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GAMING

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All PS4 Pro enhanced games (native support and boosted)

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Liabe Brave

Member

(12-12-2016, 04:05 AM)



All PS4 Pro enhanced games (native support and boosted)

Click here for how to search the lists
Official support, VR, and Boost Mode games are posted and must be searched separately

I thought it might be beneficial to create fast, easy-to-use lists comparing all PS4 Pro and standard PS4 modes at a glance. The post after this one covers games which have been programmed specifically to take advantage of the new hardware, whether released after PS4 Pro with support built in, or released earlier and patched down the line. The third post covers VR games with enhancements (some titles appear again here). The fourth post lists unpatched games which are enhanced by the Boost Mode available from Pro's console settings.

The data here is either compiled from other sources, or based on my own analysis of screenshots and video. Though this thread is intended to be thorough, it's also succinct. For more details regarding specific titles, these external resources may be helpful:

[PlayStation blog announcement](#)
[Digital Foundry analysis tracker](#)
[NXGamer analysis tracker](#)
[Eurogamer PS4 Pro summary](#)

[Gamespot list of announcements](#)

[IGN list](#)

[List of VR games from Fgoot on Reddit](#)

Digital Foundry selects best upgrades of certain types

FAQ

- **Q. Which titles are downsampled on 1080p displays?**

Most games with high-res modes automatically downsample when played on a 1080p display. Pro modes that do *not* downsample, and are only usable on a 4K display, are marked by a red X. For those games, the modes marked with an orange dot are obligatory on 1080p displays. Players with 4K screens can force them with OS-level settings, but not from in the game.

✗ Not available on 1080p display, 4K only

● 1080p displays must use; 4K displays can only use if forced through OS settings

- **Q. How do the Pro modes compare to a standard PS4?**

Effects, resolution, and framerate in Pro modes are color coded versus standard PS4.

White indicates essentially no change. Red is worse, yellow is arguably better or worse depending on personal preference, and green is definitely better. Sometimes the exact same text might be listed, but the block colored in anyway. This means both modes have the same target, but Pro meets the target more often (green) or less often (red).

Improved

Equivocal

Worse

- **Q. How can I tell which games use checkerboard rendering?**

Games using CBR have their resolutions listed as e.g. 1800c or 2160c. Standard rendering is listed as e.g. 1800p or 2160p. (Note that CBR is *not* upscaling. Upscaling to 4K is still necessary if the checkerboard is below 2160c.) There are also other methods, which use appropriate abbreviations; if you're unclear on any just post a question in the thread and I'll attempt to answer.

- **Q. How does checkerboard rendering work?**

CBR is a very complex process, so I created a separate thread containing an explanation. When reading over that thread, please bear in mind that I may have made mistakes. Let me know if there's anything that could be clearer.

- **Q. Which games and displays support HDR output?**

Games that support HDR are tagged to the right of their title bar in the list. Both PS4 models can output HDR. However, only a very few 1080p displays—like Sony's 2017 TV models—can show the effect. A 4K display is therefore usually needed to see HDR, even if the attached

console is a standard PS4. A short list of all titles with HDR support can be found in the **Statistics** section below, in **Table 1**. Only one game, *Sniper Ghost Warrior 3*, is known to have HDR but no official Pro support.

- **Q. How can I search for specific games in the lists?**

Games are listed in alphabetical order by title. I use official names, so it may take a moment to find them (*Tom Clancy's The Division* versus *The Division*, *Middle-Earth: Shadow of Mordor* versus *Shadow of Mordor*, etc.) For this reason, as well as the ever-expanding nature of this list, you may wish to automatically search. The graphic format means a specific method has to be used. [Please see this linked post for instructions on how to search game titles](#). Note that official support, VR, and Boost Mode games are in separate posts, so have to be searched independently.

- **Q. What is Boost Mode?**

Boost Mode opens a portion of the Pro's extra power to all games. Thus, games without official support may still see upgrades. (Boost Mode does not affect games with official Pro support.) Please keep in mind that, unlike the others, my Boost Mode list does not attempt to be exhaustive. There are surely hundreds of other games improved by Boost Mode that aren't shown here. Improvements are also too numerous for me to research as thoroughly as I do official enhancements. So the details in the Boost Mode list are more tentative and subject to error (which is why I've given it a different color scheme.)

- **Q. Why are Boost Mode enhancements listed separately?**

The games that Boost Mode affects were not explicitly designed to run on the new hardware. Therefore, upgrades are more minor than with official support. Since resolution and framerate can't rise above their original limits from standard PS4 hardware, some well-performing games may simply not be visibly affected at all. In rare cases, problems with framerate, graphics, game logic, or program stability could be introduced. Games with no benefits are listed in the **Statistics** section below, in **Table 5**. Games with reports of errors are listed in **Table 6**. As with all Boost Mode info, details may be inaccurate, and more impressions and screenshots would be appreciated!

- **Q. Does PS4 Pro improve loading times?**

Yes, loading times are improved over standard PS4 hardware. A better drive interface means all games see shorter load times, even if they don't have official support, and even if Boost Mode is turned off. Boosted games, or ones with official support, can have further load time reductions on top of the universal improvement. Because games and hard drives vary, so does the size of the benefits. Along with lack of extensive testing, this is why shortened loading times aren't explicitly stated below. But they are present in almost every game.

- **Q. Which games have double framerate?**

The majority of games have better framerates on Pro versus standard PS4, but few raise the target framerate by 30fps. The overall graphical power difference, as well as the presence of bottlenecks not addressed by the new hardware, make such a change in performance rare. However, there are some games that do this, either across the board or in specific modes (including VR). A short list of these titles can be found in the **Statistics** section below, in **Table 2**.

- **Q. Why are some games with announced Pro support not listed?**

Games are only included in the main lists if I can find proof of specific improvements. That includes analysis by me, or by others across the web. Developers often announce Pro support without any details, and it's possible for enhancement plans to change or be delayed. Or, some games may actually be improved but evidence isn't easy to obtain. In the **Statistics** section below, **Table 3** lists titles that have been claimed, but not fully analyzed due to lack of material. If you post links or screenshots I'll try to check them. **Table 4** lists titles that have been claimed and analyzed, but for which I found no improvements. Since I could be mistaken, please feel free to post contrary impressions and analysis, including your own.

- **Q. Why are there blank areas on some of the game entries?**

Some entries on this list are incomplete, and the whole thing is necessarily a work in progress. (The VR section is especially spotty. Since the social screen output isn't necessarily related to the headset view, they often can't be easily analyzed.) If you can supply material on unlisted games yourself, or know where they're up elsewhere, please post the links! When posting in this thread, screenshots should be at 4K size to allow pixel counting (even if the game is running at 1080p). Thanks!

Statistics

Number of listed games with enhancements: 197

Number of listed games with VR enhancements: 59

Total number of games with official support: 239 (some are both regular and VR)

Number of listed games with Boost Mode benefits: 191

Total number of listed games: 430

1. Games with HDR support

Battlefield 1
Chess Ultra
Deus Ex: Mankind Divided
The Elder Scrolls Online
Everybody's Golf
F1 2017
FIFA 18
Final Fantasy XV
Ghost Recon Wildlands
Gran Turismo Sport
Here They Lie
Hitman
Homefront: The Revolution
Horizon Zero Dawn
Hustle Kings
inFAMOUS First Light
inFAMOUS Second Son
Injustice 2
Knack 2
The Last Guardian
The Last of Us: Left Behind
The Last of Us Remastered
Madden NFL 18
Mantis Burn Racing
Mass Effect: Andromeda
Matterfall
Middle-Earth: Shadow of War
MLB The Show 17
MotoGP 17

2. Pro framerate 30fps higher*

Agents of Mayhem
The Dwarves
Everybody's Golf
Hellblade: Senua's Sacrifice
Incredible Adventures of Van Helsing II
Kingdom Hearts II.8 HD 0.2 section
Knack
Life is Strange: Before the Storm
Little Nightmares
Nioh
No Man's Sky
Rise of the Tomb Raider
Shadow Tactics
Snake Pass
Sudden Strike 4
The Surge
Sword Art Online: Hollow Realization

In VR

Hatsune Miku: Project DIVA X VR
Hatsune Miku: VR Future Live
The iDOLM@STER Cinderella Girls VR
Trackmania Turbo

NBA 2K17
NBA 2K18
Nex Machina
No Man's Sky
Project CARS 2
Raiders of the Broken Planet
Ratchet & Clank
Redout: Lightspeed Edition
Resident Evil VII: Biohazard
RESOGUN
Snake Pass
Sniper: Ghost Warrior 3
The Surge
Uncharted 4: A Thief's End
Uncharted: The Lost Legacy
wipEout Omega Collection
The Witness
World of Tanks

* Target; performance may be unstable

Games with Pro support stated by the publisher or Sony**3. Need screens/info to check**

100ft Robot Golf
Battalion Commander
Battle Chasers: Nightwar
Blue Reflection
Bulletstorm Full Clip Edition
Clockwork Tales: Of Glass and Ink
Dark Mystery
Dragon's Dogma: Dark Arisen
ECHO
Fishing Planet
Get Over Here
Hob
I Zombie
The Keeper of the 4 Elements
Maize
Pinball FX3
Randall
Rollercoaster Dreams
Romance of the Three Kingdoms 13
Sneaky Bears
Spartan
The Tenth Line
Thimbleweed Park
Utawarerumono: Mask of Truth
Valkyria Revolution
Warriors All-Stars
We Sing
XPOSED

4. Checked, no upgrades seen

Birthdays: The Beginning
Fate/EXTELLA: The Umbral Star
Lara Croft GO
Shadow Warrior 2
Ultimate Marvel vs. Capcom 3
World of Final Fantasy

More screenshots, video, or developer notes may reveal missed enhancements

All VR games

Conclusions are tentative; variable sources, not fully vetted

5. No effect seen in Boost Mode 6. Possible errors in Boost Mode

[Assassin's Creed IV: Black Flag](#)
[Batman: The Telltale Series](#)
[Child of Light](#)
[The Crew](#)
[Danganronpa 1+2 Reload](#)
[Dark Cloud 2](#)
[Dead Nation: Apocalypse Edition](#)
[Dead or Alive 5 Last Round](#)
[Disc Jam](#)
[Dishonored](#)
[Dragon Quest Builders](#)
[Final Fantasy X | X-2 HD Remaster](#)
[God Eater Resurrection](#)
[The Golf Club](#)
[Grand Theft Auto: Vice City](#)
[Grow Home](#)
[Guilty Gear Xrd: Revelator](#)
[Hotline Miami 2: Wrong Number](#)
[Metro Redux](#)
[Mortal Kombat XL](#)
[Resident Evil 6](#)
[Shadow Complex](#)
[Steins;Gate 0](#)
[Street Fighter V](#)
[Tiny Brains](#)
[TMNT: Mutants in Manhattan](#)
[Trivial Pursuit Live](#)
[Yooka-Laylee](#)

[Grow Up](#)
[Slender: The Arrival](#)
[Tembo the Badass Elephant](#)

Updates

12/11 - Initial posting, followed by error fixes. Made changes based on posts through #47. Added [Helldivers](#), [Super Stardust Ultra VR](#), [Trackmania Turbo](#).

12/12 - Altered format to allow quicker fixes. Made changes based on my own research, and posts through #160. Added [Catlateral Damage](#), [Darksiders](#), two [Hatsune Miku](#) games, [How We Soar](#), [Knack](#), [Mafia III](#), [Planetside 2](#), [Sword Art Online](#), [World of Final Fantasy](#). Removed [The Assembly](#), [Sports Bar VR](#), [Tumble VR](#).

12/13 - Altered mode restriction notation. Made changes based on my own research, and posts through #218. Added [ARK](#), [Arkham Asylum](#), [Oxenfree](#).

12/14 - Altered OP format for clarity, added further info. Made changes based on my own research, and posts through #230.

12/15 - Altered format to prepare for upcoming feature. Made changes based on my own research, and posts through #261. Added [Wheels of Aurelia](#), [Yakuza 6](#).

12/17 - Added tutorial on list searching. Made changes based on my own research, and posts through

#267. Added Mount & Blade.

12/18 - Made changes based on my own research, and posts through #271.

12/20 - Made changes based on my own research, and posts through #293. Added Berserk, The Division.

12/22 - Made changes based on my own research, and posts through #307. Added Job Simulator, Neon Chrome, Ride 2, RIVE.

12/26 - Made changes based on my own research, and posts through #320.

12/27 - Made changes based on my own research, and posts through #340. Added Sports Bar VR.

01/03 - Added a link to a deeper explanation of CBR. Made changes based on my own research, and posts through #430.

01/04 - Made changes based on my own research, and posts through #464. Added Diablo III.

01/10 - Made changes based on my own research, and posts through #542. Added LEGO Harry Potter.

01/11 - Made changes based on my own research, and posts through #572. Added King of Fighters XIV. Removed World of Final Fantasy.

01/17 - Made changes based on my own research, and posts through #630. Added Amnesia Collection, Kingdom Hearts HD II.8.

01/22 - Made changes based on my own research, and posts through #699. Added Battleborn, Gravity Rush 2, Rez Infinite.

01/23 - Made changes based on my own research, and posts through #712. Added Resident Evil VII.

01/24 - Made changes based on my own research, and posts through #725.

01/29 - Made changes based on my own research, and posts through #763. Added Trove.

02/02 - Made changes based on my own research, and posts through #797.

02/06 - Made changes based on my own research, and posts through #831. Expanded Kingdom Hearts II.8. Added Don Bradman Cricket, Nioh.

02/09 - Made changes based on my own research, and posts through #865. Added Fallout 4.

02/12 - Made changes based on my own research, and posts through #871. Added Warframe, and Perfect for VR.

02/14 - Made changes based on my own research, and posts through #882. Added Sniper Elite 4.

02/18 - Made changes based on my own research, and posts through #895. Added RESOGUN, and DiRT Rally for VR.

02/19 - Made changes based on my own research, and posts through #913. Added For Honor, Mother Russia Bleeds.

02/21 - Made changes based on my own research, and posts through #922. Added Here They Lie (including for VR), Rocket League.

02/25 - Made changes based on my own research, and posts through #940. Added Party Golf.

02/27 - Made changes based on my own research, and posts through #943. Added Horizon Zero Dawn.

03/02 - Made changes based on my own research, and posts through #957. Added The Assembly, for both versions.

03/06 - Made changes based on my own research, and posts through #966. Added Homefront: The Revolution, NieR: Automata.

03/07 - Made changes based on my own research, and posts through #968. Added Incredible Adventures of Van Helsing, Ghost Recon Wildlands, Torment.

03/08 - Altered OP format for clarity. Created Boost Mode game list. Made changes based on my own research, and posts through #982. Added forma.8, No Man's Sky.

03/10 - Made changes based on my own research, and posts through #1073. Added (Boost) 7 Days to Die, Carmageddon, Dead Island Definitive, DOAX 3, DiRT Rally, Dynasty Warriors 8, Far Cry 4, Ginger, God of War 3, I Am Bread, Mekazoo, Shadow of the Beast, SAO Hollow Fragment, Super Robot Wars V, Tales of Berseria, The Tomorrow Children, Tony Hawk 5, UFC 2, WRC 6, WWE 2K17.

03/11 - Made changes based on my own research, and posts through #1083. Added (Boost) 3on3 Freestyle, Alienation, COD: Advanced Warfare, Costume Quest 2, Dead Rising, DR2: Off the Record, Dishonored, DOOM, DQ Heroes II, Everybody's Gone to the Rapture, Far Cry Primal, Figureheads,

GUNS UP!, Lichdom Battlemage, MGS V, Moe Moe WWII 3, PvZ Garden Warfare, Resident Evil Origins, Saint Seiya Soldier's Soul, Sky Force Anniversary, Tearaway Unfolded.
03/14 - Made changes based on my own research, and posts through #1106. Added (Boost) Albedo, Borderlands, Devil May Cry 4, DmC, Ether One, iM@S Platinum Stars, LEGO Dimensions, Madden NFL 16, Need for Speed, NHL 17, Rise of the Kasai, Rogue Galaxy, Trials Fusion, TRON RUN/r.
03/15 - Made changes based on my own research, and posts through #1114. Added (Boost) Bladestorm, The Mark of Kri, Senran Kagura: Estival Versus.
03/18 - Made changes based on my own research, and posts through #1123. Added A King's Tale, Senran Kagura: PBS, (Boost) Styx: Shards of Darkness.
03/21 - Made changes based on my own research, and posts through #1139. Added Flatout 4, Mass Effect: Andromeda, (VR) HoloBall, The iDOLM@STER VR, Summer Lesson, (Boost) Battle Islands, The Crew, Emily Wants to Play, Hawken, Minecraft, MXGP 2, The Order 1886, Zombi.
03/27 - Made changes based on my own research, and posts through #1176. Added Dark Souls III (from Boost), Kingdom Hearts I.5 + II.5, Kona, MLB The Show 17, Verdun, Vikings, (Boost) Battle Ages, Duke Nukem 3D, GTA III, Uncharted Collection.
04/02 - Made changes based on my own research, and posts through #1227. Added Snake Pass, (VR) Korix, (Boost) APB Reloaded, DEX, LUMO, Persona 5, Walking Dead: A New Frontier.
04/11 - Made changes based on my own research, and posts through #1282. Added Bulletstorm, PaRappa, Skyforge, Tethered, (VR) Starblood Arena, (Boost) Air Conflicts: Secret Wars, Croixleur Sigma, Gauntlet: Slayer Edition, Hard Reset Redux, Kholat, LEGO City Undercover, Oneechanbara Z2 Chaos, Psychonauts, Red Goddess, Rory McIlroy Golf, Virginia.
04/17 - Made changes based on my own research, and posts through #1302. Added (Boost) Naruto: UNS 4, Valiant Hearts.
04/29 - Made changes based on my own research, and posts through #1387. Added Full Throttle, Little Nightmares, Outlast 2, What Remains of Edith Finch, (VR) Bandit Six, Statik, (Boost) Aero, Minecraft Story Mode, Sniper: Ghost Warrior 3, Syberia 3.
05/16 - Made changes based on my own research, and posts through #1591. Added Injustice 2, LocoRoco, The Surge, (Boost) Defense Grid 2, Risen 3: Titan Lords, Wolfenstein: The Old Blood.
05/28 - Made changes based on my own research, and posts through #1737. Added War Thunder (from Boost), Dreamfall Chapters, Human: Fall Flat, LEGO Worlds, Polybius, Portal Knights, RiME, Samurai Warriors: Spirit of Sanada, (VR) DOAX 3: VR Paradise, Farpoint, Moonshot Galaxy.
06/04 - Made changes based on my own research, and posts through #1767. Added Danger Zone, Prey, Tekken 7, Victor Vran, (VR) Star Trek Bridge Crew.
06/06 - Made changes based on my own research, and posts through #1780. Added DiRT 4, The Dwarves, wipEout Omega, (Boost) flower, Knights of Valour, We Are the Dwarves.
06/20 - Made changes based on my own research, and posts through #1872. Added Final Fantasy XIV (from Boost), MotoGP 17, Nex Machina, Paladins, Tinertia, The Town of Light, The Witch and the Hundred Knight 2.
06/25 - Made changes based on my own research, and posts through #1901. Added Atelier Firis, BlazBlue: Central Fiction, Chess Ultra (and VR), Get Even, Moto Racer 4 (and VR), Plague Road, School Girl Zombie Hunter, Thea: The Awakening, (VR) Crystal Rift, Symphony of the Machine, (Boost) Crossout, God Eater Resurrection, Life is Strange, Madden NFL 17, Seasons After Fall, Sebastien Loeb Rally Evo, Spy Chameleon.
07/07 - Made changes based on my own research, and posts through #1953. Added Crash Bandicoot N-Sane Trilogy, Elite Dangerous, Final Fantasy XII, (VR) Arizona Sunshine, (Boost) Marvel Heroes Omega.
07/18 - Made changes based on my own research, and posts through #2001. Added (VR) Fantastic Contraption.
07/27 - Made changes based on my own research, and posts through #2054. Added Infinite Minigolf (also VR), Pyre, (VR) Mortal Blitz, SUPERHOT VR, (Boost) Game of Thrones by Tell Tale, Megadimension Neptunia V II, Motorcycle Club.
08/08 - Made changes based on my own research, and posts through #2134. Added Dragon Quest XI.

Dreadnought, Fortnite, Hellblade, Incredible Adventures of Van Helsing II, LawBreakers, Patapon Remastered, Shadow Tactics, Sine Mora EX.

08/25 - Made changes based on my own research, and posts through #2209. Added Agents of Mayhem, Bard's Tale Remastered, F1 2017, Madden NFL 18, Matterfall, Sonic Mania, Sudden Strike 4, Uncharted: The Lost Legacy.

09/06 - Made changes based on my own research, and posts through #2333. Added Destiny 2, Everybody's Golf, Knack 2, Legend of Heroes: Trails of Cold Steel III, One Piece: Unlimited World Red, Redout, This is the Police, X-Morph: Defense, (Boost) Dead Alliance, Pillars of Eternity, Resident Evil: Revelations, Yakuza Kiwami.

09/10 - Made changes based on my own research, and posts through #2403. Added Life is Strange: Before the Storm, XCOM 2 (finally!).

09/14 - Made changes based on my own research, and posts through #2440. Added Cities: Skylines, A Hole New World, NBA 2K18, NBA Live 18, NHL 18, PES 2018, (Boost) Baja: Edge of Control, Dead By Daylight, Heavy Rain, NFS Rivals, Prototype Biohazard Bundle, The Wolf Among Us.

09/20 - Made changes based on my own research, and posts through #2524. Added Burly Men at Sea, MvC Infinite, Project CARS 2, Raiders of the Broken Planet, (VR) End Space, (Boost) Warframe (from Support).

09/28 - Made changes based on my own research, and posts through #2596. Added Danganronpa V3, FIFA 18, Ys VIII, (Boost) RUINER.

10/05 - Altered official support list format to more clearly identify HDR titles. Made changes based on my own research, and posts through #2655. Added Dishonored: Death of the Outsider, Dragon's Dogma, EVE: Valkyrie - Warzone, theHunter, The Last of Us: Left Behind, The Witcher III (from Boost).

10/10 - Made changes based on my own research, and posts through #2743. Added Blue Reflection, Shadow of War, WRC 7.

10/12 - Updated OP and split lists for ease of use. Made changes based on my own research, and posts through #2757. Added (VR) Psychonauts, Sparc, Tumble VR.

10/16 - Made changes based on my own research, and posts through #2811. Added Don't Knock Twice (and VR), Gran Turismo Sport.

Last edited by Liabe Brave; 10-17-2017 at 07:03 AM.

Liabe Brave

Member

(12-12-2016, 04:06 AM)



ABZÛ

Pro
Standard

More fish per school

1350p

45-60fps

1080p

40-50fps

Agents of Mayhem

Pro	More NPCs/traffic; better shadows, LOD, AF, particles	1080p	~60fps
Standard		1080p	30fps

Amnesia Collection

Pro	Slightly better motion blur?	<i>The Dark Descent</i>	1080p	60fps
Standard	Slightly better motion blur?	<i>A Machine for Pigs</i>	1080p	45-60fps
		<i>The Dark Descent</i>	1080p	45-60fps
		<i>A Machine for Pigs</i>	1080p	30-60fps

ARK: Survival Evolved

Pro	Better draw distance, reflections	<i>detail mode</i>	1080p	25-30fps
	Better reflections		720p	30-60fps
Standard		<i>detail mode</i>	720p	20-30fps
			680p	25-45fps

Assassin's Creed Syndicate

Pro		1620p	30fps
Standard		900p	30fps

Assassin's Creed: The Ezio Collection

Pro x		2160p	locked 30fps*
•		1080p	locked 30fps
Standard		1080p	locked 30fps

*some cutscenes prerendered at 1080p30

The Assembly

Pro	Improved lighting, reflections, AF	1080p	60fps
Standard		1080p	60fps

Atelier Firis: The Alchemist and the Mysterious Journey

Pro	Better shadows, particles	1080p	30-60fps*
Standard		1080p	25-55fps

*still steep drops when flying, but average framerate much higher

The Bard's Tale: Remastered and Resnarkled

Pro		2160geo?	60fps
Standard		1080p	60fps

Batman: Return to Arkham

Pro		variable 1080p	30fps
Standard		variable 1080p	25-30fps

Battleborn

Pro	better shadows than 60fps mode	2160p	30fps
		1080p	60fps
Standard	better shadows than "60fps" mode	1080p	30fps
		1080p	45-60fps

Battlefield 1				HDR
	Better terrain, textures, effects, particles	dynamic 1800c, drops often	60fps	
Pro				
Standard		dynamic 1080p, drop often	40-60fps	
Berserk and the Band of the Hawk				
Pro	2160p*	2160p*	30fps	
•	1080p	1080p	45-60fps*	
Standard	1080p	1080p	30-55fps*	
<small>*some cutscenes prerendered at 1080p30</small>				
BlazBlue: Central Fiction				
Pro	Improved shadows, hit effects?	1080p*	60fps^	
Standard		1080p*	60fps, judder^	
<small>*stages: characters at lower resolution ^character animations mostly 20fps</small>				
Blue Reflection				
Pro		2160geo	30fps, judder*	
Standard		1080p	30fps, judder*	
<small>*some post-processing may run at higher framerate</small>				
Bound				
Pro	Photo Mode native 4K	2xMSAA	2160geo	60fps
	Photo Mode native 4K	8xMSAA	1080p	60fps
Standard		4xMSAA	1080p	60fps
Bulletstorm: Full Clip Edition				
Pro		2160p?	60fps	
Standard		1080p	60fps	
Burly Men at Sea				
Pro		2160p	30fps	
Standard		1080p	30fps	
Call of Duty: Black Ops III				
Pro		dynamic 2160c	60fps	
•		1080p	55-60fps	
Standard		dynamic 1080p, few drops	unstable 60fps	
Call of Duty: Infinite Warfare				
Pro		dynamic 2160c	60fps	
Standard		dynamic 1080p, few drops	55-60fps	
Call of Duty: Modern Warfare Remastered				
Pro		dynamic 2160c	60fps	
Standard		1080p	unstable 60fps	
Chess Ultra				HDR
Pro		2160p	60fps	
Standard		1080p	60fps	

Cities: Skylines			
		1080p	40-60fps*
Pro	Slightly better shadows, AA	1080p	40-60fps*
Standard		1080p	30-60fps*
<i>*drops worst during low-level flyovers; Pro stays much closer to 60fps during normal gameplay</i>			
Crash Bandicoot: N»Sane Trilogy			
		1440p	locked 30fps
Pro	Improved shadows, AO	1440p	locked 30fps
Standard		1080p	30fps*
<i>*rare drops to 20fps in cutscenes due to double-buffer vsync</i>			
Danganronpa V3: Killing Harmony			
		1800p	55-60fps*
Pro	Some better textures	1800p	55-60fps*
Standard		1080p	45-60fps*
<i>*lowest drops only during exploration</i>			
Danger Zone			
Pro	More explosions, better particles, effects, AA	2160c	60fps w/ drops
•	More explosions, better particles, effects, AA	1620p	60fps
Standard		1080p	60fps w/ drops
Darksiders: Warmastered Edition			
Pro		1620p	60fps
Standard		1080p	60fps
Dark Souls III			
Pro		1080p	40-55fps
Standard		1080p	30fps, judder
Destiny 2			
Pro	Better shadows, AF	dynamic 2160c*	locked 30fps
Standard		1080p	locked 30fps
<i>*resolution drops are horizontal only, and very rare during normal gameplay</i>			
Deus Ex: Mankind Divided			
Pro	Better reflections	dynamic 2160c	30fps
Standard		1080p	30fps w/ drops
Diablo III: Ultimate Evil Edition			
Pro	Added AO, and bloom on light sources	dynamic 2160p*	60fps
Standard		1080p	60fps
<i>*some UI art upscaled from 1080p</i>			
DiRT 4			
Pro	Better lighting, shadows, reflections, AA	dynamic 1080p, rare drops	60fps*
Standard		dynamic 1080p, few drops	55-60fps*
<i>*replays are 30fps</i>			
Dishonored 2			
Pro		1440p	~30fps
•		1080p	30fps
Standard		1080p	30fps w/ drops

HDR

Dishonored: Death of the Outsider				
		1440p	~30fps	
Pro	x	1080p	30fps	
Standard	*	1080p	30fps w/ drops	
Don Bradman Cricket 17				
Pro		1080p	60fps	
Standard		1080p	40-50fps	
Don't Knock Twice				
Pro	Improved lighting, shadows	1080p	50-60fps	
Standard		1080p	40-60fps	
Dragon Quest XI: Echoes of an Elusive Age				
Pro	Slightly better motion blur, shadows	1728c*	30fps	
Standard		900p	30fps	
<small>*artifacuting when in motion, especially visible on grass</small>				
Dragon's Dogma: Dark Arisen				
Pro		1440p	30fps	
Standard		1080p	30fps	
Dreadnought				
Pro		1440p	45-60fps, tear	
Standard		1080p	30-55fps, tear	
Dreamfall Chapters				
Pro		1440p	20-30fps	
Standard		1080p	15-30fps	
The Dwarves				
Pro		1080p	40-55fps	
Standard		1080p	30fps	
The Elder Scrolls Online				
Pro		2160p	30fps	
	Better shadows, reflections, AO	1080p	30fps	
Standard		1080p	30fps w/ drops	
HDR				
The Elder Scrolls V: Skyrim Special Edition				
Pro	Better foliage	2160p	unstable 30fps	
Standard		1080p	30fps	
Elite Dangerous				
Pro	Better LOD,DOF,AO,AA,AF,shadows,more	quality mode	1080p	60fps*
		performance	1080p	60fps^
Standard			1080p	60fps*
<small>*near stations or planets, often drops to 30fps with double-buffer vsync ^on planets some drops to ~50fps w/ bad pacing</small>				

Everybody's Golf				HDR
Pro	x	2160p	30fps*	
	•	1080p	60fps	
Standard		1080p	30fps*	
*player shot meter 60fps				
EVE: Valkyrie – Warzone				
Pro	Improved shadows and lighting	dynamic 2160p*	60fps	
Standard		1080p	60fps	
*usually below max				
F1 2017				HDR
Pro	Improved shadows, reflections, track shaders	2160c	60fps	
Standard		1080p	60fps	
Fallout 4				
Pro	Better draw distance, volumetric lighting, reflections	1440p	25-30fps	
Standard		1080p	20-30fps	
Farming Simulator 17				
Pro	x	2160p	45-55fps	
	x	1440p	unstable 60fps	
	• Better draw distance	1080p	60fps	
Standard		1080p	45-50fps	
FIFA 17				
Pro	Better DOF and grass draw distance	2160p	60fps*	
Standard		1080p	60fps*	
*some scenes (replays, etc.) at 30fps				
FIFA 18				HDR
Pro	Better DOF	2160p	60fps*	
Standard		1080p	60fps*	
*some scenes (replays, etc.) at 30fps				
Final Fantasy XII: The Zodiac Age				
Pro	x	1440p	30fps*	
	•	1080p	locked 30fps*	
Standard		1080p	30fps*	
*menus at 60fps				
Final Fantasy XIV: Stormblood				
Pro	x	1440p?	25-45fps	
	•	1080p	50-60fps	
Standard		1080p	25-45fps	
Final Fantasy XV				HDR
Pro	Better details, shadows, AO, AF	1800c	30fps, judder	
		1080p	40-60fps	
		1080p	30fps	
Standard		dynamic HDR 1080p	30fps, judder	

Firewatch			
	Better details	1440p	30fps
Pro	• Better shadows and details with smoother transitions	1080p	30fps
Standard		1080p	30fps
FL4TOUT: Total Insanity			
	Better LOD, shadows	1080p	30fps
Pro		1080p	20-30fps
Standard			
For Honor			
Pro	TAA raises resolution of some edges, but with artifacts	1440p, edges up to 2160p	30fps
Standard		1080p	30fps
forma.8			
Pro		8xMSAA	2160p
Standard		4x MSAA	1080p
			60fps
Fortnite			
Pro	Better lighting, motion blur, AO, draw distance	1080p	30fps, judder*
Standard		1080p	30fps w/drops*
<small>*worst hitches likely due to online conditions</small>			
Full Throttle Remastered			
Pro		2160p*	30fps^
Standard		1080p*	30fps^
<small>*not all art at full resolution</small>		<small>^most animations at much lower framerate</small>	
Get Even			
Pro		2160p?	~30fps, judder
Standard		1080p	~30fps, judder
Gran Turismo Sport			
Pro		1800c	60fps*
	<small>This mode requires PS4 OS set to 1080p</small>	8x MSAA	1080p
Standard		2x MSAA	1080p
			60fps*
<small>*replays at 30fps</small>		<small>^replays at 55-60fps</small>	
Gravity Rush 2			
Pro	M marginally improved draw distance	2160geo	30fps
Standard		1080p	30fps
Hatsune Miku: Project DIVA X HD			
Pro	• Better reflections, character textures	2160p	60fps
	• Better reflections, character textures	1080p	60fps
Standard		1080p	60fps
Hellblade: Senua's Sacrifice			
Pro		dynamic 1440p	30+fps, judder
	Lower-resolution DOF effect	dynamic 1440p*	60fps
Standard		1080p	30+fps, judder
<small>*resolution will lower more often than in 30fps mode</small>			

HDR

Helldivers			
		2160c*	60fps
Pro		2160c*	60fps
Standard		1080p	60fps
*given lack of extra texture detail, some samples may be unshaded			
Here They Lie			
		1440p	60fps
Pro		1440p	60fps
Standard		1080p	60fps
HDR			
Hitman			
		1440p	30fps
Pro	Better lighting, shading, and reflections	1440p	30-50fps
Standard	Better lighting, shading, and reflections	1080p	30fps
		1080p	30-45fps
A Hole New World			
		1080p	60fps^
Pro		1080p	60fps*
Standard		1080p	60fps*
*rare but severe extended drops to 5-10fps ^drops present, but not as low (~25fps?) or as long			
Homefront: The Revolution			
		1440p	~30fps
Pro	Easter egg playable TimeSplitters 2 is 2160p	1080p	20-30fps
Standard		1080p	20-30fps
HDR			
Horizon Zero Dawn			
		2160c*	~30fps
Pro	Better textures, LOD, AF	1080p*	30fps
Standard	Better textures, LOD, AF, MSAA, reflections, DOF	1080p	~30fps
*some cutscenes prerendered at 2160p			
Human: Fall Flat			
		2160p	60fps
Pro		1080p	60fps
Standard		1080p	60fps
theHunter: Call of the Wild			
		1260p	30fps
Pro	Improved motion blur, shadows?	1080p	30fps
Standard		1080p	30fps
HDR			
Hustle Kings			
		2160p	60fps
Pro		1080p	60fps
Standard		1080p	60fps
The Incredible Adventures of Van Helsing Extended Edition			
		2160p	30-50fps
Pro		1620p	45-60fps
Standard		1080p	60fps w/ drops
		1080p	35-60fps

The Incredible Adventures of Van Helsing II

Pro		2160p	30fps
		1620p	45-55fps
		1080p	60fps w/ drops
Standard		1080p	30fps

inFAMOUS First Light

Pro	Greatly increased particle effects	1800c	30fps
	Greatly increased particle effects	1080p	unstable 60fps
Standard		1080p	30fps
		1080p	35-50fps

inFAMOUS Second Son

Pro	Greatly increased particle effects	1800c	30fps
	Greatly increased particle effects	1080p	unstable 60fps
Standard		1080p	30fps
		1080p	35-50fps

Infinite Minigolf

Pro		1440p	60fps
Standard		1080p	60fps

Injustice 2

Pro ✕	Better motion blur, AO, and LOD	1440p	locked 60fps*
•	Better motion blur, AO, and LOD, higher TAA	1080p	locked 60fps*
Standard		1080p	locked 60fps*

*cutscenes and super moves are 30fps; online play can tear and drop

Killing Floor 2

Pro	Better textures and shadows	1800c	50-60fps
Standard		1080p	40-60fps

Kingdom Hearts HD I.5 + II.5 ReMIX

Pro ✕	<i>Kingdom Hearts Final Mix</i>	2160p	locked 60fps*
•	<i>Kingdom Hearts Final Mix</i>	1080p	locked 60fps*
✖	<i>Kingdom Hearts II Final Mix</i>	2160p	~ 60fps*
•	<i>Kingdom Hearts II Final Mix</i>	1080p	60fps*
Standard	<i>Kingdom Hearts Final Mix</i>	1080p	locked 60fps*
	<i>Kingdom Hearts II Final Mix</i>	1080p	~ 60fps*

*some cutscenes are 30fps, with framelimiting issues

Kingdom Hearts HD II.8 Final Chapter Prologue

Pro	<i>KH 0.2: Birth by Sleep - A Fragmentary Passage</i>	1080p	40-60fps*
✖	<i>Kingdom Hearts DDD: Dream Drop Distance</i>	2160p	60fps*
•	<i>Kingdom Hearts DDD: Dream Drop Distance</i>	1080p	60fps*
Standard	<i>KH 0.2: Birth by Sleep - A Fragmentary Passage</i>	900p	30fps, judder
	<i>Kingdom Hearts DDD: Dream Drop Distance</i>	1080p	60fps*

*some cutscenes are 30fps, with framelimiting issues

King of Fighters XIV

Pro		1440p	60fps
Standard		1080p	60fps

A King's Tale: Final Fantasy XV			
	Pro	1080p*	60fps**
Standard		1080p*	60fps**
*only some graphical effects, most visuals at 540p **most animations at lower fps			
Knack			
Pro	Fewer shadow-casting objects in tutorial	1728c	30-45fps
Standard		1080p	50-60fps
		1080p	25-50fps
Knack 2			
Pro	Better shadow resolution, AO	1800c	40-55fps*
Standard	Better shadow resolution, AO	1080p	60fps w/ drops*
		1080p	40-55fps*
*some cutscenes at 30fps, and option to cap gameplay at that level			
Kona			
Pro		1080p	50-60fps
Standard		1080p	45-60fps
The Last Guardian			
Pro	x	1890p	unstable 30fps
	• A few better textures	1080p	30fps
Standard		1080p	unstable 30fps
The Last of Us Remastered			
Pro	Better shadows (but with errors)	2160p*	30fps
		1800p*	60fps, drops
Standard	Better shadows (but with errors)	1080p	60fps^
		1080p	~60fps, drops^
*some cutscenes prerendered at 1080p ^can be capped at 30fps			
The Last of Us: Left Behind			
Pro	Better shadows (but with errors)	2160p*	30fps
		1800p*	60fps, drops
Standard	Better shadows (but with errors)	1080p	60fps^
		1080p	~60fps, drops^
*some cutscenes prerendered at 1080p ^can be capped at 30fps			
LawBreakers			
Pro	x	Some better textures, lighting	dynamic 2160p*
	•	Some better textures, lighting	1080p
Standard		900p	30-60fps
*almost always around 1440p			
The Legend of Heroes: Trails of Cold Steel III			
Pro		2160p?	60fps
Standard		1080p	60fps
LEGO Harry Potter Collection			
Pro		1440p	60fps
Standard		1080p	60fps

LEGO Worlds			
	Better draw distance, LOD, motion blur	1080p	~30fps
Pro			
Standard		1080p	25-30fps
Let It Die			
Pro		1440p	60fps
Standard		1080p	60fps
Life is Strange: Before the Storm			
Pro	x	1440p	30fps
	*	1080p	60fps
Standard		1080p	30fps
Little Nightmares			
Pro		1620p	50-60fps
Standard		1080p	locked 30fps
LocoRoco Remastered			
Pro		2160p	60fps
Standard		1080p	60fps
Madden NFL 18			
Pro		1800p	60fps
		1080p	60fps
Standard		1080p	60fps
Mafia III			
Pro	Better motion blur, DOF, and other effects	1440p	unstable 30fps
Standard		1080p	30fps, tearing
*some cutscenes prerendered at 1080p30			
Mantis Burn Racing			
Pro		2160p	60fps*
Standard		1080p	60fps*
*4-player splitscreen is 30fps			
Marvel vs. Capcom Infinite			
Pro	Improved AF?	1440p*	60fps^
Standard		1080p*	60fps^
*Very soft IQ for the resolution, likely due to aggressive post-processing ^KO sequences at 30fps			
Mass Effect: Andromeda			
Pro	Better AO, DOF	1800c*	~30fps
Standard		1080p^	~30fps, tearing
*some cutscenes prerendered at 1080p ^most cutscenes 900p			
Matterfall			
Pro		1080p	60fps
Standard		900p	60fps
HDR			
HDR			
HDR			

Middle-Earth: Shadow of Mordor			
Pro		dynamic 2160p, few drops	30fps
	Better draw distance	1080p	30fps
Standard		1080p	30fps
Middle-Earth: Shadow of War			
Pro	Better AO	dynamic 2160p*	30fps
	Better LOD, draw distance, AO	dynamic 2160p*	30fps
Standard		1080p	30fps, rare dips
*rarely reaches max, typically around 1620p (slightly higher in resolution mode)			
MLB The Show 17			
Pro	x	2160p	30fps?
x		1440p	60fps w/ drops
•		1080p	60fps
Standard		1080p	60fps w/ drops
Mother Russia Bleeds			
Pro	Better shadows, blood splatter	2160p*	60fps
Standard		1080p*	60fps
*only some graphical effects; backgrounds, characters, etc. at 270p			
MotoGP 17			
Pro	x	1440p	55-60fps
•		1080p	60fps
Standard		1080p	50-60fps
Moto Racer 4			
Pro	Slightly improved draw distance	1080p	30fps
Standard		1080p	30fps w/ drops
Mount & Blade: Warband			
Pro		8xMSAA	1800p
Standard		4xMSAA	1080p
			60fps
			45-60fps
NBA 2K17			
Pro		2160p	60fps*
Standard		1080p	60fps*
*some scenes (replays, etc.) at 30fps			
NBA 2K18			
Pro	Improved DOF, AF	2160p	60fps*
Standard		1080p	60fps*
*some scenes (replays, etc.) at 30fps			
NBA Live 18			
Pro	Heavy temporal artifacting (CBR? TAA? TI?)	1620p	60fps
Standard		1080p	60fps
Neon Chrome			
Pro		2160p	60fps
Standard		1080p	60fps

Nex Machina: Death Machine

Pro	x		1890p	60fps
	•		1080p	locked 60fps
Standard			900p	60fps

NHL 18

Pro	Improved textures, AF, crowd LOD	2160p*	60fps*
Standard		1080p	60fps*

*gameplay only; scenes such as benches, crowd, faceoffs at 1800p30

NieR: Automata

Pro	Added motion blur, better AF	4x MSAA	1080p*	60fps w/drops*
Standard		no AA	900p	60fps w/drops*

*some cutscenes prerendered at 900p30

Nioh

Pro	<i>movie mode</i>	dynamic 2160p	30fps*
	<i>action mode</i>	dynamic 1080p^	60fps^
Standard	<i>movie mode</i>	dynamic 1080p, few drops	30fps*
	<i>action mode</i>	dynamic 1080p	60fps^

* can unlock for +10-20fps, but more resolution drops ^cutscenes 2160p30 on Pro, 1080p30 on standard

No Man's Sky

Pro	x	1800p	30-55fps*
	•	1080p	~60fps*
Standard		1080p	25-60fps*

* can be capped at 30fps

One Piece: Unlimited World Red Deluxe Edition

Pro		2160p?	60fps
Standard		1080p	60fps

Outlast 2

Pro	x	Slightly better DOF	dynamic 1440p, few drops	60fps
	•	Slightly better DOF and shadows, much better AF	1080p	60fps
Standard			dynamic 1080p, few drops	60fps

Overwatch

Pro	Better DOF and AF	1080p	60fps
Standard		dynamic 1080p	60fps

Oxygen Free

Pro		1080p	60fps
Standard		1080p	60fps

Paladins: Champions of the Realm

Pro	x	dynamic 2160p, rare drops	60fps*
	•	1080p	locked 60fps*
Standard		1080p	60fps*

*drops during killcams

Paragon

Pro	Plus geometry, foliage, lighting, motion blur, reflections	1080p	unstable 60fps
Standard		900p	unstable 60fps

PaRappa the Rapper Remastered			
	Pro	2160p	30fps
	Standard	1080p	30fps
Party Golf			
	Pro	2160p	60fps
	Standard	1080p	60fps
Patapon Remastered			
	Pro	2160p	30fps
	Standard	1080p	30fps
Plague Road			
	Pro	2160p	60fps
	Standard	1080p	60fps
Planetside 2			
	Pro	1080p	45-60fps
	Standard	1080p	30-45fps
Polybius			
	Pro	2160p	locked 60fps
	Standard	1080p	locked 60fps
Portal Knights			
	Pro	2160p	60fps
	Standard	1080p	60fps
Prey			
	Pro	Better shadows, textures, particles, reflections, LOD, AF	1080p
	Standard	1080p	30fps w/ drops
1080p			
Pro Evolution Soccer 2017			
	Pro	2160p	60fps*
	Standard	1080p	60fps*
*some scenes (replays, etc.) at 30fps			
Pro Evolution Soccer 2018			
	Pro	2160p	60fps*
	Standard	1080p	60fps*
*some scenes (replays, etc.) at 30fps			
Project CARS 2			
	Pro	More track geometry? Better lighting, reflections, LOD	dynamic 1440p
	Standard		dynamic 1080p
*less frequent drops in dry conditions or with fewer cars; replays are 30fps			
Pyre			
	Pro	2160p	60fps
	Standard	1080p	60fps

HDR

Raiders of the Broken Planet				HDR
	Pro	1260p	60fps	
	Standard	1080p	60fps	
Ratchet & Clank				HDR
	Pro	2160ti	30fps	
	Standard	1080p	30fps	
Redout: Lightspeed Edition				HDR
	Pro	1080p	60fps	
	Standard	1080p	40-55fps	
RESIDENT EVIL: biohazard				HDR
	Pro	TAA raises resolution of some edges above base res	1260p, edges up to 1680p	locked 60fps
	Standard	1080p	60fps	
RESOGUN				HDR
	Pro	2160geo	locked 60fps*	
	Standard	1080p	60fps*	
<small>*end-of-level slo-mo stutters (less on Pro)</small>				
Rez Infinite				
	Pro	2160p	60fps	
	Standard	1080p	60fps	
Ride 2				
	Pro	2160p	30fps	
	Standard	1080p	30fps	
RiME				
	Pro	Better AA, shadows, LOD, AF, reflections, effects, etc.	1080p	40-60fps
	Standard	1080p	30-50fps	
Rise of the Tomb Raider: 20 Year Celebration				
	Pro	2160c	30fps	
	Better foliage, details, hair, shadows, reflections, AF		1080p	30fps
	Standard	1080p	40-60fps	
		1080p	30fps w/ drops	
RIVE				
	Pro	2160p	60fps	
	Standard	1080p	60fps	
Rocket League				
	Pro	2160c	60fps	
	•	1080p	locked 60fps	
	Standard	1080p	60fps	

Samurai Warriors: Spirit of Sanada			
Pro	x	2160p	45-60fps
	*	1080p	55-60fps
Standard		1080p	45-60fps
School Girl Zombie Hunter			
Pro	Improved reflections, blood splatter?	1080p	50-60fps
Standard		1080p	40-55fps
Senran Kagura: Peach Beach Splash			
Pro		1080p	35-60fps
Standard		1080p	25-55fps
Shadow Tactics: Blades of the Shogun			
Pro		1080p	60fps
Standard		1080p	30-35fps*
*can be capped at 30fps			
Sine Mora EX			
Pro	Much improved particles	2160p	60fps
Standard		1080p	60fps
Skyforge			
Pro	Better AA, reflections, particles	1080p	25-30fps*
Standard		1080p	10-30fps*
*large drops may be due to server lag, rather than native performance			
Smite			
Pro	x	dynamic 2160p, rare drops	locked 60fps
	*	1080p	locked 60fps
Standard		1080p	locked 60fps
Snake Pass			
Pro	Higher effect framerate, increased dust	1512p	locked 30fps*
Standard	Higher effect framerate, increased dust	1080p	60fps w/ drops
		864p	30fps
*movement can have speed stutters, despite totally locked framerate			
Sniper Elite 4			
Pro	Better draw distance, LOD, shadows, reflections	1080p	~60fps
Standard		1080p	50-60fps
Sonic Mania			
Pro		2160p*	locked 60fps
Standard		1080p	locked 60fps
*assets at 270p, but no scaling artifacts for 4K displays			
Steep			
Pro		1080p	45-55fps
Standard		1080p	30fps

Sudden Strike 4			
	Pro	1080p	45-60fps
Standard		1080p	30fps
The Surge			
	Pro	1620p	30fps
		1080p	60fps
Standard		1080p	30fps
Sword Art Online: Hollow Realization			
	Pro	1080p	60fps
Standard		1080p	30fps
Tekken 7			
	Pro	Better lighting, particles, AF, AO*	locked 60fps
Standard		864p	locked 60fps
<small>*effects may dynamically reduce or turn off to preserve framerate</small>			
Tethered			
	Pro	Better AA, plus added god rays, water refraction	60fps
Standard		1080p	60fps
Thea: The Awakening			
	Pro	2160p	60fps
Standard		1080p	60fps
This is the Police			
	Pro	2160p	30fps
Standard		1080p	30fps
Thumper			
	Pro	2160p	60fps
Standard		1080p	60fps
Tinertia			
	Pro	Better AA, DOF, particles	60fps
Standard		1080p	~60fps
Titanfall 2			
	Pro	dynamic 1440p, few drops	60fps
Standard		dynamic 1080p	60fps
Tom Clancy's Ghost Recon Wildlands			
	Pro	Slightly better draw distance	30fps
Standard		1080p	30fps, tearing
Tom Clancy's The Division			
	Pro	Better shadows and reflections	30fps
Standard		1080p	30fps

Torment: Tides of Numenera			
		1080p	45-60fps
Pro		1080p	45-60fps
Standard		1080p	30-60fps
The Town of Light			
Pro	Improved lighting, AO?	1080p	40-60fps
Standard		1080p	30-60fps
Trackmania Turbo			
Pro		dynamic 1620p	locked 60fps
Standard		1080p	locked 60fps
Trove			
Pro		1080p	up to 60fps
Standard		1080p	25-60fps
Uncharted 4: A Thief's End			
Pro	<i>campaign</i>	1440p	30fps*
	<i>multiplayer</i>	1080p	60fps
Standard	<i>campaign</i>	1080p	30fps
	<i>multiplayer</i>	900p	60fps
<small>*some cutscenes prerendered at 1080p30</small>			
Uncharted: The Lost Legacy			
Pro	<i>campaign</i>	1440p	30fps
	<i>survival</i>	1080p	30fps
	<i>competitive</i>	1080p	60fps
Standard	<i>campaign</i>	1080p	30fps
	<i>survival</i>	1080p	30fps
	<i>competitive</i>	900p	60fps
Verdun			
Pro		1800p	45-60fps
Standard		1080p	40-60fps
Victor Vran			
Pro		dynamic 1620p, rare drops	60fps
Standard		dynamic 1080p, rare drops	60fps
Viking Squad			
Pro		2xMSAA	60fps
Standard		no AA	60fps
Vikings: Wolves of Midgard			
Pro	Better shadows, spell effects, and increased ragdolls	1080p	30fps
Standard		1080p	30fps w/ drops
War Thunder			
Pro		1440p?	~30fps*
Standard		1080p	~30fps*
<small>*with stutter and hitches possibly caused by network connection</small>			

Watch_Dogs 2

Pro	Checkerboard artifacts greatly reduced	1800c	30fps
Standard		1080c	30fps

What Remains of Edith Finch

Pro		1080p	30fps, judder
Standard		1080p	20-30fps

Wheels of Aurelia

Pro		2160p	60fps
Standard		1080p	60fps

wipEout Omega Collection

Pro	4xEQAA	<i>motion blur off</i>	2160p	locked 60fps
		<i>motion blur on</i>	2160c	locked 60fps
Standard		<i>motion blur off</i>	1080p	locked 60fps
		<i>motion blur on</i>	1080p	locked 60fps

HDR

The Witch and the Hundred Knight 2

Pro	Better particles, blood splatter	1080p	60fps
Standard		1080p	55-60fps

The Witcher III: Wild Hunt

Pro	Improved AF, AO	2160c	30fps w/ drops
Standard		1080p	30fps w/ drops

HDR

The Witness

Pro	x	2xMSAA	2160p	30fps
	x	2xMSAA	1440p	60fps
	•	4xMSAA	1080p	60fps
Standard		2xMSAA	900p	60fps

HDR

World of Tanks

Pro	Better AA, textures	1800c	30fps
Standard		1080p	30fps

WRC 7

Pro	Improved shadows, AF	1440p	30fps*
Standard		1080p	30fps*

**Showroom, tuning screen, etc. at 60fps*

XCOM 2

Pro	Added reflections, and better DOF, shadows, particles	1080p	30fps
Standard		1080p	30fps

X-Morph: Defense

Pro	<i>singleplayer</i>	1080p	60fps
	<i>splitscreen co-op</i>	1080p	~60fps
Standard	<i>singleplayer</i>	1080p	~60fps
	<i>splitscreen co-op</i>	1080p	30-60fps

Yakuza 6: The Song of Life

Pro	M marginally better DOF, AO, and AF	1080p	~30fps
Standard		900p	30fps w/ drops

Ys VIII: Lacrimosa of Dana

Pro	Seems TAA has jittered edge artifacts (or possibly CBR)	1800p*	60fps
Standard		1080p	60fps w/ drops

*UI graphics 2160p, UI art 1080p

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(12-12-2016, 04:07 AM)



Arizona Sunshine

Pro	Better draw distance and LOD, added MSAA	Supersampled resolution	90fps
Standard		1080p	90fps

The Assembly

Pro	Better effects, reflections	1080p	60fps
Standard		Subnative resolution	60fps

Bandit Six: Combined Arms

Pro	Supersampled resolution	60fps
Standard	1080p	60fps

Batman: Arkham VR

Pro	Removed foveated resolution	60fps
Standard		60fps

Battlezone

Pro	Added dynamic cockpit lighting, reflections	1890p	120fps
Standard		1080p	120fps

Bound

Pro	Better shadows, added volumetric lighting	Supersampled resolution	60fps
Standard		1080p	60fps

The Brookhaven Experiment				
	Pro	Higher resolution	60fps	
	Standard		60fps	
Call of Duty: Infinite Warfare Jackal Assault				
	Pro	Higher resolution	60fps	
	Standard		60fps	
Catlateral Damage				
	Pro	Higher resolution	60fps	
	Standard		60fps	
Chess Ultra				
	Pro	Supersampled resolution	60fps	
	Standard	1080p	60fps	
Crystal Rift				
	Pro	Slightly better textures, lighting?	1080p	60fps
	Standard		1080p	60fps
Dead or Alive Xtreme 3 VR Paradise				
	Pro	Removed foveated resolution	Supersampled resolution	60fps
	Standard		1080p	60fps
DiRT Rally				
	Pro	Better LOD, shadows; highly improved weather effects	Higher resolution	60fps
	Standard			60fps
Don't Knock Twice				
	Pro	Better lighting	1080p	60fps
	Standard		Subnative resolution	60fps
DRIVECLUB VR				
	Pro	Added reflections on cars, removed foveated resolution		60fps
	Standard			60fps
Eagle Flight				
	Pro	Better draw distance and LOD transitions		60fps
	Standard			60fps
End Space				
	Pro	Improved geometry, textures, effects	8x MSAA	Higher resolution
	Standard		4x MSAA	1080p
				90fps

EVE: Valkyrie – Warzone			
Pro	Better shadows, added lighting and smoke effects	dynamic 1620p	60fps
Standard		1080p	60fps
Fantastic Contraption			
Pro	Improved textures, backdrops, LOD, effects, AA	1350p	60fps
Standard		1080p	60fps
Farpoint			
Pro	Reduced vignette blur (foveated resolution?)	Supersampled resolution	60fps
Standard		1080p	60fps
Hatsune Miku: Project DIVA X HD			
Pro		Supersampled resolution	90fps
Standard		1080p	60fps
Hatsune Miku: VR Future Live			
Pro		Supersampled resolution	90fps
Standard		1080p	60fps
Headmaster			
Pro		1530p	90fps
Standard		1080p	90fps
Here They Lie			
Pro	Better shadows, AO, effects; added dynamic lighting	1080p	60fps
Standard		~900p	60fps
HoloBall			
Pro		Supersampled resolution	60fps
Standard		1080p	60fps
How We Soar			
Pro		Supersampled resolution	60fps
Standard		1080p	60fps
Hustle Kings VR			
Pro		Higher resolution	60fps
Standard			60fps
The iDOLM@STER Cinderella Girls: Viewing Revolution			
Pro	Slightly improved character models	Higher resolution	90fps
Standard		1080p	60fps

Infinite Minigolf

Pro		1440p	60fps
Standard		1080p	60fps

Job Simulator

Pro	Removed foveated resolution	Supersampled resolution	90fps
Standard		Supersampled resolution	90fps

Korix

Pro	Added HBAO	~1292p	120fps*
Standard		~1292p	120fps*

*some brief dips to 90fps during 4-player games

Moonshot Galaxy

Pro		Higher resolution	60fps
Standard		Supersampled resolution	60fps

Mortal Blitz

Pro		Supersampled resolution	60fps
Standard		1080p	60fps

Moto Racer 4

Pro	Slightly improved draw distance	Higher resolution	60fps
Standard		Subnative resolution	60fps

Perfect

Pro		Higher resolution	60fps
Standard			60fps

Playroom VR

Pro		Higher resolution	60 or 120fps*
Standard			60 or 120fps*

*each section has its own framerate

PlayStation VR Worlds

Pro	More lights, better AO, shadows, AF (all sections)	Higher resolution	60fps
	The London Heist/Scavenger's Odyssey +reflections	Higher resolution	60fps
	Danger Ball Added volumetric lighting, better effects	Higher resolution	60fps
Standard			60fps

Polybius

Pro		2160p	120fps
Standard		1080p	120fps

Psychonauts in The Rhombus of Ruin

Pro		Supersampled resolution	60fps
Standard		1080p	60fps

RESIDENT EVIL: biohazard			
Pro	Removed foveated resolution	Higher resolution	60fps
Standard		Subnative resolution	60fps
Rez Infinite			
Pro	Area X only	1920x1080 each eye	60fps
Standard		1440x810 each eye	60fps
RIGS Mechanized Combat League			
Pro	Removed foveated resolution, better lighting	Supersampled resolution	60fps
Standard		1080p	60fps
Rise of the Tomb Raider: Blood Ties			
Pro	Improved draw distance	Higher resolution	60fps
Standard			60fps
Robinson: The Journey			
Pro	Better draw distance, AF, AO; removed foveated res	Supersampled resolution	60fps
Standard		1080p	60fps
Sparc			
Pro		Supersampled resolution	60fps
Standard		1080p	60fps
Sports Bar VR			
Pro	Better lighting and reflections	Higher resolution	60fps
Standard			60fps
Starblood Arena			
Pro		Supersampled resolution	60fps
Standard		1080p	60fps
Star Trek Bridge Crew			
Pro		Supersampled resolution	60fps
Standard		1080p	60fps
Statik			
Pro		Supersampled resolution	60fps
Standard		1080p	60fps
Summer Lesson			
Pro	Slightly improved AF?	1080p	60fps
Standard		Subnative resolution	60fps

SUPERHOT VR			
Pro	Supersampled resolution	60fps	
Standard	1080p	60fps	
Super Stardust Ultra Invasion VR			
Pro	Higher resolution	60fps	
Standard		60fps	
Symphony of the Machine			
Pro	Better textures, shadows, draw distance	1080p	60fps
Standard		Subnative resolution	60fps
Tethered			
Pro	Better AA, plus added god rays, water refraction	Higher resolution	60fps
Standard			60fps
Thumper			
Pro	Supersampled resolution	90fps	
Standard	1080p	90fps	
Trackmania Turbo VR			
Pro	Better effects	120fps	
Standard		60fps	
Tumble VR			
Pro	Higher resolution	90fps	
Standard		60fps	
Until Dawn: Rush of Blood			
Pro	Added dynamic shadows	Higher resolution	60fps
Standard			60fps
VEV: Viva Ex Vivo			
Pro	Slightly improved AF, lighting, and shadows	1080p	90fps
Standard		1080p	90fps

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(12-12-2016, 04:12 AM)



3on3 Freestyle

Boost on	1080p	locked 60fps
Normal	1080p	60fps

7 Days to Die

Boost on	1080p	30fps
Normal	1080p	30fps w/ drops

Aero

Boost on	1080p	~60fps, tearing
Normal	1080p	~60fps, tearing

Air Conflicts: Secret Wars Ultimate Edition

Boost on	1080p	60fps, tearing?
Normal	1080p	60fps, tearing

Albedo: Eyes from Outer Space

Boost on	1080p	30fps
Normal	1080p	25-30fps

Alienation

Boost on	1080p	locked 30fps
Normal	1080p	30fps

Alien Isolation

Boost on	1080p	30fps
Normal	1080p	30fps

APB Reloaded

Boost on	1080p	5-30fps*
Normal	1080p	5-30fps*

*action runs marginally better on Pro, but constant heavy drops due to server lag on both versions

Arcania: The Complete Tale			
Boost on		1080p	60fps w/ drops
Normal		1080p	60fps w/ drops
Assassin's Creed Unity			
Boost on		900p	unstable 30fps
Normal		900p	15-30fps
Assetto Corsa			
Boost on		1080p	locked 60fps
Normal		1080p	40-60fps
Attack on Titan: Wings of Freedom			
Boost on		1080p	35-60fps*
Normal		1080p	25-60fps*
*framemoothing issues at all framerates			
Baja: Edge of Control HD			
Boost on		1080p	60fps
Normal		1080p	60fps w/ drops
Batman: Arkham Knight			
Boost on		1080p	locked 30fps
Normal		1080p	~30fps, tearing
Battle Ages			
Boost on		1080p	locked 30fps
Normal		1080p	~30fps
Battlefield 4			
Boost on	Faster texture loading	campaign	50-60fps
Normal	Faster texture loading	multiplayer	locked 60fps
	campaign	900p	40-60fps
	multiplayer	900p	45-60fps
Battlefield Hardline			
Boost on		900p	60fps w/ drops
Normal		900p	50-60fps
Battle Islands			
Boost on		1080p	30fps
Normal		1080p	25-30fps

Bioshock: The Collection

Boost on	<i>Bioshock Infinite</i>	1080p	locked 60fps
	<i>Bioshock 2</i>	1080p	50-60fps*
	<i>Bioshock</i>	1080p	~60fps, tearing
Normal	<i>Bioshock Infinite</i>	1080p	50-60fps
	<i>Bioshock 2</i>	1080p	40-60fps*
	<i>Bioshock</i>	1080p	45-60fps*

*with tearing and judder (reduced on Pro)

Bladestorm Nightmare

Boost on		1080p	25-30fps
Normal		1080p	15-30fps

Bloodborne

Boost on	Bad frame pacing issues somewhat reduced	1080p	30fps, judder
Normal		1080p	~30fps, judder

Borderlands: The Handsome Collection

Boost on	<i>Borderlands 2</i>	1080p	60fps*
	<i>Borderlands: The Pre-Sequel</i>	1080p	60fps*
Normal	<i>Borderlands 2</i>	1080p	~60fps*
	<i>Borderlands: The Pre-Sequel</i>	1080p	55-60fps*

*some cutscenes are 30fps with judder

Broforce

Boost on		1080p	35-60fps
Normal		1080p	15-55fps

Call of Duty: Advanced Warfare

Boost on	<i>campaign</i>	1080p	locked 60fps
	<i>multiplayer</i>	1080p	60fps
Normal	<i>campaign</i>	1080p	50-60fps
	<i>multiplayer</i>	1080p	60fps w/ drops

Call of Duty: Ghosts

Boost on	<i>multiplayer</i>	1080p	~60fps
Normal	<i>multiplayer</i>	1080p	50-60fps

Carmageddon: Max Damage

Boost on		1080p	25-30fps
Normal		1080p	15-30fps

Contrast

Boost on		1080p	30fps
Normal		1080p	~30fps, tearing

Costume Quest 2			
Boost on		1080p	60fps
Normal		1080p	55-60fps
The Crew			
Boost on		1080p	30fps w/ drops
Normal		1080p	30fps, tearing
Croixleur Sigma			
Boost on		1080p	60fps
Normal		1080p	55-60fps
Crossout			
Boost on		1080p	30fps
Normal		1080p	30fps w/ drops
Darksiders II: Deathinitive Edition			
Boost on		1080p	30fps
Normal		1080p	30fps
Dark Souls II: Scholar of the First Sin			
Boost on		1080p	60fps
Normal		1080p	50-60fps
Daylight			
Boost on		1080p	40-60fps
Normal		1080p	20-40fps
Dead Alliance			
Boost on		1080p	20-30fps*
Normal		1080p	15-30fps*
<small>*worst drops likely due to online conditions</small>			
Dead By Daylight			
Boost on		1080p	30-60fps*
Normal		1080p	25-50fps*
<small>*both versions stay around 30fps except when very little onscreen</small>			
Dead Island: The Definitive Collection			
Boost on	Dead Island: Riptide	1080p	30fps
	Dead Island	1080p	30fps
Normal	Dead Island: Riptide	1080p	30fps w/ drops
	Dead Island	1080p	~30fps
The Deadly Tower of Monsters			
Boost on		1080p	50-60fps
Normal		1080p	40-60fps

Dead or Alive Xtreme 3: Fortune			
Boost on		1080p	60fps
Normal		1080p	60fps w/ drops
Dead Rising			
Boost on		1080p	60fps
Normal		1080p	~60fps
Dead Rising 2			
Boost on		1080p	60fps w/ drops
Normal		1080p	45-60fps
Dead Rising 2: Off the Record			
Boost on		1080p	50-60fps
Normal		1080p	35-60fps
Defense Grid 2			
Boost on		1080p	60fps
Normal		1080p	60fps w/ drops
Devil May Cry 4 Special Edition			
Boost on		1080p	locked 60fps
Normal		1080p	locked 60fps*
*cutscenes unstable 60fps			
DEX: Enhanced Version			
Boost on		1080p	30fps
Normal		1080p	30fps, tearing
DiRT Rally			
Boost on		1080p	locked 60fps
Normal		1080p	60fps w/ drops
Dishonored: Definitive Edition			
Boost on		1080p	locked 30fps
Normal		1080p	30fps
Divinity: Original Sin Enhanced Edition			
Boost on	<i>co-op mode</i>	1080p	~30fps
Normal	<i>co-op mode</i>	1080p	30fps w/ drops
DmC: Definitive Edition			
Boost on		1080p	60fps
Normal		1080p	55-60fps

DOOM			
Boost on	dynamic 1080p, rare drops	60fps	
Normal	dynamic 1080p, few drops	60fps w/ drops	
Dragon Age: Inquisition			
Boost on	1080p	30fps	
Normal	1080p	25-30fps	
Dragon Quest Heroes: The World Tree's Woe and the Blight Below			
Boost on	1080p	~60fps	
Normal	1080p	40-60fps	
Dragon Quest Heroes II: Twin Kings and the Prophecy's End			
Boost on	1080p	~60fps	
Normal	1080p	50-60fps	
DRIVECLUB			
Boost on	Slightly improved motion blur	1080p	locked 30fps
Normal		1080p	locked 30fps
Duke Nukem 3D 20 th Anniversary World Tour			
Boost on	1080p	60fps	
Normal	1080p	60fps	
Dying Light			
Boost on	1080p	30fps db vsync*	
Normal	1080p	30fps w/ drops	
<small>*no drops, but stutter when it briefly snaps to 60fps</small>			
Dynasty Warriors 8 Xtreme Legends			
Boost on	1080p	50-60fps	
Normal	1080p	40-60fps	
Earth Defense Force 4.1: The Shadow of New Despair			
Boost on	1080p	30-60fps	
Normal	1080p	15-60fps	
Emily Wants to Play			
Boost on	1080p	~30fps	
Normal	1080p	25-30fps	
Enter the Gungeon			
Boost on	1080p	60fps w/ drops	
Normal	1080p	40-60fps	

Ether One

Boost on	1080p	45-60fps
Normal	1080p	15-60fps

Everybody's Gone to the Rapture

Boost on	1080p	30-50fps
Normal	1080p	25-40fps

The Evil Within

Boost on	1080p	~30fps*
Normal	1080p	20-30fps*

**dips about 5fps lower if letterboxing turned off*

F1 2016

Boost on	1080p	~60fps
Normal	1080p	45-60fps

Far Cry 4

Boost on	1080p	locked 30fps
Normal	1080p	30fps,few drops

Far Cry Primal

Boost on	1080p	locked 30fps
Normal	1080p	30fps

Figureheads

Boost on	1080p	50-60fps
Normal	1080p	40-60fps

flower

Boost on	1080p	locked 60fps
Normal	1080p	60fps

Furi

Boost on	1080p	~60fps
Normal	1080p	60fps, tearing

Galak-Z: The Dimensional

Boost on	1080p	50-60fps
Normal	1080p	35-50fps

Game of Thrones: A Telltale Games Series

Boost on	1080p	40-60fps
Normal	1080p	35-55fps

Gauntlet: Slayer Edition		1080p	~60fps
Boost on	Normal	1080p	50-60fps
Ginger: Beyond the Crystal		1080p	30-60fps
Boost on	Normal	1080p	20-60fps
God Eater Resurrection		1080p	30fps
Boost on	Normal	1080p	30fps w/ drops
God of War 3 Remastered		1080p	locked 60fps
Boost on	Normal	1080p	60fps w/ drops
Grand Theft Auto III		1080su	20-30fps
Boost on	Normal	1080su	20-30fps
Grand Theft Auto V		1080p	~30fps
Boost on	Normal	1080p	25-30fps
GUNS UP!		1080p	50-60fps
Boost on	Normal	1080p	40-60fps
Hard Reset Redux		1080p	~60fps
Boost on	Normal	1080p	50-60fps
Hawken		1080p	40-60fps
Boost on	Normal	1080p	25-50fps
Heavy Rain		1080p	locked 30fps
Boost on	Normal	1080p	30fps
I Am Bread		1080p	20-30fps
Boost on	Normal	1080p	15-30fps

The iDOLM@STER Platinum Stars

Boost on	1080p	60fps
Normal	1080p	60fps w/ drops

Just Cause 3

Boost on	1080p	30fps w/ drops
Normal	1080p	15-30fps

Kholat

Boost on	1080p	35-60fps
Normal	1080p	25-60fps

Killzone: Shadow Fall

Boost on	<i>campaign</i>	1080p	35-60fps*
	<i>multiplayer</i>	1080t	50-60fps
Normal	<i>campaign</i>	1080p	30-50fps*
	<i>multiplayer</i>	1080t	40-60fps

*can be capped to 30fps

Knights of Valour

Boost on	1080p	locked 60fps*
Normal	1080p	60fps*

*can hitch during online play

Legend of Kay Anniversary

Boost on	1080p	60fps
Normal	1080p	60fps w/ drops

LEGO City Undercover

Boost on	1080p	30fps/ 60fps*
Normal	1080p	30fps/ 60fps*

*open world at 30fps, small areas at 60fps

LEGO Dimensions

Boost on	1080p	~60fps
Normal	1080p	60fps w/ drops

Lichdom Battlemage

Boost on	900p	45-60fps
Normal	900p	25-60fp

Life is Strange

Boost on	1080p	30fps
Normal	1080p	30fps w/ drops

Little Big Planet 3

Boost on	1080p	25-30fps
Normal	1080p	20-30fps

Lords of the Fallen			
Boost on	1080p	~30fps	
Normal	1080p	20-30fps	
LUMO			
Boost on	1080p	60fps	
Normal	1080p	60fps	
Madden NFL 16			
Boost on	1080p	~60fps	
Normal	1080p	60fps w/ drops	
Madden NFL 17			
Boost on	1080p	60fps	
Normal	1080p	60fps w/ drops	
Mad Max			
Boost on	1080p	30fps	
Normal	1080p	30fps w/ drops	
The Mark of Kri			
Boost on	1080su	~30fps	
Normal	1080su	25-30fps	
Marvel Heroes Omega			
Boost on	1080p	60fps*	
Normal	1080p	~60fps*	
<small>*repeated hitching, likely due to online play</small>			
Marvel Ultimate Alliance			
Boost on	1080p	~60fps	
Normal	1080p	35-50fps	
Megadimension Neptunia VII			
Boost on	1080p	60fps,hitches	
Normal	1080p	~60fps,hitches	
Mekazoo			
Boost on	1080p	20-40fps	
Normal	1080p	15-35fps	
Metal Gear Solid V: The Phantom Pain			
Boost on	1080p	locked 60fps	
Normal	1080p	60fps,rare drops	

Mighty No. 9	Boost on	1080p	~60fps
	Normal	1080p	40-60fps
Minecraft	Boost on	1080p	60fps w/ drops
	Normal	1080p	60fps w/ drops
Minecraft: Story Mode	Boost on	1080p	30fps
	Normal	1080p	30fps w/ drops
Mirror's Edge Catalyst	Boost on	Faster texture loading	900p
	Normal	900p	50-60fps*
	<i>*some cutscenes are 30fps</i>		
Moe Moe WWII 3	Boost on	1080p	40-60fps
	Normal	1080p	35-60fps
Motorcycle Club	Boost on	1080p	~55fps, tearing
	Normal	1080p	~45fps, tearing
MXGP 2	Boost on	1080p	20-30fps
	Normal	1080p	15-30fps
Naruto: Ultimate Ninja Storm 4	Boost on	1080p	30fps, judder
	Normal	1080p	~30fps, judder
Need for Speed	Boost on	1080p	locked 30fps
	Normal	1080p	30fps
Need for Speed: Rivals	Boost on	1080p	30fps, judder*
	Normal	1080p	30fps, judder
	<i>*both fewer fps drops, and fewer framepacing issues</i>		
NHL 17	Boost on	1080p	60fps, hitches
	Normal	1080p	~60fps, hitches

Oddworld New 'n' Tasty			
Boost on		1080p	45-55fps*
Normal		1080p	35-45fps*
<small>*cutscenes are 30fps</small>			
Oneechanbara Z2 Chaos			
Boost on		1080p	55-60fps
Normal		1080p	40-60fps
One Piece Pirate Warriors 3			
Boost on		1080p	60fps w/ drops
Normal		1080p	40-60fps
The Order 1886			
Boost on		1080p letterbox	30fps
Normal		1080p letterbox	30fps, rare dips
Outlast			
Boost on		1080p	~60fps
Normal		1080p	50-60fps
Persona 5			
Boost on		1080p	locked 30fps
Normal		1080p	30fps
Pillars of Eternity Complete Edition			
Boost on		1080p	~60fps
Normal		1080p	50-60fps
Project CARS			
Boost on		1080p	40-60fps*
Normal		1080p	30-60fps
<small>*60fps more consistent, as well as smaller drops</small>			
Prototype: Biohazard Bundle			
Boost on	Prototype 2	1080p	25-30fps, tear
	Prototype	1080p	~30fps
Normal	Prototype 2	1080p	20-30fps, tear
	Prototype	1080p	25-30fps
Psychonauts			
Boost on		1080p	20-30fps
Normal		1080p	15-30fps
Pure Pool			
Boost on		1080p	~60fps
Normal		1080p	60fps w/ drops

Plants vs. Zombies: Garden Warfare

Boost on	1080p	60fps
Normal	1080p	60fps w/ drops

Plants vs. Zombies: Garden Warfare 2

Boost on	1080p	60fps w/ drops
Normal	1080p	45-60fps

Rainbow Six Siege

Boost on	Terrorist Hunt mode, unlocked framerate	1080c	70-110fps
Normal	Terrorist Hunt mode, unlocked framerate	1080c	40-80fps

Red Goddess: Inner World

Boost on	1080p	60fps
Normal	1080p	~60fps, tearing

Resident Evil 5

Boost on	1080p	60fps w/ drops
Normal	1080p	45-60fps

Resident Evil Origins Collection

Boost on	Resident Evil 0 HD	1080p	30fps
Normal	Resident Evil Remake HD	1080p	30fps
Boost on	Resident Evil 0 HD	1080p	30fps
Normal	Resident Evil Remake HD	1080p	30fps, judder

Resident Evil Revelations

Boost on	1080p	60fps
Normal	1080p	55-60fps

Resident Evil Revelations 2

Boost on	1080p	~60fps
Normal	1080p	50-60fps

Risen 3: Titan Lords Enhanced Edition

Boost on	1080su	25-30fps*
Normal	1080su	20-30fps*
*uncapped, sky can hit 60fps		

Rise of the Kasai

Boost on	1080su	~30fps
Normal	1080su	25-30fps

Rogue Galaxy

Boost on	1080su	30fps, judder*
Normal	1080su	20-30fps*
*menus run at 60fps		

Rory McIlroy PGA Tour Golf			
Boost on	1080p	60fps	
Normal	1080p	55-60fps	
RUINER			
Boost on	1080p	60fps	
Normal	1080p	60fps w/ drops	
Saint Seiya: Soldier's Soul			
Boost on	1080p	60fps	
Normal	1080p	60fps w/ drops	
Saints Row IV: Re-Elected + Gat Out of Hell			
Boost on	1080p	45-60fps	
Normal	1080p	35-60fps	
Samurai Warriors 4			
Boost on	1080p	~60fps	
Normal	1080p	50-60fps	
Seasons After Fall			
Boost on	1080p	50-60fps	
Normal	1080p	40-50fps	
Sebastien Loeb Rally Evo			
Boost on	1080p	locked 30fps	
Normal	1080p	30fps	
Senran Kagura: Estival Versus			
Boost on	1080p	~60fps	
Normal	1080p	60fps w/ drops	
Shadow of the Beast			
Boost on	1080p	60fps	
Normal	1080p	50-60fps	
Shadow Warrior			
Boost on	1080p	60fps w/ drops	
Normal	1080p	30-60fps	
Shantae: Half-Genie Hero			
Boost on	1080p	locked 60fps	
Normal	1080p	50-60fps	

Sky Force Anniversary			
Boost on	Normal	1080p	locked 60fps
	Normal	1080p	60fps
Sleeping Dogs: Definitive Edition			
Boost on		1080p	30fps w/ drops
	Normal	1080p	25-30fps
Sniper Elite III			
Boost on		1080p	55-60fps
	Normal	1080p	35-55fps
Sniper: Ghost Warrior 3			
Boost on		HDR 1080p	30-60fps
	Normal	HDR 1080p	20-60fps
Spy Chameleon			
Boost on		1080p	60fps
	Normal	1080p	60fps, rare drops
Star Ocean: Till the End of Time			
Boost on		1080su	50-60fps
	Normal	1080su	40-60fps
Star Ocean V: Integrity and Faithlessness			
Boost on		1080p	50-60fps
	Normal	1080p	40-60fps
Star Wars Battlefront			
Boost on	<i>fullscreen</i>	900p	60fps
	<i>splitscreen</i>	1080p	30fps, judder
	<i>fullscreen</i>	900p	~60fps
	<i>splitscreen</i>	1080p	30fps, judder
Normal			
Stories: The Path of Destinies			
Boost on		1080p	~60fps
	Normal	1080p	50-60fps
Styx: Shards of Darkness			
Boost on		1080p	60fps
	Normal	1080p	55-60fps
Super Robot Wars V			
Boost on		1080p	60fps
	Normal	1080p	50-60fps

Sword Art Online: Hollow Fragment			
Boost	on	1080p	30-60fps
Normal		1080p	20-60fps
Syberia 3			
Boost	on	Improved AF, AO?	1080p
Normal		1080p	20-30fps
Table Top Racing: World Tour			
Boost	on	1080p	~60fps
Normal		1080p	55-60fps
Tales from the Borderlands			
Boost	on	1080p	55-60fps
Normal		1080p	45-60fps
Tales of Berseria			
Boost	on	1080p	~60fps
Normal		1080p	50-60fps
The Talos Principle			
Boost	on	1080p	50-60fps
Normal		1080p	35-60fps
Tearaway Unfolded			
Boost	on	1080p	60fps
Normal		1080p	60fps w/ drops
Tomb Raider: Definitive Edition			
Boost	on	1080p	~60fps
Normal		1080p	50-60fps
The Tomorrow Children			
Boost	on	1080p	30fps
Normal		1080p	30fps, tearing
Tony Hawk's Pro Skater 5			
Boost	on	1080p	50-60fps
Normal		1080p	40-60fps
Trials Fusion			
Boost	on	1080p	60fps
Normal		1080p	60fps

TRON RUN/r			
	Boost on	1080p	55-60fps
	Normal	1080p	45-60fps
Tropico 5			
	Boost on	1080p	55-60fps
	Normal	1080p	45-60fps
UFC 2			
	Boost on	1080p	30fps
	Normal	1080p	~30fps
Uncharted: The Nathan Drake Collection			
	Boost on	1080p	60fps
	Normal	1080p	60fps w/ drops
Until Dawn			
	Boost on	1080p	25-50fps
	Normal	1080p	20-45fps
Valiant Hearts: The Great War			
	Boost on	1080p	60fps
	Normal	1080p	60fps
The Vanishing of Ethan Carter			
	Boost on	1080p	45-60fps*
	Normal	1080p	35-60fps*
*locked 30fps with optional cap			
Virginia			
	Boost on	1080p	30fps
	Normal	1080p	25-30fps
The Walking Dead: A New Frontier			
	Boost on	1080p	30fps w/ drops
	Normal	1080p	25-30fps
Warframe			
	Boost on	1080p	45-60fps
	Normal	1080p	35-60fps
Warriors Orochi 3 Ultimate			
	Boost on	1080p	50-60fps
	Normal	1080p	40-60fps

We Are the Dwarves

Boost on	1080p	55-60fps
Normal	1080p	45-60fps

The Wolf Among Us

Boost on	1080p	60fps
Normal	1080p	60fps w/ drops

Wolfenstein: The New Order

Boost on	Faster texture loading	dynamic 1080p, rare drops	locked 60fps
Normal		dynamic 1080p, few drops	locked 60fps

Wolfenstein: The Old Blood

Boost on	Faster texture loading	dynamic 1080p, rare drops	locked 60fps
Normal		dynamic 1080p, few drops	locked 60fps

WRC 6

Boost on	1080p	~60fps
Normal	1080p	50-60fps

WWE 2K16

Boost on	1080p	50-60fps
Normal	1080p	40-60fps

WWE 2K17

Boost on	1080p	50-60fps
Normal	1080p	35-60fps

Yakuza 0

Boost on	1080p	60fps
Normal	1080p	55-60fps

Yakuza Kiwami

Boost on	1080p	60fps
Normal	1080p	~60fps

Zombi

Boost on	1080p	30fps w/ drops
Normal	1080p	20-30fps

Last edited by Liabe Brave; 10-12-2017 at 09:32 AM.

shanafan

Member

(12-12-2016, 04:12 AM)

Doesn't NBA 2K17 support HDR?

**Stillmatic**

Member

(12-12-2016, 04:15 AM)

Good stuff man, very helpful and easy to follow!

**Oneself**Fired from EB Games
thanks to [this thread!](#)

(12-12-2016, 04:16 AM)

Abzu, on a 1080p screen is supersampled and runs just like the base version, 40-50fps.

FIREWATCH:

PS Pro Customers with a 1080p Display: enhanced detail distance, smoother loads, and much higher quality shadows

PS Pro Customers with a 4K Display: the world is now rendered at WQHD (2560x1440p) and the UI renders at 4KUHD (3840x2160) and you will have enhanced level of detail of a standard PS4

Bookmarked! BTW, thank you very much for doing this, I hope you'll update it long enough! :)

Last edited by Oneself; 12-12-2016 at 04:20 AM.

**KennyL**

Member

(12-12-2016, 04:19 AM)

Very very good. Thank you

**Vinc**

Member

(12-12-2016, 04:20 AM)

This is incredibly useful. Thanks for this! Bookmarked.

**shanafan**

Member

(12-12-2016, 04:20 AM)

Two modes shown for Black Ops 3. Is there a place to switch between the modes in the game?

**Deku Tree**

Member

(12-12-2016, 04:21 AM)

Awesome!

**Kalentan**

Member

(12-12-2016, 04:21 AM)

The Brookhaven Experiment on PSVR has Pro support.

**Chris R**

Member

(12-12-2016, 04:22 AM)

Thanks for the list!!! Hope Bloodborne sees some love at some point :\



serenewarfare

Member

(12-12-2016, 04:23 AM)

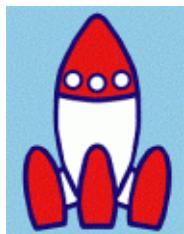


I will chime in to say that The Witness at 4K feels like trash to play.

2blackcats

Member

(12-12-2016, 04:25 AM)



Return to Arkham.

Helldivers.

Edit :Trackmania Turbo, Super Stardust Ultra

Great list. Subbed.

Last edited by 2blackcats; 12-12-2016 at 04:30 AM.

chandoog

Member

(12-12-2016, 04:26 AM)



Very well organized list, great job OP.

Off-topic, Ratchet and Clank is \$9.99 new at gamestop until 17th. Everyone should get the game, if for nothing else then just as a showpiece for the Pro. Game looks STUNNING.

Deku Tree

Member

(12-12-2016, 04:26 AM)



Originally Posted by **shanafan**

Two modes shown for Black Ops 3. Is there a place to switch between the modes in the game?

For example for TLG you have to force the 1080p mode on a 4K display by going into the PS4 Pro settings and changing your output. Then you get a more stable frame rate. Could be the same for other games. Developers don't seem to be adding new menu options.

Baroquemantic

Member

(12-12-2016, 04:31 AM)

There are more games with Pro support than I expected.

Anyway, awesome stuff, OP.

**Dusktildawn48**

Member

(12-12-2016, 04:36 AM)

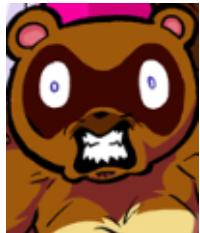
Subscribed so hard! Fantastic OP!

**bigboss370**

Member

(12-12-2016, 04:40 AM)

is XCOM 2 not supposed to have Pro support?

**GHG**

Member

(12-12-2016, 04:42 AM)

All those "unavailable for 1080p displays"... It's not exactly what I was hoping for as a 1080p user and while I want to upgrade, I'm finding it difficult to justify at this stage.

Thank goodness for the improved draw distance in farming simulator though.

**Vash63**

Member

(12-12-2016, 04:44 AM)

Where are you seeing that TLG has better textures on the Pro? Digital Foundry reported the same assets with just framerate differences and higher resolution.

**Chiggs**Oh that my words were now
spoken!

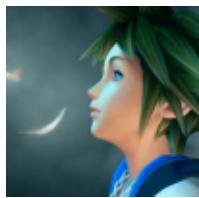
Oh that they were printed in

Appreciate you doing this. Hope you can stay on top of the updates.

a book!
(12-12-2016, 04:46 AM)



Tagg9
Quality arguments are not my strong point.
(12-12-2016, 04:47 AM)



Nice work, I was just about to do this. I'd suggest switching to a table view, as it will be too time-consuming to update the graphics...

You're missing:
- Mafia III
- XCOM 2
- Forma8
- Knack
- Knack
- Knack

Last edited by Tagg9; 12-12-2016 at 04:52 AM.

renzolama
Member
(12-12-2016, 04:51 AM)

Thanks for the work OP, very helpful

Tagg9
Quality arguments are not my strong point.
(12-12-2016, 04:54 AM)



Also, ABZU runs at 2400x1350p and improvements include more fish per school, and maintained or increased framerate.

Tratorn
Member
(12-12-2016, 04:55 AM)

Thanks for the work. I'd consider this, though:



Originally Posted by **Tagg9**

I'd suggest switching to a table view, as it will be too time-consuming to update the graphics...

It also has the advantage that people can search for a game.

Mikasangelos
Member

I know STEEP is PRO enhanced but does anyone know in what manner? I can't find anything online

(12-12-2016, 04:57 AM)

anywhere.



Hockeyguy412

Banned

(12-12-2016, 04:57 AM)

Originally Posted by **Chiggs**

Appreciate you doing this. Hope you can stay on top of the updates.

This

IgotElbows

Member

(12-12-2016, 04:58 AM)



Great thread! Although I think it's missing a little.

For example doesn't R&C on PS4 Pro have better AA or something?

Also I thought Infamous SS had better shadows or more particle effects or something?

This thread made me a little more confident in buying just a regular PS4 this week. (Getting it brand new for 220\$ and that's including tax as well)

As a 1080p user I think most of the upgrades might be not be worth the extra 200\$, like PHYSX on nvidia GPUs maybe? :p

Elite25

Member

(12-12-2016, 04:59 AM)



This is awesome. Thank you for doing this OP!

Liabe Brave

Member

(12-12-2016, 05:05 AM)



Originally Posted by **shanafan**

Doesn't NBA 2K17 support HDR?

It does. I added that, along with a note about HDR in the OP.

Originally Posted by **Oneself**

Bookmarked! BTW, thank you very much for doing this, I hope you'll update it long enough! :)

I'll try! I definitely don't have time to track down all the info myself, so when folks like you chime in it helps. Then all I have to do is update the chart.

Originally Posted by **Kalentan**

The Brookhaven Experiment on PSVR has Pro support.

Any idea what is improved? I'll add once I have details and other VR changes.

Originally Posted by **2blackcats**

Return to Arkham.

Helldivers.

Edit :Trackmania Turbo, Super Stardust Ultra

Return to Arkham was already there, and the VR mode of *Trackmania*. I've filled in the rest. Do you know what was improved on any of them, or can you provide screenshots?

Originally Posted by **bigboss370**

is XCOM 2 not supposed to have Pro support?

Yes, but my understanding is the patch still hasn't showed up. Things like this are why I made this thread, and restricted entries to already-enhanced games.

Originally Posted by **GHG**

All those "unavailable for 1080p displays"... It's not exactly what I was hoping for as a 1080p user....

Four games (one of which will almost certainly be fixed) is "all those" for you? To each his own.

shanafan

Member

(12-12-2016, 05:08 AM)



Originally Posted by **Deku Tree**

For example for TLG you have to force the 1080p mode on a 4K display by going into the PS4 Pro settings and changing your output. Then you get a more stable frame rate. Could be the same for other games. Developers don't seem to be adding new menu options.

That's a good point.

But, doesn't Rise of the Tomb Raider gave video options in the menu? I could be mistaken though.

M_A_C

Member

(12-12-2016, 05:14 AM)



Awesome post. As someone who was down on the Pro, I'm really enjoying mine. Great console for the price especially.

Fredrik

Member

Subscribed. This is great.

(12-12-2016, 05:15 AM)

GHG

Member

(12-12-2016, 05:18 AM)

Originally Posted by **Liabe Brave**

Four games (one of which will almost certainly be fixed) is "all those" for you? To each his own.

It's 4 too many in my opinion. I was under the impression that 1080p users would get the benefits of downsampling in all titles that rendered above 1080p on the Pro, or would at least have the option of doing so. It doesn't make sense for me to buy something when I won't know if future titles I'm interested in (such as Horizon) will roadblock this feature of not. It simply shouldn't be allowed to happen and it doesn't make any sense as to why it is happening.

Liabe Brave

Member

(12-12-2016, 05:20 AM)

Originally Posted by **Vash63**

Where are you seeing that TLG has better textures on the Pro? Digital Foundry reported the same assets with just framerate differences and higher resolution.

Check the screenshot comparison tool [in their article](#). You can see that some textures are better on Pro 1080p mode (but not in high-res mode).

Originally Posted by **Tagg9**

Nice work, I was just about to do this. I'd suggest switching to a table view, as it will be too time-consuming to update the graphics...

You're missing:

- Mafia III
- XCOM 2
- Forma8
- Knack
- Knack
- Knack**

So XCOM 2 has finally been updated? Do you have any info on all these, like you did with *Abzu*? I'll add empty blocks if I have to, but I'd like this to be a real source of data, not just a fancified list.

Originally Posted by **Tagg9**

I'd suggest switching to a table view, as it will be too time-consuming to update the graphics.

Originally Posted by **Tratorn**

It also has the advantage that people can search for a game.

As a fallen graphic designer (can no longer gain levels in this class), table view is unutterably ugly. Also,

since the list is in alphabetical order I don't think search is much impacted.

Originally Posted by **IgotElbows**

Great thread! Although I think it's missing a little.

For example doesn't R&C on PS4 Pro have better AA or something?

Also I thought Infamous SS had better shadows or more particle effects or something?

The better AA *Ratchet & Clank* has is supersampling, meaning on 1080p screens it's rendered higher than scaled down, smoothing out jagged edges. Almost all Pro games do this.

As far as I can tell, higher resolution is also what makes more particles apparent in the Pro version of *Infamous*. There's just as many on a standard PS4, but the very small ones aren't as visible.

Originally Posted by **shanafan**

But, doesn't Rise of the Tomb Raider gave video options in the menu? I could be mistaken though.

Most of the games with multiple Pro modes do give the option in-game. Only a few have to be forced through OS-level settings.

ZeroX03

Member

(12-12-2016, 05:20 AM)



What's the status on World of FF?

Liabe Brave

Member

(12-12-2016, 05:31 AM)



Originally Posted by **GHG**

I was under the impression that 1080p users would get the benefits of downsampling in all titles that rendered above 1080p on the Pro, or would at least have the option of doing so.

And for the vast majority of games, they do. Unfortunately, there's no way to guarantee developers won't mess things up. How do we know it's the developers' fault and not the hardware? For the same reason we know when a PC port is bad: the hardware has shown itself to be capable of plenty more performance, but strangely fails to show it in a specific title.

Patches may be coming, but of course aren't guaranteed, any more than the same level of performance is guaranteed for every game on specific PC hardware. I do see why you'd avoid buying a Pro or a PC for that reason. ;)

Originally Posted by **ZeroX03**

What's the status on World of FF?

Still broken, as far as I know.

The Argus

Member

(12-12-2016, 05:35 AM)



Hockeyguy412

Banned

(12-12-2016, 05:35 AM)

Great list. I was half expecting this topic to be a question for others to answer. Looking forward to TLG on Christmas :)

Trogdor1123

Member

(12-12-2016, 05:41 AM)

Awesome stuff, very much appreciated.

Bronetta

Ask me about the moon landing or the temperature at which jet fuel burns. You may be surprised at what you learn.

(12-12-2016, 05:43 AM)



Awesome OT. Ill be checking this regularly.

I hate seeing just "Pro support", tell me whats actually being added or improved.

gray_fox224

Junior Member

(12-12-2016, 05:43 AM)

TY!!



Tagg9

Quality arguments are not my strong point.

(12-12-2016, 05:47 AM)

Originally Posted by **Liabe Brave**

So XCOM 2 has finally been updated? Do you have any info on all these, like you did with Abzu? I'll add empty blocks if I have to, but I'd like this to be a real source of data, not just a fancified list.

**Vash63**

Member

(12-12-2016, 05:52 AM)



Sorry, I assumed XCOM 2 already has an update as it was included on the launch day list. I own Knack and Mafia III, so I'll attempt to do my own guesstimation on the resolution but that's about the best I can provide (nothing concrete online).

Originally Posted by **Liabe Brave**

Check the screenshot comparison tool [in their article](#). You can see that some textures are better on Pro 1080p mode (but not in high-res mode).

Liabe Brave

Member

(12-12-2016, 05:53 AM)

Originally Posted by **Vash63**

The one subtitled with "Textures are typically matched on all three play-throughs. However in this shot the asset quality varies: be it on PS4, or PS4 Pro at 1080p or 4K, all three turn in different results - with Pro's 1080p coming out on top. It's at odds with most comparison shots, and could potentially be an issue with streaming, occurring regardless of mode selected."

?

Yes, that one. Regardless of Digital Foundry's guess as to why the difference exists, it does. I also took their statement that it's "at odds with most comparison shots" to mean it's not at odds with all of them (and the same with "Textures are **typically** matched..."). So occasionally there's better textures on Pro at 1080p (regardless of why). When I update, I'll change the text to indicate this is only a few textures and nowhere near all, though.

Originally Posted by **Tagg9**

Sorry, I assumed XCOM 2 already has an update as it was included on the launch day list. I own Knack and Mafia III, so I'll attempt to do my own guesstimation on the resolution but that's about the best I can provide (nothing concrete online).

Yeah, as far as I know XCOM 2 still isn't updated, despite being on that list.

For games you do have, you can post 4K screenshots. I can try pixel counting from those (or you can, using the method I described long ago in [this thread](#)).

I encourage anyone else to post what they have as well. I'll try to track down some more info tomorrow, and run an update pass on the list.

Last edited by Liabe Brave; 12-12-2016 at 06:05 AM.

FriedConsole

Banned

(12-12-2016, 06:01 AM)

The fact ther needs to be a confusing chart is a reason why the Pro was a bad idea.

HyperZone<3

Member

(12-12-2016, 06:01 AM)



Farming Simulator got a patch?

I doubt very much I'll ever play that, but that's actually pretty cool.

LinkGray

Member

(12-12-2016, 06:02 AM)

Originally Posted by **FriedConsole**

The fact ther needs to be a confusing chart is a reason why the Pro was a bad idea.



How is it confusing?

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