SNESCapcom

The earliest few games store all their music in SPC RAM at once, making it possible to convert all music with just one SPC file. Later games have a pointer to one “main” song plus a table of sound effects, and in some cases additional tracks. In the case of Dr. Light capsule music in Mega Man X games, these are stored as sound effects and are always in sound RAM.

* Aladdin
* Breath of Fire
* Breath of Fire II
* Captain Commando **(may output some false positive tracks)**
* Demon’s Crest
* Final Fight
* Final Fight 2
* Goof Troop
* The Great Circus Mystery Starring Mickey & Minnie
* The Magical Quest Starring Mickey Mouse
* Mega Man VII
* Mega Man X **(use SFX flag for Dr. Light capsule music and test song)**
* Mega Man X2 **(use SFX flag for Dr. Light capsule music)**
* Mega Man X3 **(use SFX flag for Dr. Light capsule music)**
* Rockman & Forte (Mega Man & Bass)
* Saturday Night Slam Masters
* Street Fighter II: The World Warrior
* Street Fighter II Turbo: Hyper Fighting
* Super Ghouls ‘n Ghosts
* Super Pang
* Super Street Fighter II: The New Challengers
* U.N. Squadron
* X-Men: Mutant Apocalypse

SNESClimax

Due to the nature of the sound engine’s format and having been seemingly converted from ProTracker, this converter outputs to ProTracker MOD format rather than MIDI. Note that some games’ modules actually contain multiple songs in different patterns.

* Marko’s Magic Football
* The Smurfs Travel the World
* Syndicate
* Theme Park

SNESDW

* Apocalypse II (prototype)
* Batman: Revenge of the Joker
* Battle Cars
* Dream TV
* Gods
* Kick Off **(use 5 channels flag)**
* Kick Off 3: European Challenge (prototype version)
* Krusty’s Super Fun House **(use 6 channels flag)**
* The Lawnmower Man
* Lemmings 2: The Tribes
* Michael Jordan: Chaos in the Windy City
* Porky Pig’s Haunted Holiday (original unreleased version)
* Riddick Bowe Boxing
* Shaq Fu
* Super SWIV
* World Class Rugby
* World Cup Striker

SNESMW

* 3 Ninjas Kick Back
* The Chaos Engine
* FIFA ‘97
* James Pond 3: Operation Starfish
* James Pond’s Crazy Sports
* Pinball Dreams
* Putty Squad
* Rise of the Robots
* Sensible Soccer
* Super James Pond (NTSC)
* Super Morph
* Super Troll Islands
* Time Trax
* TimeSlip

SNESKrisalis

Due to the nature of the sound engine’s format being tracker-based, this converter outputs to XM (FastTracker II) format rather than MIDI. Note that some games’ modules actually contain multiple songs in different patterns.

* The Adventures of Mighty Max
* Manchester United Championship Soccer
* Mickey Mania: The Timeless Adventures of Mickey Mouse
* Soccer Kid

SNESProbe

There are three versions; the second is the common version, and the final is apparently an entirely different driver which uses a different sequence version. At least two games (from 1992) use the earliest version. SPC files from the late version may additionally output invalid MIDI tracks (false positive pointers).

* ACME Animation Factory
* Alien 3
* Batman Forever
* Beauty and the Beast
* Bram Stoker’s Dracula
* Chuck Rock **(use version 1 flag)**
* FIFA Soccer ‘96
* The Hurricanes
* The Incredible Hulk
* Jelly Boy
* Judge Dredd
* Kawasaki Superbike Challenge
* Mick & Mack As the Global Gladiators (prototype)
* The Pagemaster
* Power Monger
* Stargate
* Super Shadow of the Beast **(use version 1 flag)**
* T2: The Arcade Game
* Total Football (prototype)
* Virtual Soccer

SNESSculpt

Three major revisions of the driver exist; the third of which comes in two minor variants with the difference being the song’s channel pointer method and dependency on the sequence table. For a few version 3 games that fail to convert properly automatically (at least MK3), force either the “3” or “4” flag depending on the game (3 is much more common). Some version 3 SPCs might also additionally output “garbage” MIDIs; this is due to a truly reliable way to find the current song’s data not being found like versions 1-2.

* Air Cavalry
* Alfred Chicken
* All-American Championship Football
* Andre Agassi Tennis
* Barbie: Super Model
* Boogerman: A Pick and Flick Adventure
* Boxing Legends of the Ring
* Bronkie: Health Hero
* Bugs Bunny: Rabbit Rampage
* Captain Novalin
* Carrier Aces
* Cliffhanger
* Clue
* Daffy Duck: The Marvin Missions
* Dirt Trax FX
* Doom
* Faceball 2000
* Jack Nicklaus Golf
* The Jungle Book
* King Arthur & the Knights of Justice
* Looney Tunes Basketball
* M.A.C.S. Basic Rifle Simulator
* Mario is Missing!
* Mario’s Time Machine
* Monopoly
* Mortal Kombat
* Mortal Kombat II
* Mortal Kombat 3 **(use version 3 flag)**
* Out to Lunch
* Outlander
* Packy & Marlon
* Pink Panther in Pink Goes to Hollywood
* Pitfall: The Mayan Adventure
* Pro Quarterback
* The Ren & Stimpy Show: Time Warp
* Rex Ronan: Experimental Surgeon
* Road Runner
* RoboCop vs. The Terminator
* Rocko’s Modern Life: Spunky’s Dangerous Day
* Roger Clemens MVP Baseball
* SeaQuest DSV
* Secret of Evermore
* The Simpsons: Bart’s Nightmare
* Spectre
* Spell Craft
* Super Battleship
* Super Conflict: The Mideast
* Super Hockey
* Super Star Wars
* Super Star Wars: Return of the Jedi
* Super Star Wars: The Empire Strikes Back
* Super Strike Eagle
* Tecmo Super Baseball
* Tecmo Super NBA Basketball
* Tony Meola’s Sidekick Soccer **(use version 2 flag for Japanese edition songs)**
* Total Carnage
* Ultimate Mortal Kombat 3 **(use version 3 flag)**
* Virtual Bart
* War 2410
* War 3410: The Revolution
* WildSnake
* Wing Commander
* Wing Commander: The Secret Missions
* The Wizard of Oz
* World Series Basketball
* WWF Raw
* WWF Royal Rumble
* WWF Super WrestleMania
* WWF WrestleMania: The Arcade Game

SNESSV

* Battle Master: Kyuukyoku no Senshitachi
* Chester Cheetah: Too Cool to Fool
* Power Moves