There are other types of emulators like hardware emulators, network emulators, in-circuit emulators (ICE), server emulators and etcetera.

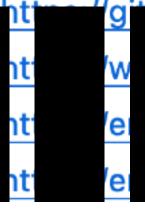
- http://bgb.bircd.org/pandocs.htm
- https://github.com/mvdnes/rboy 6
- https://github.com/alexcrichton/jba/tree/rust 6
- https://github.com/gbdev/pandocs
- http://imrannazar.com/GameBoy-Emulation-in-JavaScript:-The-CPU
- https://multigesture.net/articles/how-to-write-an-emulator-chip-8-interpreter/
- http://emubook.emulation64.com/



Here are 337 public repositories matching this topic...

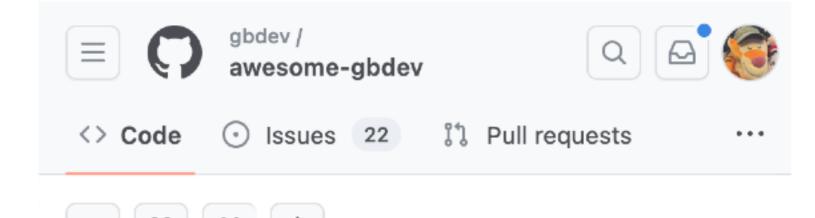
Language: All ▼

Sort: Most stars ▼



There's tons of emulators for Game Boy

- https://medium.com/@andrewimm/writing-a-game-boy-emulator-in-wasm-part-1-1ba023eb2c7c
- https://github.com/yodalee/ruGameboy
- https://www.youtube.com/watch?v=LqcEg3IVziQ
- https://realboyemulator.wordpress.com/2013/01/01/the-nintendo-game-boy-1/
- https://gbdev.gg8.se/wiki/articles/DMG_Schematics
- https://chipmusic.org/forums/topic/13608/dmg-main-board-schematic-circuit-arduinoboy/
- https://github.com/torch2424/wasmboy/
- https://rylev.github.io/DMG-01/public/book/introduction.html
- https://github.com/gbdev/awesome-gbdev
- http://marc.rawer.de/Gameboy/Docs/GBProject.pdf
- https://shonumi.github.io/dandocs.html
- https://github.com/Baekalfen/PyBoy/blob/master/PyBoy.pdf
- https://media.ccc.de/v/rustfest-rome-3-gameboy-emulator
- https://github.com/rylev/DMG-01
- https://gbdev.gg8.se/wiki/articles/Gamebov_Bootstrap_ROM



A curated list of Game Boy development resources such as tools, docs, emulators, related projects and open-source ROMs.

- http://imrannazar.com/GameBoy-Emulation-in-JavaScript:-The-CPU
- http://nocash.emubase.de/pandocs.htm (Available at http://bgb.bircd.org/pandocs.htm)