

## Cemu - Bug #24

### Mario Party 10 is unstable

03/22/2019 02:31 AM - legend80

<b>Status:</b>	Resolved	<b>Start date:</b>	03/22/2019
<b>Priority:</b>	Normal		
<b>Assignee:</b>			
<b>Category:</b>	Compatibility		
<b>API:</b>		<b>GPU Vendor/Model:</b>	
<b>Cemu Version:</b>			
<b>Description</b>			
Repro: 1) Select Minigame mode 2) Select Freeplay 3) Select the first mini game and start			
Results: Emu crashes.			

#### History

##### #1 - 03/31/2019 12:02 AM - legend80

Repro:  
1) Select Minigame mode  
2) Select Freeplay  
3) Play several game and for 10+ min.

Results:  
Eventually the emu will crash upon launching some random minigame.

##### #2 - 07/04/2019 12:43 AM - Zalnor

- *Category set to Compatibility*

##### #3 - 01/23/2020 07:45 PM - legend80

This issue is fixed and can be closed

##### #4 - 04/11/2021 06:06 PM - Serfrost

- *Status changed from New to Resolved*