Nintendo Game Boy Color - 2-Player

The link cable for the Game Boy allows two people to play two-player games. The requirement is that both players insert a Game Pak into their Game Boy, and the Game Pak must feature a two-player mode (the packaging of these games is marked with the appropriate symbol). The link cable is connected to the left side of Game Boy through the sockets specially provided for this, as illustrated on the right.



shortname	`gbc2players`
emulator/core(s)	libretro/tgbdual
rom format(s)	`.gbc .zip .7z`

Emulators

libretro/tgbdual

TGB Dual is an open source (GPLv2) GB/GBC emulator with game link cable support.

We use the latest libretro core. See the official documentation for more information.

ROMs

Check the list of multiplayer Game Boy games to find compatible games first!

ROMs can ordinarily be put into the `roms/gbc2players/` folder. This will use a single save file between the linked games, unique to this system. Great for PVP games that don't rely on user save files such as Mario Tennis or Tetris DX. This is the only option on Batocera **v31** and lower.

You could copy over your save file from `saves/gbc/` to `saves/gbc2player`!

If instead you'd like to use two different ROMs, read the section on it below.

Using two different ROMs

In Batocera **v32** and higher, it is possible to use two different ROMs instead. Fix Me! If you do this without also activating the **SYNC SAVE FILES** option, an empty save file will be used for Player 2 instead. (this needs to be confirmed)

You should create a backup of your save files before attempting this, in case something goes wrong.

1. Copy your Game Boy/Game Boy Color ROMs to their respective solo ROM directory, ie. `roms/gb` and `roms/gbc` respectively. For example:

```
roms/
├─ gb/
│  └─ Pokemon Yellow.zip
└─ gbc/
   └─ Pokemon Crystal.zip
```

2. Create a new text file named `<game 1 title> and <game 2 title>.gbc2` containing the filenames of the games you intend to link play with prepended with `gb:` or `gbc:` depending on which folder they're stored in. For example:

   Pokemon Yellow and Pokemon Crystal.gbc2

```
gb:Pokemon Yellow.zip
gbc:Pokemon Crystal.zip
```

   Most Game Boy games could be played on the Game Boy Color, but not all of them. TGB Dual doesn't care, but check first before attempting this, lest you have weird color palettes or something.

3. Save this text file to the `roms/gbc2player/` directory. For example:

```
roms/
├─ gb/
│  └─ Pokemon Yellow.zip
├─ gbc/
│  └─ Pokemon Crystal.zip
└─ gbc2players/
   └─ Pokemon Yellow and Pokemon Crystal.gbc2
```

4. Update your game list and now your game will appear in the GBC2Player system!

This is great and all, but what if you also wanted to use two different save files for those games?

Using multiple save files

Alternative title: **POKEMON, YEAH! POKEMON TRADING! AAAAAAAAAAAAAAAAAAAAAAAAAAAA!!!**

In Batocera **v32** and higher, it is possible to use two different ROMs with their respective save files instead. This can be used to say trade Pokemon between different generations.

You should create a backup of your save files before attempting this, in case something goes wrong.

1. Set up your unique ROMs as detailed above.
2. On the GB2Player game list, press [SELECT] to bring up the system-specific options and navigate to **ADVANCED SYSTEM OPTIONS**.
3. Scroll down to **SYNC SAVE FILES** and set this to “ON”.
4. **AAAAAAAAAAAAAAAAAAAAAAAAAAAA!!!**

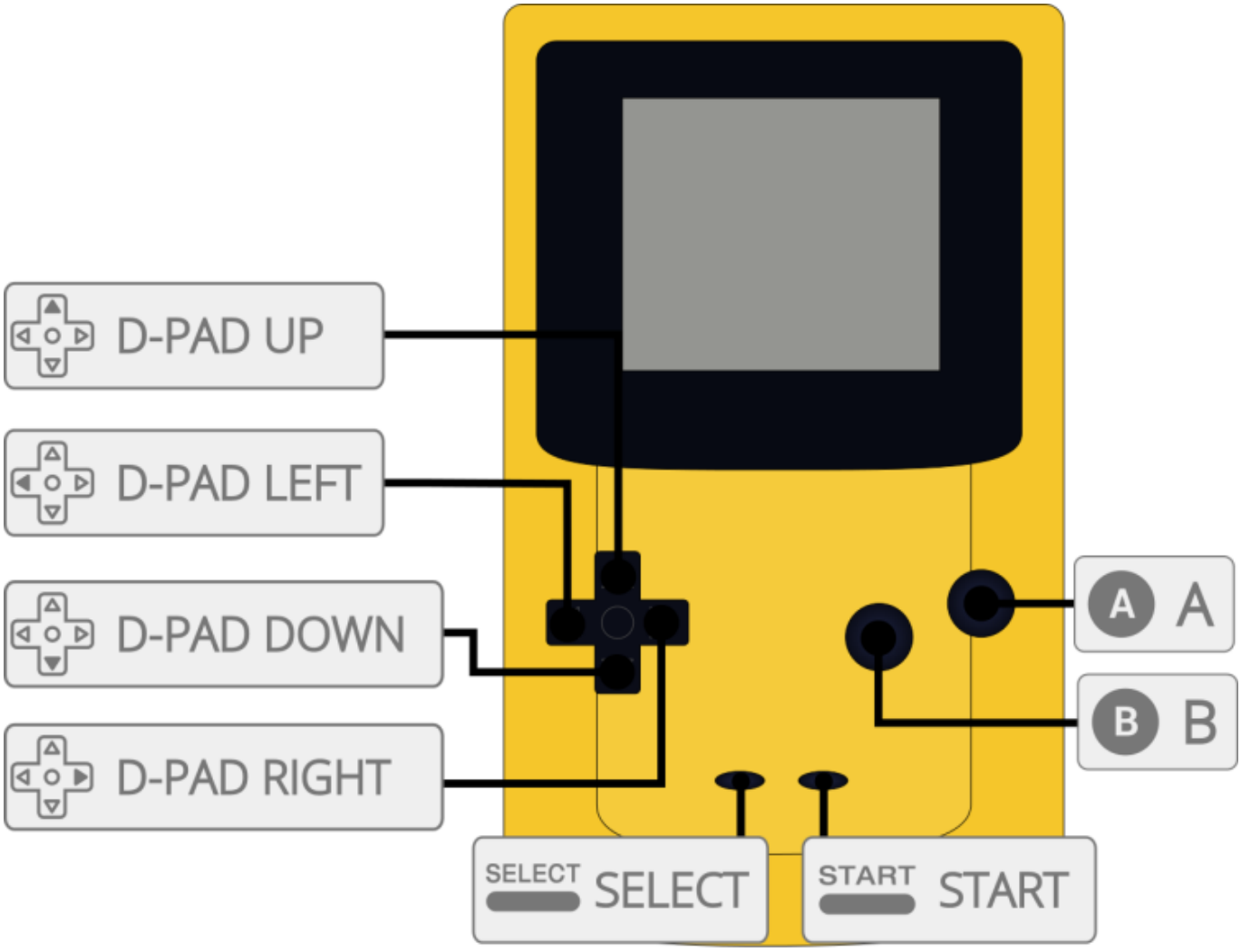
When launching a game through the GBC2Player system, the SRM save files for both the ROMs will be temporarily copied from their respective `saves/gb/` and/or `saves/gbc/` folder(s) to `saves/gbc2player/` (overwriting any files currently there). Upon exiting the game, the saves will be copied back from `saves/gbc2player` to their respective `saves/gb/` and/or `saves/gbc/` folder(s). This method could also be utilized to do Pokemon battles from your friend's (also emulated) SRM save file.

Save states are not copied, only SRM save files.

There is currently no automated save file syncing via Netplay. You could use an external method to sync up the save files and do this, however.

Controls

The default button mapping to the Game Boy Color is as following:



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