

Sega Game Gear

Released in Japan on October 6th, 1990, and then on April 26th of 1991 in North America and Europe, the Sega Game Gear was Sega's response to Nintendo's popular Game Boy portable console. Touting color graphics and an illuminated screen, the Game Gear was poised to surpass the competition on technical merits alone, but the initial price of \$149.99 and the lackluster battery life were as an albatross hung from the Game Gear's proverbial neck.

shortname	gamegear
emulator/core(s)	libretro/genesisplusgx
rom format(s)	.bin .gg .zip .7z

Emulators

libretro/genesisplusgx

Genesis Plus GX is an open-source Sega 8/16 bit emulator focused on accuracy and portability. The source code, originally based on Genesis Plus 1.3 by Charles MacDonald, has been heavily modified & enhanced, with respect to initial goals and design, in order to improve the accuracy of emulation, implementing new features and adding support for extra peripherals, cartridge & systems hardware.

Genesis Plus GX has 100% compatibility with Genesis / Mega Drive, Sega/Mega CD, Master System, Game Gear, SG-1000 & Pico released software (including all unlicensed or pirate known dumps), also emulating backwards compatibility modes when available.

ROMs

Place your Sega Game Gear ROMs in `/userdata/roms/gamegear/`.

Controls

The default button mapping to the Game Gear is as following:



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

Permanent link:
<https://www.wiki.batocera.org/systems:gamegear?rev=1622838246>

Last update: **2021/06/04 20:24**

