Batocera systems

Batocera supports many consoles, platforms and emulation related applications. To separate them they are divided into systems, which are used as a unique identifier across the whole Batocera landscape.

This page gives an overview over all available and supported systems including their unique system shortname (same as their ROM folder name, most of the time!), the full system name, the manufacturer and release date. The systems are categorized by their hardware type and sorted in ascending order according to their release date.

> Take a look at our compatibility list to see which system is supported on a platform and what emulator/core is used.
>
> If you need a tool to organize your ROM collection, there are some tips at the top of the add games/BIOS page.

Arcade

Video game arcades were venues where multiple (usually game-specific) cabinets were set up for public use, often containing hundreds of games. These typically charged per "play", which usually consisted of a single attempt at the game with limited lives, usually set up in such a way to boot the player off after a certain amount of time (unless they were willing to toss more coins into the machine). Due to each arcade cabinet essentially being its own "system", most arcade emulators focus on emulating many systems in one program, the scope of which varies between projects.

System short name	Full name/alternative names	Release period	Manufacturer
mame	W Multiple Arcade Machine Emulator	19??-current	Various
fbneo	FinalBurn Neo	19??-current	Various
daphne	DAPHNE (Laserdisc)	1978-????	Various
mame/model1	Sega Model 1	1992-1994	Sega
model2	W Sega Model 2	1994-1998	Sega
model3	W Sega Model 3	1996-1998	Sega
naomi	W Sega NAOMI	1998-2001	Sega
gaelco	Gaelco	1998-2005	Gaelco
hikaru	Sega Hikaru	1999-2000	Sega
naomi2	Sega NAOMI 2	2000-2002	Sega
triforce	Triforce	2002-2007	Namco, Sega & Nintendo
atomiswave	W Sammy Atomiswave	2003-2009	Sammy
cave3rd	CAVE CV1000/CV1000-B/CV1000-D/3rd/SH-3/	2004-2012	Cave/AMI

Home console

Home video game consoles were targeted mainly for the consumer market and are usually sold on a five to seven year cycle, with consoles made with similar technical capabilities or made around the same time period grouped into the Ⓦgenerations. Note that generation definitions aren't a rigid definition of power; some consoles from a particular generation were a lot more/less powerful than others in the same generation. It's more about its time of release.

System short name	Full name/alternative names	Release date	Manufacturer
First/second generation (the jank era)			
channelf	ⓌFairchild Channel F	1976	Fairchild
atari2600	ⓌAtari 2600/VCS	1977	Atari
odyssey2	ⓌMagnavox Odyssey²/Philips Videopac G7000/Philips Odyssey/Odyssey²	1978	Magnavox/Philips
astrocde	ⓌBally Astrocade/Arcade/ABA-1000	1978	Bally (Midway)
apfm1000	ⓌAPF-MP1000/MP-1000/M-1000	1978	APF Electronics Inc.
intellivision	ⓌIntellivision	1979	Mattel
atari5200	ⓌAtari 5200	1982	Atari
colecovision	ⓌColecoVision	1982	Coleco
advision	ⓌAdventure Vision	1982	Entex
vectrex	ⓌVectrex	1982	Milton Bradley
crvision	ⓌCreatiVision/Educat 2002/Dick Smith Wizzard/FunVision	1982	VTech
arcadia	ⓌArcadia 2001/et al.	1982	Emerson Radio
Third generation (the 8-bit era)			
nes	ⓌNintendo Entertainment System/Famicom	1983	Nintendo
sg1000	ⓌSega SG-1000/SG-1000 II/SC-3000	1983	Sega
pv1000	ⓌCasio PV-1000/ぴーぶいせん/Pi Bui-Sen	1983	Casio
scv	ⓌSuper Cassette Vision/スーパーカセットビジョン/Suupaa Kasetto Bijon	1984	Epoch Co.
mastersystem	ⓌSega Master System/Mark III	1985	Sega
fds	ⓌFamily Computer Disk System/Famicom	1986	Nintendo
atari7800	ⓌAtari 7800	1986	Atari
Fourth generation (the 16-bit era)			
pcengine	ⓌPC Engine/TurboGrafx-16	1987	NEC
megadrive	ⓌSega Genesis/Mega Drive	1988	Sega
pcenginecd	ⓌPC Engine CD-ROM²/PC Engine Duo R/PC Engine Duo RX/TurboGrafx-CD/TurboDuo	1988	NEC
supergrafx	ⓌPC Engine SuperGrafx/SuperGrafx/PCエンジンスーパーグラフィックス/Pī Shī Enjin SūpāGurafikkusu/PC Engine 2	1989	NEC
snes	ⓌSuper Nintendo Entertainment System	1990	Nintendo
neogeo	ⓌNeo Geo	1990	SNK
cdi	ⓌCompact Disc Interactive/CD-i	1990	Philips, et al.
amigacdtv	ⓌCommodore CDTV	1991	Commodore
gx4000	ⓌAmstrad GX4000	1991	Amstrad

System short name	Full name/alternative names	Release date	Manufacturer
segacd	W Sega CD/Mega CD	1991	Sega
snes_msu-1	W Super NES CD-ROM/SNES MSU-1	1992 (cancelled)	Nintendo
sgb	W Super Game Boy	1994	Nintendo
Fifth generation (the 32-bit/early 3D era)			
jaguar	W Atari Jaguar	1993	Atari
3do	W 3DO Interactive Multiplayer	1993	Panasonic
amigacd32	W Amiga CD32	1994	Commodore
sega32x	W Sega 32X	1994	Sega
psx	W Sony PlayStation	1994	Sony
pcfx	W NEC PC-FX	1994	NEC
neogeocd	W Neo Geo CD	1994	SNK
saturn	W Sega Saturn	1994	Sega
virtualboy	W Virtual Boy	1995	Nintendo
satellaview	W Satellaview	1995	Nintendo
sufami	W SuFami Turbo	1996	Bandai
n64	W Nintendo 64	1996	Nintendo
Sixth generation (the streamlining era)			
dreamcast	W Sega Dreamcast	1998	Sega
n64dd	W Nintendo 64DD	1999	Nintendo
ps2	W Sony PlayStation 2	2000	Sony
gamecube	W Nintendo GameCube	2001	Nintendo
xbox	W Microsoft Xbox	2001	Microsoft
Seventh generation (the HD era)			
wii	W Nintendo Wii	2006	Nintendo
ps3	W Sony PlayStation 3	2006	Sony
Eighth generation			
wiiu	W Nintendo Wii U	2012	Nintendo
Fantasy consoles			
uzebox	Uzebox Open-Source console	2007	
pico8	W PICO-8 fantasy console	2015	Lexaloffle Games
tic80	TIC-80 fantasy console	2017	

Portable game console

Portable game consoles are handheld units with a built-in screen, controls and speakers usually capable of running multiple cartridges. W Portable game console generations are in reference to their time of release alongside home consoles; in terms of power consider them a generation and a half behind. Earlier handheld LCD games were typically made to run one built-in game and maybe also work as a watch, but not much else.

System short name	Full name/alternative names	Release date	Manufacturer
Handheld LCD games			
gameandwatch	W Game & Watch	1980	Nintendo

System short name	Full name/alternative names	Release date	Manufacturer
lcdgames	Ⓦ Handheld LCD Games	19xx/20xx	Various
Fourth generation			
gb	Ⓦ Game Boy	1989	Nintendo
gb2players	Ⓦ Game Boy 2 Players	1989	Nintendo
lynx	Ⓦ Atari Lynx	1989	Atari
gamegear	Ⓦ Game Gear	1990	Sega
gamate	Ⓦ Gamate/chāojí xiǎozi/Super Boy/chāojí shéntóng/Super Child Prodigy	1990	Bit Corporation
gmaster	Ⓦ Game Master/Systema 2000/Super Game/Game Tronic	1990	Hartung, et al.
supervision	Ⓦ Watara Supervision	1992	Watara
megaduck	Ⓦ Mega Duck/Cougar Boy	1993	Welback Holdings
Fifth generation			
gamecom	Ⓦ Game.com	1997	Tiger Electronics
gbc	Ⓦ Game Boy Color	1998	Nintendo
gbc2players	Ⓦ Game Boy Color 2 Players	1998	Nintendo
ngp	Ⓦ Neo Geo Pocket	1998	SNK
ngpc	Ⓦ Neo Geo Pocket Color	1999	SNK
wswan	Ⓦ WonderSwan	1999	Bandai
wswanc	Ⓦ WonderSwan Color	2000	Bandai
Sixth generation			
gba	Ⓦ Game Boy Advance	2001	Nintendo
pokemini	Ⓦ Pokémon Mini	2001	Nintendo
Seventh generation			
nds	Ⓦ Nintendo DS	2004	Nintendo
psp	Ⓦ PlayStation Portable	2004	Sony
Eighth generation			
3ds	Ⓦ Nintendo 3DS	2011	Nintendo

Home computer

Batocera supports many famous classic home computer platforms from famous vendors like Apple, Commodore and Atari. Common media types for these systems were tapes/cassettes, be sure not to confuse them with the ordinary audio tape!

System short name	Full name/alternative names	Release date	Manufacturer
apple2	Ⓦ Apple II	1977	Apple
pet	Ⓦ Commodore PET	1977	Commodore
atari800	Ⓦ Atari 800	1979	Atari
c20	Ⓦ Commodore VIC-20/VC-20	1980	Commodore
coco	Ⓦ TRS-80/Tandy Color Computer	1980	Tandy/RadioShack
pc88	Ⓦ NEC PC-8800	1981	NEC
ti99	Ⓦ TI-99/4 (TI-99/4A)	1979	Texas Instruments
zx81	Ⓦ Sinclair ZX81	1981	Sinclair
bbc	Ⓦ BBC Micro/Master/Archimedes	1981	Acorn Computers

System short name	Full name/alternative names	Release date	Manufacturer
x1	W Sharp X1	1982	Sharp
zxspectrum	W ZX Spectrum	1982	Sinclair
c64	W Commodore 64	1982	Commodore
pc98	W NEC PC-9800/PC-98	1982	NEC
fm7	W Fujitsu Micro 7 (FM-7)	1982	Fujitsu
tutor	W Tomy Tutor/Pyūta/Grandstand Tutor	1982	Tomy
msx1	W Microsoft MSX1	1983	Microsoft
adam	W Coleco_Adam	1983	Coleco
amstradcpc	W Amstrad CPC	1984	Amstrad
thomson	W Thomson MO/TO Series Computer	1984	Thomson
cplus4	W Commodore Plus/4	1984	Commodore
atarist	W Atari ST	1985	Atari
msx2	W Microsoft MSX2	1985	Microsoft
c128	W Commodore 128 (C128)	1985	Commodore
apple2gs	W Apple IIGS	1986	Apple
xegs	W Atari XEGS	1987	Atari
amiga500	W Amiga 500/OCS/ECS	1987	Commodore
x68000	W Sharp X68000	1987	Sharp
msx2+	W Microsoft MSX2plus	1988	Microsoft
fmtowns	W FM Towns/Towns Marty	1989	Fujitsu
samcoupe	W SAM Coupé	1989	Miles Gordon Technology
amiga1200	W Amiga 1200/AGA	1992	Commodore
msxturbor	W Microsoft MSX turboR	1993	Microsoft

Port

Instead of a full system emulator ports often concentrate on a particular game or game engine. Batocera supports several (source) ports, game engine recreations and new game engines.

System short name	Full name/alternative names	Description
cannonball	Cannonball	Enhanced OutRun Engine
cavestory	Cave Story	A free pixel styled 2D platformer
devilutionx	DevilutionX	Source port of Diablo and Hellfire
easyrpg	EasyRPG	RPG Maker compatible RPG engine
ecwolf	ECWolf	Source port for Wolfenstein 3D engine
fpinball	Future Pinball	Future Pinball allows playing community-made pinball tables
lutro	Lutro	A retro-inspired 2D game engine for Libretro
mrboom	Mr. Boom	8 player Bomberman clone
mugen	M.U.G.E.N	Game engine for fighting games
openbor	Open Beats of Rage	Open source port of Beats of Rage, a 2D beat-em-up game engine
prboom	PrBoom	a.k.a. Proff Boom, ports of classic Doom-based games to PrBoom (based on the source port Boom)

System short name	Full name/alternative names	Description
pygame	pygame	Python based engine designed for writing video games
scummvm	ScummVM	Source port for adventure and role-playing games like Monkey Island series
sdlpop	SDLPoP	An open-source port of Prince of Persia, based on the disassembly of the DOS version
solarus	Solarus	A game engine for 2D Action RPGs designed with 16-bit era in mind
sonicretro	🔧Fix Me!	Enhanced Sonic 1, 2 and Sonic CD (from Android/iOS versions)
tyrquake	TyrQuake	Source port of the Quake 1 engine including Addons
xash3d_fwgs	Xash3D FWGS	Source port for playing classic Valve games like Half-Life

Miscellaneous

Batocera supports different additional applications that can be used to play software and games from other systems like DOS or Windows. If you're having difficulty running Windows apps using WINE specifically, refer to the WINEtricks page. This is also where the few special emulator-specific pages are noted.

System short name	Full name/alternative names	Description
Emulator: Demul	Demul	A multi-arcade machine and Dreamcast emulator
Emulator: Dolphin	Dolphin	An emulator for both GameCube and Wii. Very robust
dos	DOSbox	x86 emulator DOSBox for old DOS games
flash	Flashpoint	Flash player for playing Adobe Flash based games
flatpak	Flatpak	Install native Linux software, grouped with ports
moonlight	Moonlight	Open source implementation of NVIDIAs GameStream protocol
ports	Native ports	Contains both manually install native Linux games, grouped for convenience
steam	Steam	Valve's PC game distribution store, grouped with ports
plugnplay	W Plug 'n' Play/Handheld TV Games	Various "plug 'n play" TV games popular during 1995-2005
windows	WINE	Play Windows-only games using WINE, grouped with ports (WINE is not an emulator)
windows_installers	N/A, Batocera utility	Install windows software through WINE