Jazz Jackrabbit 2

Jazz Jackrabbit 2 (1998) by Epic MegaGames / Orange Games is a colorful side-scrolling platformer featuring the green space rabbit Jazz Jackrabbit and friends. Batocera uses **Jazz2::Native**, an open-source reimplementation of the game engine that adds widescreen support, modern rendering, gamepad support and other improvements while requiring the original game files. This system scrapes metadata for the “ports” group(s) and loads the jazz2 set from the currently selected theme, if available. Grouped with the “ports” group of systems.

Quick reference

- **Emulator:** Jazz2::Native
- **Folder:** `roms/jazz2/`
- **Accepted ROM formats:** `.game`

BIOS

No Jazz Jackrabbit 2 emulator in Batocera needs a BIOS file to run.

ROMs

You need the original Jazz Jackrabbit 2 game files. Copy all game files into `/userdata/roms/jazz2/`. Then create an empty file called `Jazz Jackrabbit 2.game` in the same directory.

Directory structure

```
/userdata/roms/jazz2/
               ├── Anims.j2a
               ├── Jazz2.j2e
               ├── Jazz2res.j2d
               ├── (other game files)
               └── Jazz Jackrabbit 2.game
```

Saves

Save location `system/configs/jazz2/`

Emulators

Jazz2::Native

Standardized features available: `jazz2.videomode`, `jazz2.padtokeyboard`, `jazz2.bezel`, `jazz2.bezel_stretch`, `jazz2.hud`, `jazz2.hud_corner`, `jazz2.bezel.tattoo`, `jazz2.bezel.tattoo_corner`, `jazz2.bezel.tattoo_file`, `jazz2.bezel.resize_tattoo`

Controls

Jazz2::Native has built-in gamepad support via SDL. Controls can be configured in the in-game settings menu.

Troubleshooting

My game does not launch

- Make sure the original Jazz Jackrabbit 2 game files are present in `/userdata/roms/jazz2/`.
- Verify that the `.game` launch file exists.

Further troubleshooting

For further troubleshooting, refer to the generic support pages.

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