


# Nintendo Game Boy

The Game Boy (GB) is a 8-bit, fourth-generation handheld console released by  Nintendo on July 31, 1989 and retailed for \$89.95. The Game Boy has a Sharp LR35902 core CPU at 4.19 MHz. It had a monochrome display that could only show four shades of grey, albeit with a olive green tinge on the original. It's successor is the [Game Boy Color](#) released in 1998.

|                         |  |
|-------------------------|--|
| <b>shortname</b>        | gb   |
| <b>emulator/core(s)</b> | libretro/gambatte libretro/mgba libretro/vba-m |
| <b>rom format(s)</b>    | .gb .zip .7z                                   |

## Emulators

### libretro/gambatte

Gambatte is an accuracy-focused, open-source, cross-platform Game Boy Color emulator written in C++. It is based on hundreds of corner case hardware tests, as well as previous documentation and reverse engineering efforts. The accuracy of the emulator is among the highest and is based off numerous reverse engineering tests and document studies.

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

### libretro/mgba

mGBA is an emulator for running Game Boy Advance games. It aims to be faster and more accurate than many existing Game Boy Advance emulators, as well as adding features that other emulators lack. It also supports Game Boy and Game Boy Color games.

### libretro/vba-m

VBA-M is a Game Boy Advance emulator with the goal to improve upon VisualBoyAdvance by integrating the best features from the various builds floating around. It also supports Game Boy, Game Boy Color and Super Game Boy (borders, palette).

## Configuration

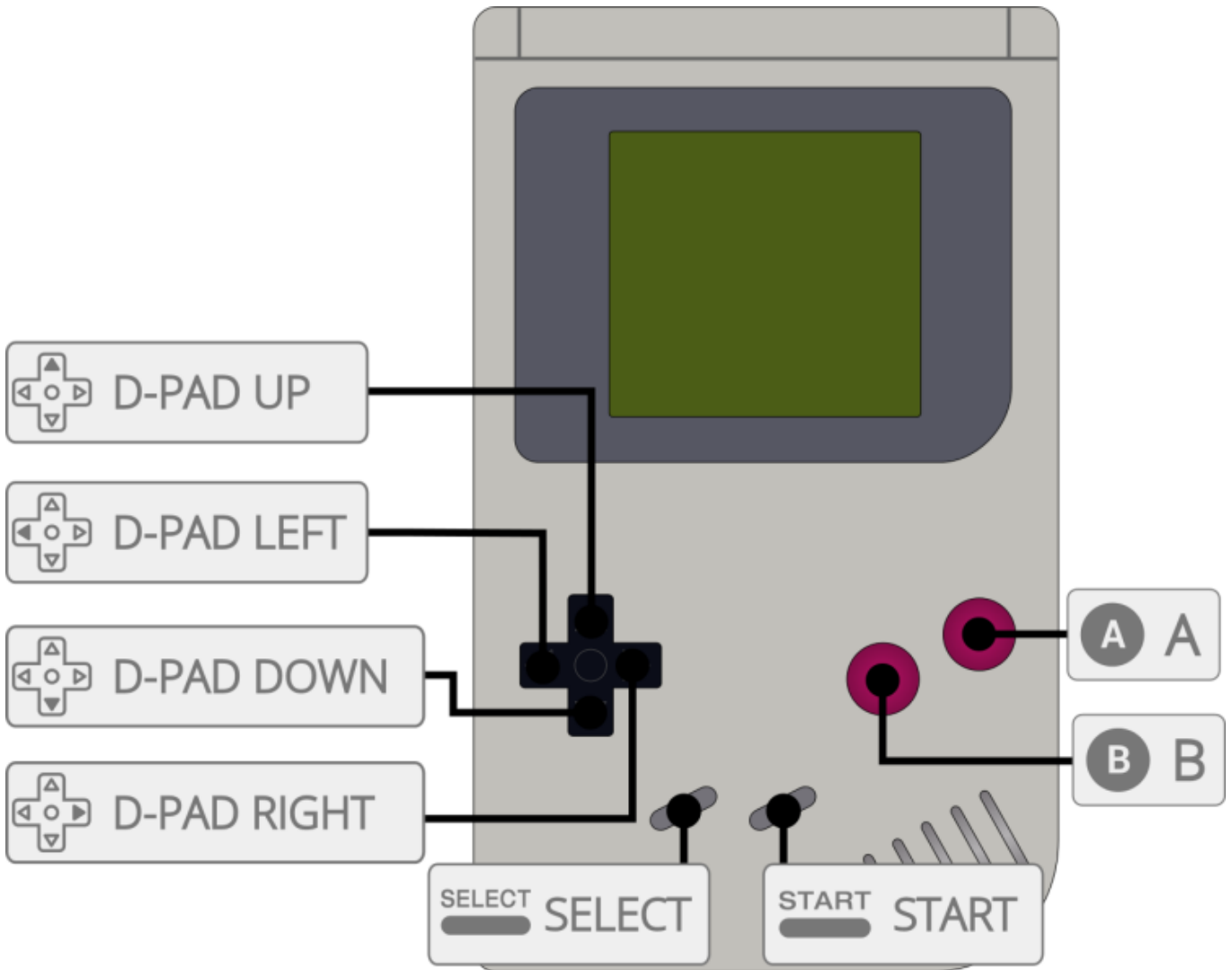
| setting         | description  | recommendation                                    |
|-----------------|--|---|
| gb.colorization | Enables colorization of Game Boy games, using pre-defined or user-selected color palettes. | Use GB - DMG for the real retro Game Boy feeling. |

## ROMs

Place your Game Boy ROMs in /userdata/roms/gb/.

## Controls

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



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