Epoch Game Pocket Computer

The Epoch Game Pocket Computer (Japanese: ゲームポケコン, Hepburn: Gēmupokekon) is a second-generation handheld game console released by Epoch Co. in Japan in 1984 for 12,800 Japanese yen. It is also known as Pokekon and was the first handheld console to feature interchangeable cartridges, preceding the Game Boy by 5 years.

The system was a commercial failure in Japan, and as a result, only 5 games were made for it. A puzzle game and a paint program were built into the system. It was powered by 4 AA batteries, and screen's contrast could be adjusted by the user. Input and output controls included four buttons, an 8-way joypad, a contrast dial, and a sound on-off switch.

This system scrapes metadata for the “gamepock” group and loads the `gamepock` set from the currently selected theme, if available.



Quick reference

- **Emulator:** MAME
- **Emulator:** RetroArch
- **Core:** libretro: mame
- **Folder:** `/userdata/roms/gamepock`
- **Accepted ROM formats:** .bin .zip .7z

BIOS

MD5 checksum	Share file path	Description
`887479fe3c69a0b935c57a7a738e26c4`	`bios/gamepock.zip`	Gamepock BIOS containing egpcboot.bin

ROMs

Place your Game Pocket ROMs in `/userdata/roms/gamepock`.

Emulators

RetroArch

RetroArch (formerly SSNES), is a ubiquitous frontend that can run multiple “cores”, which are essentially the emulators themselves. The most common cores use the libretro API, so that's why cores run in RetroArch in Batocera are referred to as “libretro: (core name)”. RetroArch aims to unify the feature set of all libretro cores and offer a universal, familiar interface independent of platform.

RetroArch configuration

RetroArch offers a **Quick Menu** accessed by pressing `[HOTKEY]` +  which can be used to alter various things like RetroArch and core options, and controller mapping. Most RetroArch related settings can be altered from Batocera's EmulationStation.

Controls

Troubleshooting

Further troubleshooting

For further troubleshooting, refer to the generic support pages.

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