

# 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 |
|-----------------------------|--------------------------------------------------------------------------------------------------------------------------------------|----------------|--------------|
| <a href="#">mame</a>        |  <a href="#">Multiple Arcade Machine Emulator</a> | 19??-current   | Various      |
| <a href="#">fbneo</a>       | <a href="#">FinalBurn Neo</a>                                                                                                        | 19??-current   | Various      |
| <a href="#">dice</a>        | <a href="#">Discrete Integrated Circuit Emulator</a>                                                                                 | 1972-1977      | Various      |
| <a href="#">daphne</a>      | <a href="#">DAPHNE (Laserdisc)</a>                                                                                                   | 1978-????      | Various      |
| <a href="#">singe</a>       | <a href="#">SINGE</a>                                                                                                                | 1978-????      | Various      |
| <a href="#">namco22</a>     |  <a href="#">Namco System 22</a>                  | 1992           | Namco        |
| <a href="#">mame/model1</a> | <a href="#">Sega Model 1</a>                                                                                                         | 1992-1994      | Sega         |
| <a href="#">model2</a>      |  <a href="#">Sega Model 2</a>                     | 1994-1998      | Sega         |
| <a href="#">model3</a>      |  <a href="#">Sega Model 3</a>                     | 1996-1998      | Sega         |
| <a href="#">naomi</a>       |  <a href="#">Sega NAOMI</a>                       | 1998-2001      | Sega         |
| <a href="#">hikaru</a>      | <a href="#">Sega Hikaru</a>                                                                                                          | 1999-2003      | Sega         |
| <a href="#">gaelco</a>      | <a href="#">Gaelco 3D</a>                                                                                                            | 1999-2003      | Gaelco       |
| <a href="#">naomi2</a>      | <a href="#">Sega NAOMI 2</a>                                                                                                         | 2000-2002      | Sega         |
| <a href="#">namco2x6</a>    |  <a href="#">Namco System 246</a>                 | 2000           | Sony / Namco |

| System short name          | Full name/alternative names                                                                                        | Release period | Manufacturer           |
|----------------------------|--------------------------------------------------------------------------------------------------------------------|----------------|------------------------|
| <a href="#">chihiro</a>    | <a href="#">Sega Chihiro</a>                                                                                       | 2002           | Sega                   |
| <a href="#">triforce</a>   | <a href="#">Triforce</a>                                                                                           | 2002-2007      | Namco, Sega & Nintendo |
| <a href="#">atomiswave</a> |  <a href="#">Sammy Atomiswave</a> | 2003-2009      | Sammy                  |
| <a href="#">cave3rd</a>    | <a href="#">Cave CV1000</a>                                                                                        | 2004-2012      | Cave                   |
| <a href="#">systemsp</a>   | <a href="#">Sega System SP</a>                                                                                     | 2004-????      | Sega                   |
| <a href="#">lindbergh</a>  |  <a href="#">Sega Lindbergh</a>   | 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         |
|-----------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------|--------------|----------------------|
| <b>First/second generation (the jank era)</b> |                                                                                                                                                           |              |                      |
| <a href="#">gong</a>                          |  <a href="#">Pong</a>                                                    | 1972         | Various              |
| <a href="#">channelf</a>                      |  <a href="#">Fairchild Channel F</a>                                   | 1976         | Fairchild            |
| <a href="#">atari2600</a>                     |  <a href="#">Atari 2600/VCS</a>                                        | 1977         | Atari                |
| <a href="#">o2em</a>                          |  <a href="#">Magnavox Odyssey<sup>2</sup>/Philips Videopac G7000</a>   | 1978         | Magnavox/Philips     |
| <a href="#">astrocade</a>                     |  <a href="#">Bally Astrocade/Arcade/ABA-1000</a>                       | 1978         | Bally (Midway)       |
| <a href="#">apfm1000</a>                      |  <a href="#">APF-MP1000/MP-1000/M-1000</a>                             | 1978         | APF Electronics Inc. |
| <a href="#">vc4000</a>                        |  <a href="#">Video Computer 4000</a>                                   | 1978         | Interton             |
| <a href="#">intellivision</a>                 |  <a href="#">Intellivision</a>                                         | 1979         | Mattel               |
| <a href="#">sv8000</a>                        |  <a href="#">Super Vision 8000</a>                                     | 1979         | Bandai               |
| <a href="#">cassettevision</a>                |  <a href="#">Cassette Vision</a>                                       | 1981         | Epoch                |
| <a href="#">atari5200</a>                     |  <a href="#">Atari 5200</a>                                            | 1982         | Atari                |
| <a href="#">colecovision</a>                  |  <a href="#">ColecoVision</a>                                          | 1982         | Coleco               |
| <a href="#">advision</a>                      |  <a href="#">Adventure Vision</a>                                      | 1982         | Entex                |
| <a href="#">vectrex</a>                       |  <a href="#">Vectrex</a>                                               | 1982         | Milton Bradley       |
| <a href="#">crvision</a>                      |  <a href="#">CreatiVision/Educat 2002/Dick Smith Wizzard/FunVision</a> | 1982         | VTech                |
| <a href="#">arcadia</a>                       |  <a href="#">Arcadia 2001/et al.</a>                                   | 1982         | Emerson Radio        |
| <b>Third generation (the 8-bit era)</b>       |                                                                                                                                                           |              |                      |
| <a href="#">nes</a>                           |  <a href="#">Nintendo Entertainment System/Famicom</a>                 | 1983         | Nintendo             |
| <a href="#">sg1000</a>                        |  <a href="#">Sega SG-1000/SG-1000 II</a>                               | 1983         | Sega                 |
| <a href="#">multivision</a>                   | <a href="#">Othello Multivision</a>                                                                                                                       | 1983         | Tsukuda Original     |
| <a href="#">videopacplus</a>                  |  <a href="#">Philips Videopac+ G7400/G7420</a>                         | 1983         | Philips              |
| <a href="#">pv1000</a>                        |  <a href="#">Casio PV-1000</a>                                         | 1983         | Casio                |
| <a href="#">pv2000</a>                        |  <a href="#">Casio PV-2000</a>                                         | 1983         | Casio                |
| <a href="#">ctvboy</a>                        |  <a href="#">Compact Vision TV Boy</a>                                 | 1983         | Gakken               |
| <a href="#">scv</a>                           |  <a href="#">Super Cassette Vision</a>                                 | 1984         | Epoch                |

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

| System short name                      | Full name/alternative names                                                                                                    | Release date | Manufacturer     |
|----------------------------------------|--------------------------------------------------------------------------------------------------------------------------------|--------------|------------------|
| <a href="#">xbox</a>                   |  <a href="#">Microsoft Xbox</a>               | 2001         | Microsoft        |
| <a href="#">tvgames</a>                |  <a href="#">Plug and Play TV Games</a>       | 2002         | Various          |
| <a href="#">beena</a>                  |  <a href="#">Sega Advanced Pico Beena</a>     | 2005         | Sega             |
| <a href="#">vsmile</a>                 |  <a href="#">V.Smile (TV LEARNING SYSTEM)</a> | 2005         | VTech            |
| <b>Seventh generation (the HD era)</b> |                                                                                                                                |              |                  |
| <a href="#">xbox360</a>                |  <a href="#">Microsoft Xbox 360</a>           | 2005         | Microsoft        |
| <a href="#">wii</a>                    |  <a href="#">Nintendo Wii</a>                 | 2006         | Nintendo         |
| <a href="#">ps3</a>                    |  <a href="#">Sony PlayStation 3</a>           | 2006         | Sony             |
| <b>Eighth generation</b>               |                                                                                                                                |              |                  |
| <a href="#">wiiu</a>                   |  <a href="#">Nintendo Wii U</a>               | 2012         | Nintendo         |
| <a href="#">ps4</a>                    |  <a href="#">Sony PlayStation 4</a>           | 2013         | Sony             |
| <b>Fantasy consoles</b>                |                                                                                                                                |              |                  |
| <a href="#">uzebox</a>                 | <a href="#">Uzebox Open-Source console</a>                                                                                     | 2007         | Alec Bourque     |
| <a href="#">voxatron</a>               | <a href="#">Voxatron fantasy console</a>                                                                                       | 2011         | Lexaloffle Games |
| <a href="#">pico8</a>                  |  <a href="#">PICO-8 fantasy console</a>       | 2015         | Lexaloffle Games |
| <a href="#">tic80</a>                  | <a href="#">TIC-80 fantasy console</a>                                                                                         | 2017         | Vadim Grigoruk   |
| <a href="#">lowresnx</a>               | <a href="#">Lowres NX</a>                                                                                                      | 2017         | Timo Kloss       |
| <a href="#">wasm4</a>                  | <a href="#">WASM4 fantasy console</a>                                                                                          | 2021         | Aduros & team    |
| <a href="#">pyxel</a>                  | <a href="#">Pyxel fantasy console</a>                                                                                          | 2021         | Takashi Kitao    |
| <a href="#">vircon32</a>               | <a href="#">Vircon32 virtual console</a>                                                                                       | 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     |
|------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------|--------------|------------------|
| <b>Handheld LCD games</b>    |                                                                                                                                                     |              |                  |
| <a href="#">gameandwatch</a> |  <a href="#">Game &amp; Watch</a>                                | 1980         | Nintendo         |
| <a href="#">lcdgames</a>     |  <a href="#">Handheld LCD Games</a>                              | 19xx/20xx    | Various          |
| <a href="#">gamepock</a>     |  <a href="#">Game Pocket Computer</a>                            | 1984         | Epoch            |
| <b>Fourth generation</b>     |                                                                                                                                                     |              |                  |
| <a href="#">gb</a>           |  <a href="#">Game Boy</a>                                        | 1989         | Nintendo         |
| <a href="#">gb2players</a>   |  <a href="#">Game Boy 2 Players</a>                              | 1989         | Nintendo         |
| <a href="#">lynx</a>         |  <a href="#">Atari Lynx</a>                                      | 1989         | Atari            |
| <a href="#">gamegear</a>     |  <a href="#">Game Gear</a>                                       | 1990         | Sega             |
| <a href="#">gamate</a>       |  <a href="#">Gamate/chāojí xiǎozi/Super Boy</a>                  | 1990         | Bit Corporation  |
| <a href="#">gmaster</a>      |  <a href="#">Game Master/Systema 2000/Super Game/Game Tronic</a> | 1990         | Hartung, et al.  |
| <a href="#">supervision</a>  |  <a href="#">Watara Supervision</a>                              | 1992         | Watara           |
| <a href="#">megaduck</a>     |  <a href="#">Mega Duck/Cougar Boy</a>                            | 1993         | Welback Holdings |

| System short name           | Full name/alternative names                                                                                                        | Release date | Manufacturer      |
|-----------------------------|------------------------------------------------------------------------------------------------------------------------------------|--------------|-------------------|
| <b>Fifth generation</b>     |                                                                                                                                    |              |                   |
| <a href="#">gamecom</a>     |  <a href="#">Game.com</a>                         | 1997         | Tiger Electronics |
| <a href="#">gbc</a>         |  <a href="#">Game Boy Color</a>                   | 1998         | Nintendo          |
| <a href="#">gbc2players</a> |  <a href="#">Game Boy Color 2 Players</a>         | 1998         | Nintendo          |
| <a href="#">ngp</a>         |  <a href="#">Neo Geo Pocket</a>                   | 1998         | SNK               |
| <a href="#">vemulator</a>   |  <a href="#">Dreamcast VMU/Visual Memory Unit</a> | 1998         | Sega              |
| <a href="#">ngpc</a>        |  <a href="#">Neo Geo Pocket Color</a>             | 1999         | SNK               |
| <a href="#">wswan</a>       |  <a href="#">WonderSwan</a>                       | 1999         | Bandai            |
| <a href="#">wswanc</a>      |  <a href="#">WonderSwan Color</a>                 | 2000         | Bandai            |
| <b>Sixth generation</b>     |                                                                                                                                    |              |                   |
| <a href="#">gba</a>         |  <a href="#">Game Boy Advance</a>                 | 2001         | Nintendo          |
| <a href="#">pokemini</a>    |  <a href="#">Pokémon Mini</a>                     | 2001         | Nintendo          |
| <a href="#">gp32</a>        |  <a href="#">GP32</a>                             | 2001         | Game Park         |
| <a href="#">j2me</a>        |  <a href="#">Java 2 MicroEdition (J2ME)</a>       | 2001         | Sun               |
| <a href="#">ngage</a>       |  <a href="#">Nokia N-Gage</a>                     | 2003         | Nokia             |
| <b>Seventh generation</b>   |                                                                                                                                    |              |                   |
| <a href="#">nds</a>         |  <a href="#">Nintendo DS</a>                      | 2004         | Nintendo          |
| <a href="#">psp</a>         |  <a href="#">PlayStation Portable</a>             | 2004         | Sony              |
| <b>Eighth generation</b>    |                                                                                                                                    |              |                   |
| <a href="#">3ds</a>         |  <a href="#">Nintendo 3DS</a>                    | 2011         | Nintendo          |
| <a href="#">psvita</a>      |  <a href="#">PlayStation Vita</a>               | 2011         | Sony              |
| <b>Fantasy consoles</b>     |                                                                                                                                    |              |                   |
| <a href="#">arduboy</a>     | <a href="#">Arduboy</a>                                                                                                            | 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                  |
|--------------------------|---------------------------------------------------------------------------------------------------------------------------------|--------------|-------------------------------|
| <a href="#">pdp1</a>     |  <a href="#">PDP-1</a>                       | 1961         | Digital Equipment Corporation |
| <a href="#">apple2</a>   |  <a href="#">Apple II</a>                    | 1977         | Apple                         |
| <a href="#">pet</a>      |  <a href="#">Commodore PET</a>               | 1977         | Commodore                     |
| <a href="#">trs80</a>    |  <a href="#">TRS-80</a>                      | 1977         | Tandy Radio Shack             |
| <a href="#">mz80k</a>    |  <a href="#">Sharp MZ-80K</a>                | 1978         | Sharp                         |
| <a href="#">atari800</a> |  <a href="#">Atari 800</a>                   | 1979         | Atari                         |
| <a href="#">atom</a>     |  <a href="#">Acorn Atom</a>                  | 1979         | Acorn Computers               |
| <a href="#">ti99</a>     |  <a href="#">TI-99/4 (TI-99/4A)</a>          | 1979         | Texas Instruments             |
| <a href="#">pc80</a>     |  <a href="#">NEC PC-8001</a>                 | 1979         | NEC                           |
| <a href="#">c20</a>      |  <a href="#">Commodore VIC-20/VC-20</a>      | 1980         | Commodore                     |
| <a href="#">coco</a>     |  <a href="#">TRS-80/Tandy Color Computer</a> | 1980         | Tandy/RadioShack              |
| <a href="#">pc60</a>     |  <a href="#">NEC PC-6000</a>                 | 1981         | NEC                           |

| System short name            | Full name/alternative names                                                                                                         | Release date | Manufacturer               |
|------------------------------|-------------------------------------------------------------------------------------------------------------------------------------|--------------|----------------------------|
| <a href="#">pc88</a>         |  <a href="#">NEC PC-8800</a>                       | 1981         | NEC                        |
| <a href="#">zx81</a>         |  <a href="#">Sinclair ZX81</a>                     | 1981         | Sinclair                   |
| <a href="#">bbcmicro</a>     |  <a href="#">BBC Micro/Master/Archimedes</a>       | 1981         | Acorn Computers            |
| <a href="#">x1</a>           |  <a href="#">Sharp X1</a>                          | 1982         | Sharp                      |
| <a href="#">zxspectrum</a>   |  <a href="#">ZX Spectrum</a>                       | 1982         | Sinclair                   |
| <a href="#">c64</a>          |  <a href="#">Commodore 64</a>                      | 1982         | Commodore                  |
| <a href="#">pc98</a>         |  <a href="#">NEC PC-9800/PC-98</a>                 | 1982         | NEC                        |
| <a href="#">fm7</a>          |  <a href="#">Fujitsu Micro 7 (FM-7)</a>            | 1982         | Fujitsu                    |
| <a href="#">tutor</a>        |  <a href="#">Tomy Tutor/Pyūta/Grandstand Tutor</a> | 1982         | Tomy                       |
| <a href="#">cgenie</a>       |  <a href="#">Colour Genie</a>                      | 1982         | EACA                       |
| <a href="#">mz700</a>        |  <a href="#">Sharp MZ-700</a>                      | 1982         | Sharp                      |
| <a href="#">mz2000</a>       |  <a href="#">Sharp MZ-2000</a>                     | 1982         | Sharp                      |
| <a href="#">electron</a>     |  <a href="#">Acorn Electron</a>                    | 1983         | Acorn Computers            |
| <a href="#">camplynx</a>     |  <a href="#">Camputers Lynx</a>                    | 1983         | Camputers                  |
| <a href="#">msx1</a>         |  <a href="#">Microsoft MSX1</a>                    | 1983         | Microsoft                  |
| <a href="#">adam</a>         |  <a href="#">Coleco_Adam</a>                       | 1983         | Coleco                     |
| <a href="#">spectravideo</a> |  <a href="#">Spectravideo</a>                      | 1983         | Spectravideo               |
| <a href="#">rx78</a>         |  <a href="#">Bandai RX-78</a>                      | 1983         | Bandai                     |
| <a href="#">sc3000</a>       |  <a href="#">Sega SC-3000</a>                    | 1983         | Sega                       |
| <a href="#">mc10</a>         |  <a href="#">TRS-80 MC-10</a>                    | 1983         | Tandy Radio Shack          |
| <a href="#">dragon64</a>     |  <a href="#">Dragon 64</a>                       | 1983         | Dragon Data                |
| <a href="#">amstradcpc</a>   |  <a href="#">Amstrad CPC</a>                     | 1984         | Amstrad                    |
| <a href="#">macintosh</a>    |  <a href="#">Macintosh 128K</a>                  | 1984         | Apple                      |
| <a href="#">thomson</a>      |  <a href="#">Thomson MO/TO Series Computer</a>   | 1984         | Thomson                    |
| <a href="#">cplus4</a>       |  <a href="#">Commodore Plus/4</a>                | 1984         | Commodore                  |
| <a href="#">laser310</a>     |  <a href="#">Laser 310</a>                       | 1984         | Video Technology (VTech)   |
| <a href="#">oricatmos</a>    |  <a href="#">Oric Atmos</a>                      | 1984         | Tangerine Computer Systems |
| <a href="#">mz800</a>        |  <a href="#">Sharp MZ-800</a>                    | 1984         | Sharp                      |
| <a href="#">atarist</a>      |  <a href="#">Atari ST</a>                        | 1985         | Atari                      |
| <a href="#">msx2</a>         |  <a href="#">Microsoft MSX2</a>                  | 1985         | Microsoft                  |
| <a href="#">c128</a>         |  <a href="#">Commodore 128 (C128)</a>            | 1985         | Commodore                  |
| <a href="#">enterprise</a>   |  <a href="#">Enterprise</a>                      | 1985         | Enterprise Computers       |
| <a href="#">pcw</a>          |  <a href="#">Amstrad PCW</a>                     | 1985         | Amstrad                    |
| <a href="#">bk</a>           |  <a href="#">Elektronika BK</a>                  | 1985         | Elektronika                |
| <a href="#">mz2500</a>       |  <a href="#">Sharp MZ-2500</a>                   | 1985         | Sharp                      |
| <a href="#">apple2gs</a>     |  <a href="#">Apple IIGS</a>                      | 1986         | Apple                      |
| <a href="#">segaai</a>       |  <a href="#">Sega AI Computer</a>                | 1986         | Sega                       |
| <a href="#">tvc</a>          |  <a href="#">Videoton TVC</a>                    | 1986         | Videoton                   |
| <a href="#">archimedes</a>   |  <a href="#">Archimedes</a>                      | 1987         | Acorn Computers            |
| <a href="#">xegs</a>         |  <a href="#">Atari XEGS</a>                      | 1987         | Atari                      |
| <a href="#">amiga500</a>     |  <a href="#">Amiga 500/OCS/ECS</a>               | 1987         | Commodore                  |
| <a href="#">x68000</a>       |  <a href="#">Sharp X68000</a>                    | 1987         | Sharp                      |
| <a href="#">msx2+</a>        |  <a href="#">Microsoft MSX2+</a>                 | 1988         | Microsoft                  |

| System short name            | Full name/alternative names                                                                                                      | Release date | Manufacturer            |
|------------------------------|----------------------------------------------------------------------------------------------------------------------------------|--------------|-------------------------|
| <a href="#">fmtowns</a>      |  <a href="#">FM Towns/Towns Marty</a>           | 1989         | Fujitsu                 |
| <a href="#">samcoupe</a>     |  <a href="#">SAM Coupé</a>                      | 1989         | Miles Gordon Technology |
| <a href="#">amiga1200</a>    |  <a href="#">Amiga 1200/AGA</a>                 | 1992         | Commodore               |
| <a href="#">vis</a>          |  <a href="#">Tandy Video Information System</a> | 1992         | Tandy / Memorex         |
| <a href="#">msxturbo</a>     |  <a href="#">Microsoft MSX turboR</a>           | 1993         | Microsoft               |
| <a href="#">commanderx16</a> | <a href="#">Commander X16</a>                                                                                                    | 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                                                                                                                                               |
|-----------------------------|------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------|
| <a href="#">ports</a>       | Native ports                 | Contains both manually install native Linux games, grouped for convenience                                                                                |
| <a href="#">flatpak</a>     | <a href="#">Flatpak</a>      | Install native Linux software, grouped with ports                                                                                                         |
| <a href="#">steam</a>       | <a href="#">Steam</a>        | Valve's PC game distribution store, grouped with ports. Has official Batocera integration (Steam games will automatically appear in Ports when installed) |
| <a href="#">dos</a>         | <a href="#">DOSbox</a>       | x86 emulator DOSBox for old DOS games                                                                                                                     |
| <a href="#">flash</a>       | <a href="#">Flashpoint</a>   | Flash player for playing Adobe Flash based games                                                                                                          |
| <a href="#">moonlight</a>   | <a href="#">Moonlight</a>    | Open source implementation of NVIDIA's GameStream protocol                                                                                                |
| <a href="#">vgmplay</a>     | MAME Video Game Music Player | Play retro video game music using emulated sound chips                                                                                                    |
| <a href="#">windows</a>     | <a href="#">WINE</a>         | Play Windows-only games using WINE, grouped with ports (WINE is not an emulator)                                                                          |
| <a href="#">imageviewer</a> | Screenshots/Image Viewer     | View screenshots and images                                                                                                                               |
| <a href="#">recordings</a>  | Recordings                   | Replay recorded gameplay                                                                                                                                  |
| <a href="#">library</a>     | Library                      | Library of game manuals and documents                                                                                                                     |
| <a href="#">odcommander</a> | <a href="#">OD-Commander</a> | File manager for Batocera                                                                                                                                 |
| <a href="#">abuse</a>       | <a href="#">Abuse SDL</a>    | A dark 2D side-scrolling platform game, now public domain and maintained by the community                                                                 |
| <a href="#">bennugd</a>     | <a href="#">BennuGD</a>      | A high-level, open-source game development suite                                                                                                          |
| <a href="#">bstone</a>      | <a href="#">Blake Stone</a>  | Source port of Blake Stone: Aliens of Gold and Planet Strike                                                                                              |
| <a href="#">cannonball</a>  | <a href="#">Cannonball</a>   | Enhanced OutRun Engine                                                                                                                                    |

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

| System short name              | Full name/alternative names                    | Description                                                                                                                                 |
|--------------------------------|------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------|
| <a href="#">pygame</a>         | <a href="#">pygame</a>                         | Python based engine designed for writing video games                                                                                        |
| <a href="#">quake</a>          | <a href="#">Quake</a>                          | Source port of Quake engine                                                                                                                 |
| <a href="#">quake2</a>         | <a href="#">Quake II</a>                       | Source port of Quake II engine                                                                                                              |
| <a href="#">quake3</a>         | <a href="#">Quake III Arena</a>                | Source port of Quake III Arena                                                                                                              |
| <a href="#">raze</a>           | <a href="#">Raze</a>                           | A fork of build engine games that combines Duke Nukem 3D, Blood, Redneck Rampage, Shadow Warrior and Exhumed/Powerslave in a single package |
| <a href="#">reminiscence</a>   | <a href="#">REminiscence</a>                   | Port of Gregory Montoir's Flashback emulator, running as a libretro core.                                                                   |
| <a href="#">rott</a>           | <a href="#">Rise of the Triad</a>              | Source port of Rise of the Triad                                                                                                            |
| <a href="#">rtcw</a>           | <a href="#">Return to Castle Wolfenstein</a>   | Source port of Return to Castle Wolfenstein                                                                                                 |
| <a href="#">scummvm</a>        | <a href="#">ScummVM</a>                        | Source port for adventure and role-playing games like Monkey Island series                                                                  |
| <a href="#">sdlpop</a>         | <a href="#">SDLPoP</a>                         | An open-source port of Prince of Persia, based on the disassembly of the DOS version                                                        |
| <a href="#">solarus</a>        | <a href="#">Solarus</a>                        | A game engine for 2D Action RPGs designed with 16-bit era in mind                                                                           |
| <a href="#">sonic-mania</a>    | <a href="#">Sonic Mania</a>                    | Decompilation of Sonic Mania                                                                                                                |
| <a href="#">sonic3-air</a>     | <a href="#">Sonic 3 A.I.R.</a>                 | Angel Island Revisited - enhanced Sonic 3 & Knuckles                                                                                        |
| <a href="#">sonicretro</a>     | <a href="#">Star Engine/Sonic Retro Engine</a> | Enhanced Sonic 1, 2 and Sonic CD (from Android/iOS versions)                                                                                |
| <a href="#">superbroswar</a>   | <a href="#">Super Mario War</a>                | Open source Super Mario multiplayer game where up to four players deathmatch to stomp as many other Marios as possible to win the game      |
| <a href="#">theforceengine</a> | <a href="#">The Force Engine</a>               | Source port of Star Wars: Dark Forces and Outlaws                                                                                           |
| <a href="#">thextech</a>       | <a href="#">TheXTech</a>                       | Open source port of Super Mario Bros. X engine                                                                                              |
| <a href="#">traider1</a>       | <a href="#">TR1X - Tomb Raider 1</a>           | TRX - Tomb Raider I & II: Community Edition                                                                                                 |
| <a href="#">traider2</a>       | <a href="#">TR2X - Tomb Raider 2</a>           | TRX - Tomb Raider I & II: Community Edition                                                                                                 |
| <a href="#">tyrian</a>         | <a href="#">Tyrian</a>                         | Source port of Tyrian, a classic scrolling shooter                                                                                          |
| <a href="#">tyrquake</a>       | <a href="#">TyrQuake</a>                       | Source port of the Quake 1 engine including Addons                                                                                          |
| <a href="#">uqm</a>            | <a href="#">The Ur-Quan Masters</a>            | Open source port of Star Control II                                                                                                         |
| <a href="#">vpinball</a>       | <a href="#">Visual Pinball</a>                 | Visual Pinball X allows playing community-made pinball tables                                                                               |
| <a href="#">xash3d_fwgs</a>    | <a href="#">Xash3D FWGS</a>                    | Source port for playing classic Valve games like Half-Life                                                                                  |
| <a href="#">xrick</a>          | <a href="#">Rick Dangerous</a>                 | XRick is an open source implementation of the game "Rick Dangerous".                                                                        |
| <a href="#">zc210</a>          | <a href="#">Zelda Classic</a>                  | Open source Zelda fangame engine                                                                                                            |

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