

Batocera Systems

Batocera supports many consoles, platforms and emulation related applications. To separate them they are divided into systems, which are used as a unique identifier across the whole Batocera landscape.

This page gives an overview over all available and supported systems including their unique system shortname (same as their ROM folder name, most of the time!), the full system name, the manufacturer and release date. The systems are categorized by their hardware type and sorted in ascending order according to their release date.

 Take a look at our [compatibility list](#) to see which system is supported on a platform and what emulator/core is used.

If you need a tool to organize your ROM collection, there are some tips at the top of the [add games/BIOS page](#).

Arcade

Video game arcades were venues where multiple (usually game-specific) cabinets were set up for public use, often containing hundreds of games. These typically charged per “play”, which usually consisted of a single attempt at the game with limited lives, usually set up in such a way to boot the player off after a certain amount of time (unless they were willing to toss more coins into the machine). Due to each arcade cabinet essentially being its own “system”, most arcade emulators focus on emulating many systems in one program, the scope of which varies between projects.

 Before delving into any of the emulator-specific (or to phrase it better, “multiple machine emulators”) pages, be sure to read the [arcade guide](#) first.

| System short name | Full name/alternative names | Release period | Manufacturer |
|-------------------|--|-------------------------|------------------------|
| mame |  Multiple Arcade Machine Emulator | 19??-current | Various |
| fbneo | FinalBurn Neo | 19??-current | Various |
| daphne | DAPHNE (Laserdisc) | 1978-???? | Various |
| neogeo |  NEO•GEO MVS | 1990-2004 ¹⁾ | SNK |
| mame/model1 | Sega Model 1 | 1992-1994 | Sega |
| model2 |  Sega Model 2 | 1994-1998 | Sega |
| model3 |  Sega Model 3 | 1996-1998 | Sega |
| naomi |  Sega NAOMI | 1998-2001 | Sega |
| naomi2 | Sega NAOMI 2 | 2000-2002 | Sega |
| triforce | Triforce | 2002-2007 | Namco, Sega & Nintendo |

| System short name | Full name/alternative names | Release period | Manufacturer |
|-------------------|-----------------------------|----------------|--------------|
| atomiswave | Sammy Atomiswave | 2003-2009 | Sammy |

Home console

Home video game consoles were targeted mainly for the consumer market and are usually sold on a five to seven year cycle, with consoles made with similar technical capabilities or made around the same time period grouped into the [generations](#). Note that generation definitions aren't a rigid definition of power; some consoles from a particular generation were a lot more/less powerful than others in the same generation. It's more about its time of release.

| System short name | Full name/alternative names | Release date | Manufacturer |
|---|--|--------------|----------------------|
| First/second generation (the jank era) | | | |
| channelf | Fairchild Channel F | 1976 | Fairchild |
| atari2600 | Atari 2600/VCS | 1977 | Atari |
| odyssey2 | Magnavox Odyssey ² /Philips Videopac G7000/Philips Odyssey/Odyssey ² | 1978 | Magnavox/Philips |
| astrocade | Bally Astrocade/Arcade/ABA-1000 | 1978 | Bally (Midway) |
| apfm1000 | APF-MP1000/MP-1000/M-1000 | 1978 | APF Electronics Inc. |
| intellivision | Intellivision | 1979 | Mattel |
| atari5200 | Atari 5200 | 1982 | Atari |
| colecovision | ColecoVision | 1982 | Coleco |
| advision | Adventure Vision | 1982 | Entex |
| vectrex | Vectrex | 1982 | Milton Bradley |
| crvision | CreatiVision/Educat 2002/Dick Smith Wizzard/FunVision | 1982 | VTech |
| arcadia | Arcadia 2001/etc al. | 1982 | Emerson Radio |
| Third generation (the 8-bit era) | | | |
| nes | Nintendo Entertainment System/Famicom | 1983 | Nintendo |
| sg1000 | Sega SG-1000/SG-1000 II/SC-3000 | 1983 | Sega |
| videopacplus | Philips Videopac+ G7400/G7420 | 1983 | Philips |
| pv1000 | Casio PV-1000/ピーブいせん/Pi Bui-Sen | 1983 | Casio |
| scv | Super Cassette Vision/スーパー セットビジョン/Suupaa Kasetto Bijon | 1984 | Epoch Co. |
| mastersystem | Sega Master System/Mark III | 1985 | Sega |
| fds | Family Computer Disk System/Famicom | 1986 | Nintendo |
| atari7800 | Atari 7800 | 1986 | Atari |
| socrates | Socrates/Prof. Weiss-Alles/Professeur Saitout; Jeu Educatif Video | 1988 | VTech |
| Fourth generation (the 16-bit era) | | | |
| pcengine | PC Engine/TurboGrafx-16 | 1987 | NEC |
| megadrive | Sega Genesis/Mega Drive | 1988 | Sega |

| System short name | Full name/alternative names | Release date | Manufacturer |
|---|---|---------------------|-----------------------|
| pcenginecd | PC Engine CD-ROM ² /PC Engine Duo R/PC Engine Duo RX/TurboGrafx-CD/TurboDuo | 1988 | NEC |
| supergrafx | PC Engine SuperGrafx/SuperGrafx/PCエンジンスーパー・グラフィックス/Pī Shī Enjin SūpāGurafikkusu/PC Engine 2 | 1989 | NEC |
| snes | Super Nintendo Entertainment System | 1990 | Nintendo |
| neogeo | Neo Geo | 1990 | SNK |
| cdi | Compact Disc Interactive/CD-i | 1990 | Philips, et al. |
| amigacdvtv | Commodore CDTV | 1991 | Commodore |
| gx4000 | Amstrad GX4000 | 1991 | Amstrad |
| segacd | Sega CD/Mega CD | 1991 | Sega |
| snes_msu-1 | Super NES CD-ROM/SNES MSU-1 | 1992 (cancelled) | Nintendo |
| pico | Sega Pico | 1993 | Sega |
| sgb | Super Game Boy | 1994 | Nintendo |
| supracan | Super A'Can | 1995 | Funtech Entertainment |
| Fifth generation (the 32-bit/early 3D era) | | | |
| jaguar | Atari Jaguar | 1993 | Atari |
| 3do | 3DO Interactive Multiplayer | 1993 | Panasonic |
| amigacd32 | Amiga CD32 | 1994 | Commodore |
| sega32x | Sega 32X | 1994 | Sega |
| psx | Sony PlayStation | 1994 | Sony |
| pcf | NEC PC-FX | 1994 | NEC |
| neogeocd | Neo Geo CD | 1994 | SNK |
| saturn | Sega Saturn | 1994 | Sega |
| virtualboy | Virtual Boy | 1995 | Nintendo |
| satellaview | Satellaview | 1995 | Nintendo |
| sufami | SuFami Turbo | 1996 | Bandai |
| n64 | Nintendo 64 | 1996 | Nintendo |
| Sixth generation (the streamlining era) | | | |
| dreamcast | Sega Dreamcast | 1998 | Sega |
| n64dd | Nintendo 64DD | 1999 | Nintendo |
| ps2 | Sony PlayStation 2 | 2000 | Sony |
| gamecube | Nintendo GameCube | 2001 | Nintendo |
| xbox | Microsoft Xbox | 2001 | Microsoft |
| vsmile | V.Smile (TV LEARNING SYSTEM) | 2005 | VTech |
| Seventh generation (the HD era) | | | |
| xbox360 | Microsoft Xbox 360 | 2005 | Microsoft |
| wii | Nintendo Wii | 2006 | Nintendo |
| ps3 | Sony PlayStation 3 | 2006 | Sony |
| Eighth generation | | | |
| wiiu | Nintendo Wii U | 2012 | Nintendo |
| Fantasy consoles | | | |

| System short name | Full name/alternative names | Release date | Manufacturer |
|-------------------|--|---|---|
| uzebox | Uzebox Open-Source console | 2007 |  Fix Me! |
| pico8 |  PICO-8 fantasy console | 2015 | Lexaloffle Games |
| tic80 | TIC-80 fantasy console | 2017 |  Fix Me! |
| lowresnx | Lowres NX |  Fix Me! |  Fix Me! |
| wasm4 | WASM4 fantasy console | 2021 | Aduros & team |
| voxatron | Voxatron fantasy console | 2011 | Lexaloffle Games |

Portable game console

Portable game consoles are handheld units with a built-in screen, controls and speakers usually capable of running multiple cartridges.  Portable game console generations are in reference to their time of release alongside home consoles; in terms of power consider them a generation and a half behind. Earlier handheld LCD games were typically made to run one built-in game and maybe also work as a [watch](#), but not much else.

| System short name | Full name/alternative names | Release date | Manufacturer |
|---------------------------|--|--------------|-------------------|
| Handheld LCD games | | | |
| gameandwatch |  Game & Watch | 1980 | Nintendo |
| lcdgames |  Handheld LCD Games | 19xx/20xx | Various |
| Fourth generation | | | |
| gb |  Game Boy | 1989 | Nintendo |
| gb2players |  Game Boy 2 Players | 1989 | Nintendo |
| lynx |  Atari Lynx | 1989 | Atari |
| gamegear |  Game Gear | 1990 | Sega |
| gamate |  Gamate/chāojí xiǎozi/Super Boy/chāojí shéntóng/Super Child Prodigy | 1990 | Bit Corporation |
| gmaster |  Game Master/Systema 2000/Super Game/Game Tronic | 1990 | Hartung, et al. |
| supervision |  Watara Supervision | 1992 | Watara |
| megaduck |  Mega Duck/Cougar Boy | 1993 | Welback Holdings |
| Fifth generation | | | |
| gamecom |  Game.com | 1997 | Tiger Electronics |
| gbc |  Game Boy Color | 1998 | Nintendo |
| gbc2players |  Game Boy Color 2 Players | 1998 | Nintendo |
| ngp |  Neo Geo Pocket | 1998 | SNK |
| ngpc |  Neo Geo Pocket Color | 1999 | SNK |
| wswan |  WonderSwan | 1999 | Bandai |
| wswanc |  WonderSwan Color | 2000 | Bandai |
| Sixth generation | | | |
| gba |  Game Boy Advance | 2001 | Nintendo |
| pokemini |  Pokémon Mini | 2001 | Nintendo |
| Seventh generation | | | |

| System short name | Full name/alternative names | Release date | Manufacturer |
|--------------------------|-----------------------------|--------------|--------------|
| nds | Nintendo DS | 2004 | Nintendo |
| psp | PlayStation Portable | 2004 | Sony |
| Eighth generation | | | |
| 3ds | Nintendo 3DS | 2011 | Nintendo |
| psvita | PlayStation Vita | 2011 | Sony |
| Fantasy consoles | | | |
| arduboy | Arduboy | 2015 | Arduboy |

Home computer

Batocera supports many famous classic home computer platforms from famous vendors like Apple, Commodore and Atari. Common media types for these systems were tapes/cassettes, be sure not to confuse them with the ordinary audio tape!

| System short name | Full name/alternative names | Release date | Manufacturer |
|-------------------|---|--------------|--------------------------|
| apple2 | Apple II | 1977 | Apple |
| pet | Commodore PET | 1977 | Commodore |
| atari800 | Atari 800 | 1979 | Atari |
| atom | Acorn Computers | 1979 | Acorn Computers |
| c20 | Commodore VIC-20/VC-20 | 1980 | Commodore |
| coco | TRS-80/Tandy Color Computer | 1980 | Tandy/RadioShack |
| pc88 | NEC PC-8800 | 1981 | NEC |
| ti99 | TI-99/4 (TI-99/4A) | 1979 | Texas Instruments |
| zx81 | Sinclair ZX81 | 1981 | Sinclair |
| bbc | BBC Micro/Master/Archimedes | 1981 | Acorn Computers |
| x1 | Sharp X1 | 1982 | Sharp |
| zxspectrum | ZX Spectrum | 1982 | Sinclair |
| c64 | Commodore 64 | 1982 | Commodore |
| pc98 | NEC PC-9800/PC-98 | 1982 | NEC |
| fm7 | Fujitsu Micro 7 (FM-7) | 1982 | Fujitsu |
| tutor | Tomy Tutor/Pyūta/Grandstand Tutor | 1982 | Tomy |
| electron | Acorn Electron | 1983 | Acorn Computers |
| camplynx | Computers Lynx | 1983 | Computers |
| msx1 | Microsoft MSX1 | 1983 | Microsoft |
| adam | Coleco_Adam | 1983 | Coleco |
| amstradcpc | Amstrad CPC | 1984 | Amstrad |
| macintosh | (Fix Me! needs link to appropriate model description) | 1984 | Apple |
| thomson | Thomson MO/TO Series Computer | 1984 | Thomson |
| cplus4 | Commodore Plus/4 | 1984 | Commodore |
| laser310 | Laser 310 | 1984 | Video Technology (VTech) |
| atarist | Atari ST | 1985 | Atari |
| msx2 | Microsoft MSX2 | 1985 | Microsoft |

| System short name | Full name/alternative names | Release date | Manufacturer |
|-------------------|--|--------------|-------------------------|
| c128 |  Commodore 128 (C128) | 1985 | Commodore |
| apple2gs |  Apple II GS | 1986 | Apple |
| archimedes |  Archimedes | 1987 | Acorn Computers |
| xegs |  Atari XEGS | 1987 | Atari |
| amiga500 |  Amiga 500/OCS/ECS | 1987 | Commodore |
| x68000 |  Sharp X68000 | 1987 | Sharp |
| msx2+ |  Microsoft MSX2plus | 1988 | Microsoft |
| fmtowns |  FM Towns/Towns Marty | 1989 | Fujitsu |
| samcoupe |  SAM Coupé | 1989 | Miles Gordon Technology |
| amiga1200 |  Amiga 1200/AGA | 1992 | Commodore |
| msxturbor |  Microsoft MSX turboR | 1993 | Microsoft |

Port

Instead of a full system emulator ports often concentrate on a particular game or game engine. Batocera supports several (source) ports, game engine recreations and new game engines.

| System short name | Full name/alternative names | Description |
|-------------------|-----------------------------|--|
| ports | Native ports | Contains both manually install native Linux games, grouped for convenience |
| abuse | Abuse SDL | A dark 2D side-scrolling platform game, now public domain and maintained by the community |
| cannonball | Cannonball | Enhanced OutRun Engine |
| cavestory | Cave Story | A free pixel styled 2D platformer |
| cdogs | C-Dogs | A classic overhead run-and-gun game, supporting up to four players in co-op and deathmatch modes |
| devilutionx | DevilutionX | Source port of Diablo and Hellfire |
| easyrpg | EasyRPG | RPG Maker compatible RPG engine |
| ecwolf | ECWolf | Source port for Wolfenstein 3D engine |
| eduke32 | EDuke32 | A cross-platform port of Duke Nukem 3D |
| fpinball | Future Pinball | Future Pinball allows playing community-made pinball tables |
| fury | Ion Fury | Ion Fury is built on EDuke32, and a fork of the Build engine |
| gzdoom | GZDoom | GZDoom is a source port, has full support for Doom, Chex Quest, Heretic, Hexen and Strife. |
| hcl | Hydra Castle Labyrinth |  Fix Me! |
| hurrican | Hurrican |  Fix Me! |
| ikemen | Ikemen Go | A reimplementation of IKEMEN, an engine which extends the capacities of MUGEN for fighting games |
| lutro | Lutro | A retro-inspired 2D game engine for Libretro |
| mrboom | Mr. Boom | 8 player Bomberman clone |
| mugen | M.U.G.E.N | Game engine for fighting games |

| System short name | Full name/alternative names | Description |
|--------------------------|------------------------------------|---|
| openbor | Open Beats of Rage | Open source port of Beats of Rage, a 2D beat-em-up game engine |
| openjazz | OpenJazz | Open-source version of the classic Jazz Jackrabbit |
| prboom | PrBoom | a.k.a. Proff Boom, ports of classic Doom-based games to PrBoom (based on the source port Boom) |
| pygame | pygame | Python based engine designed for writing video games |
| raze | Raze | A fork of build engine games that combines Duke Nukem 3D, Blood, Redneck Rampage, Shadow Warrior and Exhumed/Powerslave in a single package |
| scummvm | ScummVM | Source port for adventure and role-playing games like Monkey Island series |
| sdlpop | SDLPop | An open-source port of Prince of Persia, based on the disassembly of the DOS version |
| solarus | Solarus | A game engine for 2D Action RPGs designed with 16-bit era in mind |
| sonicretro | Star Engine/Sonic Retro Engine | Enhanced Sonic 1, 2 and Sonic CD (from Android/iOS versions) |
| superbroswar | Super Mario War | Open source Super Mario multiplayer game where up to four players deathmatch to stomp as many other Marios as possible to win the game |
| tyrquake | TyrQuake | Source port of the Quake 1 engine including Addons |
| vpinball | Visual Pinball | Visual Pinball X allows playing community-made pinball tables |
| xash3d_fwgs | Xash3D FWGS | Source port for playing classic Valve games like Half-Life |
| xrick | Rick Dangerous | XRick is an open source implementation of the game "Rick Dangerous". |

Flatpak

Since Batocera supports the installation and usage of flatpaks, here are a few pages dedicated to those particular flatpaks.

| System short name | Full name/alternative names | Description |
|--------------------------|------------------------------------|---|
| flatpak | Flatpak | Install native Linux software, grouped with ports |
| steam | Steam | Valve's PC game distribution store, grouped with ports. Has official Batocera integration (Steam games will automatically appear in Ports when installed) |
| heroic | Heroic Games Launcher (Epic Games) | An open-source launcher for Epic Games and GOG. Does not have official integration (yet) |
| geforcenow | GeForce NOW | An unofficial open-source launcher for launching games for the GeForce NOW streaming service |
| bottles | Bottles | A virtual application/gaming platform for setting up preconfigured environments to support a large set of Windows applications/games on Linux |

Miscellaneous

Batocera supports different additional applications that can be used to play software and games from other systems like DOS or Windows. If you're having difficulty running Windows apps using WINE specifically, refer to [the WINETricks page](#). This is also where the few special emulator-specific pages are noted.

| System short name | Full name/alternative names | Description |
|------------------------------------|---|--|
| dos | DOSbox | x86 emulator DOSBox for old DOS games |
| flash | Flashpoint | Flash player for playing Adobe Flash based games |
| moonlight | Moonlight | Open source implementation of NVIDIA's GameStream protocol |
| plugnplay |  Plug 'n' Play/Handheld TV Games | Various "plug 'n play" TV games popular during 1995-2005 |
| vgmplay |  MAME Video Game Music Player  | Play retro video game music using emulated sound chips |
| windows | WINE | Play Windows-only games using WINE, grouped with ports (WINE is not an emulator) |
| windows_installers | N/A, Batocera utility | Install windows software through WINE |
| Emulator: Dolphin | Dolphin | An emulator for both GameCube and Wii. Very robust |
| RetroArch | RetroArch | The ubiquitous front-end that supports libretro cores. |

1)

Technically discontinued in 1997 but games continued to be developed for the system until 2004.

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Last update: **2024/03/12 16:31**

