

Nintendo Game Boy - 2-Player

The link cable for the Game Boy allows two people to play two-player games. The requirement is that both players insert the same Game Pak into their Game Boy, and the Game Pak must feature a two-player mode (the packaging of these games is marked with the appropriate symbol). The link cable is connected to the left side of Game Boy through the sockets especially provided for it.



shortname	gb2players
emulator/core(s)	libretro/tgbdual
rom format(s)	.gb .zip .7z

Emulators

Libretro/TGBDual

TGB Dual is an open source (GPLv2) GB/GBC emulator with game link cable support.

We use the latest [Libretro](#) core. See the [official documentation](#) for more information.

ROMs



Check the [list of multiplayer Game Boy games](#) to find compatible games.

ROMs can ordinarily be put into the `roms/gb2players/` folder. This will use a single save file between the linked games, unique to this system. Great for PVP games that don't rely on user save files such as Tetris or Ikari no Yousai. This is the only option on Batocera **v31** and lower.



You could copy over your save file from `saves/gb/` to `saves/gb2player!`

If instead you'd like to use two different ROMs, read [the section on it below](#).

Using two different ROMs



In Batocera **v32** and higher, it is possible to use two different ROMs instead. If you do this without **also activating** the **SYNC SAVE FILES** option, an empty save file will be used for Player 2 instead. (this needs to be confirmed)

1. Copy your Game Boy/Game Boy Color ROMs to their respective solo ROM directory, ie. roms/gb and roms/gbc respectively. For example:

```
roms/
├─ gb/
│   └─ Pokemon Yellow.zip
└─ gbc/
    └─ Pokemon Crystal.zip
```

2. Create a new text file named <game 1 title> and <game 2 title>.gb2 containing the filenames of the games you intend to link play with prepended with gb: or gbc: depending on which folder they're stored in. For example:

Pokemon Yellow and Pokemon Crystal.gb2

```
gb:Pokemon Yellow.zip
gbc:Pokemon Crystal.zip
```



Class A (Dual Mode) Game Boy Color games can be played on the Game Boy (obviously without color); these were typically indicated by having a black cartridge to differentiate them from regular Game Boy games. Class B Game Boy Color games can't be played on the original Game Boy. Such games typically feature the disclaimers like "Only for Game Boy Color". Libretro/TGB Dual doesn't care, but check first before attempting this, lest you have weird color palettes or something.

You can check out which games are class A on [Wikipedia's List of Game Boy Color games](#).

3. Save this text file to the roms/gb2player/ directory. For example:

```
roms/
├─ gb/
│   └─ Pokemon Yellow.zip
├─ gbc/
│   └─ Pokemon Crystal.zip
└─ gb2players/
    └─ Pokemon Yellow and Pokemon Crystal.gb2
```

4. Update your game list and now your game will appear in the GB2Player system!

This is great and all, but what if you also wanted to [use two different save files](#) for those games?

Using multiple save files

Alternative title: **POKEMON, YEAH! POKEMON TRADING!**
AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA!!!

In Batocera **v32** and higher, it is possible to use two different ROMs with their respective save files instead. This can be used to say trade Pokemon between different generations.



You should create a backup of your save files before attempting this, in case something goes wrong.

1. Set up your unique ROMs as [detailed above](#).
2. On the GB2Player game list, press [SELECT] to bring up the system-specific options and navigate to **ADVANCED SYSTEM OPTIONS**.
3. Scroll down to **SYNC SAVE FILES** and set this to "ON".
4. **AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA!!!**

When launching a game through the GB2Player system, the SRM save files for both the ROMs will be temporarily copied from their respective saves/gb/ and/or saves/gbc/ folder(s) to saves/gb2player/ (overwriting any files currently there). Upon exiting the game, the saves will be copied back from saves/gb2player to their respective saves/gb/ and/or saves/gbc/ folder(s). This method could also be utilized to do Pokemon battles from your friend's (also emulated) SRM save file.

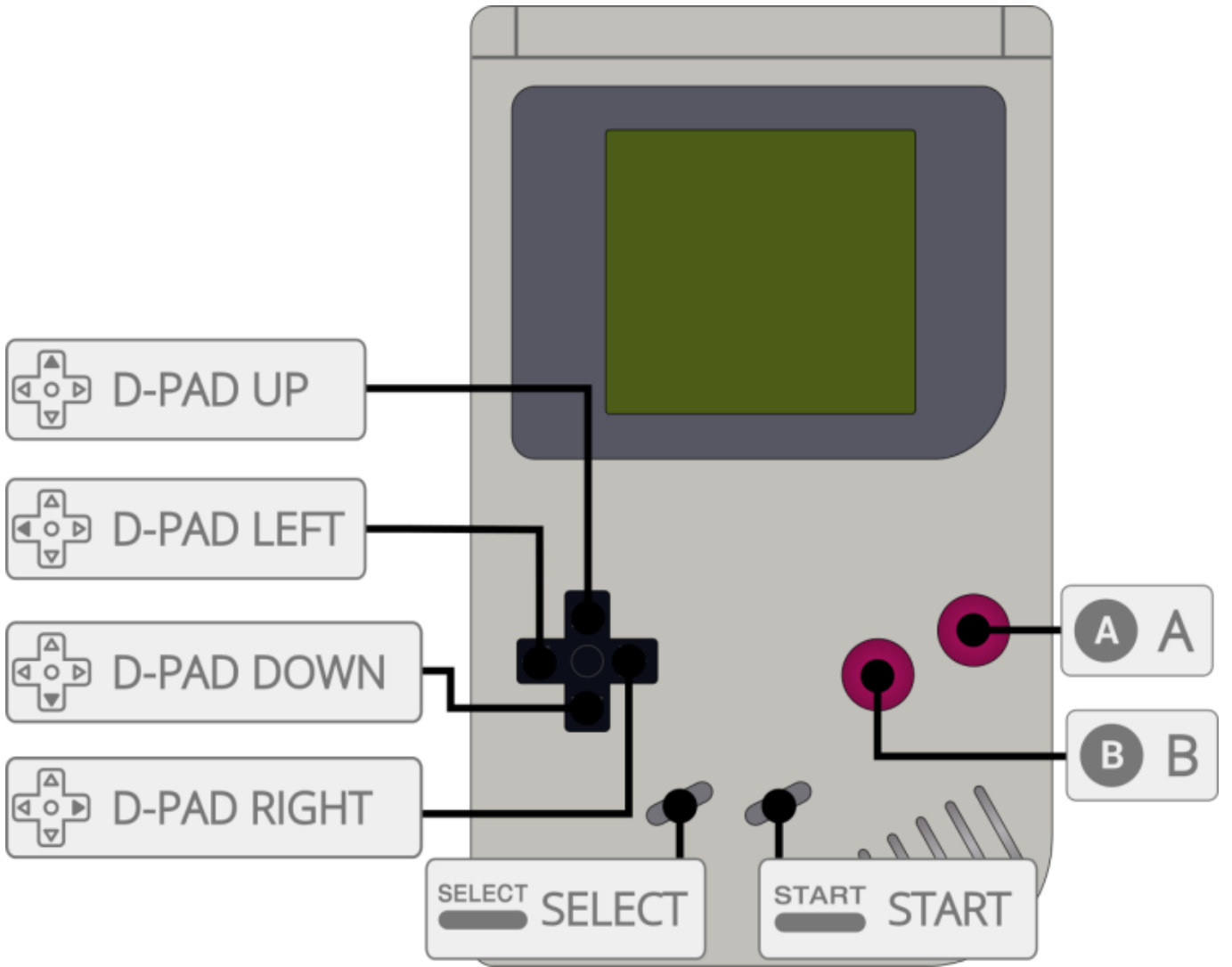
Save states are not copied, only SRM save files.



There is currently no automated save file syncing via Netplay. You could use an external method to sync up the save files and do this, however.

Controls

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



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