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Details

Quickstart

The main repo for the Gym Retro environments is at <https://github.com/openai/retro>. Follow the setup instructions there, then come back here.

Now you can create a simple random agent in Python, [random-agent.py](#):

```
import retro

def main():
    env = retro.make(game='Airstriker-Genesis', state='Level1')
    obs = env.reset()
    while True:
        obs, rew, done, info = env.step(env.action_space.sample())
        env.render()
        if done:
            obs = env.reset()

if __name__ == '__main__':
    main()
```

When you run this, you should see a video game show up on your screen with a spaceship shooting randomly. Press Ctrl-C in the console to kill the program.

You are free to train your agent however you'd like, but we recommend using Sonic 1, 2, and 3 & Knuckles, which are available on Steam here:

- [Sonic The Hedgehog](#)
- [Sonic The Hedgehog 2](#)
- [Sonic 3 & Knuckles](#)

Once you have them, you can import the ROMs of the games with the