

Simultaneous multiplayer games for SNES and Super Famicom

Shooters

Aero Fighters: 2 player co-op, overhead shooter. Well programmed with very little slowdown and plays something like a 2 player version of Space Megaforce would have. Adjustable difficulty makes this an easy one to get into without it getting boring as soon as you figure out what you're doing. Well worth playing on your own and even better with a friend.

Strike Gunner STG: 2 player co-op. Not as good as the above, but still a serviceable co-op shooter with no major lag issues.

Raiden Trad: 2 player co-op. Very similar to the game above and of comparable quality. Graphically unimpressive, but pretty satisfying once you have powerful weapons.

Pop'n Twinbee : 2 player co-op vertical scrolling "cute 'em up". Super Famicom and PAL regions only.

Darius Twin: two player side scrolling shooter.

Firepower 2000: 2 player co-op overhead shooter. One player is in a tank and one in a helicopter, with varied movement and shooting options. Relentless action, decent graphics and one of the few shooters that isn't insanely expensive (CIB for around \$50 as of November 2018).

Super smash tv: 2 player top down fixed screen shooter. Face buttons shoot in four directions and diagonals and d-pad controls movement. Excellent arcade port. Debatably a run and gun but I'd consider it a shooter,

Cosmo gang the video: 2 player space invaders clone. Very fun co-operative shooter with cutesy graphics and a brutal difficulty. Super Famicom Exclusive.

Wild guns: 2 player co-op gallery shooter and one of the best and most insanely overpriced games on the SNES. Huge sprites, intense action and very little slowdown make this an all round excellent game. Difficulty level is intense but not ridiculous. Hard to really pin a genre on this one, but it's definitely a shooter of sorts.

Run and gun

Contra 3: 2 player run and gun with notorious difficulty. Blend of side scrolling and top down mode 7 levels.

Deae Tonosama Appare Ichiban: 2 player top down shooter/run and gun very similar to Pocky and Rocky. Renowned for its psychedelic oddity more than quality game play, but actually quite a good game. Super Famicom Exclusive.

Pocky and Rocky: 2 player top down run and gun with cutesy graphics and brutal difficulty on normal and hard mode. Excellent game.

Pocky and Rocky 2: same as the above but with RPG elements thrown in, the difficulty reduced and player 2 now semi controllable by player 1. Less enjoyable as a co-op game in my opinion.

Zombies ate my Neighbours: 2 player co-op horror movie themed run and gun with a massive amount of levels and weapons. Excellent game.

Ghoul Patrol: slightly underwhelming sequel to the above with similar game play mechanics.

Sunset Riders: 2 player co-op run and gun. Something along the lines of a wild west themed Contra game.

Platform Games

Disney's Magical Quest 2 Starring Mickey & Minnie- 2 player co-operative platformer. Capcom developed sequel to the one player Magical Quest game. Similar feel to that game, but generally considered to be weaker despite the addition of a multiplayer mode. Various costumes confer special abilities including climbing vertically up trees and bouncing high off the ground on rocking horses (hobby horses).

Mickey To Donald/Disney's Magical Quest 3 Starring Mickey & Donald- 2 player co-operative platformer. Sequel to the above with vastly improved graphics and gameplay. Graphics are very similar to Capcom's Aladdin but incredibly detailed and look like an early PS1 platformer. Donald Duck replaces Minnie Mouse and costumes/abilities include knights (both have weapons, Mickey attacks up and down, Donald attacks horizontally the way he is facing. Donald can roll on water in a barrel that protects him from all directions, Mickey has armour that will make him sink, but also has a shield to block enemy attacks), climbers (climb vertically as in the 2nd game) and magic outfits (cast ranged attack spells). Super Famicom only with a fan translation for the small sections of dialogue and story.

Mystical Ninja/Goemon series (4 games): 2 player co-op side-scrolling action adventure/platform games with some RPG elements. Only the first game is in English with no fan translations for the sequels so they can be frustrating to play, but with enough trial and error you can get the items you need and work out where you have to go. Games 2-4 are Super Famicom exclusives.

Pop'n Twinbee: Rainbow Bell Adventure: 2 player co-op platformer with gigantic (infinitely high as far as I can tell) levels and lots of exploration. Super Famicom and PAL exclusive with the PAL version being somewhat simplified.

3 Ninjas Kick Back: 2 player co-op platformer that's surprisingly good given that it's a licensed game of a terrible movie. This is a game with extreme difficulty and small sprites making it feel a lot like a NES game something along the lines of an inferior two player version of Ninja Gaiden.

Great Battle 4: 2 player co-op platformer/run and gun. Similar to Megaman X graphically, but slower paced and with some lag issues. When playing with a friend you can pick their character up and have them on your shoulders so one of you controls movement and one shoots. It's inefficient as hell but really fun to do. Super Famicom Exclusive (fan translations existent but non essential)

Great Battle 5: 2 player co-op action platformer with gallery shooter stages similar to Wild Guns but with a lock on feature. Super Famicom Exclusive with fan translation.

Kirby Super Star: 2 player co-operative platformer with SA-1 enhanced graphics. If player 1 dies, you both die, while player 2 can essentially die endlessly.

Kirby's Dream Land 3: 2 player co-op. Excellent sequel to the original Kirby Gameboy games with various ways of interacting with each other, including player 2 controlling a bird and carrying Kirby.

Magical quest 2 and 3: 2 player co-op Capcom Disney platformers. The third game in particular is incredibly good quality, was released for Super Famicom and has a fan translation available but is very playable without. 2nd game was released in English.

Super Ninja Kun: 2 player co-op. Very bright and colourful game in which you play as two chibi/super deformed ninjas using throwing stars and various other weapons. In terms of aesthetic this one is quite like Pocky and Rocky or the Parodius games. Controls are incredibly floaty and seemingly inconsistent but it's a fun play through.

RPGs and action adventure games

Crystal Beans from Dungeon Explorer: 2-3 player top down action RPG. This is the SNES port of Dungeon Explorer 2. Plays a bit like a more mindless, hack and slash Secret of Mana. Super Famicom only (with fan translation).

Fire Striker: 2 player co-op or 2 vs 2 multi player. A cross between Javanoid and an RPG, with the four player mode playing something like 2 on 2 soccer. This is a hard one to categorise but it's closer to being an action RPG than anything else.

Secret of Mana: 2-3 player co-op action RPG. Pretty buggy and heavily cut due to the cancellation of the SNES CD, this still manages to be the best action RPG on the SNES in my opinion.

Seiken Densetsu 3: Super Famicom exclusive sequel to the above, which was only 2 player but has fan translations which have patched the game to be 3 player. Much larger and graphically superior to SoM but with a battle system with serious drawbacks including slow movement and spells halting game play.

Lord of the Rings: At least 4 and supposedly up to 8 players can actually play co-operatively using two multitaps. While it's a pretty boring game with an inordinate amount of backtracking when played solo, it's not terrible wandering round with a friend or two killing things and trying to remember what the hell you're supposed to be taking somewhere, where you're taking it and why.

Fighting games

Street Fighter II: I'll just assume everyone knows what this one is.

Street Fighter II Turbo: An enhanced, faster version of SF 2. By inputting a code you can unlock preposterous speeds.

Super Street Fighter 2: Nicer graphics and more characters than the above, but significantly slower even on the fastest setting and no codes to speed the game up.

Street Fighter alpha 2: Really terrible port that despite the S-DD1 chip (which made Star Ocean possible) has loading time and lag issues. Impressive that it was even possible but certainly weaker than the two games above.

Shin Kido Senki Gundam Wing: Endless Duel: 2 player one on one Gundam themed fighting game which plays a lot like the arcade versions of Street Fighter Alpha 2. Excellent Super Famicom exclusive.

Mighty Morphin Power Rangers - The Fighting Edition: 2 player versus on which the above game was based. It's similar but not quite as good.

Primal Rage: 2 player 1 on 1 dinosaur themed fighting game.

Sugoi Hebereke: 2-4 player top down fighting game (same series and characters as Hashire Hebereke) that plays like a combination of Street Fighter and Bomberman. Something of a proto-Smash Brothers thing.

Clayfighters: 2 player fighting game whose selling point was its lack of violence. Generally not considered very good, but the pre-rendered graphics were relatively impressive at the time. Versus mode only.

Clay Fighter: Tournament Edition: enhanced version of the above.

Justice League Task Force: 2 player 1 vs 1 fighting game. Decent quality Street Fighter clone with Justice League characters.

Killer Instinct: 2 player 1 vs 1 fighting game with pre-rendered graphics and incredibly complex move sets. Far from a perfect port of the arcade game and initially intended for N64, but still an incredibly engrossing and complex game.

Mortal Kombat series: 2 player versus fighting games with rotoscope graphics.

Dragon: The Bruce Lee story: 2-3 player fighting game. 2 player co-op story mode (in which Bruce Lee and his identical twin beat up sailors just like in real life) or 2-3 player versus.

Samurai Shodown: 2 player one on one fighting game ported from the Neo Geo.

Ranma 1/2 Hard Battle: 2 player 1 on 1 fighting game with cartoony graphics, based on an anime and manga series

TMNT: Tournament Fighters: 1 on 1 fighting game that plays like a cross between Turtles in Time and Street Fighter 2.

Ballz 3D: 2 player versus fighting game with a creepy, sexualised soundtrack and horrible graphics.

King of Monsters 1 and 2: 2 player versus and co-op (second game only). The two player mode only allows for one on one fighting in the first game and the second game's co-op is just two of you fighting one enemy. The side-scrolling brawler portion of this game isn't 2 player, essentially so I'm sticking it with the fighting games. You get to play as massive monsters, but this game just falls apart compared to Endless Duel.

X-Kaliber 2097: 2 player versus one on one fighting. This game is a side scrolling hack and slash with no co-op mode and the only multiplayer option is one on one fighting. Decent in between taking turns playing the main game, but far from a great fighting game.

Brawlers and Hack and Slash games

Shounen Ninja Sasuke: 2 player co-op brawler with RPG elements that plays like a faster version of the Goemon series. You move incredibly fast and there is very little lag. This is up there with Rendering Ranger for having utter mayhem on screen with no slowdown. I cannot emphasise enough how good this game is. While this very much looks like the Super Famicom game that it is, it plays like a Genesis/Megadrive game. Bouncing off the heads of enemies at an insane pace is incredibly fun and with the right timing you can stay airborne indefinitely while bouncing doing this. You can also damage one another (and bounce off each other's heads) when playing 2 player. Maybe the best game on this entire list not to leave Japan. Super Famicom exclusive with no fan translation, which is unfortunate since there is dialogue, shops and NPCs but with trial and error it can be finished with no knowledge of Japanese. This one is horrifically expensive so flash carts and emulators only unless you want to drop \$200 on a cart and close to \$1000 on a CIB copy.

Kamen Rider: 2 player co-operative. Relatively generic brawler that plays a lot like the NES Double Dragon games. Super Famicom only.

Pirates of Dark Water: 2 player co-op. Surprisingly good for a licensed game. Fast paced with decent graphics and music but fairly small sprites.

Sengoku Denshou: 2 player co-op. Another cookie cutter brawler emulating Final Fight, as far as I can tell. Super famicom exclusive with a fan translation.

Run Saber: 2 player co-op hack and slash. Futuristic sci-fi setting and light sabre type weapons. Plays somewhat like a watered down Contra 3 with melee weapons.

Captain America and the Avengers: 2 player brawler generally inferior to other Marvel SNES games but one of the few that isn't 1 player only.

Captain Commando: 2 player co-op. Decent game with a fast pace and unique settings a little reminiscent of King of Demons.

Fatal Fury 1 and 2: 2 player 1 vs 1 fighting game. Graphically similar to Streets of Rage and Final Fight, but not a brawler.

Final Fight 2 and 3: 2 player co-op side scrolling brawlers. The third game in particular is incredibly good.

Ghost Chaser Densei: 2 player co-op brawler similar to Final Fight but with individual and co-op special moves and a special bar for these vaguely similar to the limit break bar from FF7 (recharges when you stand still and is used for special moves).

Great Battle 2 and 3: 2 player co-op brawlers Super Famicom Exclusive (fan translations existent but non essential)

Ghost Chaser Densei: 2 player co-op. A quality beat em up very similar to Final Fight 3 but with unique two person special moves and more interesting bosses. The graphics and particularly the music are worse than Final Fight 3 but the mechanics around special moves make this one pretty interesting. For special moves, you get an additional bar that (along with the very dramatic coop moves) faintly reminds me of the Limit Break system from FF7. It recharges when you stand still rather than when you take damage.

King of Dragons: 2 player co-op brawler with RPG elements and very varied range of characters

Knights of the Round: 2 player brawler similar in theme to King of Dragons but with no ranged weapons or magic. You can ride horses and the graphics are incredibly good.

Mighty Morphin Power Rangers - The Movie: 2 player co-op based on Power Rangers. I think most of the SNES generation were too old for Power Rangers, and I personally despised it, but this is an okay game. Weirdly you have two planes of movement and use the shoulder buttons to flip between parallel paths rather than just moving freely. Nothing special about this one, honestly.

Kunio-kun : Shodai Nekketsu Kōha: 2 player co-op brawler with RPG elements. Same series as River City Ransom. Japan exclusive but fan translations are available.

Kunio-tachi no Banka : Shin Nekketsu Kōha: 2 player co-op brawler with RPG elements. Essentially a better version of the above, with mode 7 motorcycle sequences that were the basis for the game Super Mad Champ (a game which includes the ability to get off your bike, punch another biker in the face until he's beaten to a pulp then throw his motorbike at him). Japan exclusive but fan translations are available.

Rushing Beat trilogy: 2 player co-op brawlers with 2 player fixed screen fighting mode. This mode supports 4 players in the third game (The Peacekeepers).

TMNT 4: Turtles in Time: 2 player co-op brawler that's arguably better than the arcade game it is a port of.

Battletoads in Battlemaniacs: 2 player co-op remake of the first Battletoads with missing stages. Incredibly difficult game with an excellent, rocky soundtrack by David Wise who later composed for DKC. Very polarising but I personally think it's a really good game when compared to other SNES brawlers rather than to the original Battletoads.

Battletoads and Double Dragon: 2 player co-op port of the NES game. Same controller issues as Ninja Gaiden trilogy (A as jump, B as attack), but an all round fast paced and fun game that's an infinitely better port than the one I just mentioned.

Stone Protectors: 2 player co-op. Incredibly 90s style game, but pulled off in an even louder way than Battletoads. This game is outright ugly in a presumably intentional way but is decent enough.

Spider-Man & Venom - Separation Anxiety: 2 player co-op. Inferior sequel to Maximum Carnage but with multiplayer.

Iron Commando: 2 player co-op, quality brawler with tons of weapons including guns.

Sonic Blast Man 2: 2 player co-op. Dashing and rolling make this faster paced and less monotonous than some brawlers.

Super Double Dragon: 2 player co-op with very slow, deliberate play. Can be frustrating but if you accept it has to be played differently to other games in the genre it can be enjoyable.

Puzzle Games

Super Tetris 2: 2 player versus Tetris game.

Super Tetris 3: 2 player versus game with variants of Tetris.

Bombliss: 2 player puzzle game. Super Famicom Exclusive. Also included on a cart with Super Tetris 2 which is also Japan exclusive.

Tetris & Dr Mario: 2 player versus puzzle games. Port of a NES game.

Tetris Attack: 2 player versus puzzle game that is many people's choice for best puzzler on the SNES. Released in the West with Yoshi's island characters and Japan (as Panel de Pon) with totally different characters and backgrounds. Fan translation exists for Japanese version.

Tetris Battle Gaiden: 2 player Tetris game very similar to Tetris 2.

Wario's Woods: 2 player puzzle game in which you control characters who move the pieces rather than the pieces themselves. One of the few games in which you get to play as Toad and a great puzzler.

Jigsaw party: 2 player versus. Puzzle game in the most literal sense (unfortunately not a game in which you have to organise a birthday party for the antagonist from the Saw movies) of the word. Super Famicom Exclusive.

Kirby's Avalanche: 2 player versus mode. This is your generic aligning rows of colours type of puzzle game and Kirby plays very little role in it.

Kirby no Kira Kizzu/Kirby's Star Stacker: 2 player versus mode. Much faster paced and more colourful than the above and in versus mode, you have character sprites in the middle of the screen smacking each other as you solve the puzzles. Super Famicom remake of a Gameboy game.

Kunio no Oden: 2 player versus surreal puzzle game. Super Famicom Exclusive.

Panic bomber: 2-4 player SA-1 supported (this is mostly evident during the beautiful intro sequence and the lack of lag when playing 4 player) puzzle game with bombs and explosives. Very fun. I'd consider this, Tetris Attack and Wario's Woods the best three on the SNES. Super Famicom Exclusive.

Harapeko Bakka / Hungry Dinosaurs: 2-4 player versus Japan and PAL exclusive puzzle game.

Araiguma Rascal: 2 player Japanese puzzle game. Versus and co-operative modes as far as I can tell. Super Famicom Exclusive.

Bust A Move-: 2 player puzzle game with Bubble Bobble characters. Versus mode only.

Goof Troop: 2 player co-op top down puzzle game reminiscent of Link to the Past.

Racing

Battle Cross: 5 player battle racing game that plays like a cross between Bomberman and Biker Mice from Mars. Super Famicom Exclusive.

Biker Mice from Mars: 2 player isometric racing game with grand prix, 1 on 1 and battle modes

Hashire Hebereke: 2 player isometric racing game with tag team and versus modes.

Micro Machines games: 2-4 player co-op and free for all overhead racing games. Outpacing your opponents so they get cut off screen is how you score points and 2 on 2 is particularly fun. Unfortunately vastly inferior to the Megadrive originals but still good games.

Rock 'n Roll Racing: 2 player split screen isometric racing game with an excellent soundtrack of rock music and lots of vehicle customisation options.

Super offroad: 2 player versus top down fixed screen racing.

Stunt Race FX: 2 player one on one racing game with some battle elements. Super FX game with horrendous slow down issues.

Top Gear Series: 2-4 player racing games with customisation options, money for enhancements and mid-race repairs. Probably the best "realistic" racing games on the SNES. Only Top Gear 3000 is 4 player.

Street Racer: 2-4 player Mario Kart clone with various race and battle modes.

SD F-1 Grand Prix: 2 player Mario Kart clone with various modes including third and first person view. Super Famicom only.

Battle Grand Prix: 2 player versus. Top down formula one racing that plays pretty smoothly, has car maintenance mechanics and really doesn't have any business having "Battle" in its title. Not bad if you want a pure racing game that's mostly just about steering.

Super Mario Kart: 2 player racing, grand prix, one on one and battle modes.

Human Grand Prix III : 3 player split screen F1-Racing. Super Famicom Exclusive.

Zero 4 RR Champ: 4 player versus, acceleration racing (think Dragster). This is actually a really intense life simulation RPG of sorts but the multiplayer mode doesn't show you any of that. Super Famicom Exclusive with no fan translation as far as I know. Controls are incredibly unintuitive so I've included an FAQ link: <https://uk.ign.com/faqs/2005/zero-4-champ-rr-walkthrough-638008>

Power Rangers Zeo : Battle Racers: 2 player versus. Split screen Mario Kart clone with Power Rangers on motorcycles.

Battle Racers: Mario Kart clone based on the Compati Hero/Great Battle characters. Pretty fun game overall and basically serves as additional tracks for Mario Kart. Super Famicom Exclusive with no fan translation but a menu simple enough to navigate through trial and error.

Battle Cars: 2 player versus. Mode 7 split screen racing game with a futuristic sci-fi theme and shoulder button controlled skid mechanics similar to the post-SNES Mario Kart games.

Uniracers: 2 player versus. Designed to show that the SNES is just as fast as the Megadrive/Genesis (which it isn't), this game is all about speed. Unicycles move quickly and do stunts

Sports

Basketball

NBA Jam: 2-4 player versus and co-op. Can't speak to the quality of this one personally.

NBA Jam Tournament Edition: 2-4 player variant of game above. Never released in the US, but the ROM circulating appears to be a completed English version of the game.

NBA Pro Basketball: 2 player co-op and versus.

NCAA Basketball: 2 player versus

NCAA Final Four Basketball: 2 player versus. Honestly both of these games look terrible.

College Slam: 4 player basketball game. Teams can be split as desired (3 vs 1, 2 vs 2, etc.)

Looney Tunes Basketball: 2-4 player versus and co-op. Actually one of the better basketball SNES games.

Dream Basketball : Dunk & Hoop: 2-4

Barkley : Shut up and Jam!: 2-4 player

NBA Live: 2-5 player (I haven't personally tested this with a multitap to ensure it's 5 player compatible).

Tecmo super NBA Basketball: 2 player versus.

World League Basketball: 2 player versus. PAL only.

Hockey and ice hockey

ESPN National Hockey Night: 2-5 player versus and co-op.

Super Ice Hockey: 2-4 player versus and co-op

Bret Hull Hockey 95: 2 player versus

Hit the Ice: 2 player versus and co-op

NHL Hockey 93: 2 player co-op and versus.

NHL Hockey 94: 2 player co-op and versus. Japan and PAL only.

NHLCA Hockey 93: 2 player co-op and versus.

Pro Sport Hockey: 2 player co-op and versus.

Street Hockey 95: 2-4 player co-op and versus

Super Hockey: 2 player versus

Super Hockey 94: 2-4 player versus and co-op. Super Famicom Exclusive.

Soccer (English Football)

MegaMan Soccer: 2 player versus or co-op Megaman themed soccer. One of the better soccer/football games on the SNES.

Capcom's Soccer Shootout: 2-4 player. Co-op against computer, 1 on 1 or teams.

Super Formation Soccer: 2 player versus and co-op. Super Famicom Exclusive.

Super Formation Soccer II: 2-4 player versus and co-op. Super Famicom Exclusive.

Super Formation Soccer '94: 2-4 player versus and co-op. Super Famicom Exclusive.

Super Formation Soccer '94 World Cup Final Data: 2-4 player versus and co-op update of above game. Super Famicom Exclusive.

Hat Trick Hero: 2-4 player versus and co-op. Super Famicom Exclusive.

Hat Trick Hero 2: 2-4 player versus and co-op. Super Famicom Exclusive.

FIFA International Soccer: 2-5 player versus and co-op (I haven't tested this with a multitap). Super Famicom Exclusive.

World Cup Striker/Elite Soccer: 2-4 player co-op and versus.

Super League Soccer: 2-4 player versus and co-op. Super Famicom Exclusive.

J-League Soccer: 2-4 player versus and co-op. Super Famicom Exclusive.

Aokidensetu Shoot!: 2-4 player versus and teams. Super Famicom Exclusive.

Tennis

Super Family Tennis: 2-4 player co-op and versus. Contender for the best on the system. Cartoonish graphics, comical stages and great gameplay. Super Famicom and PAL ("Smash Tennis") only.

Super Tennis: 2 players, co-op and versus. The other contender for best tennis game.

Jimmy Connor's Pro Tennis Tour: 2-4 player co-op and versus.

Final Set: 2-4 player co-op and versus. Super Famicom Exclusive.

Super Final Match Tennis: 2-4 player co-op and versus. Super Famicom Exclusive.

Andre Agassi Tennis: 2 player versus. Generic tennis game with top down view.

Pop'n Smash: 2 player versus. Air hockey is probably the closest real sport to what's happening in this game but it belongs with the tennis games as far as gameplay. Super Famicom only and intensely Japanese graphical style with cartoon animals.

Sanrio World Smash Ball: 2 player versus. Basically the same as the above but slightly better.

Horse Racing

Battle Jockey: 2-4 player cartoony and chaotic racing game. Plays and looks a lot like the Satellaview x-cite bike Mario game. Super Famicom exclusive with no fan translation and a nightmarish menu to get through. Probably the only horse racing game you want to touch unless you're seriously into the genre.

Kazeno Sylphid: 2-4 player overhead horse racing.

Volleyball and Dodgeball

GoGo Dodge League: 2-4 player versus and co-op (teams or against computer). Plays like the volleyball equivalent of Family Tennis and is probably the best SNES volleyball game.

Honoo no Toukyuuji - Dodge Danpei: 2 player versus (as far as I can tell there's no co-op option). Decent cartoony style Dodgeball game. Super Famicom only.

Multi Volleyball: Same developer and multiplayer options as the game above.

Dig and Spike Volleyball: 2 player versus and co-op.

Inazuma Serve da! Super Beach Volley: 2 player versus and co-op. Possibly 4 player, but untested as of yet. Super Famicom Exclusive.

Kunio-kun : no Dodgeball da yo Zen'in Shūgō!!: 4 player co-op and versus Dodgeball game. Super Famicom Exclusive but fortunately a fan translation exists because the menu here is monstrously complex even in English.

Football (American)

Bill Walsh College Football: 2-5 player versus and co-op.

Super Power League: 2-4 player co-op and versus.

NCAA Football: 2-4 player co-op and versus.

Madden '95: 2-5 player co-op and versus.

NFL Quarterback Club: 2-4 player co-op and versus.

John Madden NFL Football '94: 2-5 player co-op, versus and teams.

Baseball

Kunio-kun : Downtown Nekketsu Baseball Monogatari: Yakyū de Shōbu da!: I honestly just couldn't figure this one out and there doesn't seem to be a fan translation. I think it's 4 player. Someone who understands baseball and Japanese is gonna have to step in here.

Dynamic Stadium: 2-4 player versus and co-op.

Super Power League series: 2-4 player versus and co-op. Super Famicom Exclusive but with English menu on the first and third games for some reason.

Super Ultra Baseball 1 and 2: 2 player versus and co-op. Super Famicom Exclusive with fan translations.

2020 Super Baseball: 2 player versus only.

Cal Ripken Jr. Baseball: 2 player versus and co-op.

ESPN Baseball Tonight: 2 player versus only.

Fighting Baseball: 2-4 player versus and teams. Super Famicom Exclusive.

Human Baseball: 2 player versus and co-op.

Wrestling

Natsume Championship wrestling: 2-4 player American adaption of Zen Nihon games.

Zen-Nihon Pro Wrestling series: 2-4 player co-op and battle.

Zen-Nihon Pro Wres 2 : 3-4 Budoukan: 2-4 deserves singling out and is my pick for best SNES wrestling game. 2 player co-op against computer, 2 on 2, or 4 player free for all. Includes tag team moves when playing with 2 on a team.

Saturday Night Slam Masters: 2-4 player wrestling

WWF Raw: 2-4 player wrestling

Super Fire Pro Wrestling Special: 2-4 player wrestling.

Super Fire Pro Wrestling III

Super Fire Pro Wrestling II

Dreamslam : Woman's Fire Pro Wrestling

Zennichi Dash All Japan Prowrestling 2

New Japan Pro Wrestling: 2-4 player wrestling. Super Famicom Exclusive.

WCW Super Brawl: 2-4 player wrestling.

Hammer Lock Wrestling: 2-4 player wrestling.

JPW Pure Wrestle Queens: 2-4 player wrestling. Super Famicom Exclusive.

Super fire Pro Wrestling Queen's special: 5 player wrestling. Super Famicom Exclusive (fan translation available).

Shin Nihon Pro Wrestling trilogy (confusingly not the same games as Zen Nihon): 2-4 player co-op, versus and team. Super Famicom only.

Golf

Kirby's Dream Course: 2 player golf game.

Other genres and mini games

Metal Warriors: mech warrior platformer with 2 player split screen versus mode. No co-operative main game unfortunately.

Yoshi's Island ("Mini battles"): one of the rooms in a level in the game actually tells you how to do this, but I think almost nobody realised there was an unlockable 2 player mode in this game. I certainly didn't as a kid. On the level select screen hold select and press X X Y B A to choose from a bunch of mini games.

Tiny Toons Wacky Sports Challenge: 2-4 player sports game consisting of various mini-games. I consider this a precursor to Mario Party. Incredibly fun and varied.

Bakuto Dochers: 2-4 player Bomberman clone with barnyard theme. Super Famicom Exclusive.

Super Tekyuu Fight: 4 player Bomberman clone with Compati Hero/Great Battle characters.

Super Bomberman 1-5: 2 player co-op and 2-5 player versus Bomberman games. 5th game has a non-linear co-op story mode and arguably the best battle mode, while the rest are entirely linear.

Spark World: 2-4 player bomberman clone with some unique elements. Super Famicom only.

Otoboke Ninja Colosseum: 2-4 player bomberman clone. Probably the best bomberman clone out there. Super Famicom only.

Ms. Pac-Man: 2 player Pacman which unfortunately has weird controls and allows you to stop moving if you don't make a turn in time. Superior versions of Pac-man and Ms Pac-man are unlockable in Pac-Man 2: The New Adventure.

Gangan Gan-chan: 2 player versus game that's very hard to categorise. It's split screen and you run through a maze avoiding enemies and gathering different coloured creatures that follow you and dropping them off at a set point. Risk versus reward depending how many you collect at once as an enemy hitting you can break and disperse your chain of followers. Super Famicom only.