Blake Stone

BStone is an unofficial source port for the Blake Stone game series by JAM Productions, originally published by Apogee Software. It supports Blake Stone: Aliens of Gold (1993) and Blake Stone: Planet Strike (1994), both first-person shooters built on a modified Wolfenstein 3D engine.

This system scrapes metadata for the “ports” group(s) and loads the bstone set from the currently selected theme, if available.

Grouped with the “ports” group of systems.

Quick reference

- **Emulator:** BStone
- **Folder:** `roms/bstone/`
- **Accepted ROM formats:** `.bstone`

BIOS

No BStone emulator in Batocera needs a BIOS file to run.

ROMs

Place your Blake Stone game files in `/userdata/roms/bstone/`.

Create a directory for each game you wish to launch, then place the game data files inside. Finally, create an empty file with a `.bstone` extension in the game directory to launch the game from EmulationStation.

The game version is auto-detected based on the data files present:

- **Aliens of Gold (Shareware)** — requires `.BS1` files
- **Aliens of Gold (Full)** — requires `.BS6` files
- **Planet Strike** — requires `.VSI` files

Directory structure

Blake Stone: Aliens of Gold (Shareware)

```
/userdata/roms/bstone/Aliens Of Gold (Shareware)/
                |       ├── AUDIOHED.BS1
                |       ├── AUDIOT.BS1
                |       ├── IANIM.BS1
                |       ├── MAPHEAD.BS1
                |       ├── MAPTEMP.BS1
                |       ├── SAESSION.BS1
                |       ├── VGADICT.BS1
                |       ├── VGAGRAPH.BS1
                |       ├── VGAHEAD.BS1
                |       └── VSWAP.BS1
                └── Aliens Of Gold (Shareware).bstone
```

Blake Stone: Aliens of Gold (Full)

```
/userdata/roms/bstone/Aliens Of Gold/
                |       ├── AUDIOHED.BS6
                |       ├── AUDIOT.BS6
                |       ├── EANIM.BS6
                |       ├── GAESSION.BS6
                |       ├── IANIM.BS6
                |       ├── MAPHEAD.BS6
                |       ├── MAPTEMP.BS6
                |       ├── SAESSION.BS6
                |       ├── VGADICT.BS6
                |       ├── VGAGRAPH.BS6
                |       ├── VGAHEAD.BS6
                |       └── VSWAP.BS6
                └── Aliens Of Gold.bstone
```

Blake Stone: Planet Strike

```
/userdata/roms/bstone/Planet Strike/
                |       ├── AUDIOHED.VSI
                |       ├── AUDIOT.VSI
                |       ├── EANIM.VSI
                |       ├── IANIM.VSI
                |       ├── MAPHEAD.VSI
                |       ├── MAPTEMP.VSI
                |       ├── VGADICT.VSI
                |       ├── VGAGRAPH.VSI
                |       ├── VGAHEAD.VSI
                |       └── VSWAP.VSI
                └── Planet Strike.bstone
```

You can purchase the games from GOG.com (Aliens of Gold) or GOG.com (Planet Strike) and extract the required data files.

Saves

Save location `saves/bstone/`

Emulators

BStone

Standardized features available to all cores of this emulator: `bstone.videomode`, `bstone.padtokeyboard`, `bstone.bezel`, `bstone.bezel_stretch`, `bstone.hud`, `bstone.hud_corner`, `bstone.bezel.tattoo`, `bstone.bezel.tattoo_corner`, `bstone.bezel.tattoo_file`, `bstone.bezel.resize_tattoo`

ES setting name `batocera.conf_key`	**Description ⇒ ES option `key_value`**
Settings that apply to all cores of this emulator	
ENABLE WIDESCREEN `bstone.bstone_widescreen`	Enable widescreen support for game rendering. ⇒ Disabled (Default) `0`, Enabled `1`.
VSYNC `bstone.bstone_vsync`	Fix screen tearing. ⇒ Disabled `0`, Enabled (Default) `1`.
STRETCH UI MENU `bstone.bstone_ui_stretched`	Stretch the menu & game to the full width of the display. Enable widescreen also for better in game rendering. ⇒ Disabled (Default) `0`, Enabled `1`.

Controls

Here are the default BStone's controls shown on a Batocera Retropad:

Gamepad button	**Action**
Left analog stick	Move forward/backward
Right analog stick	Turn left/right
L2	Run
R2	Attack
X (West)	Use / Open doors
Y (North)	Previous weapon
A (South)	Next weapon
B (East)	Menu enter
D-pad Up/Down	Menu up/down
D-pad Left/Right	Menu left/right
L3	Zoom out
R3	Zoom in
START	Stats
SELECT	Menu back / exit

Gamepad button	Action
HOTKEY +	Pause

Troubleshooting

My game does not launch

- Make sure you have the correct data files for the game version you want to play.
- The auto-detection checks for `AUDIOHED.BS1` (Aliens of Gold Shareware), `AUDIOHED.BS6` (Aliens of Gold Full), or `AUDIOHED.VSI` (Planet Strike).
- Make sure the data files are placed inside a subdirectory, not directly in `/userdata/roms/bstone/`.
- The `.bstone` launch file must be inside the same directory as the data files.
- File names are case-insensitive on Batocera, but ensure no files are missing.

To start from scratch, delete all the files from `system/configs/bstone/`.

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