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: Champion Edition
* Super Ghouls ‘n Ghosts
* Super Pang
* Super Street Fighter II: The New Challengers
* U.N. Squadron
* X-Men: Mutant Apocalypse

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
* 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 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