

Nintendo Pokémon Mini

The Pokémon Mini is a handheld game console designed and manufactured by Nintendo and themed around the Pokémon media franchise. Released during the sixth generation of consoles, it is the smallest game system with interchangeable cartridges ever produced by Nintendo, weighing just under two and a half ounces (70 grams) and featuring a monochrome LCD of impressive 96×64 pixels. It was first released in North America on November 16, 2001. The systems were released in three colors: Wooper Blue, Chikorita Green, and Smoochum Purple. Over the course of its short life, ten games were released for the system, five of which were Japan-exclusive. Only four games were ever released in North America.

Features of the Pokémon mini include an internal real-time clock, an infrared port used to facilitate multiplayer gaming, a reed switch to detect shakes and a motor used to implement force feedback. It runs on a Seiko S1C88 8-bit CPU clocked at 4 MHz and 4 kB of memory, powered by a single AAA battery, with 60 hours of autonomy.

shortname	pokemini
emulator/core(s)	libretro/pokemini
rom format(s)	.min .zip .7z

Emulators

libretro/pokemini

Batocera uses the standalone port [PokeMini](#) PokeMini based on the [Portable Pokémon Mini Emulator](#).

ROMs

Place your Pokémon Mini ROMs in `/userdata/roms/pokemini/`.

Controls

The default button mapping to the Pokémon Mini is 1-to-1. It has the exact button layout as a [Nintendo Game Boy](#).



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