

# 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
<a href="#">mame</a>	<a href="#">Multiple Arcade Machine Emulator</a>	19??-current	Various
<a href="#">fbneo</a>	<a href="#">FinalBurn Neo</a>	19??-current	Various
<a href="#">dice</a>	<a href="#">Discrete Integrated Circuit Emulator</a>	1972-1977	Various
<a href="#">daphne</a>	<a href="#">DAPHNE (Laserdisc)</a>	1978-????	Various
<a href="#">singe</a>	<a href="#">SINGE</a>	1978-????	Various
<a href="#">namco22</a>	<a href="#">Namco System 22</a>	1992	Namco
<a href="#">mame/model1</a>	<a href="#">Sega Model 1</a>	1992-1994	Sega
<a href="#">model2</a>	<a href="#">Sega Model 2</a>	1994-1998	Sega
<a href="#">model3</a>	<a href="#">Sega Model 3</a>	1996-1998	Sega
<a href="#">naomi</a>	<a href="#">Sega NAOMI</a>	1998-2001	Sega













System short name	Full name/alternative names	Release period	Manufacturer
<a href="#">hikaru</a>	<a href="#">Sega Hikaru</a>	1999-2003	Sega
<a href="#">gaelco</a>	<a href="#">Gaelco 3D</a>	1999-2003	Gaelco
<a href="#">naomi2</a>	<a href="#">Sega NAOMI 2</a>	2000-2002	Sega
<a href="#">namco2x6</a>	<a href="#">🎮 Namco System 246</a>	2000	Sony / Namco
<a href="#">chihiro</a>	<a href="#">Sega Chihiro</a>	2002	Sega
<a href="#">triforce</a>	<a href="#">Triforce</a>	2002-2007	Namco, Sega & Nintendo
<a href="#">atomiswave</a>	<a href="#">🎮 Sammy Atomiswave</a>	2003-2009	Sammy
<a href="#">cave3rd</a>	<a href="#">Cave CV1000</a>	2004-2012	Cave
<a href="#">systemsp</a>	<a href="#">Sega System SP</a>	2004-????	Sega
<a href="#">lindbergh</a>	<a href="#">🎮 Sega Lindbergh</a>	2005-2008	Sega

## 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
<b>First/second generation (the jank era)</b>			
<a href="#">channelf</a>	<a href="#">🎮 Fairchild Channel F</a>	1976	Fairchild
<a href="#">atari2600</a>	<a href="#">🎮 Atari 2600/VCS</a>	1977	Atari
<a href="#">odyssey2</a>	<a href="#">🎮 Magnavox Odyssey<sup>2</sup>/Philips Videopac G7000/Philips Odyssey/Odyssey<sup>2</sup></a>	1978	Magnavox/Philips
<a href="#">astrocade</a>	<a href="#">🎮 Bally Astrocade/Arcade/ABA-1000</a>	1978	Bally (Midway)
<a href="#">apfm1000</a>	<a href="#">🎮 APF-MP1000/MP-1000/M-1000</a>	1978	APF Electronics Inc.
<a href="#">vc4000</a>	<a href="#">🎮 Video Computer 4000</a>	1978	Interton
<a href="#">intellivision</a>	<a href="#">🎮 Intellivision</a>	1979	Mattel
<a href="#">cassettevision</a>	<a href="#">🎮 Cassette Vision</a>	1981	Epoch
<a href="#">atari5200</a>	<a href="#">🎮 Atari 5200</a>	1982	Atari
<a href="#">colecovision</a>	<a href="#">🎮 ColecoVision</a>	1982	Coleco
<a href="#">advision</a>	<a href="#">🎮 Adventure Vision</a>	1982	Entex
<a href="#">vectrex</a>	<a href="#">🎮 Vectrex</a>	1982	Milton Bradley
<a href="#">crvision</a>	<a href="#">🎮 CreatiVision/Educat 2002/Dick Smith Wizzard/FunVision</a>	1982	VTech
<a href="#">arcadia</a>	<a href="#">🎮 Arcadia 2001/et al.</a>	1982	Emerson Radio
<b>Third generation (the 8-bit era)</b>			
<a href="#">nes</a>	<a href="#">🎮 Nintendo Entertainment System/Famicom</a>	1983	Nintendo
<a href="#">sg1000</a>	<a href="#">🎮 Sega SG-1000/SG-1000 II/SC-3000</a>	1983	Sega
<a href="#">multivision</a>	<a href="#">Othello_Multivision</a>	1983	Tsukuda Original
<a href="#">videopacplus</a>	<a href="#">🎮 Philips Videopac+ G7400/G7420</a>	1983	Philips
<a href="#">pv1000</a>	<a href="#">🎮 Casio PV-1000/ぴーぶいせん/Pi Bui-Sen</a>	1983	Casio

















System short name	Full name/alternative names	Release date	Manufacturer
scv	 Super Cassette Vision/スーパーカセットビジョン/Suupaa Kasetto Bijon	1984	Epoch
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
<b>Fourth generation (the 16-bit era)</b>			
pcengine	 PC Engine/TurboGrafx-16	1987	NEC
megadrive	 Sega Genesis/Mega Drive	1988	Sega
pcenginecd	 PC Engine CD-ROM <sup>2</sup> /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/Pi Shī Enjin SūpāGurafikkusu/PC Engine 2	1989	NEC
snesc	 Super Nintendo Entertainment System	1990	Nintendo
neogeo	 Neo Geo	1990	SNK
cdi	 Compact Disc Interactive/CD-i	1990	Philips, et al.
amigacdtv	 Commodore CDTV	1991	Commodore
gx4000	 Amstrad GX4000	1991	Amstrad
megacd	 Sega CD/Mega CD	1991	Sega
snescmsu1	 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
megadrive-msu	MSU-MD	2020	Sega
sgb-msu1	LADX-MSU1	2020	Nintendo
<b>Fifth generation (the 32-bit/early 3D era)</b>			
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
pcfx	 NEC PC-FX	1994	NEC
neogecd	 Neo Geo CD	1994	SNK
saturn	 Sega Saturn	1994	Sega
loopy	 Casio Loopy	1995	Casio
virtualboy	 Virtual Boy	1995	Nintendo
satellaview	 Satellaview	1995	Nintendo
jaguarcd	 Atari Jaguar CD	1995	Atari
sufami	 SuFami Turbo	1996	Bandai
n64	 Nintendo 64	1996	Nintendo
<b>Sixth generation (the streamlining era)</b>			

System short name	Full name/alternative names	Release date	Manufacturer
<a href="#">dreamcast</a>	 <a href="#">Sega Dreamcast</a>	1998	Sega
<a href="#">n64dd</a>	 <a href="#">Nintendo 64DD</a>	1999	Nintendo
<a href="#">ps2</a>	 <a href="#">Sony PlayStation 2</a>	2000	Sony
<a href="#">gamecube</a>	 <a href="#">Nintendo GameCube</a>	2001	Nintendo
<a href="#">xbox</a>	 <a href="#">Microsoft Xbox</a>	2001	Microsoft
<a href="#">vsmile</a>	 <a href="#">V.Smile (TV LEARNING SYSTEM)</a>	2005	VTech
<b>Seventh generation (the HD era)</b>			
<a href="#">xbox360</a>	 <a href="#">Microsoft Xbox 360</a>	2005	Microsoft
<a href="#">wii</a>	 <a href="#">Nintendo Wii</a>	2006	Nintendo
<a href="#">ps3</a>	 <a href="#">Sony PlayStation 3</a>	2006	Sony
<b>Eighth generation</b>			
<a href="#">wiiu</a>	 <a href="#">Nintendo Wii U</a>	2012	Nintendo
<a href="#">ps4</a>	 <a href="#">Sony PlayStation 4</a>	2013	Sony
<b>Fantasy consoles</b>			
<a href="#">uzebox</a>	<a href="#">Uzebox Open-Source console</a>	2007	Alec Bourque
<a href="#">voxatron</a>	<a href="#">Voxatron fantasy console</a>	2011	Lexaloffle Games
<a href="#">pico8</a>	 <a href="#">PICO-8 fantasy console</a>	2015	Lexaloffle Games
<a href="#">tic80</a>	<a href="#">TIC-80 fantasy console</a>	2017	Vadim Grigoruk
<a href="#">lowresnx</a>	<a href="#">Lowres NX</a>	2017	Timo Kloss
<a href="#">wasm4</a>	<a href="#">WASM4 fantasy console</a>	2021	Aduros & team
<a href="#">pyxel</a>	<a href="#">Pyxel fantasy console</a>	2021	Takashi Kitao
<a href="#">vircon32</a>	<a href="#">Vircon32 virtual console</a>	2021	Carra

## 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
<b>Handheld LCD games</b>			
<a href="#">gameandwatch</a>	 <a href="#">Game &amp; Watch</a>	1980	Nintendo
<a href="#">lcdgames</a>	 <a href="#">Handheld LCD Games</a>	19xx/20xx	Various
<a href="#">gamepock</a>	 <a href="#">Game Pocket Computer</a>	1984	Epoch
<b>Fourth generation</b>			
<a href="#">gb</a>	 <a href="#">Game Boy</a>	1989	Nintendo
<a href="#">gb2players</a>	 <a href="#">Game Boy 2 Players</a>	1989	Nintendo
<a href="#">lynx</a>	 <a href="#">Atari Lynx</a>	1989	Atari
<a href="#">gamegear</a>	 <a href="#">Game Gear</a>	1990	Sega
<a href="#">gamate</a>	 <a href="#">Gamate/chāojí xiǎozǐ/Super Boy/chāojí shéntóng/Super Child Prodigy</a>	1990	Bit Corporation
<a href="#">gmaster</a>	 <a href="#">Game Master/Systema 2000/Super Game/Game Tronic</a>	1990	Hartung, et al.

System short name	Full name/alternative names	Release date	Manufacturer
<a href="#">supervision</a>	 <a href="#">Watara Supervision</a>	1992	Watara
<a href="#">megaduck</a>	 <a href="#">Mega Duck/Cougar Boy</a>	1993	Welback Holdings
<b>Fifth generation</b>			
<a href="#">gamecom</a>	 <a href="#">Game.com</a>	1997	Tiger Electronics
<a href="#">gbc</a>	 <a href="#">Game Boy Color</a>	1998	Nintendo
<a href="#">gbc2players</a>	 <a href="#">Game Boy Color 2 Players</a>	1998	Nintendo
<a href="#">ngp</a>	 <a href="#">Neo Geo Pocket</a>	1998	SNK
<a href="#">ngpc</a>	 <a href="#">Neo Geo Pocket Color</a>	1999	SNK
<a href="#">swan</a>	 <a href="#">WonderSwan</a>	1999	Bandai
<a href="#">swanc</a>	 <a href="#">WonderSwan Color</a>	2000	Bandai
<b>Sixth generation</b>			
<a href="#">gba</a>	 <a href="#">Game Boy Advance</a>	2001	Nintendo
<a href="#">pokemini</a>	 <a href="#">Pokémon Mini</a>	2001	Nintendo
<a href="#">gp32</a>	 <a href="#">GP32</a>	2001	Game Park
<b>Seventh generation</b>			
<a href="#">nds</a>	 <a href="#">Nintendo DS</a>	2004	Nintendo
<a href="#">psp</a>	 <a href="#">PlayStation Portable</a>	2004	Sony
<b>Eighth generation</b>			
<a href="#">3ds</a>	 <a href="#">Nintendo 3DS</a>	2011	Nintendo
<a href="#">psvita</a>	 <a href="#">PlayStation_Vita</a>	2011	Sony
<b>Fantasy consoles</b>			
<a href="#">arduboy</a>	<a href="#">Arduboy</a>	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
<a href="#">pdp1</a>	 <a href="#">PDP-1</a>	1961	Digital Equipment Corporation
<a href="#">apple2</a>	 <a href="#">Apple II</a>	1977	Apple
<a href="#">pet</a>	 <a href="#">Commodore PET</a>	1977	Commodore
<a href="#">atari800</a>	 <a href="#">Atari 800</a>	1979	Atari
<a href="#">atom</a>	 <a href="#">Acorn Computers</a>	1979	Acorn Computers
<a href="#">ti99</a>	 <a href="#">TI-99/4 (TI-99/4A)</a>	1979	Texas Instruments
<a href="#">pc80</a>	 <a href="#">NEC PC-8000</a>	1979	NEC
<a href="#">c20</a>	 <a href="#">Commodore VIC-20/VC-20</a>	1980	Commodore
<a href="#">coco</a>	 <a href="#">TRS-80/Tandy Color Computer</a>	1980	Tandy/RadioShack
<a href="#">pc60</a>	 <a href="#">NEC PC-6000</a>	1981	NEC
<a href="#">pc88</a>	 <a href="#">NEC PC-8800</a>	1981	NEC
<a href="#">zx81</a>	 <a href="#">Sinclair ZX81</a>	1981	Sinclair
<a href="#">bbcmicro</a>	 <a href="#">BBC Micro/Master/Archimedes</a>	1981	Acorn Computers

System short name	Full name/alternative names	Release date	Manufacturer
<a href="#">x1</a>	 <a href="#">Sharp X1</a>	1982	Sharp
<a href="#">zxspectrum</a>	 <a href="#">ZX Spectrum</a>	1982	Sinclair
<a href="#">c64</a>	 <a href="#">Commodore 64</a>	1982	Commodore
<a href="#">pc98</a>	 <a href="#">NEC PC-9800/PC-98</a>	1982	NEC
<a href="#">fm7</a>	 <a href="#">Fujitsu Micro 7 (FM-7)</a>	1982	Fujitsu
<a href="#">tutor</a>	 <a href="#">Tomy Tutor/Pyūta/Grandstand Tutor</a>	1982	Tomy
<a href="#">electron</a>	 <a href="#">Acorn Electron</a>	1983	Acorn Computers
<a href="#">camplynx</a>	 <a href="#">Computers Lynx</a>	1983	Computers
<a href="#">msx1</a>	 <a href="#">Microsoft MSX1</a>	1983	Microsoft
<a href="#">adam</a>	 <a href="#">Coleco Adam</a>	1983	Coleco
<a href="#">spectravideo</a>	 <a href="#">Spectravideo</a>	1983	Spectravideo
<a href="#">amstradcpc</a>	 <a href="#">Amstrad CPC</a>	1984	Amstrad
<a href="#">macintosh</a>	 <a href="#">Macintosh 128K</a>	1984	Apple
<a href="#">thomson</a>	 <a href="#">Thomson MO/TO Series Computer</a>	1984	Thomson
<a href="#">cplus4</a>	 <a href="#">Commodore Plus/4</a>	1984	Commodore
<a href="#">laser310</a>	 <a href="#">Laser 310</a>	1984	Video Technology (VTech)
<a href="#">oricatmos</a>	 <a href="#">Oric Atmos</a>	1984	Tangerine Computer Systems
<a href="#">atarist</a>	 <a href="#">Atari ST</a>	1985	Atari
<a href="#">msx2</a>	 <a href="#">Microsoft MSX2</a>	1985	Microsoft
<a href="#">c128</a>	 <a href="#">Commodore 128 (C128)</a>	1985	Commodore
<a href="#">enterprise</a>	 <a href="#">Enterprise</a>	1985	Enterprise Computers
<a href="#">apple2gs</a>	 <a href="#">Apple IIGS</a>	1986	Apple
<a href="#">archimedes</a>	 <a href="#">Archimedes</a>	1987	Acorn Computers
<a href="#">xegs</a>	 <a href="#">Atari XEGS</a>	1987	Atari
<a href="#">amiga500</a>	 <a href="#">Amiga 500/OCS/ECS</a>	1987	Commodore
<a href="#">x68000</a>	 <a href="#">Sharp X68000</a>	1987	Sharp
<a href="#">msx2+</a>	 <a href="#">Microsoft MSX2plus</a>	1988	Microsoft
<a href="#">fmtowns</a>	 <a href="#">FM Towns/Towns Marty</a>	1989	Fujitsu
<a href="#">samcoupe</a>	 <a href="#">SAM Coupé</a>	1989	Miles Gordon Technology
<a href="#">amiga1200</a>	 <a href="#">Amiga 1200/AGA</a>	1992	Commodore
<a href="#">vis</a>	 <a href="#">Tandy Video Information System</a>	1992	Tandy / Memorex
<a href="#">msxturbor</a>	 <a href="#">Microsoft MSX turboR</a>	1993	Microsoft
<a href="#">commanderx16</a>	<a href="#">Commander X16</a>	2019	David Murray

## Port, Flatpak & Miscellaneous

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.

Batocera supports the installation of flatpaks in a limited capacity. Some flatpaks have become officially integrated as optional packages, which are listed below.

Batocera also 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
<a href="#">ports</a>	Native ports	Contains both manually install native Linux games, grouped for convenience
<a href="#">flatpak</a>	<a href="#">Flatpak</a>	Install native Linux software, grouped with ports
<a href="#">steam</a>	<a href="#">Steam</a>	Valve's PC game distribution store, grouped with ports. Has official Batocera integration (Steam games will automatically appear in Ports when installed)
<a href="#">dos</a>	<a href="#">DOSbox</a>	x86 emulator DOSBox for old DOS games
<a href="#">flash</a>	<a href="#">Flashpoint</a>	Flash player for playing Adobe Flash based games
<a href="#">moonlight</a>	<a href="#">Moonlight</a>	Open source implementation of NVIDIAs GameStream protocol
<a href="#">plugnplay</a>	 <a href="#">Plug 'n' Play/Handheld TV Games</a>	Various "plug 'n play" TV games popular during 1995-2005
<a href="#">vgmplay</a>	MAME Video Game Music Player	Play retro video game music using emulated sound chips
<a href="#">windows</a>	<a href="#">WINE</a>	Play Windows-only games using WINE, grouped with ports (WINE is not an emulator)
<a href="#">abuse</a>	<a href="#">Abuse SDL</a>	A dark 2D side-scrolling platform game, now public domain and maintained by the community
<a href="#">bennugd</a>	<a href="#">BennuGD</a>	A high-level, open-source game development suite
<a href="#">cannonball</a>	<a href="#">Cannonball</a>	Enhanced OutRun Engine
<a href="#">catacombg1</a>	<a href="#">CatacombGL</a>	CatacombGL is a source port with OpenGL graphics for Catacomb 3D and its successors
<a href="#">cavestory</a>	<a href="#">Cave Story</a>	A free pixel styled 2D platformer
<a href="#">cdogs</a>	<a href="#">C-Dogs</a>	A classic overhead run-and-gun game, supporting up to four players in co-op and deathmatch modes
<a href="#">devilutionx</a>	<a href="#">DevilutionX</a>	Source port of Diablo and Hellfire
<a href="#">dxx-rebirth</a>	<a href="#">DXX-Rebirth</a>	Source port of Descent and Descent 2 - one of the first FPV shooters using polygone objects
<a href="#">easyrpg</a>	<a href="#">EasyRPG</a>	RPG Maker compatible RPG engine
<a href="#">ecwolf</a>	<a href="#">ECWolf</a>	Source port for Wolfenstein 3D engine
<a href="#">eduke32</a>	<a href="#">EDuke32</a>	A cross-platform port of Duke Nukem 3D
<a href="#">fallout1-ce</a>	<a href="#">Fallout CE</a>	A re-implementation of Fallout with some Community expansions
<a href="#">fallout2-ce</a>	<a href="#">Fallout2 CE</a>	A re-implementation of Fallout 2 with some Community expansions
<a href="#">fpinball</a>	<a href="#">Future Pinball</a>	Future Pinball allows playing community-made pinball tables
<a href="#">fury</a>	<a href="#">Ion Fury</a>	Ion Fury is built on EDuke32, and a fork of the Build engine
<a href="#">gzdoom</a>	<a href="#">GZDoom</a>	GZDoom is a source port, has full support for Boom, Chex Quest, Heretic, Hexen and Strife.
<a href="#">hcl</a>	<a href="#">Hydra Castle Labyrinth</a>	An indie 2D action platformer inspired by classic games like Metroid and Castlevania.
<a href="#">hurrican</a>	<a href="#">Hurrican</a>	A freeware 2D action platformer game developed by Poke53280

System short name	Full name/alternative names	Description
<a href="#">ikemen</a>	<a href="#">Ikemen Go</a>	A reimplementaion of IKEMEN, an engine which extends the capacities of MUGEN for fighting games
<a href="#">lutro</a>	<a href="#">Lutro</a>	A retro-inspired 2D game engine for Libretro
<a href="#">mrboom</a>	<a href="#">Mr. Boom</a>	8 player Bomberman clone
<a href="#">mugen</a>	<a href="#">M.U.G.E.N</a>	Game engine for fighting games
<a href="#">openbor</a>	<a href="#">Open Beats of Rage</a>	Open source port of Beats of Rage, a 2D beat-em-up game engine
<a href="#">openjazz</a>	<a href="#">Openjazz</a>	Open-source version of the classic Jazz Jackrabbit
<a href="#">prboom</a>	<a href="#">PrBoom</a>	a.k.a. Proff Boom, ports of classic Doom-based games to PrBoom (based on the source port Boom)
<a href="#">pygame</a>	<a href="#">pygame</a>	Python based engine designed for writing video games
<a href="#">raze</a>	<a href="#">Raze</a>	A fork of build engine games that combines Duke Nukem 3D, Blood, Redneck Rampage, Shadow Warrior and Exhumed/Powerslave in a single package
<a href="#">reminiscence</a>	<a href="#">REminiscence</a>	Port of Gregory Montoir's Flashback emulator, running as a libretro core.
<a href="#">scummvm</a>	<a href="#">ScummVM</a>	Source port for adventure and role-playing games like Monkey Island series
<a href="#">sdlpop</a>	<a href="#">SDLPoP</a>	An open-source port of Prince of Persia, based on the disassembly of the DOS version
<a href="#">solarus</a>	<a href="#">Solarus</a>	A game engine for 2D Action RPGs designed with 16-bit era in mind
<a href="#">sonicretro</a>	<a href="#">Star Engine/Sonic Retro Engine</a>	Enhanced Sonic 1, 2 and Sonic CD (from Android/iOS versions)
<a href="#">superbroswar</a>	<a href="#">Super Mario War</a>	Open source Super Mario multiplayer game where up to four players deathmath to stomp as many other Marios as possible to win the game
<a href="#">traider1</a>	<a href="#">TR1X - Tomb Raider 1</a>	TRX - Tomb Raider I & II: Community Edition
<a href="#">traider2</a>	<a href="#">TR2X - Tomb Rauder 2</a>	TRX - Tomb Raider I & II: Community Edition
<a href="#">tyrquake</a>	<a href="#">TyrQuake</a>	Source port of the Quake 1 engine including Addons
<a href="#">vpinball</a>	<a href="#">Visual Pinball</a>	Visual Pinball X allows playing community-made pinball tables
<a href="#">xash3d_fwgs</a>	<a href="#">Xash3D FWGS</a>	Source port for playing classic Valve games like Half-Life
<a href="#">xrick</a>	<a href="#">Rick Dangerous</a>	XRick is an open source implementation of the game "Rick Dangerous".

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