

PS5 emulation is suddenly making big strides on PC

For a long time, PC gamers could access many PlayStation 5 games only if the publisher invested in a bespoke port (something Sony has recently said it will be scaling back). Now, though, rapid advancements in PS5 emulators and other tools are making recent PlayStation titles increasingly playable on generic PCs.

SharpEmu was the first of these emulators, advancing from a “very early alpha stage” in May to a current state that can “load the eboot.bin of real games, execute native CPU instructions, and partially handle GPU-related functionality.” The most recent release boasts 10 tested games that reach a “playable” state, including six that developer CursedIfElse says are “fully playable at 60 fps.” That includes simple 2D games like *Tetris Forever* but also 3D titles like *Astro Bot* and the PS5 *Demon’s Souls* remaster running at playable frame rates.

“SharpEmu has prioritized hardware accuracy from the very beginning, and we’re finally starting to see that investment pay off,” CursedIfElse wrote on social media this week. “It was built completely from scratch, and this is how far we’ve come.”

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