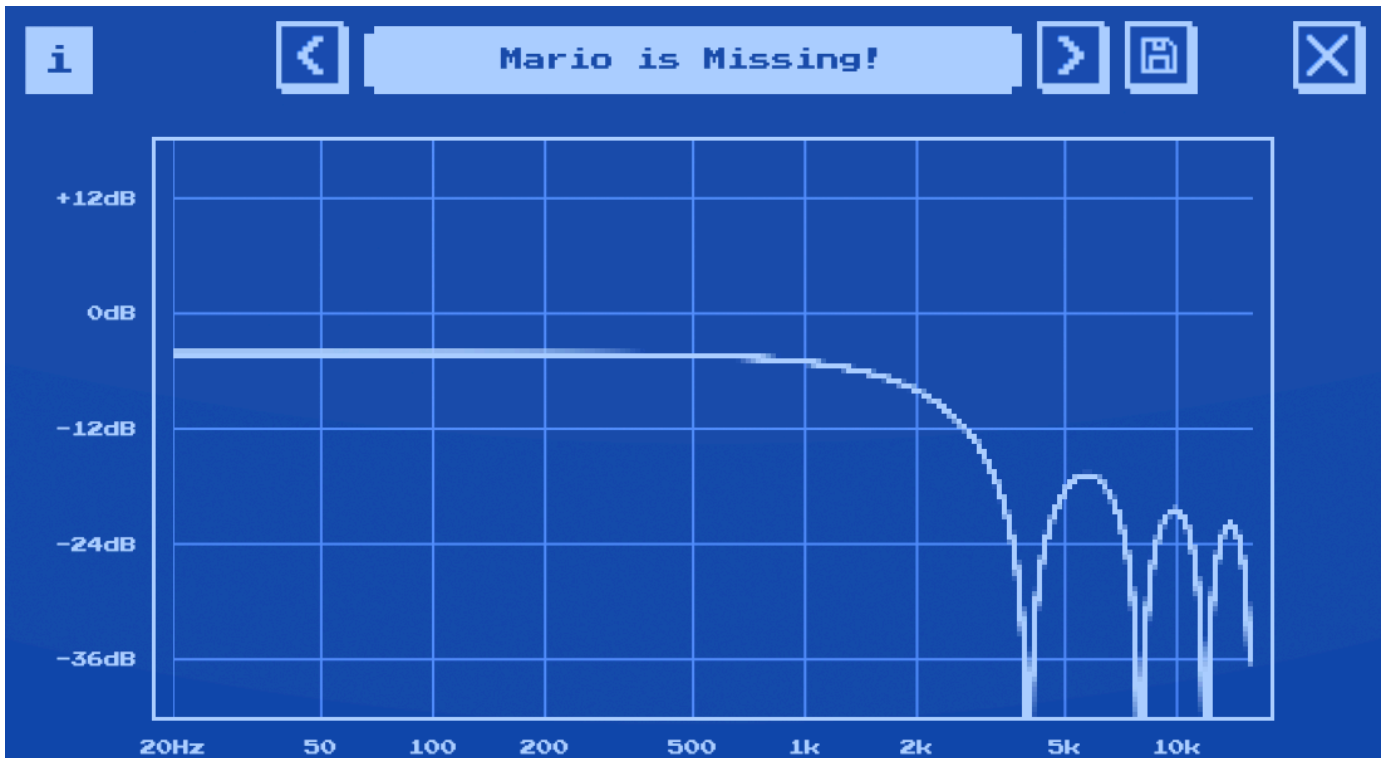
To illustrate this, take the **Mario is Missing!** preset. Looking at just the Coefficient Sliders, the FIR settings seem almost imperceptibly *just north* of the neutral position:



But look again: its Feedback Value Knob is turned up nearly to 100%:



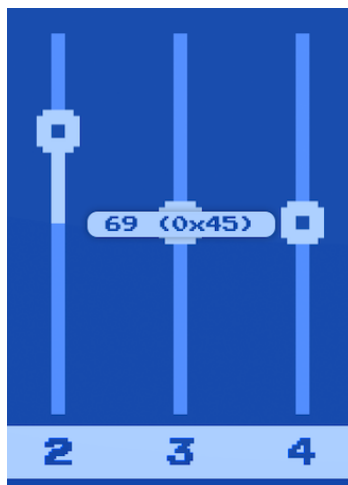
You might think this would create a chaotic and unpleasant comb-like sound, and you would, in fact, be right...right?



Listen to it! The microscopic FIR Coefficient Slider values actually *mitigates* the high feedback value of the preset, giving it more of a short-tail ringy tone. If you were to disable the FIR completely (that is, to reset the Coefficient Slider values to their defaults), the preset *would* turn into a chaotic, near-infinite feedback mess. *Try it out!*

How to Sound Like Other SNES Games

Should you wish to copy the reverb settings from your favorite SNES or Super Famicom soundtracks and cues that are not in our preset list, we have conveniently listed slider values in both decimal (0 to 127, with 127 being the highest value) and hexadecimal (0x00 to 0x7F), e.g.:



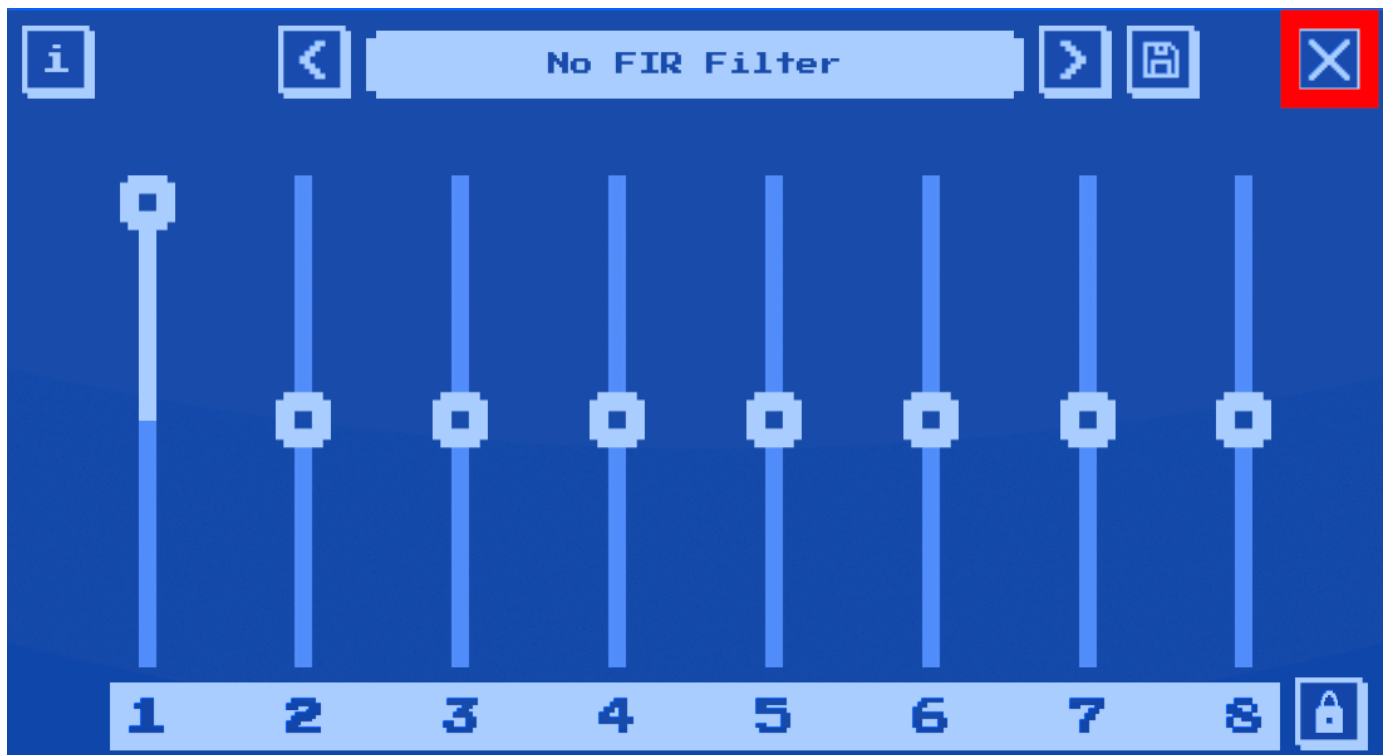
This is because if you are using an SPC player such as the [SNES SPC700 Player](#) to get your FIR Coefficient Slider values, you will see those FIR values in hexadecimal. *To get into excruciating detail on how the FIR filter works on a technical level, we recommend reading [this page](#) on SNESLab.net!*

Lock Button

Not to be confused with the Lock Button on the main SNES page (see **SNES Mode > Bottom Row > Lock Button**, page 15), *this Lock Button freezes the current FIR Filter settings when browsing through SNES presets. This allows you to keep the FIR same while changing delay settings!*

Exiting SNES Geek Mode

To exit this mode, click the **X** Button at the top-right:



N64 Geek Mode

A Brief Word about N64 Geek Mode

Now, if you thought SNES Geek Mode was intense, you ain't seen nothin' yet! 😄😄😄

Found in N64 Mode 2 (see pages 23 to 25) and the Combs page of N64 Mode 1→2 (see page 26), N64 Geek Mode allows you to precisely and accurately manipulate the N64's comb-filtering algorithms.

In short, each N64 comb consists of a feedforward comb filter and a feedback comb filter, each of which in turn have a respective gain coefficient and delay time. Each of these attributes, as well as their individual and collective gain levels, can be modified in N64 Geek Mode!

Read more about the advanced math behind this style of reverb [here](#).

Accessing the N64 Geek Mode

Simply click the Edit Button on the Mode 2 Page:



Et voilà:



So What Is All This?

Just like the main console pages, N64 Geek Mode is split into three basic rows—Top Row, Middle Row, and Bottom Row.

Top Row



From left to right:

Input Button

Selects between a **Mono** (one circle) or a **Stereo** (two circles) input. If **Mono** is selected, if the incoming audio is stereo, this will collapse (sum) that audio to mono.

Left Arrow

See **N64 Mode > Mode 2 > Left Arrow**, page 24, for more information.

N64 Mode 2 Subpreset Drop-Down Menu

See **N64 Mode > Mode 2 > N64 Mode 2 Subpreset Drop-Down Menu**, pages 24 to 25, for more information.

Right Arrow

See **N64 Mode > Mode 2 > Right Arrow**, page 24, for more information.

Save Button

This floppy diskette-shaped button allows a custom N64 Mode 2 subpreset to be saved.

X Button

Click this button to exit N64 Geek Mode.

Middle Row



From left to right (*more or less*):

Num Combs Menu

Selects the number of comb filter ‘taps’ to the signal chain between **1** and **16**.

As a refresher, a comb filter is essentially an extremely short single echo that is so close in time to the source signal that it creates a comb-like pattern—a series of intense volume dips—in the frequency response.

Each one of these combs may be individually modified in the Comb Filter Table Editor (*see pages 39 and 40*).

Sample Rate Drop-Down Menu

Selects between running the comb filter processing at the common N64 rates of **22050 Hz**, **32000 Hz**, or **44100 Hz**.

Buffer Size Input Field

Specifies the length, in samples, of audio that is processed by the comb filter taps, from **960** to **48000**. *How long this length of samples takes in real-time depends on the value set in the Sample Rate Menu.* While **GameVerb** allows any value in the range from **960** to **48000**, on a real N64, the buffer size *must* be a multiple of 16. Commonly-found buffer sizes in N64 game soundtracks include:

4000 (the most common buffer size found in the N64 catalogue)

5200

6400

6800

7040

8000

23040

Buffer Mode Toggle

Selects between **Overwrite** and **Additive** modes:

Overwrite When each new block of audio is sent to the reverb buffer, it will overwrite the existing contents of the buffer. *This is the most commonly-found buffer mode in N64 game soundtracks.*

Additive When each new block of audio is sent to the reverb buffer, it sums with the existing contents of the buffer.

The **Output** button on the right does the same thing; however, if you switch it to **Stereo** mode, you will also see independent Left/Right output volume knobs enabled.

LFO Value Knobs

These may be used to apply pitch modulation (*i.e.*, vibrato) to the reverb (*i.e.*, wet) signal by modulating the length, in samples, of the Feedback combs. *Double-clicking a Value Knob resets it to its respective default position.*

Rate Sets the rate of the LFO cycle time from 0.0 Hz to 20 Hz.

Depth Controls the amplitude of the LFO.

Output Button (+ Value Knobs)

Similarly to the Input Button, selects between a **Mono** (*one circle*) or a **Stereo** (*two circles*) output.

If **Stereo** is selected, the independent Left Volume and Right Volume Value Knobs will be enabled. *Double-clicking a Value Knob resets it to its respective default position.*

Bottom Row (i.e., the Comb Filter Tap Table Editor)

	FF Time	FF Coeff	FF Inv R	FB Time	FB Coeff	FB Inv R	FB Mod	LPF Cutoff	Level
1	28 ms	32%	= 0 -	86 ms	-32%	= 0 -	+ 0 -	4.1 kHz	37%
2	108 ms	32%	= 0 -	176 ms	-32%	= 0 -	+ 0 -	4.1 kHz	37%
3	0 ms	37%	= 0 -	192 ms	0%	= 0 -	+ 0 -	4.1 kHz	37%

From left to right:

Numbers

Describes the 'number' of the comb. *Ranges from 1 up to, at most, 16.*

FF Time (Feedforward Time)

The delay in milliseconds between the input signal and when the comb is triggered. *Ranges from 0ms to 1000ms.* ⬆Shift allows for greater fine-tuning.

FF Coeff (Feedforward Coefficient)

Essentially a gain scaler for the feedforward comb filter; scales the feedback value by this percentage.

FF Inv R (Feedforward Invert Right)

For most presets, FF Coeff and FB Coeff are inverse values for all combs except the final comb. If FF Inv R is set to , Feedforward Coefficient is the same in both channels; if set to , Feedforward Coefficient is set to 0 in the Right Channel; if set to , Feedforward Coefficient is inverted in the Right Channel (i.e., +32% becomes -32%; -24% becomes +24%). *Only applies when Output (page 38) is set to Stereo.*

FB Time (Feedback Time)

The length in milliseconds of the comb's Feedback. *Ranges from 0ms to 1000ms.* ⬆Shift allows for greater fine-tuning.

FB Coeff (Feedback Coefficient)

Essentially a gain scaler for the feedback comb filter; scales the feedback value by this percentage.

FB Inv R (Feedback Invert Right)

For most presets, FF Coeff and FB Coeff are inverse values for all combs except the final comb. If FB Inv R is set to , Feedback Coefficient is the same in both channels; if set to , Feedback Coefficient is set to 0 in the Right Channel; if set to , Feedback Coefficient is inverted in the Right Channel (i.e., +32% becomes -32%; -24% becomes +24%). *Only applies when Output (page 38) is set to Stereo.*

FB Mod (Feedback Modulation)

Determines whether and how the LFO (*page 38*) is applied to the Feedback of the given comb. If FB Mod is set to **0**, then no LFO is applied; if set to **+**, the LFO is directly applied; if set to **-**, the LFO is inverted and then applied.

LPF Cutoff

Applies a 1-pole, 6 dB/octave simple lowpass filter to the comb. **⇧Shift** allows for greater fine-tuning of this value, which ranges from **0.0 Hz** to **20.0 kHz**; in practice, this is slightly more complex:

- If the LPF Cutoff set is greater than **0** and less than half of the frequency of the Sample Rate of the preset selected in the Sample Rate Drop-Down Menu (*see page 37*), then the LPF will be applied.
- The actual cutoff frequency of the LPF that is applied will not necessarily match the exact value set here, because it also depends on the LPF Scale parameter value on the N64 Mode 2 main page (*see **N64 Mode > Middle and Bottom Rows > Mode 2 > Value Knobs > Feedback Scale**, page 25, for more information*). The LPF Scale is applied to the LPF Cutoff input here, and the result is then clamped between **10 Hz** and $[\text{combSampleRate} * 0.49 \text{ Hz}]$.

*E.g., if a comb's LPF Cutoff is set to **30 Hz** with an LPF Scale value of **+100%**, thanks to the DSP equations used, the actual cutoff frequency would wind up less than **10 Hz**, causing the code to clamp it to that **10 Hz** floor. On the other hand, for example, if a comb's LPF Cutoff is set to **5 Hz** with an LPF Scale set to **-100%**, thanks to the DSP equations used, the actual cutoff frequency that is applied would be **20 Hz** and so would not be clamped.*

Level

The overall volume of the comb. Ranges from **+100%** to **-100%**; **0%** is no output; negative values are inverted; **100%** is unity.

Up + Down Arrows

Since only up to six combs fit in the Comb Filter Tap Table Editor view at a time, if there are over six combs, these may be used to scroll the list of combs.

Setup & Tweaking

Key Automatable Parameters

Global Parameters

Global Bypass enables/disables processing

Console Mode switches between SNES, PSX, and N64 modes

SNES-Specific Parameters

Dry Gain

Wet Gain

SNES Time

SNES Feedback

SNES Output L

SNES Output R

PSX-Specific Parameters

PSX Preset switches between all sub-presets (*Room, Studio Small, Studio Medium, etc.*)

PSX Size

PSX Feedback

PSX Damping

N64-Specific Parameters

N64 Mode switches between Mode 1, Mode 2, and Mode 1→2

Delay Time (Mode 1, Mode 1→2)

Delay Feedback (Mode 1, Mode 1→2)

Delay Output (Mode 1→2)

Comb Feedback (Mode 2, Mode 1→2)

Comb Damping (Mode 2, Mode 1→2)

Comb Time (Mode 2, Mode 1→2)

Comb Output (Mode 1→2)

Miscellaneous

- You can disable the reverb (LCD Screen) and use **GameVerb** as a bitcrushing plug-in via manipulation of the Sample Rate and BRR Filter controls.

Appendix: List of Presets

SNES (by FIR Filter)

No FIR Filter

Drop @ 2k, Ripples @ 15k
Gentle Ripples @ 2k
Gentle Slope @ 5k
Hard Slope @ 12k
Hard Slope @ 5k, Big Peak @ 16k
Hard Slope @ 5k, Ripples @ 11k
Hard Slope @ 5k, Rise @ 12k
Hard Slope @ 5k, Rise @ 15k
Hard Slope @ 5k, Small Rise @ 15k
Hard Slope @ 6k, Rise @ 12k
Hard Slope @ 7k
High Slope HPF to 5k + Ripples
Low Shelf +4dB + Notch @ 10k
Low Shelf -10dB to 5k + Ripples
Low Shelf -14dB to 3k + Ripples
Low Shelf -18dB to 3k + Notch @ 16k
Low Shelf -24dB to 5k + Ripples
Low Shelf -2dB + Small Notch @ 12k
Low Shelf -3dB to 5k + Notch @ 13k
Low Shelf -4dB + Steep Notch @ 12k
Low Shelf -60dB + Small Ripples @ 5k
Low Shelf -8dB to 10k + Slight LPF
Low Slope HPF to 5k
Low Slope Notch @ 12k
Low Slope Notch @ 15k
Notch @ 11k
Ripples @ 5k
Slope @ 5k, Small Peak @ 15k
Soft Slope @ 2k
Soft Slope @ 3k
Soft Slope @ 4k
Soft Slope @ 5k
Steep Slope 5k to 12k
Steep Slope 5k to 13k
Steep Slope 5k to 15k
Steep Slope @ 5k, Ripples @ 12k

SNES (by Game Titles + Cues)

The 7th Saga (General)
The 7th Saga (Kamil Dowanna)
The 7th Saga (Olvan Jaess)
The 7th Saga (World Map)
ActRaiser (Fillmore)
ActRaiser (General)
ActRaiser (Sky Palast)
ActRaiser 2 (Industen)
ActRaiser 2 (Title)
ActRaiser 2 (Tower of Souls)
The Addams Family
Aero Fighters
Aerobiz (Japan)
Aladdin
Alcahest (Ally Joined)
Alien 3
Alien vs. Predator
Angelique: Voice Fantasy (Track 1)
Angelique: Voice Fantasy (Track 5)
Angelique: Voice Fantasy (Track 13)
Angelique: Voice Fantasy (Track 24)
Animaniacs
Arcana
Art of Fighting (Cafe)
Art of Fighting (King)
Art of Fighting (Main Theme)
Astérix & Obélix
Axelay
Bahamut Lagoon
Bakukyuu Renpatsu!! (Track 1)
Bakukyuu Renpatsu!! (Track 4)
Bakukyuu Renpatsu!! (Track 6)
Bakukyuu Renpatsu!! (Track 7)
Bakukyuu Renpatsu!! (Track 14)
Bakukyuu Renpatsu!! (Track 16)
Ballz 3D
Banshee's Last Cry (Introduction)
Banshee's Last Cry (Strange Scene)
Battle Blaze
Battle Clash (Garam)
Battle Clash (Title)
Battle Cross
Battletoads & Double Dragon - The Ultimate Team
Battletoads in Battlemaniacs
Beware the Ultimate Evil of Warlock (Organ ~ Banshee's Song)
Biker Mice from Mars (Fortress)
Biker Mice from Mars (Sewerage)
BioMetal
Bobby's World (Main Theme)

Bobby's World (Space)
Brain Lord
Brandish
Brandish 2: The Planet Buster
Brawl Brothers
Breath of Fire
Breath of Fire II
Bubsy in: Claws Encounters of the Furred Kind
Chaos Seed (A Hermit's Cave)
Chaos Seed (Chaos Seed)
Chaos Seed (Impatience)
Chaos Seed (Silence)
Chaos Seed (Underground Lake)
Chrono Trigger (Corridors of Time)
Chrono Trigger (Gato's Song)
Chrono Trigger (Main Theme)
Chrono Trigger (Manoria Cathedral)
Chrono Trigger (Memories of Green)
Chrono Trigger (Presentiment)
Chrono Trigger (Secret of the Forest)
Chrono Trigger (SFX)
Chrono Trigger (The Day the World Revived)
Chrono Trigger (Tyran Castle)
Chrono Trigger (Wind Scene)
Chuck Rock (Main Theme)
Chuck Rock (Stream)
ClayFighter
Clue: Parker Brothers' Classic Detective Game (Suspects)
Clue: Parker Brothers' Classic Detective Game (The Mysterious Death...)
The Combatribes
Congo's Caper
Contra III: The Alien Wars
Cybernator
Darius Twin (Boss)
Darius Twin (Introduction)
Darius Twin (Lankus)
Darius Twin (Stage Select)
Demon's Crest
DinoCity (Opening)
DinoCity (The Cave of Ice)
Donkey Kong Country (Aquatic Ambiance)
Donkey Kong Country (Forest Frenzy)
Donkey Kong Country (K. Rool's Cacophony)
Donkey Kong Country 2: Diddy's Kong Quest (Bayou Boogie)
Donkey Kong Country 2: Diddy's Kong Quest (Boss Bossanova)
Donkey Kong Country 2: Diddy's Kong Quest (Flight of the Zinger)
Donkey Kong Country 2: Diddy's Kong Quest (Forest Interlude)
Donkey Kong Country 2: Diddy's Kong Quest (Hot Head Bop)
Donkey Kong Country 2: Diddy's Kong Quest (Opening Fanfare)
Donkey Kong Country 2: Diddy's Kong Quest (School House Harmony)
Donkey Kong Country 2: Diddy's Kong Quest (Stickerbrush Symphony)

Donkey Kong Country 2: Diddy's Kong Quest (Welcome to Crocodile Isle)
Donkey Kong Country 3: Dixie Kong's Double Trouble! (Big Boss Blues)
Donkey Kong Country 3: Dixie Kong's Double Trouble! (Cavern Caprice)
Donkey Kong Country 3: Dixie Kong's Double Trouble! (Dixie Beat)
Doom
DoReMi Fantasy: Milon's DokiDoki Adventure
Double Dragon V: The Shadow Falls
Dragon Ball Z: Super Butōden 3 (Exhibition Battle 1)
Dragon Ball Z: Super Butōden 3 (Tension)
Dragon Ball Z: Super Saiya Densetsu (Fight!)
Dragon Ball Z: Super Saiya Densetsu (Opening)
Dragon Ball Z: Super Saiya Densetsu (Smash That Rock!)
Dragon Quest I + II
Dragon Quest III: The Seeds of Salvation (Battle Theme)
Dragon Quest III: The Seeds of Salvation (Fairy Flute)
Dragon Quest III: The Seeds of Salvation (Fanfares)
Dragon Quest III: The Seeds of Salvation (Prologue)
Dragon Quest III: The Seeds of Salvation (Town)
Dragon Quest V: Hand of the Heavenly Bride (Deep Underground)
Dragon Quest V: Hand of the Heavenly Bride (Overture)
Dragon Quest VI: Realms of Revelation (Another World)
Dragon Quest VI: Realms of Revelation (At the Palace)
Dragon Quest VI: Realms of Revelation (Castle)
Dragon Quest VI: Realms of Revelation (Courageous Fight)
Dragon Quest VI: Realms of Revelation (Demon Combat)
Dragon Quest VI: Realms of Revelation (Eternal Lullaby)
Dragon Quest VI: Realms of Revelation (Evil World)
Dragon Quest VI: Realms of Revelation (Flying Bed)
Dragon Quest VI: Realms of Revelation (Frightening Dungeon)
Dragon Quest VI: Realms of Revelation (Inviting Village)
Dragon Quest VI: Realms of Revelation (Ocean Waves)
Dragon Quest VI: Realms of Revelation (Overture)
Dragon Quest VI: Realms of Revelation (Save Data)
Dragon Quest VI: Realms of Revelation (Through the Fields)
Drakkhen (Character Creation)
Drakkhen (Water Area Day)
Drakkhen (Water Area Night)
Dual Orb (various)
Dual Orb (Battle)
Dual Orb (Opening)
Dungeon Master (Scorpions!)
Dungeon Master (Staff Roll)
Dungeon Master (Title)
E.V.O.: Search for Eden (Cry for the Past)
E.V.O.: Search for Eden (Great Achievement)
E.V.O.: Search for Eden (Masters of Land, Sea, and Sky)
E.V.O.: Search for Eden (The Origin of Gaia)
E.V.O.: Search for Eden (Undersea Maze)
EarthBound (Battles)
EarthBound (Giygas' Lair)
EarthBound (Moonside)

EarthBound (Onett Theme)
EarthBound (Sanctuary)
Earthworm Jim
Earthworm Jim 2 (Anything But Tangerines?)
Earthworm Jim 2 (Bonus)
Earthworm Jim 2 (Forked)
Earthworm Jim 2 (Lorenzen's Soil)
Earthworm Jim 2 (Puppy Love)
Earthworm Jim 2 (See Jim Run)
Earthworm Jim 2 (The Flyin' King)
Earthworm Jim 2 (Udderly Abducted)
Earthworm Jim 2 (Villi People)
F-Zero (Big Blue)
F-Zero (Mute City)
F-Zero (Opening)
Fatal Fury: King of Fighters
Fatal Fury Special
Final Fantasy IV (Golbez)
Final Fantasy IV (Prelude)
Final Fantasy Mystic Quest
Final Fantasy V
Final Fantasy VI (Battle)
Final Fantasy VI (Epitaph)
Final Fantasy VI (Opening)
Final Fantasy VI (Opera)
Final Fantasy VI (Phantom Train)
Final Fight 2
Final Fight 3
Fire Emblem: Mystery of the Emblem (Main Theme)
Fire Emblem: Mystery of the Emblem (Tapestry)
Fire Emblem: Thracia 776
The Firemen
Flashback: The Quest for Identity
The Flintstones (Cinema)
Front Mission (Bloody Temperature)
Front Mission (Canyon Crow)
Front Mission (Mercenaries)
Front Mission (Next Resolution)
Front Mission (Setting Up)
Front Mission (Shallow Twilight)
Front Mission (Take the Offensive)
Front Mission (Tension)
Front Mission Series: Gun Hazard
G-O-D: Mezameyo to Yobu Koe ga Kikoe (Awaking)
G-O-D: Mezameyo to Yobu Koe ga Kikoe (Ryuukyuu)
Gemfire
Goof Troop
Hagane: The Final Conflict
Harvest Moon (Harvest Festival)
Harvest Moon (Winter)
Hook (I Am the Pan!)

Hook (Neverland Tundra)
Hook (Watch Your Step)
Hyper V-Ball (Opening)
Hyper V-Ball (Total Defeat)
HyperZone (Boss)
HyperZone (Neo Megalopolis)
HyperZone (Title Demo)
Illusion of Gaia (Beautiful World)
Illusion of Gaia (Deep Sadness)
Illusion of Gaia (Lola's Melody)
Illusion of Gaia (Main Theme)
Illusion of Gaia (Melody of Memories)
Inindo: Way of the Ninja (Menu)
Inindo: Way of the Ninja (Normal Battle)
Inindo: Way of the Ninja (Party Member's Death)
Jim Power: The Lost Dimension in 3-D (Dark Corridor)
Jim Power: The Lost Dimension in 3-D (Guardian's Castle)
Jim Power: The Lost Dimension in 3-D (Title Theme)
Joe & Mac
Jurassic Park (Gallimimus Gallop)
Jurassic Park (Main Title)
Jurassic Park (T-Rex Trample)
Jurassic Park 2: The Chaos Continues (Dark Jungle)
Justice League Task Force
Kamen Rider SD (Akebono)
Kamen Rider SD (Game Over)
Kamen Rider SD (Good!)
Kamen Rider SD (Main Title)
Kamen Rider SD (Selfish Papa)
Kendo Rage (Credits)
The King of Dragons
Killer Instinct (Cinder)
Killer Instinct (Jago)
Killer Instinct (Main Theme)
Killer Instinct (TJ Combo)
Kirby Super Star (Battle Windows)
Kirby Super Star (Bubbly Clouds)
Kirby Super Star (Great Cave Offensive)
Kirby Super Star (Green Greens)
Kirby Super Star (King Dedede)
Kirby Super Star (Main Theme)
Kirby Super Star (Meta Knight's Theme)
Kirby Super Star (Milky Way Wishes)
Kirby Super Star (Run, Kirby, Run!)
Kirby's Avalanche
Kirby's Dream Course (Cloudy Mountain Peaks)
Kirby's Dream Course (Dream Land)
Kirby's Dream Course (Introduction)
Kirby's Dream Land 3 (Big Boss Battle)
Kirby's Dream Land 3 (Grass Land)
Kirby's Dream Land 3 (Opening)

Kirby's Dream Land 3 (Ripple Field)
Kishin Douji Zenki 3 (Catastrophe)
Kishin Douji Zenki 3 (Diamond Realm)
Kishin Douji Zenki 3 (Movement Technique)
Kishin Douji Zenki 3 (Storyline)
Knights of the Round (Desperate Fight)
Knights of the Round (Final Conflict)
Knights of the Round (Select)
Kyūyaku Megami Tensei: Megami Tensei I - II
Lagoon
Last Action Hero
Lemmings
The Legend of Zelda: A Link to the Past (Hyrule Castle)
The Legend of Zelda: A Link to the Past (Hyrule Field)
The Legend of Zelda: A Link to the Past (Lost Ancient Ruins)
The Legend of Zelda: A Link to the Past (The Goddess Appears)
The Legend of Zelda: A Link to the Past (Title)
Lethal Weapon
Liberty or Death
Live A Live (Go Go Buriki Daioh!)
Live A Live (Megalomania)
Live A Live (Pure Odio)
Live A Live (Silent Labyrinth)
Live A Live (Sound of Shinobi)
Lufia & The Fortress of Doom (Battle 1)
Lufia & The Fortress of Doom (Departure)
Lufia II: Rise of the Sinistrals (Battle 1)
Lufia II: Rise of the Sinistrals (Battle 2)
Lufia II: Rise of the Sinistrals (Cave)
Lufia II: Rise of the Sinistrals (Labyrinth)
Lufia II: Rise of the Sinistrals (The Final Battle)
Lufia II: Rise of the Sinistrals (Time of Judgment)
Madden NFL '94
Magic Boy
Magic Knight Rayearth (Fight)
Magic Knight Rayearth (Legend of the Magic Knights)
Magic Knight Rayearth (Mashin)
Magic Knight Rayearth (Zagato)
Magic Sword: Heroic Fantasy
Magical Quest Starring Mickey Mouse (Dark Forest)
Magical Quest Starring Mickey Mouse (Introduction)
Mario & Wario (Character Select)
Mario & Wario (Sky)
Mario & Wario (Water World)
Mario is Missing!
Mario Paint (Creative Exercise)
Mario Paint (Main Theme)
Marvel Super Heroes in War of the Gems
Maui Mallard in Cold Shadow
Mecarobot Golf
Mechwarrior

Megaman and Bass
Mega Man 7
Mega Man Soccer (Formation Select)
Mega Man Soccer (Sports News)
Mega Man X
Mega Man X2
Mega Man X3
Metal Marines (Mainland Battle)
Metal Marines (Night Assault)
Metal Marines (Overview)
Metal Marines (Storyline)
Mickey Mania: The Timeless Adventures of Mickey Mouse
Might and Magic II: Gates to Another World
Momotaro Dentetsu HAPPY (DABADA)
Momotaro Dentetsu HAPPY (Daikyokou Elegy)
Momotaro Dentetsu HAPPY (Happy de Ikou!)
Momotaro Dentetsu HAPPY (Momoirozake)
Momotaro Dentetsu HAPPY (Norowareta Kisha)
Momotaro Dentetsu HAPPY (Taifuu Kozou Dazetti)
Monster Maker III
Mortal Kombat
Mortal Kombat II
Mortal Kombat 3
Mystic Ark
NBA Jam
Ninja Gaiden Trilogy (Midnight Duel)
Ninja Gaiden Trilogy (Title Screen)
Nobunaga's Ambition
Operation Logic Bomb: The Ultimate Search & Destroy (Base 2)
Operation Logic Bomb: The Ultimate Search & Destroy (Boss)
Operation Logic Bomb: The Ultimate Search & Destroy (Opening)
Pac-Attack
Pac-Man 2: The New Adventures
The Pagemaster
Paladin's Quest (Battle)
Paladin's Quest (Lennus Overture)
Pilotwings
The Pirates of Dark Water
Pocky and Rocky
Popful Mail: Magical Fantasy Adventure (Bar Basso)
Popful Mail: Magical Fantasy Adventure (Geist Race Intro)
Popful Mail: Magical Fantasy Adventure (Jungle)
Popful Mail: Magical Fantasy Adventure (Miena Fortress)
Popful Mail: Magical Fantasy Adventure (Powerful Guy)
Popful Mail: Magical Fantasy Adventure (Welcome Popful Mail)
Populous
Prince of Persia (Menu)
Prince of Persia (Prologue)
Prince of Persia (Stage 1)
Prince of Persia (Stage 5)
Prince of Persia 2: The Shadow and the Flame

R-Type III: The Third Lightning (Acid Creature)
R-Type III: The Third Lightning (The Forces)
Radical Dreamers (Day of Summer)
Radical Dreamers (Epilogue ~ Dream Shore 3)
Radical Dreamers (Far Promise ~ Dream Shore 1)
Radical Dreamers (Requiem ~ Dream Shore 2)
Radical Dreamers (The Girl Who Stole the Star)
Radical Rex
Rex Ronan: Experimental Surgeon
Rise of the Phoenix (Game Over)
Rise of the Phoenix (Overture)
Rise of the Robots
Road Runner's Death Valley Rally (Levels)
Road Runner's Death Valley Rally (Main Theme)
RoboTrek (Music Box of Memories)
RoboTrek (Research and Development)
RoboTrek (Robots vs. Hackers)
RoboTrek (Super Robot Battle!)
Robocop 3 (Boss Battle)
Robocop 3 (Levels)
Rocky Rodent
Romancing SaGa (Coup de Grace)
Romancing SaGa (Opening)
Romancing SaGa 2 (Battle with Kujinshi)
Romancing SaGa 2 (Opening)
Romancing SaGa 3 (Battle 2)
Romancing SaGa 3 (Dungeon 2)
Romancing SaGa 3 (Fairy Town)
Romancing SaGa 3 (Four Noble Devils)
Romancing SaGa 3 (Magical Tank Battle)
Romancing SaGa 3 (Nightmare)
Romancing SaGa 3 (The Battle)
Romancing SaGa 3 (The SaGa Continues)
Run Saber (Character Select)
Run Saber (Final Boss)
Run Saber (Miniboss)
Run Saber (Opening)
Samurai Shodown (Main Theme)
Samurai Shodown (Samurai Legend)
Samurai Shodown (San Francisco Harbor)
Samurai Shodown (Straw Dummy Slash)
Secret of Evermore (Main Title)
Secret of Mana (A Wish)
Secret of Mana (Danger)
Secret of Mana (Fear of the Heavens)
Secret of Mana (Flight into the Unknown)
Secret of Mana (I Closed My Eyes)
Secret of Mana (In the Dead of the Night)
Secret of Mana (Into the Thick of It)
Secret of Mana (Meridian Dance)
Secret of Mana (Phantom and a Rose)

Secret of Mana (Prophecy)
Secret of Mana (The Color of the Summer Sky)
Secret of Mana (The Dark Star)
Secret of Mana (The Oracle)
Seiken Densetsu 3
Sengoku (Below Death Castle)
Sengoku (Opening)
Sengoku (Trotting Horses)
Shadowrun (Main Theme)
Shadowrun (Morgue)
Sid Meier's Civilization
SimCity (Title)
SimCity (Village)
SimEarth: The Living Planet
The Simpsons: Bart's Nightmare (Dream Street)
The Simpsons: Bart's Nightmare (Indiana Bart)
The Simpsons: Bart's Nightmare (Itchy & Scratchy)
The Simpsons: Bart's Nightmare (SFX)
Solid Runner (Detective's Office)
Solid Runner (Ending)
Solid Runner (Mission Results)
Solid Runner (Navigation Bot)
Solid Runner (Opening)
Solid Runner (Parts Shop)
Sonic Blast Man II
Soul Blazer
Space Ace
Space Invaders
Spanky's Quest
Todd McFarlane's Spawn: The Video Game
Star Fox (Continue)
Star Fox (Corneria)
Star Fox (Out of this Dimension)
Star Fox 2
Star Ocean (Calm Time)
Star Ocean (Dancin' Sword)
Star Ocean (Departures)
Stargate
Street Fighter Alpha 2
Street Fighter II Turbo: Hyper Fighting
Stunt Race FX (Main Theme)
Stunt Race FX (Radio Control)
Sunset Riders
Super Adventure Island (Drop into a Walk)
Super Adventure Island (Follow Wind)
Super Adventure Island (Gently Sun)
Super Adventure Island (Hop Step and Jazzy Beats)
Super Adventure Island (The Island of Everlasting Summer)
Super Adventure Island II (Boss Theme 1)
Super Adventure Island II (Curly's Casino)
Super Adventure Island II (File Select)

Super Adventure Island II (Just Married)
Super Back to the Future II
Super Bases Loaded (Management)
Super Bases Loaded (Scoring Opportunity)
Super Bases Loaded (The Perfect Game)
Super Bomberman 2 (Title)
Super Bomberman 3 (BGM 6 Intro)
Super Bomberman 3 (Battle)
Super Bomberman 3 (Clear)
Super Bomberman 3 (Password)
Super Bomberman 3 (Select 4)
Super Bomberman 3 (Select)
Super Bomberman 5 (Bombing Melee)
Super Bomberman 5 (Hudson Soft)
Super Bomberman: Panic Bomber W
Super Bonk (Main Theme)
Super Double Dragon (Airport)
Super Double Dragon (Theme)
Super Earth Defense Force
Super Fire Pro Wrestling X
Super Game Boy
Super Mario All-Stars (Game Select)
Super Mario All-Stars (Overworld)
Super Mario All-Stars (World Clear)
Super Mario Kart
Super Mario RPG: Legend of the Seven Stars (Beware the Forest's Mushrooms)
Super Mario RPG: Legend of the Seven Stars (Bowser's Castle)
Super Mario RPG: Legend of the Seven Stars (Fight Against Culex)
Super Mario RPG: Legend of the Seven Stars (Fight Against Monsters)
Super Mario RPG: Legend of the Seven Stars (Fight Against Smithy 1)
Super Mario RPG: Legend of the Seven Stars (Fight Against Smithy 2)
Super Mario RPG: Legend of the Seven Stars (Fight Against a Stronger Monster)
Super Mario RPG: Legend of the Seven Stars (Fight Against an Armed Boss)
Super Mario RPG: Legend of the Seven Stars (Geno Awakens)
Super Mario RPG: Legend of the Seven Stars (In the Flower Garden)
Super Mario RPG: Legend of the Seven Stars (Sad Song)
Super Mario RPG: Legend of the Seven Stars (Still, the Road is Full of Dangers)
Super Mario RPG: Legend of the Seven Stars (The End!)
Super Mario RPG: Legend of the Seven Stars (The Road is Full of Dangers)
Super Mario RPG: Legend of the Seven Stars (The Sword Descends)
Super Mario World (Athletic)
Super Mario World (Cast List)
Super Mario World (Fortress)
Super Mario World (Overworld)
Super Mario World (Staff Roll)
Super Mario World (Title)
Super Mario World (Valley of Bowser)
Super Mario World 2: Yoshi's Island (Athletic Fuzzy)
Super Mario World 2: Yoshi's Island (Castle & Fortress)
Super Mario World 2: Yoshi's Island (Story Music Box)
Super Mario World 2: Yoshi's Island (Training Course)

Super Metroid (Big Boss Confrontation 1)
Super Metroid (Brinstar Overgrown with Vegetation)
Super Metroid (Maridia Rocky Underwater Area)
Super Metroid (Mother Brain)
Super Metroid (Tension)
Super Metroid (Theme of Samus)
Super Metroid (Theme of Super Metroid)
Super Punch-Out!!
Super Robot Taisen EX (Battle Field)
Super Robot Taisen EX (Dark Footsteps)
Super Robot Taisen EX (Main Theme)
Super Robot Taisen EX (Requiem)
Super Star Wars
Super Star Wars: Return of the Jedi
Super Star Wars: The Empire Strikes Back
Super Tekkyu Fight!
Super Turrigan (Credits)
Super Turrigan (Stage 1-1)
Super Turrigan (Stage 2-2)
Super Turrigan 2
Super Valis IV
Syvalion (Chapter 4)
Syvalion (Title)
Tactics Ogre: Let Us Cling Together (Avilla Henya)
Tactics Ogre: Let Us Cling Together (Awakening)
Tactics Ogre: Let Us Cling Together (Blasphemous Experiment)
Tactics Ogre: Let Us Cling Together (Fight It Out!)
Tactics Ogre: Let Us Cling Together (Island Atlas)
Tactics Ogre: Let Us Cling Together (Overture)
Tactics Ogre: Let Us Cling Together (Religious Precepts)
Tactics Ogre: Let Us Cling Together (Unit March)
Taekwon-Do
Tales of Phantasia (Arche)
Tales of Phantasia (Decisive)
Tales of Phantasia (Fighting of the Spirit)
Tales of Phantasia (Mint)
Tales of Phantasia (Mystic Forest)
Tales of Phantasia (Vigorous Town)
Taz-Mania (Begin the Chase!)
Taz-Mania (Jungle Jump)
Taz-Mania (Looney Theme)
Tecmo Super Baseball
Tecmo Super Bowl (Jingles)
Tecmo Super Bowl (Most Tracks)
Tengai Makyo Zero (Cursed Coronation)
Tengai Makyo Zero (Eternal Fire)
Tengai Makyo Zero (Higan's Theme)
Tengai Makyo Zero (Overture)
Tengai Makyo Zero (Terrestrial God ~ Ninigi)
Tengai Makyo Zero (Tower of Bloody Fights)
Tengai Makyo Zero (Wonderful Streets)

Terminator 2: Judgment Day
Terranigma (Dark Side Field)
Terranigma (Ever Green)
Terranigma (Final Battle)
Terranigma (Light Side Field)
Terranigma (Light and Darkness)
Terranigma (Origins)
Terranigma (Return to Mother Earth)
Terranigma (Tower of Trial)
Terranigma (Town)
Terranigma (Unforeseen Occurrence)
Terranigma (Zue)
Tetris & Dr. Mario
Tetris Attack (Lunar Stage)
Tetris Attack (Opening - Main Theme)
Tetris Attack (Yoshi's Stage)
Thunder Spirits (Boss 6)
Thunder Spirits (The Wind Blew All Day Long)
Time Trax
Top Gear (Bordeaux)
Top Gear (Las Vegas)
Top Gear 2
Torneko no Daibōken Fushigi no Dungeon
Treasure Hunter G (Dance! Dance! Dance!)
Treasure Hunter G (Gemini Wing)
Treasure Hunter G (Go! Go! Kids!)
Treasure Hunter G (My Rural Town)
Treasure Hunter G (Somehow, Something Doesn't Look Right)
Treasure Hunter G Treasure Hunter G (Hey You, What Time Is It?)
Treasure of the Rudras (Battle for the Fields)
Treasure of the Rudras (Battle of the Last Enemy)
Treasure of the Rudras (Edge of Darkness)
Treasure of the Rudras (Most Tracks)
Treasure of the Rudras (Sunlight)
Tuff E Nuff
The Twisted Tales of Spike McFang
UFO Kamen Yakisoban
Ultima VI: The False Prophet (Introduction)
Ultima VI: The False Prophet (The Magical Map)
Uncharted Waters
Undercover Cops (Soldat Choix)
Universal Soldier
Virtual Bart (Dinosaur Lava Cave)
Virtual Bart (Main Theme)
Vortex
WWF Super WrestleMania
WWF WrestleMania: The Arcade Game
Waterworld (Attack 1)
Waterworld (Diving)
Waterworld (Map)
Waterworld (Menu)

Waterworld (Opening)
Weapon Lord
Wing Commander (Logo)
The Wizard of Oz
Wizardry I-II-III: Story of Llylgamyn
Wizardry V: Heart of the Maelstrom
Wizardry VI: Bane of the Cosmic Forge
Wolverine: Adamantium Rage
Wonder Project J
X-Men: Mutant Apocalypse
Ys III: Wanderers from Ys (Adventure Calls!)
Ys III: Wanderers from Ys (Be Careful)
Ys III: Wanderers from Ys (Title Screen)
Ys III: Wanderers from Ys (Welcome!!)
Ys IV: Mask of the Sun
Ys V: Lost Kefin, Kingdom of Sand (Crumble)
Ys V: Lost Kefin, Kingdom of Sand (Lost Kingdom)
Ys V: Lost Kefin, Kingdom of Sand (Peace in the Street)
Zombies Ate My Neighbors (Pyramid of Fear)
Zombies Ate My Neighbors (Zombie Panic)
Zoop

PSX

Room

Studio Small

Studio Medium

Studio Large

Hall

Space Echo

Echo

Delay

Half Echo

N64 (Mode 1)

1080° Snowboarding

Animal Forest

Bomberman Hero

Irritating Electric Stick

The Legend of Zelda: Ocarina of Time

The Legend of Zelda: Majora's Mask

Mario Kart 64 (Banshee Boardwalk)

Mario Kart 64 (Bowser's Castle)

Mario Kart 64 (Choco Mountain)

Mario Kart 64 (DK's Jungle Parkway)

Mario Kart 64 (Frappe Snowland)

Mario Kart 64 (Kalimari Desert)

Mario Kart 64 (Koopas Troopa Beach)

Mario Kart 64 (Luigi Raceway)

Mario Kart 64 (Mario Raceway)

Mario Kart 64 (Moo Moo Farm)

Mario Kart 64 (Rainbow Road)

Mario Kart 64 (Royal Raceway)

Mario Kart 64 (Sherbet Land)

Mario Kart 64 (Toad's Turnpike)

Mario Kart 64 (Wario Stadium)

Mario Kart 64 (Yoshi Valley)

Pokémon Stadium 2

Star Fox 64

Super Mario 64 (Big Boo's Haunt)

Super Mario 64 (Bowser's Message)

Super Mario 64 (Bowser's Theme)

Super Mario 64 (Collect Key Fanfare)

Super Mario 64 (Ending Cutscene)

Super Mario 64 (Endless Stairs)

Super Mario 64 (Hazy Maze Cave)

Super Mario 64 (Inside the Castle)

Super Mario 64 (Merry-Go-Round)

Super Mario 64 (Piranha Plant's Lullaby)

Super Mario 64 (Puzzle Solved)

Super Mario 64 (Slider Theme)

Super Mario 64 (Staff Credits)

Super Mario 64 (Ultimate Bowser Clear)

Super Mario 64 (Ultimate Bowser)

Super Mario 64 (Water Theme)

Wave Race 64 (1st Place)

Wave Race 64 (2nd Place)

Wave Race 64 (3rd Place)

Wave Race 64 (4th Place)

Wave Race 64 (Config)

Wave Race 64 (Dolphin Park)

Wave Race 64 (Drake Lake)

Wave Race 64 (Ending)

Wave Race 64 (Final Lap)

Wave Race 64 (Game Over)
Wave Race 64 (Glacier Coast)
Wave Race 64 (Lost Race)
Wave Race 64 (Machine Select)
Wave Race 64 (Map Demo)
Wave Race 64 (Marine Fortress)
Wave Race 64 (Port Blue)
Wave Race 64 (Prizes)
Wave Race 64 (Retire)
Wave Race 64 (Score Attack Goal)
Wave Race 64 (Score)
Wave Race 64 (Southern Island)
Wave Race 64 (Sunny Bay)
Wave Race 64 (Sunny Beach)
Wave Race 64 (Time Attack)
Wave Race 64 (Title Theme)
Wave Race 64 (Tournament Opening)
Wave Race 64 (Twilight City)
Wave Race 64 (VS Mode Goal)
Yoshi's Story

N64 (Mode 2)

64 de Hakken!! Tamagotchi: Minna de Tamagotchi World
Aero Fighters Assault
All-Star Baseball '99
All-Star Baseball 2000
Armorines: Project S.W.A.R.M.
Army Men: Air Combat
Army Men: Sarge's Heroes
Banjo-Kazooie
Banjo-Tooie
Battlezone: Rise of the Black Dogs
Blast Corps
Body Harvest
Bomberman 64
Bomberman 64: The Second Attack!
Buck Bumble
Centre Court Tennis
Chameleon Twist
Chameleon Twist 2
Chōkūkan Night: Pro Yakyū King
Conker's Bad Fur Day
Diddy Kong Racing
Dinosaur Planet
Donald Duck: Goin' Quackers
Donkey Kong 64
Doom 64
Doraemon: Nobita and the Three Fairy Spirit Stones
Doraemon 2: Nobita and the Temple of Light
Dual Heroes
Duke Nukem 64
Duke Nukem: Zero Hour
Extreme-G 2
F-1 World Grand Prix
F-1 World Grand Prix II
F1 Pole Position 64
Famista 64
Fighters Destiny
Flying Dragon
Getter Love!!!: Cho Renai Party Game Tanjo
Gex 64: Enter the Gecko
Gex 3: Deep Cover Gecko
Glover
GoldenEye 007
Hamster Monogatari 64
Harvest Moon 64
Hey You, Pikachu!
Iggy's Reckin' Balls
Itoi Shigesato no Bass Tsuru No. 1
J-League Dynamite Soccer 64
J-League Eleven Beat 1997

J-League Tactics Soccer
Jet Force Gemini
Ken Griffey Jr.'s Slugfest
Killer Instinct Gold
Kiratto Kaiketsu! 64 Tanteidan
Kirby 64: The Crystal Shards
Last Legion UX
MRC: Multi-Racing Championship
Major League Baseball Featuring Ken Griffey Jr.
Mario Golf
Mario Party
Mario Party 2
Mario Party 3
Mario Tennis
Mickey's Speedway USA
Micro Machines 64 Turbo
Mike Piazza's StrikeZone
Mischief Makers
Mission: Impossible
Monopoly
Mortal Kombat Trilogy
Neon Genesis Evangelion
Nintama Rantarō 64
Perfect Dark
Pilotwings 64
Pokémon Snap
Pokémon Stadium
Power League 64
Pro Mahjong Kiwame 64
Pro Mahjong Tsuwamono 64
Puyo Puyo Sun
Robot Ponkottsu 64
S.C.A.R.S.
Shin Nihon Pro Wrestling: Toukon Road - Brave Spirits
Shin Nihon Pro Wrestling: Toukon Road 2 - The Next Generation
Snowboard Kids
South Park
Space Station Silicon Valley
Star Soldier: Vanishing Earth
Starshot: Space Circus Fever
Super B-Daman: Battle Phoenix 64
Super Robot Spirits
Super Robot Wars 64
Super Smash Bros.
Tamiya Racing 64
Tonic Trouble
Toon Panic
Toy Story 2: Buzz Lightyear to the Rescue
Transformers: Beast Wars Transmetals
Turok 2: Seeds of Evil
Turok 3: Shadow of Oblivion

Turok: Rage Wars
Virtual Pro Wrestling 64
War Gods
Wonder Project J2
Worms Armageddon
Zool: Legend of the Beast Tamer

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Troubleshooting

Having trouble with **GameVerb**? Use it in a project you want to tell us about? Drop us a line via our [Contact page](#) (but be sure to read the [FAQ](#) first!)

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