

Master system emulation

Introduction

The Sega Master System is an 8-bit console originally produced by Sega, under the name Mark III, in 1985 in Japan, and later available in other parts of the world.

Batocera uses two [libretro cores](#) to emulate this system:

1. Picodrive
2. Genesis plus GX

Emulator choice

Picodrive is a very light and fast emulator, it should be used whenever possible on more limited hardware, however some games have notable issues, and switching to Genesis plus GX can correct them, the most common one being Picodrive does not support master system games using an actual save system originally.

List of games known issues with Picodrive

- **Gauntlet** : The HUD lags behind when the screen is scrolling
- **Golden Axe Warrior** : The game uses a save system, which doesn't work and results in visual glitches in the save and load menus, as well as crashes when trying to load a game.
- **Phantasy Star** : The game uses a save system, which doesn't work and results in visual glitches in the save and load menus, as well as crashes when trying to load a game.
- **Ys - the vanished Omens** : The game uses a save system, which doesn't work and results in the start of the game being completely unplayable.

List of games known issues with Genesis plus GX

From:

<https://wiki.batocera.org/> - **Batocera.linux** - Wiki

Permanent link:

https://wiki.batocera.org/emulators:master_system?rev=1608465208

Last update: **2020/12/20 11:53**

