

# 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="#">gong</a>	 <a href="#">Pong</a>	1972	Various
<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</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="#">sv8000</a>	 <a href="#">Super Vision 8000</a>	1979	Bandai
<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</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





















System short name	Full name/alternative names	Release date	Manufacturer
<a href="#">pv1000</a>	 <a href="#">Casio PV-1000</a>	1983	Casio
<a href="#">pv2000</a>	 <a href="#">Casio PV-2000</a>	1983	Casio
<a href="#">ctvboy</a>	 <a href="#">Compact Vision TV Boy</a>	1983	Gakken
<a href="#">scv</a>	 <a href="#">Super Cassette Vision</a>	1984	Epoch
<a href="#">mastersystem</a>	 <a href="#">Sega Master System/Mark III</a>	1985	Sega
<a href="#">fds</a>	 <a href="#">Family Computer Disk System/Famicom</a>	1986	Nintendo
<a href="#">atari7800</a>	 <a href="#">Atari 7800</a>	1986	Atari
<a href="#">socrates</a>	 <a href="#">Socrates/Prof. Weiss-Alles/Professeur Saitout</a>	1988	VTech
<b>Fourth generation (the 16-bit era)</b>			
<a href="#">pcengine</a>	 <a href="#">PC Engine/TurboGrafx-16</a>	1987	NEC
<a href="#">megadrive</a>	 <a href="#">Sega Genesis/Mega Drive</a>	1988	Sega
<a href="#">pcenginecd</a>	 <a href="#">PC Engine CD-ROM<sup>2</sup>/TurboGrafx-CD/TurboDuo</a>	1988	NEC
<a href="#">supergrafx</a>	 <a href="#">PC Engine SuperGrafx</a>	1989	NEC
<a href="#">snes</a>	 <a href="#">Super Nintendo Entertainment System</a>	1990	Nintendo
<a href="#">neogeo</a>	 <a href="#">Neo Geo</a>	1990	SNK
<a href="#">cdi</a>	 <a href="#">Compact Disc Interactive/CD-i</a>	1990	Philips, et al.
<a href="#">amigacdtv</a>	 <a href="#">Commodore CDTV</a>	1991	Commodore
<a href="#">gx4000</a>	 <a href="#">Amstrad GX4000</a>	1991	Amstrad
<a href="#">megacd</a>	 <a href="#">Sega CD/Mega CD</a>	1991	Sega
<a href="#">snes-msu1</a>	 <a href="#">Super NES CD-ROM/SNES MSU-1</a>	1992 (cancelled)	Nintendo
<a href="#">pico</a>	 <a href="#">Sega Pico</a>	1993	Sega
<a href="#">sgb</a>	 <a href="#">Super Game Boy</a>	1994	Nintendo
<a href="#">supracan</a>	 <a href="#">Super A'Can</a>	1995	Funtech Entertainment
<a href="#">megadrive-msu</a>	MSU-MD	2020	Sega
<a href="#">sgb-msu1</a>	LADX-MSU1	2020	Nintendo
<b>Fifth generation (the 32-bit/early 3D era)</b>			
<a href="#">jaguar</a>	 <a href="#">Atari Jaguar</a>	1993	Atari
<a href="#">3do</a>	 <a href="#">3DO Interactive Multiplayer</a>	1993	Panasonic
<a href="#">amigacd32</a>	 <a href="#">Amiga CD32</a>	1994	Commodore
<a href="#">sega32x</a>	 <a href="#">Sega 32X</a>	1994	Sega
<a href="#">psx</a>	 <a href="#">Sony PlayStation</a>	1994	Sony
<a href="#">pcfx</a>	 <a href="#">NEC PC-FX</a>	1994	NEC
<a href="#">neogeocd</a>	 <a href="#">Neo Geo CD</a>	1994	SNK
<a href="#">saturn</a>	 <a href="#">Sega Saturn</a>	1994	Sega
<a href="#">loopy</a>	 <a href="#">Casio Loopy</a>	1995	Casio
<a href="#">virtualboy</a>	 <a href="#">Virtual Boy</a>	1995	Nintendo
<a href="#">satellaview</a>	 <a href="#">Satellaview</a>	1995	Nintendo
<a href="#">jaguarcd</a>	 <a href="#">Atari Jaguar CD</a>	1995	Atari
<a href="#">sufami</a>	 <a href="#">SuFami Turbo</a>	1996	Bandai
<a href="#">n64</a>	 <a href="#">Nintendo 64</a>	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="#">tvgames</a>	 <a href="#">Plug and Play TV Games</a>	2002	Various
<a href="#">beena</a>	 <a href="#">Sega Advanced Pico Beena</a>	2005	Sega
<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 xiǎozì/Super Boy</a>	1990	Bit Corporation










System short name	Full name/alternative names	Release date	Manufacturer
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
<b>Fifth generation</b>			
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
vemulator	 Dreamcast VMU/Visual Memory Unit	1998	Sega
ngpc	 Neo Geo Pocket Color	1999	SNK
wswan	 WonderSwan	1999	Bandai
wswanc	 WonderSwan Color	2000	Bandai
<b>Sixth generation</b>			
gba	 Game Boy Advance	2001	Nintendo
pokemini	 Pokémon Mini	2001	Nintendo
gp32	 GP32	2001	Game Park
j2me	 Java 2 MicroEdition (J2ME)	2001	Sun
ngage	 Nokia N-Gage	2003	Nokia
<b>Seventh generation</b>			
nds	 Nintendo DS	2004	Nintendo
psp	 PlayStation Portable	2004	Sony
<b>Eighth generation</b>			
3ds	 Nintendo 3DS	2011	Nintendo
psvita	 PlayStation Vita	2011	Sony
<b>Fantasy consoles</b>			
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
pdp1	 PDP-1	1961	Digital Equipment Corporation
apple2	 Apple II	1977	Apple
pet	 Commodore PET	1977	Commodore
trs80	 TRS-80	1977	Tandy Radio Shack
mz80k	 Sharp MZ-80K	1978	Sharp
atari800	 Atari 800	1979	Atari
atom	 Acorn Atom	1979	Acorn Computers
ti99	 TI-99/4 (TI-99/4A)	1979	Texas Instruments

System short name	Full name/alternative names	Release date	Manufacturer
<a href="#">pc80</a>	 <a href="#">NEC PC-8001</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
<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="#">cgenie</a>	 <a href="#">Colour Genie</a>	1982	EACA
<a href="#">mz700</a>	 <a href="#">Sharp MZ-700</a>	1982	Sharp
<a href="#">mz2000</a>	 <a href="#">Sharp MZ-2000</a>	1982	Sharp
<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="#">rx78</a>	 <a href="#">Bandai RX-78</a>	1983	Bandai
<a href="#">sc3000</a>	 <a href="#">Sega SC-3000</a>	1983	Sega
<a href="#">mc10</a>	 <a href="#">TRS-80 MC-10</a>	1983	Tandy Radio Shack
<a href="#">dragon64</a>	 <a href="#">Dragon 64</a>	1983	Dragon Data
<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="#">mz800</a>	 <a href="#">Sharp MZ-800</a>	1984	Sharp
<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="#">pcw</a>	 <a href="#">Amstrad PCW</a>	1985	Amstrad
<a href="#">bk</a>	 <a href="#">Elektronika BK</a>	1985	Elektronika
<a href="#">mz2500</a>	 <a href="#">Sharp MZ-2500</a>	1985	Sharp
<a href="#">apple2gs</a>	 <a href="#">Apple IIGS</a>	1986	Apple
<a href="#">segaai</a>	 <a href="#">Sega AI Computer</a>	1986	Sega
<a href="#">tvc</a>	 <a href="#">Videoton TVC</a>	1986	Videoton
<a href="#">archimedes</a>	 <a href="#">Archimedes</a>	1987	Acorn Computers

System short name	Full name/alternative names	Release date	Manufacturer
<a href="#">xegs</a>	 Atari XEGS	1987	Atari
<a href="#">amiga500</a>	 Amiga 500/OCS/ECS	1987	Commodore
<a href="#">x68000</a>	 Sharp X68000	1987	Sharp
<a href="#">msx2+</a>	 Microsoft MSX2+	1988	Microsoft
<a href="#">fmtowns</a>	 FM Towns/Towns Marty	1989	Fujitsu
<a href="#">samcoupe</a>	 SAM Coupé	1989	Miles Gordon Technology
<a href="#">amiga1200</a>	 Amiga 1200/AGA	1992	Commodore
<a href="#">vis</a>	 Tandy Video Information System	1992	Tandy / Memorex
<a href="#">msxturbor</a>	 Microsoft MSX turboR	1993	Microsoft
<a href="#">commanderx16</a>	Commander X16	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
<b>Operating Systems</b>		
<a href="#">dos</a>	<a href="#">DOSbox</a>	x86 emulator DOSBox for old DOS games
<a href="#">windows</a>	<a href="#">WINE</a>	Play Windows-only games using WINE, grouped with ports (WINE is not an emulator)
<b>Unix applications and User Ports</b>		
<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="#">ports</a>	Native ports	Contains both manually install native Linux games, grouped for convenience
<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="#">vgmplay</a>	MAME Video Game Music Player	Play retro video game music using emulated sound chips
<b>Ported Games and Gameengines</b>		
<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

System short name	Full name/alternative names	Description
<a href="#">bstone</a>	<a href="#">Blake Stone</a>	Source port of Blake Stone: Aliens of Gold and Planet Strike
<a href="#">cannonball</a>	<a href="#">Cannonball</a>	Enhanced OutRun Engine
<a href="#">catacomb</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="#">cgenius</a>	<a href="#">Commander Genius</a>	Source port of Commander Keen engine
<a href="#">corsixth</a>	<a href="#">CorsixTH</a>	Open source clone of Theme Hospital
<a href="#">devilutionx</a>	<a href="#">DevilutionX</a>	Source port of Diablo and Hellfire
<a href="#">doom3</a>	<a href="#">Doom 3 BFG</a>	Source port of Doom 3 BFG Edition
<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="#">etlegacy</a>	<a href="#">ET: Legacy</a>	Open source port of Wolfenstein: Enemy Territory
<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="#">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="#">halflife</a>	<a href="#">Half-Life 1</a>	Source port for playing Half-Life 1 using Xash3D FWGS engine
<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
<a href="#">ikemen</a>	<a href="#">Ikemen Go</a>	A reimplementation of IKEMEN, an engine which extends the capacities of MUGEN for fighting games
<a href="#">jazz2</a>	<a href="#">Jazz Jackrabbit 2</a>	Source port of Jazz Jackrabbit 2
<a href="#">jkdf2</a>	<a href="#">Jedi Knight: Dark Forces II</a>	Open source port of Star Wars: Jedi Knight - Dark Forces II
<a href="#">jknight</a>	<a href="#">Star Wars: Jedi Academy</a>	Open source port of Star Wars Jedi Knight: Jedi Academy
<a href="#">lutro</a>	<a href="#">Lutro</a>	A retro-inspired 2D game engine for Libretro
<a href="#">mohaa</a>	<a href="#">Medal of Honor: Allied Assault</a>	Source port of Medal of Honor: Allied Assault
<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

System short name	Full name/alternative names	Description
<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="#">quake</a>	<a href="#">Quake</a>	Source port of Quake engine
<a href="#">quake2</a>	<a href="#">Quake II</a>	Source port of Quake II engine
<a href="#">quake3</a>	<a href="#">Quake III Arena</a>	Source port of Quake III Arena
<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="#">rott</a>	<a href="#">Rise of the Triad</a>	Source port of Rise of the Triad
<a href="#">rtcw</a>	<a href="#">Return to Castle Wolfenstein</a>	Source port of Return to Castle Wolfenstein
<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="#">sonic-mania</a>	<a href="#">Sonic Mania</a>	Decompilation of Sonic Mania
<a href="#">sonic3-air</a>	<a href="#">Sonic 3 A.I.R.</a>	Angel Island Revisited - enhanced Sonic 3 & Knuckles
<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 deathmatch to stomp as many other Marios as possible to win the game
<a href="#">theforceengine</a>	<a href="#">The Force Engine</a>	Source port of Star Wars: Dark Forces and Outlaws
<a href="#">thextech</a>	<a href="#">TheXTech</a>	Open source port of Super Mario Bros. X engine
<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 Raider 2</a>	TRX - Tomb Raider I & II: Community Edition
<a href="#">tyrian</a>	<a href="#">Tyrian</a>	Source port of Tyrian, a classic scrolling shooter
<a href="#">uqm</a>	<a href="#">The Ur-Quan Masters</a>	Open source port of Star Control II
<a href="#">vpinball</a>	<a href="#">Visual Pinball</a>	Visual Pinball X allows playing community-made pinball tables
<a href="#">xrick</a>	<a href="#">Rick Dangerous</a>	XRick is an open source implementation of the game "Rick Dangerous".
<a href="#">zc210</a>	<a href="#">Zelda Classic</a>	Open source Zelda fangame engine

From:

<https://wiki.batocera.org/> - **Batocera.linux** - Wiki

Permanent link:

<https://wiki.batocera.org/systems?rev=1775937914>Last update: **2026/04/11 20:05**

