

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













System short name	Full name/alternative names	Release period	Manufacturer
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
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)			
channelf	 Fairchild Channel F	1976	Fairchild
atari2600	 Atari 2600/VCS	1977	Atari
odyssey2	 Magnavox Odyssey²/Philips Videopac G7000/Philips Odyssey/Odyssey²	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
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/SC-3000	1983	Sega
multivision	Othello_Multivision	1983	Tsukuda Original
videopacplus	 Philips Videopac+ G7400/G7420	1983	Philips
pv1000	 Casio PV-1000/ぴーぶいせん/Pi Bui-Sen	1983	Casio

















System short name	Full name/alternative names	Release date	Manufacturer
scv	 Super Cassette Vision/スーパーカセットビジョン/Suupaa Kasetto Bijon	1984	Epoch
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; Jeu Educatif Video	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-ROM ² /PC Engine Duo R/PC Engine Duo RX/TurboGrafx-CD/TurboDuo	1988	NEC
supergrafx	 PC Engine SuperGrafx/SuperGrafx/PCエンジンスーパーグラフィックス/Pi Shī Enjin SūpāGurafikkusu/PC Engine 2	1989	NEC
snesc	 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
snescmsu1	 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
msu-md	MSU-MD	2020	Sega
sgbmsu1	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
neogecd	 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)			

System short name	Full name/alternative names	Release date	Manufacturer
dreamcast	 Sega Dreamcast	1998	Sega
n64dd	 Nintendo 64DD	1999	Nintendo
ps2	 Sony PlayStation 2	2000	Sony
gamecube	 Nintendo GameCube	2001	Nintendo
xbox	 Microsoft Xbox	2001	Microsoft
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 xiǎozǐ/Super Boy/chāojí shéntóng/Super Child Prodigy	1990	Bit Corporation
gmaster	 Game Master/Systema 2000/Super Game/Game Tronic	1990	Hartung, et al.

System short name	Full name/alternative names	Release date	Manufacturer
supervision	 Watara Supervision	1992	Watara
megaduck	 Mega Duck/Cougar Boy	1993	Welback Holdings
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
ngpc	 Neo Geo Pocket Color	1999	SNK
swan	 WonderSwan	1999	Bandai
swanc	 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
atari800	 Atari 800	1979	Atari
atom	 Acorn Computers	1979	Acorn Computers
ti99	 TI-99/4 (TI-99/4A)	1979	Texas Instruments
pc80	 NEC PC-8000	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
bbcmicro	 BBC Micro/Master/Archimedes	1981	Acorn Computers

System short name	Full name/alternative names	Release date	Manufacturer
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
electron	 Acorn Electron	1983	Acorn Computers
camplynx	 Computers Lynx	1983	Computers
msx1	 Microsoft MSX1	1983	Microsoft
adam	 Coleco Adam	1983	Coleco
spectravideo	 Spectravideo	1983	Spectravideo
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
atarist	 Atari ST	1985	Atari
msx2	 Microsoft MSX2	1985	Microsoft
c128	 Commodore 128 (C128)	1985	Commodore
enterprise	 Enterprise	1985	Enterprise Computers
apple2gs	 Apple IIGS	1986	Apple
archimedes	 Archimedes	1987	Acorn Computers
xegs	 Atari XEGS	1987	Atari
amiga500	 Amiga 500/OCS/ECS	1987	Commodore
x68000	 Sharp X68000	1987	Sharp
msx2+	 Microsoft MSX2plus	1988	Microsoft
fmtowns	 FM Towns/Towns Marty	1989	Fujitsu
samcoupe	 SAM Coupé	1989	Miles Gordon Technology
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
ports	Native ports	Contains both manually install native Linux games, grouped for convenience
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)
dos	DOSbox	x86 emulator DOSBox for old DOS games
flash	Flashpoint	Flash player for playing Adobe Flash based games
moonlight	Moonlight	Open source implementation of NVIDIAs GameStream protocol
plugnplay	 Plug 'n' Play/Handheld TV Games	Various "plug 'n play" TV games popular during 1995-2005
vgmplay	MAME Video Game Music Player	Play retro video game music using emulated sound chips
windows	WINE	Play Windows-only games using WINE, grouped with ports (WINE is not an emulator)
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
cannonball	Cannonball	Enhanced OutRun Engine
catacombg1	CatacombGL	CatacombGL is a source port with OpenGL graphics for Catacomb 3D and its successors
cavestory	Cave Story	A free pixel styled 2D platformer
cdogs	C-Dogs	A classic overhead run-and-gun game, supporting up to four players in co-op and deathmatch modes
devilutionx	DevilutionX	Source port of Diablo and Hellfire
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
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
fpinball	Future Pinball	Future Pinball allows playing community-made pinball tables
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.
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

System short name	Full name/alternative names	Description
ikemen	Ikemen Go	A reimplementaion of IKEMEN, an engine which extends the capacities of MUGEN for fighting games
lutro	Lutro	A retro-inspired 2D game engine for Libretro
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
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.
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
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 deathmath to stomp as many other Marios as possible to win the game
traider1	TR1X - Tomb Raider 1	TRX - Tomb Raider I & II: Community Edition
traider2	TR2X - Tomb Rauder 2	TRX - Tomb Raider I & II: Community Edition
tyrquake	TyrQuake	Source port of the Quake 1 engine including Addons
vpinball	Visual Pinball	Visual Pinball X allows playing community-made pinball tables
xash3d_fwgs	Xash3D FWGS	Source port for playing classic Valve games like Half-Life
xrick	Rick Dangerous	XRick is an open source implementation of the game "Rick Dangerous".

From: <https://www.wiki.batocera.org/> - **Batocera.linux - Wiki**

Permanent link: <https://www.wiki.batocera.org/systems?rev=1774606979>

Last update: **2026/03/27 10:22**

