Batocera Systems

Batocera supports many consoles, platforms and emulation related applications. To separate them they are divided into systems, which are used as a unique identifier across the whole Batocera landscape.

This page gives an overview over all available and supported systems including their unique system shortname (same as their ROM folder name, most of the time!), the full system name, the manufacturer and release date. The systems are categorized by their hardware type and sorted in ascending order according to their release date.

Take a look at our compatibility list to see which system is supported on a platform and what emulator/core is used.

If you need a tool to organize your ROM collection, there are some tips at the top of the add games/BIOS page.

Arcade

Video game arcades were venues where multiple (usually game-specific) cabinets were set up for public use, often containing hundreds of games. These typically charged per “play”, which usually consisted of a single attempt at the game with limited lives, usually set up in such a way to boot the player off after a certain amount of time (unless they were willing to toss more coins into the machine). Due to each arcade cabinet essentially being its own “system”, most arcade emulators focus on emulating many systems in one program, the scope of which varies between projects.

Before delving into any of the emulator-specific (or to phrase it better, “multiple machine emulators”) pages, be sure to read the arcade guide first.

System short name	Full name/alternative names	Release period	Manufacturer
mame	Multiple Arcade Machine Emulator	19??-current	Various
fbneo	FinalBurn Neo	19??-current	Various
dice	Discrete Integrated Circuit Emulator	1972-1977	Various
daphne	DAPHNE (Laserdisc)	1978-????	Various
singe	SINGE	1978-????	Various
namco22	Namco System 22	1992	Namco
mame/model1	Sega Model 1	1992-1994	Sega
model2	Sega Model 2	1994-1998	Sega
model3	Sega Model 3	1996-1998	Sega
naomi	Sega NAOMI	1998-2001	Sega
hikaru	Sega Hikaru	1999-2003	Sega
gaelco	Gaelco 3D	1999-2003	Gaelco
naomi2	Sega NAOMI 2	2000-2002	Sega
namco2x6	Namco System 246	2000	Sony / Namco

System short name	Full name/alternative names	Release period	Manufacturer
chihiro	Sega Chihiro	2002	Sega
triforce	Triforce	2002-2007	Namco, Sega & Nintendo
atomiswave	Sammy Atomiswave	2003-2009	Sammy
cave3rd	Cave CV1000	2004-2012	Cave
systemsp	Sega System SP	2004-????	Sega
lindbergh	Sega Lindbergh	2005-2008	Sega

Home console

Home video game consoles were targeted mainly for the consumer market and are usually sold on a five to seven year cycle, with consoles made with similar technical capabilities or made around the same time period grouped into the generations. Note that generation definitions aren't a rigid definition of power; some consoles from a particular generation were a lot more/less powerful than others in the same generation. It's more about its time of release.

System short name	Full name/alternative names	Release date	Manufacturer
First/second generation (the jank era)			
gong	Pong	1972	Various
channelf	Fairchild Channel F	1976	Fairchild
atari2600	Atari 2600/VCS	1977	Atari
odyssey2	Magnavox Odyssey²/Philips Videopac G7000	1978	Magnavox/Philips
astrocade	Bally Astrocade/Arcade/ABA-1000	1978	Bally (Midway)
apfm1000	APF-MP1000/MP-1000/M-1000	1978	APF Electronics Inc.
vc4000	Video Computer 4000	1978	Interton
intellivision	Intellivision	1979	Mattel
sv8000	Super Vision 8000	1979	Bandai
cassettevision	Cassette Vision	1981	Epoch
atari5200	Atari 5200	1982	Atari
colecovision	ColecoVision	1982	Coleco
advision	Adventure Vision	1982	Entex
vectrex	Vectrex	1982	Milton Bradley
crvision	CreatiVision/Educat 2002/Dick Smith Wizzard/FunVision	1982	VTech
arcadia	Arcadia 2001/et al.	1982	Emerson Radio
Third generation (the 8-bit era)			
nes	Nintendo Entertainment System/Famicom	1983	Nintendo
sg1000	Sega SG-1000/SG-1000 II	1983	Sega
multivision	Othello Multivision	1983	Tsukuda Original
videopacplus	Philips Videopac+ G7400/G7420	1983	Philips
pv1000	Casio PV-1000	1983	Casio
pv2000	Casio PV-2000	1983	Casio
ctvboy	Compact Vision TV Boy	1983	Gakken
scv	Super Cassette Vision	1984	Epoch

System short name	Full name/alternative names	Release date	Manufacturer
mastersystem	Sega Master System/Mark III	1985	Sega
fds	Family Computer Disk System/Famicom	1986	Nintendo
atari7800	Atari 7800	1986	Atari
socrates	Socrates/Prof. Weiss-Alles/Professeur Saitout	1988	VTech
Fourth generation (the 16-bit era)			
pcengine	PC Engine/TurboGrafx-16	1987	NEC
megadrive	Sega Genesis/Mega Drive	1988	Sega
pcenginecd	PC Engine CD-ROM²/TurboGrafx-CD/TurboDuo	1988	NEC
supergrafx	PC Engine SuperGrafx	1989	NEC
snes	Super Nintendo Entertainment System	1990	Nintendo
neogeo	Neo Geo	1990	SNK
cdi	Compact Disc Interactive/CD-i	1990	Philips, et al.
amigacdtv	Commodore CDTV	1991	Commodore
gx4000	Amstrad GX4000	1991	Amstrad
megacd	Sega CD/Mega CD	1991	Sega
snes-msu1	Super NES CD-ROM/SNES MSU-1	1992 (cancelled)	Nintendo
pico	Sega Pico	1993	Sega
sgb	Super Game Boy	1994	Nintendo
supracan	Super A'Can	1995	Funtech Entertainment
megadrive-msu	MSU-MD	2020	Sega
sgb-msu1	LADX-MSU1	2020	Nintendo
Fifth generation (the 32-bit/early 3D era)			
jaguar	Atari Jaguar	1993	Atari
3do	3DO Interactive Multiplayer	1993	Panasonic
amigacd32	Amiga CD32	1994	Commodore
sega32x	Sega 32X	1994	Sega
psx	Sony PlayStation	1994	Sony
pcfx	NEC PC-FX	1994	NEC
neogeocd	Neo Geo CD	1994	SNK
saturn	Sega Saturn	1994	Sega
loopy	Casio Loopy	1995	Casio
virtualboy	Virtual Boy	1995	Nintendo
satellaview	Satellaview	1995	Nintendo
jaguarcd	Atari Jaguar CD	1995	Atari
sufami	SuFami Turbo	1996	Bandai
n64	Nintendo 64	1996	Nintendo
Sixth generation (the streamlining era)			
dreamcast	Sega Dreamcast	1998	Sega
n64dd	Nintendo 64DD	1999	Nintendo
ps2	Sony PlayStation 2	2000	Sony
gamecube	Nintendo GameCube	2001	Nintendo

System short name	Full name/alternative names	Release date	Manufacturer
xbox	Microsoft Xbox	2001	Microsoft
tvgames	Plug and Play TV Games	2002	Various
beena	Sega Advanced Pico Beena	2005	Sega
vsmile	V.Smile (TV LEARNING SYSTEM)	2005	VTech
Seventh generation (the HD era)			
xbox360	Microsoft Xbox 360	2005	Microsoft
wii	Nintendo Wii	2006	Nintendo
ps3	Sony PlayStation 3	2006	Sony
Eighth generation			
wiiu	Nintendo Wii U	2012	Nintendo
ps4	Sony PlayStation 4	2013	Sony
Fantasy consoles			
uzebox	Uzebox Open-Source console	2007	Alec Bourque
voxatron	Voxatron fantasy console	2011	Lexaloffle Games
pico8	PICO-8 fantasy console	2015	Lexaloffle Games
tic80	TIC-80 fantasy console	2017	Vadim Grigoruk
lowresnx	Lowres NX	2017	Timo Kloss
wasm4	WASM4 fantasy console	2021	Aduros & team
pyxel	Pyxel fantasy console	2021	Takashi Kitao
vircon32	Vircon32 virtual console	2021	Carra

Portable game console

Portable game consoles are handheld units with a built-in screen, controls and speakers usually capable of running multiple cartridges. Portable game console generations are in reference to their time of release alongside home consoles; in terms of power consider them a generation and a half behind. Earlier handheld LCD games were typically made to run one built-in game and maybe also work as a watch, but not much else.

System short name	Full name/alternative names	Release date	Manufacturer
Handheld LCD games			
gameandwatch	Game & Watch	1980	Nintendo
lcdgames	Handheld LCD Games	19xx/20xx	Various
gamepock	Game Pocket Computer	1984	Epoch
Fourth generation			
gb	Game Boy	1989	Nintendo
gb2players	Game Boy 2 Players	1989	Nintendo
lynx	Atari Lynx	1989	Atari
gamegear	Game Gear	1990	Sega
gamate	Gamate/chāojí xiǎozi/Super Boy	1990	Bit Corporation
gmaster	Game Master/Systema 2000/Super Game/Game Tronic	1990	Hartung, et al.
supervision	Watara Supervision	1992	Watara
megaduck	Mega Duck/Cougar Boy	1993	Welback Holdings

System short name	Full name/alternative names	Release date	Manufacturer
Fifth generation			
gamecom	Game.com	1997	Tiger Electronics
gbc	Game Boy Color	1998	Nintendo
gbc2players	Game Boy Color 2 Players	1998	Nintendo
ngp	Neo Geo Pocket	1998	SNK
vemulator	Dreamcast VMU/Visual Memory Unit	1998	Sega
ngpc	Neo Geo Pocket Color	1999	SNK
wswan	WonderSwan	1999	Bandai
wswanc	WonderSwan Color	2000	Bandai
Sixth generation			
gba	Game Boy Advance	2001	Nintendo
pokemini	Pokémon Mini	2001	Nintendo
gp32	GP32	2001	Game Park
Seventh generation			
nds	Nintendo DS	2004	Nintendo
psp	PlayStation Portable	2004	Sony
Eighth generation			
3ds	Nintendo 3DS	2011	Nintendo
psvita	PlayStation_Vita	2011	Sony
Fantasy consoles			
arduboy	Arduboy	2015	Arduboy

Home computer

Batocera supports many famous classic home computer platforms from famous vendors like Apple, Commodore and Atari. Common media types for these systems were tapes/cassettes, be sure not to confuse them with the ordinary audio tape!

System short name	Full name/alternative names	Release date	Manufacturer
pdp1	PDP-1	1961	Digital Equipment Corporation
apple2	Apple II	1977	Apple
pet	Commodore PET	1977	Commodore
trs80	TRS-80	1977	Tandy Radio Shack
mz80k	Sharp MZ-80K	1978	Sharp
atari800	Atari 800	1979	Atari
atom	Acorn Atom	1979	Acorn Computers
ti99	TI-99/4 (TI-99/4A)	1979	Texas Instruments
pc80	NEC PC-8001	1979	NEC
c20	Commodore VIC-20/VC-20	1980	Commodore
coco	TRS-80/Tandy Color Computer	1980	Tandy/RadioShack
pc60	NEC PC-6000	1981	NEC
pc88	NEC PC-8800	1981	NEC
zx81	Sinclair ZX81	1981	Sinclair

System short name	Full name/alternative names	Release date	Manufacturer
bbcmicro	BBC Micro/Master/Archimedes	1981	Acorn Computers
x1	Sharp X1	1982	Sharp
zxspectrum	ZX Spectrum	1982	Sinclair
c64	Commodore 64	1982	Commodore
pc98	NEC PC-9800/PC-98	1982	NEC
fm7	Fujitsu Micro 7 (FM-7)	1982	Fujitsu
tutor	Tomy Tutor/Pyūta/Grandstand Tutor	1982	Tomy
cgenie	Colour Genie	1982	EACA
mz700	Sharp MZ-700	1982	Sharp
mz2000	Sharp MZ-2000	1982	Sharp
electron	Acorn Electron	1983	Acorn Computers
camplynx	Camputers Lynx	1983	Camputers
msx1	Microsoft MSX1	1983	Microsoft
adam	Coleco_Adam	1983	Coleco
spectravideo	Spectravideo	1983	Spectravideo
rx78	Bandai RX-78	1983	Bandai
sc3000	Sega SC-3000	1983	Sega
mc10	TRS-80 MC-10	1983	Tandy Radio Shack
dragon64	Dragon 64	1983	Dragon Data
amstradcpc	Amstrad CPC	1984	Amstrad
macintosh	Macintosh 128K	1984	Apple
thomson	Thomson MO/TO Series Computer	1984	Thomson
cplus4	Commodore Plus/4	1984	Commodore
laser310	Laser 310	1984	Video Technology (VTech)
oricatmos	Oric Atmos	1984	Tangerine Computer Systems
mz800	Sharp MZ-800	1984	Sharp
atarist	Atari ST	1985	Atari
msx2	Microsoft MSX2	1985	Microsoft
c128	Commodore 128 (C128)	1985	Commodore
enterprise	Enterprise	1985	Enterprise Computers
pcw	Amstrad PCW	1985	Amstrad
bk	Elektronika BK	1985	Elektronika
mz2500	Sharp MZ-2500	1985	Sharp
apple2gs	Apple IIGS	1986	Apple
segaai	Sega AI Computer	1986	Sega
tvc	Videoton TVC	1986	Videoton
archimedes	Archimedes	1987	Acorn Computers
xegs	Atari XEGS	1987	Atari
amiga500	Amiga 500/OCS/ECS	1987	Commodore
x68000	Sharp X68000	1987	Sharp
msx2+	Microsoft MSX2+	1988	Microsoft
fmtowns	FM Towns/Towns Marty	1989	Fujitsu
samcoupe	SAM Coupé	1989	Miles Gordon Technology

System short name	Full name/alternative names	Release date	Manufacturer
amiga1200	Amiga 1200/AGA	1992	Commodore
vis	Tandy Video Information System	1992	Tandy / Memorex
msxturbor	Microsoft MSX turboR	1993	Microsoft
commanderx16	Commander X16	2019	David Murray

Port, Flatpak & Miscellaneous

Instead of a full system emulator ports often concentrate on a particular game or game engine. Batocera supports several (source) ports, game engine recreations and new game engines.

Batocera supports the installation of flatpaks in a limited capacity. Some flatpaks have become officially integrated as optional packages, which are listed below.

Batocera also supports different additional applications that can be used to play software and games from other systems like DOS or Windows. If you're having difficulty running Windows apps using WINE specifically, refer to the WINEtricks page. This is also where the few special emulator-specific pages are noted.

System short name	Full name/alternative names	Description
Operating Systems		
dos	DOSbox	x86 emulator DOSBox for old DOS games
windows	WINE	Play Windows-only games using WINE, grouped with ports (WINE is not an emulator)
Unix applications and User Ports		
flatpak	Flatpak	Install native Linux software, grouped with ports
steam	Steam	Valve's PC game distribution store, grouped with ports. Has official Batocera integration (Steam games will automatically appear in Ports when installed)
ports	Native ports	Contains both manually install native Linux games, grouped for convenience
flash	Flashpoint	Flash player for playing Adobe Flash based games
moonlight	Moonlight	Open source implementation of NVIDIAs GameStream protocol
vgmplay	MAME Video Game Music Player	Play retro video game music using emulated sound chips
Ported Games and Gameengines		
abuse	Abuse SDL	A dark 2D side-scrolling platform game, now public domain and maintained by the community
bennugd	BennuGD	A high-level, open-source game development suite
bstone	Blake Stone	Source port of Blake Stone: Aliens of Gold and Planet Strike
cannonball	Cannonball	Enhanced OutRun Engine
catacomb	CatacombGL	CatacombGL is a source port with OpenGL graphics for Catacomb 3D and its successors
cavestory	Cave Story	A free pixel styled 2D platformer

System short name	Full name/alternative names	Description
cdogs	C-Dogs	A classic overhead run-and-gun game, supporting up to four players in co-op and deathmatch modes
cgenius	Commander Genius	Source port of Commander Keen engine
corsixth	CorsixTH	Open source clone of Theme Hospital
devilutionx	DevilutionX	Source port of Diablo and Hellfire
doom3	Doom 3 BFG	Source port of Doom 3 BFG Edition
dxx-rebirth	DXX-Rebirth	Source port of Descent and Descent 2 - one of the first FPV shooters using polygone objects
easyrpg	EasyRPG	RPG Maker compatible RPG engine
ecwolf	ECWolf	Source port for Wolfenstein 3D engine
eduke32	EDuke32	A cross-platform port of Duke Nukem 3D
etlegacy	ET: Legacy	Open source port of Wolfenstein: Enemy Territory
fallout1-ce	Fallout CE	A re-implementation of Fallout with some Community expansions
fallout2-ce	Fallout2 CE	A re-implementation of Fallout 2 with some Community expansions
fury	Ion Fury	Ion Fury is built on EDuke32, and a fork of the Build engine
gzdoom	GZDoom	GZDoom is a source port, has full support for Boom, Chex Quest, Heretic, Hexen and Strife.
halflife	Half-Life 1	Source port for playing Half-Life 1 using Xash3D FWGS engine
hcl	Hydra Castle Labyrinth	An indie 2D action platformer inspired by classic games like Metroid and Castlevania.
hurrican	Hurrican	A freeware 2D action platformer game developed by Poke53280
ikemen	Ikemen Go	A reimplementation of IKEMEN, an engine which extends the capacities of MUGEN for fighting games
jazz2	Jazz Jackrabbit 2	Source port of Jazz Jackrabbit 2
jkdf2	Jedi Knight: Dark Forces II	Open source port of Star Wars: Jedi Knight - Dark Forces II
jknight	Star Wars: Jedi Academy	Open source port of Star Wars Jedi Knight: Jedi Academy
lutro	Lutro	A retro-inspired 2D game engine for Libretro
mohaa	Medal of Honor: Allied Assault	Source port of Medal of Honor: Allied Assault
mrboom	Mr. Boom	8 player Bomberman clone
mugen	M.U.G.E.N	Game engine for fighting games
openbor	Open Beats of Rage	Open source port of Beats of Rage, a 2D beat-em-up game engine
openjazz	Openjazz	Open-source version of the classic Jazz Jackrabbit
prboom	PrBoom	a.k.a. Proff Boom, ports of classic Doom-based games to PrBoom (based on the source port Boom)
pygame	pygame	Python based engine designed for writing video games
quake	Quake	Source port of Quake engine
quake2	Quake II	Source port of Quake II engine

System short name	Full name/alternative names	Description
quake3	Quake III Arena	Source port of Quake III Arena
raze	Raze	A fork of build engine games that combines Duke Nukem 3D, Blood, Redneck Rampage, Shadow Warrior and Exhumed/Powerslave in a single package
reminiscence	REminiscence	Port of Gregory Montoir's Flashback emulator, running as a libretro core.
rott	Rise of the Triad	Source port of Rise of the Triad
rtcw	Return to Castle Wolfenstein	Source port of Return to Castle Wolfenstein
scummvm	ScummVM	Source port for adventure and role-playing games like Monkey Island series
sdlpop	SDLPoP	An open-source port of Prince of Persia, based on the disassembly of the DOS version
solarus	Solarus	A game engine for 2D Action RPGs designed with 16-bit era in mind
sonic-mania	Sonic Mania	Decompilation of Sonic Mania
sonic3-air	Sonic 3 A.I.R.	Angel Island Revisited - enhanced Sonic 3 & Knuckles
sonicretro	Star Engine/Sonic Retro Engine	Enhanced Sonic 1, 2 and Sonic CD (from Android/iOS versions)
superbroswar	Super Mario War	Open source Super Mario multiplayer game where up to four players deathmatch to stomp as many other Marios as possible to win the game
theforceengine	The Force Engine	Source port of Star Wars: Dark Forces and Outlaws
thextech	TheXTech	Open source port of Super Mario Bros. X engine
traider1	TR1X - Tomb Raider 1	TRX - Tomb Raider I & II: Community Edition
traider2	TR2X - Tomb Raider 2	TRX - Tomb Raider I & II: Community Edition
tyrian	Tyrian	Source port of Tyrian, a classic scrolling shooter
uqm	The Ur-Quan Masters	Open source port of Star Control II
vpinball	Visual Pinball	Visual Pinball X allows playing community-made pinball tables
xrick	Rick Dangerous	XRick is an open source implementation of the game “Rick Dangerous”.
zc210	Zelda Classic	Open source Zelda fangame engine

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