



Super Game Boy

The Super Game Boy is an accessory for the SNES that allows playing Game Boy games on the big screen! It was released in 1994.

In Batocera, the Super Game Boy is in a bit of a weird spot. It's considered its own system despite requiring [another system](#) to function, that uses the ROMs of a [portable handheld system](#) which can also be run inside of [a different handheld system](#). So, where should this system go?

The answer is no one can really agree. The default behavior is to group it with the SNES games, such that all Super Game Boy ROMs copied to their own directory will appear in a subfolder. Ungrouped, the SGB will appear as its own system.

This system scrapes metadata for the “sgb” group and loads the sgb set from the currently selected theme, if available.

Grouped with the “snes” group of systems.



Quick reference

- **Emulator:** [RetroArch](#)
- **Cores available:** [libretro: mgba](#), [libretro: mesen-s](#)
- **Folder:** /userdata/roms/sgb
- **Accepted ROM formats:** .gb, .gbc, .zip, .7z

BIOS

MD5 checksum	Share file path	Description
d574d4f9c12f305074798f54c091a8b4	bios/sgb_boot.bin	
e0430bca9925fb9882148fd2dc2418c1	bios/sgb2_boot.bin	
b15ddb15721c657d82c5bab6db982ee9	bios/SGB1.sfc	
8ecd73eb4edf7ed7e81aef1be80031d5	bios/SGB2.sfc	

ROMs

Place your Super Game Boy ROMs in /userdata/roms/sgb.

Emulators

RetroArch

[RetroArch](#) (formerly SSNES), is a ubiquitous frontend that can run multiple “cores”, which are essentially the emulators themselves. The most common cores use the [libretro](#) API, so that's why cores run in RetroArch in Batocera are referred to as “libretro: (core name)”. RetroArch aims to unify the feature set of all libretro cores and offer a universal, familiar interface independent of platform.

RetroArch configuration

RetroArch offers a **Quick Menu** accessed by pressing [HOTKEY] +  which can be used to alter various things like [RetroArch and core options](#), and [controller mapping](#). Most RetroArch related settings can be altered from Batocera's EmulationStation.

Standardized features available to all libretro cores: sgb.videomode, sgb.ratio, sgb.smooth, sgb.shaders, sgb.pixel_perfect, sgb.decoration, sgb.game_translation

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all cores of this emulator	
GRAPHICS API sgb.gfxbackend	Choose which graphics API library to use. Vulkan is better, when supported. ⇒ OpenGL opengl, Vulkan vulkan.
AUDIO LATENCY sgb.audio_latency	In milliseconds. Can reduce crackling/cutting out. ⇒ 256 256, 192 192, 128 128, 64 64, 32 32, 16 16, 8 8.
THREADED VIDEO sgb.video_threaded	Improves performance at the cost of latency and more video stuttering. ⇒ On true, Off false.

libretro: mgba

A GBA emulator that also supports the SGB palettes of Game Boy games. It does not support the borders nor their animations.

libretro: mgba configuration

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all systems this core supports	
SHOW BIOS BOOTLOGO global.skip_bios_mgba	Requires BIOS file to be present. ⇒ Show False, Skip True.
Settings specific to gb	
SUPER GB BORDERS gb.sgb_borders	Only for Super Game Boy enhanced games. ⇒ Off False, On True.
COLOR CORRECTION gb.color_correction	Simulate LCD color inaccuracy. ⇒ Off False, On GBA.
Settings specific to gbc	

ES setting name batocera.conf_key	Description ⇒ ES option key_value
SUPER GB BORDERS gbc.sgb_borders	Only for Super Game Boy enhanced games. ⇒ Off False, On True.
COLOR CORRECTION gbc.color_correction	Simulate LCD color inaccuracy. ⇒ Off False, On GBC.
Settings specific to gba	
SOLAR SENSOR LEVEL gba.solar_sensor_level	Value to use for the emulated solar sensor (Boktai). ⇒ 0 0, 1 1, 2 2, 3 3, 4 4, 5 5, 6 6, 7 7, 8 8, 9 9, 10 10.
FRAMESKIP gba.frameskip_mgba	Skip frames to improve performance, at the cost of choppy motion. ⇒ 0 0, 1 1, 2 2, 3 3, 4 4, 5 5, 6 6, 7 7, 8 8, 9 9, 10 10.

libretro: mesen-s

A SNES emulator that fully supports the SGB features of Game Boy games. This includes the neat borders and animations of SGB:

[super-game-boy-demo.webm](#)

libretro: mesen-s configuration

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all systems this core supports	
BLARGG NTSC FILTER global.mesen-s_ntsc_filter	Core-powered video filter. ⇒ Disabled disabled, Composite (Blargg) Composite (Blargg), S-Video (Blargg) S-Video (Blargg), RGB (Blargg) RGB (Blargg), Monochrome (Blargg) Monochrome (Blargg).
HIGH-RES BLENDING global.mesen-s_blend_high_res	Blur high-res mode, allowing for better transparency effects. ⇒ On enabled, Off disabled.
CUBIC AUDIO INTERPOLATION global.mesen-s_cubic_interpolation	Enhancement. Swap from SNES' gaussian interpolation to cubic. Improves sound quality. ⇒ On enabled, Off disabled.
GAME BOY MODE global.mesen-s_gbmodel	Change behaviour when emulating GB games. Auto uses SGB for GB and GBC for GBC. ⇒ Game Boy Game Boy, Game Boy Color Game Boy Color, Super Game Boy Super Game Boy.
SUPER GAME BOY 2 global.mesen-s_sgb2	Emulate the Super Game Boy 2 for SGB. Runs games at the correct speed. ⇒ On enabled, Off disabled.

ES setting name batocera.conf_key	Description ⇒ ES option key_value
OVERCLOCK (UNSTABLE) global.mesen-s_overclock	Enhancement. Reduces system slowdown. Causes issues in some games. ⇒ None None, Low Low, Medium Medium, High High, Very High Very High.
OVERCLOCK TYPE global.mesen-s_overclock_type	Prefer “Before NMI”, change to After NMI only if needed by the game. ⇒ Before NMI Before NMI, After NMI After NMI.
SUPER FX OVERCLOCK global.mesen-s_superfx_overclock	Enhancement. Reduces slowdown in mode 7 games. ⇒ 100% 100%, 200% 200%, 300% 300%, 400% 400%, 500% 500%, 1000% 1000%.

Controls

Here are the default Super Game Boy's controls shown on a [Batocera Retropad](#):



Troubleshooting

Further troubleshooting

For further troubleshooting, refer to the [generic support pages](#).

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