


Nintendo Game Boy Color

The Game Boy Color (GBC) is a 8-bit, fourth-generation handheld console released by  Nintendo on November 18, 1998. The Game Boy Color uses the same LR35902 core as the [original Game Boy](#); while it is clocked at 8.38 MHz, it can be underclocked to 4.19 MHz for backwards-compatibility purposes. It was named such from its color screen, but it also had a larger memory size and a faster CPU. The hardware similarities allow cross-compatibility between the two platforms and they are often treated as one.

shortname	gbc
emulator/core(s)	libretro/gambatte libretro/mgba libretro/vba-m
rom format(s)	.gbc .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
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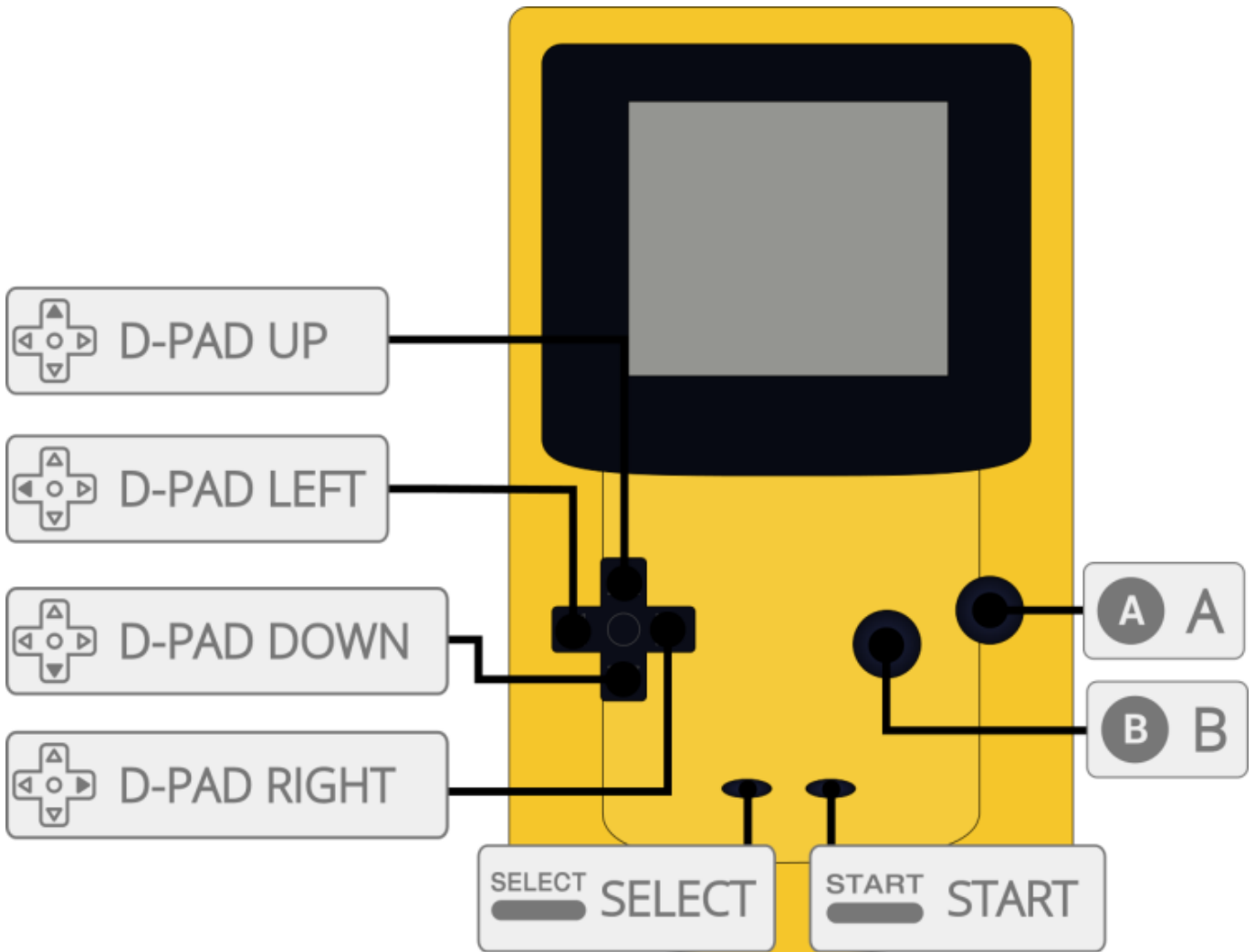


ROMs

Place your Game Boy Color ROMs in `/userdata/roms/gbc/`.

Controls

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



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