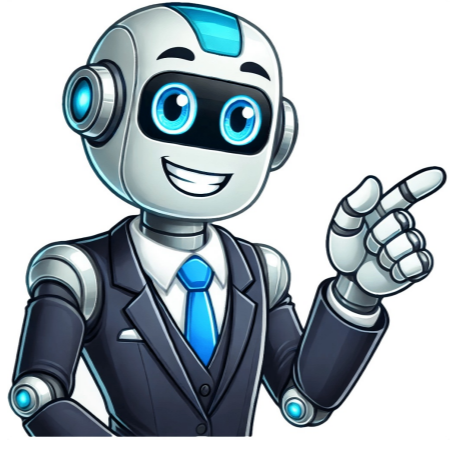


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This organization has no public members. You must be a member to see who's a part of this organization. There was an error while loading. Please reload this page. There was an error while loading. Please reload this page. You can't perform that action at this time. Last update: 28/04/2025. A massive and constantly updating archive of games spanning the entire history of Roblox, from 2006 to 2023. Roblox only exists thanks to the community and their games. A lot of games have become lost media and many others are at risk of disappearing forever. This archive aims to preserve as many games as possible. Most of the games prior to mid 2018, which is when Filtering Enabled was forced as the default, are broken and I don't have neither the time nor the skills to go through every single place and update them, though it's possible for anyone else to do so if they please. Around 80% of the games in this list are the raw files that come from the uncopyplocked places on Roblox, however I got the remaining 10% on old dumps found in various forums. I've checked most files and didn't notice, or removed, malicious or mysterious code (Infected scripts don't count because they're basically part of those games at this point). In short, there's no problem to run those games locally in Studio, but if you want to publish them, it's always good practice to make sure you understand what the code does. Sometimes I happen to stumble upon a game file and not be able to identify the original creator and/or the original place. In that case I've put them in a folder called Unknown in hope that someone more knowledgeable than me can let me know the original owner and possibly a link to the original place on Roblox. The games are divided by year and organized by user. There's a folder for every year and every file name starts with the game owner's name first and is followed by the game name, while unknown games are organized by: year range - possible owner(s) - game name/original file name. Showing 1 of 1 repositories index-no-mercy/github's past year of commit activity 0 0 0 Updated Apr 16, 2025 This organization has no public members. You must be a member to see who's a part of this organization. There was an error while loading. Please reload this page. There was an error while loading. Please reload this page. You can't perform that action at this time. You can't perform that action at this time. Page 2 Fenopy RSL 2.27 Feature: Searchbar can now also search release names Feature: Rookie will now download 64 bit 7zip binaries for faster extractions (when possible) Fix: 7zip error handler Fix: Crash when downloading without enough space Chore: Cleanup code Fenopy RSL 2.26 Feature: Top right update labels will now show the amount of games per state Feature: Open Download Dir and Run ADB Commands added to left sidebar Feature: Toggle side-loading button Feature: Show progress of extraction Fix: Crash when failing to write to the StoredIP.txt Fix: Drag and drop + Copy OBB for Quest 3 users Fix: Properly kill off WebView2 instances Fix: Added parents to dialogs Fix: GUI freezing on launch Fix: No Device Mode output Chore: Make missing space message more user-friendly Chore: Remove QU Settings Fenopy RSL 2.24 Feature: Added "Open Download" and "Open Backup" Directory buttons to Settings Menu Fix: OBB Pushes for Quest 3 Devices Fix: Crash when attempting to backup Fix: Searchbar Anchoring when resizing Fix: Remove instances where OBBs are pushed multiple times Fix: Additional Logging and Startup Optimizations Fenopy RSL 2.23 Fix: Rookie should now only prompt for newer versions of all games Fix: Crash when attempting to delete invalid directories or files Feature: Enable Maximize Button Fenopy RSL 2.22 Fix: Crash on failed extractions. Fix: Trailers controls not functioning properly. Fix: No Device Mode having the wrong output message. Chore: Remove ADB.WakeDevice() due to being non-functional. Chore: Make changeTitlebarToDevice less prone to crashes and more robust. You can't perform that action at this time. Page 3 You can't perform that action at this time. You can't perform that action at this time. Welcome to Citron, a cutting-edge Nintendo Homebrew emulator designed to deliver an optimized experience for playing your favorite games and exploring new ones. Citron is a high-performance and easy-to-use emulator, tailored for enthusiasts and developers alike. Disclaimer: Citron is intended strictly for legal homebrew use and is not affiliated with or endorsed by Nintendo. Use of Citron for pirated or unauthorized copies of games is strictly prohibited. Please respect game developers and support them by purchasing legitimate copies of their games. High Performance: Optimized for speed and smooth gameplay. User-Friendly: Clean and intuitive interface. Cross-Platform: Available on multiple platforms. Homebrew Support: Fully supports legal homebrew games and applications. Ongoing Development: Stay tuned for frequent updates as Citron evolves! Ready to experience Citron? Download the latest version and dive into your favorite Nintendo homebrew titles! Download and Install: Head over to the downloads page to grab the latest release. Add Homebrew Games: Citron is built to play homebrew games. Add them to your game directory and enjoy! Configure Your Settings: Customize your emulator settings to suit your performance needs. Citron is an open-source project. You can find the source code on our official Git repository. We welcome contributions! Check out the repository and feel free to submit issues or pull requests to help improve Citron. Citron is a homebrew emulator designed to support legally created and distributed homebrew software. 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