

- <http://bgb.bircd.org/pandocs.htm> 
- <https://github.com/mvdnes/rboy> 
- <https://github.com/alexcrichon/jba/tree/rust> 
- <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/>

gameboy-emulator

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-arduino-boy/>
- <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/Gameboy_Bootstrap_ROM

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



gbdev / awesome-gbdev




<> Code
Issues 22
Pull requests
...

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

However majority of the emulators that I found were targeting either desktop or web.

