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PX-68K is a Sharp X68000 emulator. This is a Japanese home computer from the late '80s/early '90s that was used by Capcom as devkits for their arcade games. It played host to many popular games from the late '80s/early '90s that was used by Capcom as devkits for their arcade games. It played host to many popular games from the late '80s/early '90s that was used by Capcom as devkits for their arcade games. It played host to many popular games from the late '80s/early '90s that was used by Capcom as devkits for their arcade games. It played host to many popular games from the late '80s/early '90s that was used by Capcom as devkits for their arcade games. It played host to many popular games from the late '80s/early '90s that was used by Capcom as devkits for their arcade games. It played host to many popular games from the late '80s/early '90s that was used by Capcom as devkits for their arcade games. It played host to many popular games from the late '80s/early '90s that was used by Capcom as devkits for their arcade games. It played host to many popular games from the late '80s/early '90s that was used by Capcom as devkits for their arcade games. It played host to many popular games from the late '80s/early '90s that was used by Capcom as devkits for their arcade games. It played host to many popular games from the late '80s/early '90s that was used by Capcom as devkits for their arcade games. It played host to many popular games from the late '80s/early '90s that was used by Capcom as devkits for their arcade games from the late '80s/early '90s that was used by Capcom as devkits for their arcade games from the late '80s/early '90s that was used by Capcom as devkits for their arcade games from the late '80s/early '90s that was used by Capcom as devkits for their arcade games from the late '80s/early '90s that was used by Capcom as devkits for the late '80s/early '90s that was used by Capcom as devkits for the late '80s/early '90s that was used by Capcom as devkits for the late '80s/early '90s that was used by C
on this release here. On most platforms (except game consoles and certain mobile platforms), RetroArch comes with dynamic module loading support. On these systems, you will be able to install and/or update new cores as they become available on our buildbot. To access these, go to RetroArch's main menu, select 'Online Updater', and then select
'Update Cores'. You don't need to download a new version of RetroArch in order to be able to run new or updated cores! Once a core is installed, you can load a core by going to the Main Menu and selecting 'Load Core'. Every core that has been installed already will be shown in a list. After you have made your choice, you can then select the 'content'
for that core by going to 'Load Content'. The content that is supported by the core will be shown inside the file browser. Some cores, like 2048, do not require any content in order to work. In this case, after you have loaded the core, 'Start Core' will appear inside the main menu. Select this to start the core directly. The libretro core library keeps
getting bigger over time, and there is always something new that gets added to our servers. So be sure to visit the 'Update Cores' section daily on RetroArch. Cores get added and/or updated constantly! If you'd like to learn more about libretro, or you are a developer interested in learning how to use it for your own projects, visit the Libretro website
here. Here's what you'll need before we begin: You'll need to have a Steam account to login to Steam and download RetroArch - You can create an account on the official Steam siteHave at least one game ROM/Image that you can use with RetroArch - In this guide, we'll use the Sega Mega Drive / Genesis as an example. To play games, you will need a
controller - You can test yourself by using keyboard controller and can also be connected by USB. This first step is pretty obvious and if you are reading this guide, it's more than likely you already have Steam installed. If not, visit
the Steam website, and click the 'Install Steam' icon at the top of the page. Follow the instructions it then gives you to install the Steam with your existing account, or if you do not have an account, you'll need to register an account, then you'll be able to sign in. Once you have signed in,
the Steam client will appear as below:-Next, we need to download RetroArch from the Steam store by clicking the 'Store' link at the top of the Steam store by clicking the 'Store' link at the top of the Steam store by clicking the 'Store' link at the top of the Steam store by clicking the 'Store' link at the top of the Steam store by clicking the 'Store' link at the top of the Steam store by clicking the 'Store' link at the top of the Steam store by clicking the 'Store' link at the top of the Steam store by clicking the 'Store' link at the top of the Steam store by clicking the 'Store' link at the top of the Steam store by clicking the 'Store' link at the top of the Steam store by clicking the 'Store' link at the top of the Steam store by clicking the 'Store' link at the top of the Steam store by clicking the 'Store' link at the top of the Steam store by clicking the 'Store' link at the top of the Steam store by clicking the 'Store' link at the top of the Steam store by clicking the 'Store' link at the top of the Steam store by clicking the 'Store' link at the top of the Steam store by clicking the 'Store' link at the top of the Steam store by clicking the 'Store' link at the top of the Steam store by clicking the 'Store' link at the top of the Steam store by clicking the 'Store' link at the top of the Steam store by clicking the 'Store' link at the top of the Steam store by clicking the 'Store' link at the top of the Steam store by clicking the 'Store' link at the top of the Steam store by clicking the 'Store' link at the top of the Steam store by clicking the 'Store' link at the top of the Steam store by clicking the 'Store' link at the top of the Steam store by clicking the 'Store' link at the top of the Steam store by clicking the 'Store' link at the top of the Steam store by clicking the 'Store' link at the top of the Steam store by clicking the 'Store' link at the top of the Steam store by clicking the 'Store' link at the store by clicking the 'Store' link at the 'Store' link at the 'Store' link at the 'St
install just RetroArch, so click the 'RetroArch' application in the search results, then scroll down until you see the options Play Game / Add to Library' link at the top of the Steam client to go to your Steam library. Search for RetroArch in the search box on
the left-hand side, then click the RetroArch app from the list and then click the RetroArch on Steam is that the emulator cores are
available as free DLC content within Steam itself. So, for example, if you want to install Genesis Plus GX to play some Mega Drive / Genesis Plus GXOr alternatively, visit the 'DLC' section for the RetroArch app itself in steam to see all the available
emulator core DLC packages. For this example, we're going to use the Genesis Plus GX core, so locate this DLC in steam, then scroll down the page until you see the 'Download' button. Click download to install this core to RetroArch. Whilst the Genesis Plus GX core does not require any BIOS files to play games, other emulator cores do. For example,
the Sega Saturn emulator core Kronos requires BIOS files to function correctly and boot games reliably. If a core does require a BIOS file, these need to be placed in the RetroArch 'system' folder which is where Steam automatically
installs all games by default. If you just installed Steam in the default location (on a PC), then the RetroArch system folder would be found here:-C:\Program Files (x86)\Steam\steamapps\common\RetroArch main menu, select 'Load Content'
and then locate your Sega Mega Drive / Genesis game ROM and select it. RetroArch will then boot up the game using the Genesis Plus GX core. And you are ready to use. Simply connect your computer (either by USB or wirelessly) and
RetroArch will automatically identify your controller and set it up for the emulator core you are using. You can make tweaks to your controller settings in-game by pressing F1 on your keyboard (or the hotkey assigned to this function) and going to the 'Controls' option, here you can remap buttons and change the controller settings. Many RetroArch
emulator cores all function in the same way, so simply repeat the above steps to enjoy other retro systems. How to install your cores using Steam By [Mr.] Whippy Just a simple a straightforward guide on how to install your cores using Steam By [Mr.] Whippy Just a simple a straightforward guide on how to install your cores using Steam By [Mr.] Whippy Just a simple a straightforward guide on how to install your cores using Steam By [Mr.] Whippy Just a simple a straightforward guide on how to install your cores using Steam By [Mr.] Whippy Just a simple a straightforward guide on how to install your cores using Steam By [Mr.] Whippy Just a simple a straightforward guide on how to install your cores using Steam By [Mr.] Whippy Just a simple a straightforward guide on how to install your cores using Steam By [Mr.] Whippy Just a simple a straightforward guide on how to install your cores using Steam By [Mr.] Whippy Just a simple a straightforward guide on how to install your cores using Steam By [Mr.] Whippy Just a simple a straightforward guide on how to install your cores using Steam By [Mr.] Whippy Just a simple a straightforward guide on how to install your cores using Steam By [Mr.] Whippy Just a simple a straightforward guide on how to install your cores using Steam By [Mr.] Whippy Just a simple a straightforward guide on how to install your cores using Steam By [Mr.] Whippy Just a simple a straightforward guide on how to install your cores using Steam By [Mr.] Whippy Just a simple a straightforward guide on how to install your cores using Steam By [Mr.] Whippy Just a simple a straightforward guide on how to install your cores using Steam By [Mr.] Whippy Just a simple a straightforward guide on how to install your cores using Steam By [Mr.] Whippy Just a simple a straightforward guide on how to install your cores using Steam By [Mr.] Whippy Just a simple a straightforward guide on how to install your cores using Steam By [Mr.] Whippy Just a simple a straightforward guide on how to install your cores using Steam 
:P)2. Locate RetroArch in your Steam Library and right click it.3. Click on "Properties" 4. Click the "DLC" tab5. Check the tick box for each core that you would like to install (Steam should start downloading them, and as they are small should download them very quickly.) Done :). Launch RetroArch and you will see your installed Cores listed in
RetroArch under "Main Menu" > "Load Core". Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the
effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Handheld game console For the original model, see Nintendo 3DS. For its predecessor, see Nintendo DS. Nintendo
2DSNintendo 2DS in Electric BlueDeveloperNintendoProduct familyNintendo 3DS familyTypeHandheld game consoleGenerationEighthRelease date October 12, 2013 NA/EU/AU: October 12, 2013 NA/
shippedCombined (worldwide): 14.43 million(As of March 31, 2019)[5]Media Physical and digital Nintendo 3DS Game CardNintendo DS Game Ca
system software CPUDual-Core ARM11 MPCore, single-core ARM9Memory128 MB FCRAM, 6 MB VRAMStorageIncluded 4 GB SD card1 GB internal flash memoryCartridge saveDisplayUpper: 3.53" LCD @ 400×240 px (WQVGA)[6]Lower: 3.02" resistive touchscreen LCD @ 320×240 (QVGA)[6]GraphicsDMP PICA200 GPUSoundMono speaker,
microphoneCameraOne user-facing VGA cameras.Connectivity2.4 GHz Wi-Fi, InfraredPower 1300 mAh lithium-ion battery 3DS games: 5 to 9 hoursSleep Mode: ≈ 3 days Current firmware11.17.0-50, as of May 22, 2023; 23 months ago (2023-05-22)Online services Nintendo Network (Discontinued)
Nintendo eShop (discontinued) Miiverse (discontinued) SpotPass (Discontinued) Nintendo Zone (discontinued) DimensionsWidth: 14.4 cm (5.7 in)[6]Height: 12.7 cm (5.0 in)[6]Height: 12.7 
3DSWebsitewww.nintendo.com/3ds/2ds The Nintendo 2DS[a] is a handheld game console produced by Nintendo 2DS is an entry-level version of the Nintendo 3DS which maintains otherwise identical hardware, similar
functionality, and compatibility with software designed for the Nintendo DS and 3DS. However, it lacks the Nintendo 3DS's signature autostereoscopic 3D display and was released in a new slate format rather than a clamshell format. Former Nintendo 3DS's signature autostereoscopic 3D display and was released in a new slate format rather than a clamshell format.
players (such as those under seven), whom Nintendo had previously advised not to use the 3D functionality on the 3DS due to potential eye health concerns. Reception to the Nintendo 2DS was mixed; while Nintendo was praised for how it priced and positioned the 2DS alongside its higher-end counterparts, much criticism was directed towards its
regressions in comparison to the 3DS, such as a design that some critics for being more robust and comfortable to hold than the 3DS, such as a design was praised by some critics also felt that the lack of 3D
support was an admission by Nintendo that the concept was a gimmick; however, Nintendo and in 2019[7] and in the rest of the world in 2020, along with the other systems in the Nintendo and SDS family. Nintendo officially
unveiled the 2DS on August 28, 2013 via a press release; members of the press were given a chance to demo the device in private prior to the announcement.[8] According to Nintendo 3DS—particularly, those younger than seven
years old; whom Nintendo had advised not to use the 3D features on the 3DS due to potential eye health concerns. With the 2DS, the company aimed to produce a model that would be "new, unique, different, and [bring] more people into this category that we love." Part of this goal was achieved by positioning the device at a lower price point than the
3DS; in the United States, the system retailed at US$129.99 on launch, in comparison to the US$169.99 price of the standard 3DS.[8][9] By May 2016, the U.S. price had been lowered further to $79.99.[10] The Nintendo 2DS was released in North America, Europe and Australia on October 12, 2013, the same day as Pokémon X and Y. In North
America, it was available at launch in black models with Blue or Red bezels, while in Europe and Australia, it was available in white with red bezels, or black with blue bezels, or black with blue carrying case accessories were also released on launch. [12] With the release of the 2DS, Nintendo of America began to phase out the original 3DS
leaving the 2DS and 3DS XL as the only models still actively sold in North America on June 6, 2014 to coincide with the North America or Tomodachi Life.[14] Crystal Red and Crystal Blue versions, which feature a
translucent front cover, were released in Europe and North America in November 2014 as a tie-in for Pokémon Omega Ruby and Alpha Sapphire. In North America, the translucent models were also sold at a lower retail price of US$100 as opposed to the base US$129.99 price of the normal 2DS.[15][16] On August 20, 2015, the U.S. price was
permanently lowered to $100, and units began to be bundled with coupons for a digital copy of Mario Kart 7.[17] In December 2015, it was announced that the 2DS would be released in Japan on February 27, 2016 to coincide with the Virtual Console release of the original Game Boy Pokémon games. They were made available in translucent red,
green, blue and yellow versions with colored buttons. Each were bundled game, or Pokémon X, Y, Omega Ruby, or Alpha Sapphire.[2] On May 11, 2016, Nintendo announced that the U.S. price would be lowered to $79.99 effective
May 20, 2016.[10] On September 15, 2016, the 2DS was released in standalone bundles in Japan, in blue, black, red, lavender, and pink color options.[18] On October 5, 2016, Nintendo announced refreshed versions of the stock Mario Kart 7 2DS bundles for the U.S. market (Crimson Red 2 and Electric Blue 2, based on the new Japanese variants),
 with "swapped" color schemes featuring red or blue bodies and black bezels.[19] Main article: New Nintendo 2DS XL (branded as New Nintendo 2DS XL A new model of the 2DS, titled the New Nintendo 2DS XL (branded as New Nintendo 2DS XL (branded as New Nintendo 2DS XL) and in North America
America, as well as "Lavender/White", "Black/Green" (both Japan-exclusive) as well as Poké Ball and Pikachu variants to coincide with the launch of Pokémon Ultra Sun and 
copy of The Legend of Zelda: A Link Between Worlds. This came alongside an Animal Crossing: New Leaf variant for Europe and Japan, and red/black Mario Kart 7 and Minecraft Creeper styles exclusive to Europe. The Minecraft Creeper styles exclusive to Europe. The Minecraft Creeper styles exclusive to Europe and Japan, and red/black Mario Kart 7 and Minecraft Creeper styles exclusive to Europe. The Minecraft Creeper styles exclusive to Europe.
console, "Purple/Silver", which would release in September 2018. Additionally, Nintendo confirmed that all future shipments of the "Black/Turquoise", "White/Orange" and "Purple/Silver" models would come with a pre-installed copy of Mario Kart 7. As of 17 September 2020, the New Nintendo 2DS XL and all other remaining models in the Nintendo
3DS family have been discontinued by Nintendo 3DS, retaining features such as its GPU, CPU and memory, along with compatibility with games designed for the Nintendo 3DS. However, its hardware still
 contains some differences. Unlike the Nintendo 3DS, which uses two displaying autostereoscopic 3D, the Nintendo 2DS uses a single, non-stereoscopic LCD touchscreen panel capable of displaying autostereoscopic 3D, the Nintendo 3DS, which uses two display panels, with a lower touchscreen panel and a top dual-layered screen panel capable of displaying autostereoscopic 3D, the Nintendo 3DS uses a single, non-stereoscopic LCD touchscreen panel and a top dual-layered screen panel capable of displaying autostereoscopic 3D, the Nintendo 3DS uses a single, non-stereoscopic LCD touchscreen panel and a top dual-layered screen panel and a top dual-layered screen panel capable of displaying autostereoscopic 3D, the Nintendo 3DS uses a single, non-stereoscopic 3D, the Nintendo 3DS uses a single, non-stereoscopic 3D, the Nintendo 3DS uses a single and a top dual-layered screen panel and a top dua
 for taking photographs in a 3D format. [24] The Nintendo 2DS only has an internal mono speaker, as opposed to the internal stereo speakers of the 3DS, although stereo sound can still be output through the headphone jack. [8] The Nintendo 2DS's design is a significant departure from that of its precursors; The 2DS uses a "slate-like" form factor
 instead of the clamshell form used by the DS and 3DS. Its buttons are positioned towards the center of the device instead of near the lower screen, and its shoulder buttons are concave in shape and relatively thicker than those of the 3DS. The 2DS uses a switch for entering sleep mode in lieu of closing the shell, and the hardware wireless switch was
replaced by a software toggle.[8][25][26][27] The Nintendo 2DS contains the same 1300mAh battery present on regular Nintendo 3DS systems. Despite not supporting the 3DS's automatic brightness setting ("Power Save Mode"), the 2DS was rated by Nintendo 3DS systems. Despite not supporting the 3DS's automatic brightness setting ("Power Save Mode"), the 2DS was rated by Nintendo 3DS systems.
to play from 3 to 5.5 hours of 3DS games or 5 to 9 hours of DS games on a single charge.[6][28][29] Main article: Nintendo 3DS system software design differences, the system software design differences, the system software and the system software design differences.
the 3DS (in two-dimensional mode only) and DS (excluding those requiring the Game Boy Advance cartridge slot), and offering online features such as Nintendo eShop for downloading and purchasing games, and SpotPass and StreetPass.[8][12][25][30] The Nintendo eShop for downloading and purchasing games, and SpotPass and StreetPass.[8][12][25][30] The Nintendo eShop for downloading and purchasing games, and SpotPass and StreetPass.[8][12][25][30] The Nintendo eShop for downloading and purchasing games, and SpotPass and StreetPass.[8][12][25][30] The Nintendo eShop for downloading and purchasing games, and SpotPass and StreetPass.[8][12][25][30] The Nintendo eShop for downloading and purchasing games, and SpotPass and StreetPass.[8][12][25][30] The Nintendo eShop for downloading and purchasing games, and SpotPass and StreetPass.[8][12][25][30] The Nintendo eShop for downloading games, and SpotPass and StreetPass.[8][12][25][30] The Nintendo eShop for downloading games, and SpotPass and StreetPass.[8][12][25][30] The Nintendo eShop for downloading games, and SpotPass and Sp
upon its announcement. Kotaku felt that the Nintendo 2DS might appeal to a certain niche of people who otherwise would not purchase a Nintendo 3DS, and that the lack of 3D support could indicate a cooling interest in stereoscopic graphics.[8] USA Today noted that some games that were designed with 3D in mind might not be as easily playable
 without the stereoscopic feature.[27] CNET, meanwhile, called the console an acknowledgement by Nintendo that 3D was an unnecessary feature and even a "tactical mistake".[31] NBC News called the 2DS a "peculiar choice" to gamers satisfied with the Nintendo DS line, and feared that it might take resources away from the less successful
Nintendo console, the Wii U.[32] Some technology writers have expressed concern with the physical appearance of the 2DS: CNET considered the console to be significantly less aesthetically pleasing than its other models, [31] though some reviewers have generally found it to be comfortable in the hand. USA Today referred to it as "surprisingly some technology writers have generally found it to be comfortable in the hand. USA Today referred to it as "surprisingly some technology writers have generally found it to be comfortable in the hand. USA Today referred to it as "surprisingly some technology writers have generally found it to be comfortable in the hand. USA Today referred to it as "surprisingly some technology writers have generally found it to be comfortable in the hand. USA Today referred to it as "surprisingly some technology writers have generally found it to be comfortable in the hand. USA Today referred to it as "surprisingly some technology writers have generally found it to be comfortable in the hand. USA Today referred to it as "surprisingly some technology writers have generally found it to be comfortable in the hand. USA Today referred to it as "surprisingly some technology writers have generally found it to be comfortable in the hand. USA Today referred to it as "surprisingly some technology writers have generally found it to be comfortable in the hand. USA Today referred to it as "surprisingly some technology writers have generally some technology writers have
 comfortable".[27] Kotaku noted that while it may look bulky, it was pleasant to hold even with one hand. It also noted that buttons on the upper screen. Overall, the publication felt that the build quality was good.[8] GamesIndustry also
described the controls as considerably more comfortable than that of its predecessors. It also noted that the design resembled "an unholy union of a Game Boy, the Wii U GamePad, and a DS."[11] USA Today and CNETable than the thin Nintendo 3DS, and that the lack of a hinge added durability. The publication felt that the console had thick shell rather than the thin Nintendo 3DS, and that the lack of a hinge added durability.
both had some concern over how to protect the screens, since there is no clamshell to close.[31][27] In response to the 2DS's form factor; which would have enabled
fragment Nintendo's portable gaming ecosystem for existing 3DS users—and that it was too early in the 3DS's life for Nintendo to introduce a successor. [24] Nearly 3 years after the release of the 2DS, Nintendo would ultimately announce the Nintendo Switch—a "hybrid" gaming tablet with detachable wireless controllers, and support of a docking
 station for use with a television.[33] Calling it a "smart move" to redesign the Nintendo 3DS so as to lower costs, Wired felt that the 2DS might enable Nintendo 2DS has received mixed reviews. While pricing and form-factor were generally
considered ideal, the console's aesthetics and battery life were widely criticized. The Telegraph noted that the lack of hinges in the console improved its robustness, and that rounding out the footprint makes it an ideal handheld for children. However, the publication criticized the console's mono speaker, which offered a lower sound quality than its
predecessors. It also criticized the battery life, which it described as being the same as the original 3DS model. On the other hand, it praised the screens' brighter display and wider viewing angle, despite their not being as large as those of the 3DS XL.[30] Eurogamer reinforced the idea that the Nintendo 2DS isn't aimed at "seasoned players" or
current Nintendo 3DS owners, and felt that the system wasn't produced with aesthetics in mind. The publication also criticized the resistive touchscreen, which felt outdated, the mono speaker and battery life. However, Eurogamer felt that the system is much more comfortable to hold than the Nintendo 3DS and 3DS XL.[35] Analyst Piers Harding
 Rolls felt that the Nintendo 2DS would help Nintendo broaden its market, and believes that third-party publishers will have more commitment to the platform moving forward. [36] Following the system's launch, Nintendo stated that the release of Sonic Lost World would boost Nintendo 2DS sales, labeling it as a "must play" title. [37] On October 31
2013, Nintendo president Satoru Iwata admitted that the Nintendo 2DS lacked awareness among prospective purchasers. Additionally, he went on to say that some potential consumers believed among those who had purchased it.[38] Despite
the 2DS's lack of 3D support, Satoru Iwata insisted, during Nintendo's 2013 third quarter investors Q&A, that the company "will [not] abandon 3D or cease to make new propositions in 3D", as it will continue to sell the existing Nintendo 3DS and 3DS XL platforms.[39] However, The Legend of Zelda: A Link Between Worlds producer Eiji Aonuma
revealed in an interview that the game had minor changes in development due to the lack of 3D on the 2DS.[40] Sales of the Nintendo 2DS surged three weeks after launching in the United Kingdom, after retailers cut its price due to poor sales. The system was available for around £110, but major retailers including Argos, Amazon and Tesco cut the
system's price to under £100 to coincide with the school half-term.[41] As a result, sales of the Nintendo 2DS increased by 64% week-on-week, making it the UK's best-selling console of the month, without combining the sales of the Nintendo 3DS and its larger counterpart.[42] During the third quarter of 2013, video game retailer GameStop reported
 that worldwide hardware sales grew by 15.3%, mainly due to strong Nintendo 2DS and 3DS sales.[43] ^ (Japanese: ニンテンドー2DS) ^ Nyū Nintendo Making Pokémon Y 2DS Bundles For Korea". Siliconera. November 19, 2013. Retrieved November 24, 2013. ^ a b "The
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Add Cores To RetroArchHow To Find The CoresIf you want your cores to be as current as possible, you'll need to perform this every time RetroArch gets an update. Go to this link first. If required, expand the folder until it resembles the following image: Choose the following image:
platform folder that corresponds to your operating system. Click Windows if you're one of the rare people who still use a 32-bit computer. If not, select x86-64. How To Download And Install CoresFrom the directory you clicked to, you will now download RetroArch cores. 7z. After that, you'll need to extract
 them and get them to where they need to go. This may necessitate the use of 7-zip. This will be covered in a section towards the end of this guide. Please scroll all the way down if you are unable to extract them to a location where you can readily access them, such as your Downloads folder or your desktop. Navigate to your
extracted folder, then RetroArch-Win64 (or your architecture), then cores after that. SELECT ALL and COPY EVERY FILE TO THIS LOCATION. After that, you'll need to figure out where you installed RetroArch via Steam. You may accomplish this by right-clicking RetroArch in your Steam Library, selecting properties, selecting Local Files, and
selecting Browse, as seen in the image. In your file browser, this should open the RetroArch folder. PASTE your clipboard after opening the cores folder that should be here. I advise against using DLC to overwrite RetroArch folder that should be here. I advise against using DLC to overwrite RetroArch folder.
The Masquerade - Bloodhunt - All Achievements ListHow To Download The Info FilesUnless RetroArch adds support for whole new cores at a later date, you should only have to do this once. The info files can be found at this site. If this is your first time following the guide, go to the file browser window in which your cores are open, go up one level
and open the info folder. If you're not following the guidelines for the first time, start by opening your Steam RetroArch/info folder, or follow the same steps as with the cores. Again, don't overwrite any existing files, and you should be good. Using
 Extractor7-zip is similar to WinRar, but it's a lot better. It supports almost every file format known to man and is both free (as in freedom) and free (as in freedom) and free (as in cost) software. It does its job and otherwise stays out of your way. What more could a man want? In any case, you're probably wondering which version to get. They make it quite easy for you to
figure out. This is what you'll see when you open a 7zip archive for the first time (with different files, maybe). You'll want to select extract (don't ask why it's denoted by a minus sign). You can copy the file directory from your open file explorer window, which should be in your RetroArch info folder, and paste it into the one and only text field in this sign).
guide. P.S. Those should be backslashes, not Yen symbols. Because I have Japanese Locale activated, those are Yen indicators. Thank you, Microsoft. Final ThoughtsI only wish they had included the online updater that comes with the standalone version. By changing Steam RetroArch's start parameters to the following, you can still accrue Steam
playtime:On Windows: "C:\Path\To\RetroArch" && %command%On Linux: "/path\to/retroarch" && %command%This allows you to play your standalone version while accruing playtime on Steam. The overlay should also operate normally. There is no need to change the percent in any manner.Last Updated on June 2, 2022An avid
 listener of music from a number of countries. Writing is his hobby and passion. A follower of all the latest android and PC games. Not to mention his favorite: Mobile Legends! Share — copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt — remix, transform, and build upon the material for any
purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution — You must give appropriate credit, provide a link to the licensor endorses you or your use. ShareAlike
- If you remix, transform, or build upon the material, you must distribute your contributions under the same license for elements of the
 material in the public domain or where your use is permitted by an applicable exception or limitation . No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. In this little guide I'll show you
how you can add more Cores to the Steam version of RetroArch. A lot of you are most likely already know this, but for the newcomers this will be useful. This version are released as DLCs, this is most likely the reason
why the Updater got disabled/removed. Thankfully, you can easily "bypass" this problem. You only need to download the Cores from the official source, and copy it to a folder. However, and this is a big however, I'm not really tested every Core in the Steam version (maybe some of you did, then you can mention it on the comments down bellow), I only
used PPSSPP and that's it. So if some of the Cores and save it to somewhere, like Desktop. Go to where your Steam installation folder is (mine is in the C: partition,
C:\Program Files (x86)\Steam\steamapps\common\RetroArch) and find the folder called "RetroArch-Win64), and go to the cores folder. Choose which Cores you want to use and copy them. Now that you choosed and copied the cores that you want to use, go back to where your
 RetroArch folder is, and copy the Cores to the "cores" folder! You're done, now you have the Cores that the standalone version of RetroArch has! In this guide, I will instruct you on how to download and install cores for Steam RetroArch has! In this guide, I will instruct you on how to download and install cores for Steam RetroArch. Related Posts: RetroArch has! In this guide, I will instruct you on how to download and install cores for Steam RetroArch has! In this guide, I will instruct you on how to download and install cores for Steam RetroArch.
issues. Please help improve it or discuss these issues on the talk page. (Learn how and when to remove these messages) This article may contain excessive or irrelevant examples. Please help improve the article by adding descriptive text and removing less pertinent examples. (September 2022) This article relies excessively on references to primary
26)Stable release 1.21.0[1] / 1 May 2025; 23 days ago (1 May 2025) Repositorygithub.com/libretro/RetroArchWritten in C++, COperating systemHaiku, Unix-like, Linux, Android, iOS, FreeBSD, macOS, Windows, Xbox Series X and Series S, Xbox One, Xbox, Switch, New Nintendo 3DS, New Nintendo 2DS, GameCube, Wii, Wii U, PlayStation 4,
PlayStation 3, PlayStation 2, Vita, PlayStation 2, Vita, PlayStation Portable, PlayStati
AsturianTypeVideo game console emulatorLicenseGNU General Public License, version 3.0Websitewww.retroarch.com, www.libretro.com RetroArch is a free and open-source, cross-platform frontend for emulators, game engines, video games, media players and other applications. It is the reference implementation of the libretro API,[2][3] designed
to be fast, lightweight, portable and without dependencies.[4] It is licensed under the GNU GPLv3. RetroArch runs programs converted into dynamic libraries called libraries cal
sophisticated features such as dynamic rate control, audio filters, multi-pass shaders, netplay, gameplay rewinding, cheats, etc. RetroArch has been ported to many platforms. It can run on several PC operating systems, home consoles, handheld consoles, smart TV's, single-board computers and web browsers.[5][6] As of
1 April 2024[update], versions for PlayStation 4 and PlayStation 3 are not out yet, but are available unofficially.[7] Formerly known as SSNES, initially based on pseudonymous programmer Near's predecessor libsnes,[8] it began its development in 2010 with Hans-Kristian "Themaister" Arntzen committing the first change on GitHub.[9] It was
 intended as a replacement to bsnes's Qt-based interface[10] but it grew to support more emulation "cores". On April 21, 2012, SSNES was officially renamed[11] to RetroArch to reflect this change in direction. RetroArch's version 1.0.0.0 was released on January 11, 2014, and at the time was available on seven distinct platforms.[12] On February 16,
2016, RetroArch became one of the first ever applications to implement support for the Vulkan graphics API, having done so on the same day of the API's official release day.[13] On November 27, 2016, the Libretro Team announced that, alongside Lakka (LibreELEC-based RetroArch operating system), RetroArch would be on the Patreon
crowdfunding platform to allow providing bounties for developers who fix specific software bugs and to cover the costs for matchmaking servers.[14] In December 2016, GoGames - a company contracted by video game developers and publisher Sega - approached the RetroArch developers with the intention of using their software in their SEGA
 Forever project but ultimately the cooperation did not come to fruition due to licensing disagreements.[15][16] In April 2018, an input lag compensation feature called "Run-Ahead" was added.[17] The Libretro Team planned to release RetroArch onto Steam as a free download, integrating Steamworks features into the platform in July 2019. It would
 have been the first major dedicated emulation title to be released on the platform at the time.[18] In 2020, the paraLLel libretro core for RetroArch used the GPU to run the Nintendo 64 at full speed on common consumer hardware, with upscaled graphics and the accuracy of bit-exact low-level renderer Angrylion. In August 2020, someone
 impersonating a trusted member of the team got access to the buildbot server and the GitHub account for the libretro organization, causing vandalism and server wipes. [19] In November 2020, RetroArch in conjunction with a PCSX2 libretro core allowed the Xbox Series X and Series S to emulate the PlayStation 2, something that Sony's own
 PlayStation 5 could not do at the time.[20] On September 14, 2021, RetroArch was released on Steam.[21] On May 15, 2024, RetroArch was officially released on iOS through the App Store.[22] This section is in list format but may read better as prose. You can help by converting this section, if appropriate. Editing help is available. (September 2022)
 Its major features include: Advanced GPU shader support - A multi-pass post-processing shader pipeline to allow efficient usage of image scaling algorithms, emulation of complex CRT, NTSC video artifacts and other effects; Dynamic rate control to synchronize video and audio while smoothing out timing imperfections;[23] FFmpeg recording - Built
in support for lossless video recording using FFmpeg's libavcodec; Gamepad abstraction layer called Retropad; Gamepad auto-configuration - Zero-input needed from the user after plugging gamepads in; Peer-to-peer netplay that uses a rollback technique similar to GGPO;[24] Audio DSP plugins like an equalizer, reverb and other effects; Advanced
savestate features - Automatic savestate loading, disabling SRAM overwriting, etc.; Frame-by-frame gameplay rewinding; Button overlays for touchscreen devices like smartphones; Thumbnails of game box art; Low input and audio lag options; Automatically build categorized playlists by scanning directories for games/ROMs; Multiple interfaces
including: CLI, XMB (optimized for gamepads), GLUI/MaterialUI (optimized for touch devices), RGUI and Ozone (available everywhere); Game ROM scanner - Automatically constructs playlists by comparing the hashsums of a directory's files against database of hashsums of known good game copies; [25] Libretro database of cores, games, cheats
etc.;[26] OpenGL and Vulkan API support; Run-ahead - Hide the input lag of emulated systems by using both savestates and fast-forwarding; Achievement tracking - Integration with the RetroAchievement service to unlock trophies and badges;[27] AI service - Uses machine translation external services to translate game text on screen.[28]
RetroArch can run any libretro core. While RetroArch is available for many platforms, the available to RetroArch and what project the core is based on: System Computer system/video game console emulator 3DO 4DO Amstrad CPC
Caprice32CrocoDS Arcade MAMEMESSFinalBurn NeoFinalBurn Alpha Atari 2600 Stella Atari 5200 a5200Atari800 Atari WonderSwan Mednafen ColecoVision blueMSXGearcoleco Commodore 64 VICEFrodo Commodore 128 VICE Amiga
PUAEUAE4ARM Commodore CBM-II VICE Commodore PET VICE Commodore PET VICE Commodore Plus/4 VICE VIC-20 VICE MS-DOS and compatible operating systems DOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-PureDOSBox-P
Mega Duck SameDuck MSX fMSXblueMSX NEC PC Engine / CD Mednafen NEC TurboGrafx-16 / SuperGrafx Mednafen NEC TurboGrafx-CD Mednafen NEC PC-8000 / PC-8800 QUASI88 NEC PC-98 Neko Project II KaiNeko Project I
Nintendo DS DeSmuMEDeSmuME 2015melonDS Nintendo Entertainment System FCEUmmNestopia UEQuickNESMesen Famicom Disk System FCEUmmMesenNestopia UEQuickNES Game Boy Advance MednafengpSPMeteormGBAVisualBoyAdvance GameCube Dolphin
Nintendo Pokémon Mini PokeMini Super Nintendo Entertainment System higanMednafenbsnesSnes9xMesen-S Virtual Boy Mednafen Wii Dolphin Palm OS Mu 985 All Stars polm GTA:ODT omcda Philips CD-i SAME CDiCdi 2015 32X PicoDrive Dreamcast RedreamFlycast (formerly Reicast) Game Gear Genesis Plus GXPicoDriveSMS Plus
GXGearsystem Master System PicoDriveGenesis Plus GXSMS Plus GXSMS Plus GXSMS Plus GXSMS Plus GXPicoDrive Mega Drive/Genesis Plus GXBlastEmPicoDrive Mega Drive/Genesis Plus GXBlastEmPicoDrive Mega Drive/Genesis Plus GXBlastEmPicoDrive Mega Drive/Genesis Plus GXSMS Plus Plus GXSMS Plus Plus Plus GXSMS Plus Plus Plus GXSMS Plus Plu
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has been praised for the number of systems and games it can play under a single interface. [29][30][31][32] It has been criticized for how difficult it is to configure, due to the extensive number of options available to the user, [30][29] and at the same time has been praised for the more advanced features it possesses. [33] On Android, it has been
praised for the fact that overlays can be customized, for the expandability of the libretro cores it supports, for its compatibility with several USB and Bluetooth controller peripherals, in addition to the app being free and having no ads.[32][34] Kyle Orland, writing for Ars Technica, said that RetroArch's 'Run-Ahead' feature is "arguably the biggest
improvement to the experience the retro gaming community has yet seen".[17] Video games portalFree and open-source software portal List of free and open-source software portal List of free and open-source software portal List of free and open-source software portal List of video games portalFree and open-source software portal List of free and open-source software portal List of video games porta
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PS1, MAME and experimental Nintendo 64 emulators... Wololo.net. Archived from the original on 2021-12-30. Retrieved 2017-08-06. Tibretro/RetroArch@eed8e2b. GitHub. Archived from the original on 2021-12-10. Retrieved 2017-08-06.
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[1]£169.99[2]Discontinued1996Units sold800,000MediaROM cartridge,CD-ROM (with Sega CD)CPU2\times SH-2 32-bit RISC @ 23 MHzMemory256 KB RAM, 256 KB VRAMDisplay320 \times 240 resolution, 32,768 on-screen colors[3]Dimensions110 \times 210 \times 100 mm (4.3 \times 8.3 \times 3.9 in)Weight495 g (17.5 oz)[3]BackwardcompatibilitySega Genesis
cartridgesRelatedSega CD The 32X is an add-on for the Sega Genesis video game console. Codenamed "Project Mars", it was designed to expand the power of the Sega Saturn. The 32X uses its own ROM cartridges and has its own library of games. It was distributed to expand the power of the Sega Saturn.
under the name Super 32X[a] in Japan and South Korea, Genesis 32X in North America, Mega 32X in Brazil, and Mega Drive 32X in all other regions. Sega unveiled the 32X at the Consumer Electronics Show in June 1994, and presented it as a low-cost option for 32-bit games. It was developed in response to the Atari Jaguar and concerns that the
Saturn would not make it to market by the end of 1994. Though the 32X was conceived as a new, standalone console, at the suggestion of Sega of America executive Joe Miller and his team, it became an add-on for the Genesis which made the console more powerful. The final design contained two 32-bit central processing units and a visual display
processor. The 32X failed to attract third-party video game developers and consumers because of the announcement of the Saturn's simultaneous release in Japan. Sega's efforts to rush the 32X to market cut into time for game development, resulting in a weak library of 40 games that did not fully use the hardware, including Genesis ports. Sega
produced 800,000 32X units and sold an estimated 665,000 by the end of 1994, selling the rest at steep discounts until it was discontinued in 1996 as Sega turned its focus to the Saturn. The 32X is considered a commercial failure. Initial reception was positive, highlighting the low price and power expansion to the Genesis. However, later reviews,
both contemporary and retrospective, were mostly negative because of its shallow game library, poor market timing and its market fragmentation of the Genesis. The Sega Genesis was released in 1988.[4] By early 1994, Sega had started to become concerned about competition from newer, more powerful 32-bit consoles, such as the Atari Jaguar and
the 3DO,[5] The Sega CD, a previous add-on for the Genesis, had not met commercial expectations, and the Genesis' successor, the Sega Saturn, would not be fully rolled out worldwide until late 1995.[2][6][5][7] This left a nearly two-year gap that Sega worried would allow its competitors to gain traction. According to former Sega of America CEO
Tom Kalinske, in regards to discussing about the longevity of the Genesis, "Initially, the argument was that we could get another year of life out of the Genesis before we had to introduce the Saturn. Japan disagreed with me on that, so as kind of a stopgap measure, the 32X came up."[5] During the Winter Consumer Electronics Show in January 1994.
Sega of America research and development head Joe Miller took a phone call in his Las Vegas hotel suite from Sega president Hayao Nakayama, in which Nakayama stressed the importance of coming up with a quick response to the Atari Jaguar. Included on this call were Sega of America producer Scot Bayless, Sega hardware team head Hideki Sato,
and Sega of America vice president of technology Marty Franz. One idea mooted by the Japanese team, referred to by former Sega of America producer Michael Latham as "Genesis model with an upgraded color palette and some limited 3D capabilities thanks to
integration of ideas from the development of the Sega Virtua Processor chip. According to Latham, Miller dismissed an upgraded Genesis as "just a horrible idea. If all you're going to do is enhance the system, you should make it an add-on. If it's a new system with legitimate new software, great. But if the only thing it does is double the colors...."[8]
Miller said his idea was to leverage the existing Genesis as a way to keep from alienating Sega customers, who would otherwise be required to discard their Genesis systems entirely to play 32-bit games, and to control the cost of the new system in the form of an add-on. [9] From these discussions, the new add-on, codenamed "Project Mars", was
advanced.[2] With Miller pushing for his American team to create the system,[2] the 32X was designed as a peripheral for the existing Genesis,[8] expanding its power with two 32-bit SuperH-2 processors, the same as those that would be used in the Saturn but with a lower clock speed.[5] The SH-2 had been developed in 1993 as a joint venture
between Sega and Japanese electronics company Hitachi.[10] The original design for the 32X add-on, according to Bayless, was created on a cocktail napkin,[11] but Miller denied this.[9] In another account, Bayless claimed that Franz began designing the 32X on a hotel notepad, drawing two SH-2 processors with separate framebuffers.[2] Although
the new unit was a stronger console than originally proposed, it was not compatible with Saturn games.[8] This was justified by Sega's statement that both platforms would run at the same time, and that the 32X would be aimed at players who could not afford the more expensive Saturn.[12][13] Bayless praised the potential of this system at this
point, calling it "a coder's dream for the day" with its twin processors and 3D capabilities.[2] Sega of America headed up the development of the 32X, with some assistance from Sato's team in Japan. Shortages of processors due to the same 32-bit chips being used in both the 32X and the Saturn hindered the development of the 32X, as did the
 language barrier between the teams in Japan and the United States.[2] Before the 32X was launched, the release date of the Saturn was announced for November 1994 in Japan, coinciding with the Saturn's Japan release occurring simultaneously.
Their answer was to describe the 32X a "transitional device" between the Genesis and the Saturn, released in November 1994. The 32X was incompatible with Saturn software. The unveiling of the 32X to the public came at the Summer Consumer
 Electronics Show in June 1994 in Chicago. Promoted as the "poor man's entry into 'next generation' games", 32X was marketed for its US$159 price point as a less-expensive alternative to the Saturn. However, Sega would not answer as to whether or not a Genesis console equipped with a Sega CD and a 32X would be able to run Saturn software
Trip Hawkins, founder of The 3DO Company, was willing to point out that it would not, stating, "Everyone knows that 32X is a Band-Aid. It's not a 'next generation system.' It's fairly expensive. It's not a 'next generation system.' It's not compatible with the Saturn."[1] In response to these comments, Sega executive
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Richard Brudvik-Lindner pointed out that the 32X would play Genesis games, and had the same system architecture as the Saturn.[8] In August of that year, GamePro highlighted the advantages of the upcoming add-on in its 32-bit processors and significantly lower price, noting that "[n]o doubt gotta-get-it-now gamers will spend the big bucks to grab

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Saturn or PlayStation systems and games from Japan. For the rest of us, however, 32X may well be the system of choice in '94."[14] Edge was more critical, questioning if the 32X was only there to fill in as a stopgap for the Christmas season in the US and Europe, and referred to the Japanese release as a "PR exercise and quick money maker [rather]
than a serious bid to get the machine into every home". Responding to concerns over the 32X being a stopgap, Kalinske said, "Saturn will be at a price point that will not make it a massmarket item. In terms of volume and keeping the category exciting, it's Genesis and 32X."[15] The 32X was released on November 21, 1994, in North America,[16] in
time for the holiday season that year. As announced, it retailed for $159.99 without a pack-in game. [2][15] Demand among retailers was high, and Sega could not keep up with orders for the new system. [17] Over 1,000,000 orders had been placed for 32X units, but Sega had only managed to ship 600,000 units by January 1995. [13] In the United
States, nearly 500,000 units were sold by Christmas 1994,[18] exceeding Sega's initial sales projection.[19] Launching at about the same price as a Genesis console, the price of £169.99, and also experienced initial
high demand.[20] Sega promised 12 games available at launch and 50 games due for release in 1995 from third-party developers.[14] Despite Sega's initial promises, only six games were available at its North American launch, including Doom, Star Wars Arcade, Virtua Racing Deluxe, and Cosmic Carnage. Although Virtua Racing was considered
strong, Cosmic Carnage "looked and played so poorly that reporters made jokes about it".[17][21] Games were available at a retail price of $69.95.[14] Advertising for the 32X being connected to a Genesis console to create an "arcade system".[2] Japan received the 32X on December 3, 1994,[22] two weeks after the
launch of the Saturn in the region.[15] The 32X launched in Brazil in March 1995.[23] Despite the lower price console's positioning as an inexpensive entry into 32-bit gaming, Sega had a difficult time convincing third-party developers to create games for the new system. Top developers were already aware of the coming arrival of the Sega Saturn
Nintendo 64, and PlayStation, and did not believe the 32X would be capable of competing with any of those systems. [24] Not wanting to create games for the system. [25] Problems plagued games developed in-house due to the 32X's quick development
time. According to Bayless, "games in the queue were effectively jammed into a box as fast as possible, which meant massive cutting of corners in every conceivable way. Even from the outset, designs of those games were deliberately conservative; they did
nothing to show off what the hardware was capable of."[2] Kalinske has said that Sega of America did not receive enough support from Japan in game development. Development before the 32X release.[5] According to one development, the 32X's hardware was significantly slower than the
Saturn and lacked the capability for texture mapping. [15] Journalists were similarly concerned about Sega's approach to that of General Motors and segmenting the market for its consoles. [24][26] In order to convince the press that the 32X was a
worthwhile console, Sega flew in journalists from all around the country to San Francisco for a party at a local nightclub. The event featured a speech from Kalinske, live music with a local rapper, and 32X games on exhibition. However, the event featured out to be a bust, as journalists attempted to leave the party due to its loud music and
unimpressive games on display, only to find that the buses that brought them to the nightclub had just left and would not return until the scheduled end of the party. [27] Though the system had a successful launch, demand soon disappeared. Over the first three months of 1995, several of the 32X's third party publishers, including Capcom and
Konami, cancelled their 32X projects so that they could focus on producing games for the Saturn and PlayStation.[28] The 32X failed to catch on with the public, and is considered a commercial failure.[17] By 1995, the Genesis had still not proven successful in Japan, where it was known as Mega Drive, and the Saturn was beating the PlayStation, so
Sega CEO Hayao Nakayama decided to force Sega of America to focus on the Saturn and cut support for Genesis products, executing a surprise early launch of the Saturn in the early summer of 1995. Sega was supporting five different consoles before this—Saturn, Genesis, Game Gear, Pico, and the Master System—as well as the Sega CD and 32X
add-ons.[29] Sales estimates for the 32X stood at 665,000 units at the end of 1994.[30] Despite assurances from Sega that many games would be developed for the 32X in order to focus on the Saturn.[13] In September 1995,
the retail price for the 32X dropped to $99,[31] and later the remaining inventory was cleared out of stores at $19.95,[17] with 800,000 units sold in total.[32] The Sega Neptune is an unproduced two-in-one Genesis and 32X console which Sega planned to release in fall 1995, with the retail price planned to be under $200.[16][33] It was featured as
early as March 1995, with Sega Magazine saying the console "shows [Sega's] commitment to the hardware",[34] and that the system would be compatible with the Mega-CD.[35] Sega cancelled the Neptune in October 1995, citing fears that it would dilute their marketing for the Saturn while being priced too close to the Saturn to be a viable
competitor.[36] Electronic Gaming Monthly used the Sega Neptune as an April Fools' Day prank in its April 2001 issue. The issue included a small article in which the writers announced that Sega had found a warehouse full of old Sega Neptunes, and were selling them on a website for $199.[37] Twin Hitachi 32-bit SH-2 chips power the 32X. The 32X
can be used only in conjunction with a Genesis system. It is inserted into the Genesis, and an additional conversion cable for the original model of the Genesis, and an additional conversion cable linking it to the Genesis, and an additional conversion cable linking it to the Genesis, and an additional conversion cable linking it to the Genesis, and an additional conversion cable linking it to the Genesis, and an additional conversion cable linking it to the Genesis, and an additional conversion cable linking it to the Genesis, and an additional conversion cable linking it to the Genesis system.
backwards-compatible with Genesis games, and can also be used in conjunction with the Sega CD to play games that use both add-ons. The 32X also came with a spacer so it would fit properly with the second model of the Genesis; an optional spacer was offered for use with the Sega Genesis CDX system, but ultimately never shipped due to risks of
electric shock when the 32X and CDX were connected. [38] Installation of the 32X also requires the insertion of two included electromagnetic shield plates into the Genesis' cartridge slot. [38] Installation of the 32X also requires the insertion of two included electromagnetic shield plates into the Genesis' cartridge slot.
processors with a clock speed of 23 MHz,[1][3] which Sega claimed would allow the system to work 40 times faster than a stand-alone Genesis.[3][1][13]
The 32X also includes 256 kilobytes of random-access memory (RAM), along with 256 kilobytes of video RAM. Sound is supplied to a television set via a provided A/V cable that supplies composite video and stereo audio, or through an RF modulator. Stereo audio can also be
played through headphones via a headphone jack on the attached Genesis.[3] The 32X version of Doom See also: List of 32X games The 32X library consists of 40 games, including six that required both the 32X and Sega CD. Among them were ports of arcade games After Burner, Space Harrier, and Star Wars Arcade, a sidescroller with a
 hummingbird as a main character in Kolibri, and a 32X-exclusive Sonic the Hedgehog spinoff, Knuckles' Chaotix. Several of the games released for the 32X are enhanced ports of Genesis games, including NFL Quarterback Club and World Series Baseball '95.[39] In a retrospective review of the console, Star Wars Arcade was considered the best games
for the 32X by IGN for its cooperative play, soundtrack, and faithful reproduction of the experiences of Star Wars.[7][40] In a separate review, IGN's Levi Buchanan praised the 32X game Shadow Squadron as superior to Star Wars.[7][40] In a separate review, IGN's Levi Buchanan praised the 32X game Shadow Squadron as superior to Star Wars.[7][40] In a separate review, IGN's Levi Buchanan praised the 32X game Shadow Squadron as superior to Star Wars.[7][40] In a separate review, IGN's Levi Buchanan praised the 32X game Shadow Squadron as superior to Star Wars.[7][40] In a separate review, IGN's Levi Buchanan praised the 32X game Shadow Squadron as superior to Star Wars.[7][40] In a separate review, IGN's Levi Buchanan praised the 32X game Shadow Squadron as superior to Star Wars.[7][40] In a separate review, IGN's Levi Buchanan praised the 32X game Shadow Squadron as superior to Star Wars.[7][40] In a separate review, IGN's Levi Buchanan praised the 32X game Shadow Squadron as superior to Star Wars.[8][40] In a separate review, IGN's Levi Buchanan praised the 32X game Shadow Squadron as superior to Star Wars.[8][40] In a separate review, IGN's Levi Buchanan praised the 32X game Shadow Squadron as superior to Star Wars.[8][40] In a separate review, IGN's Levi Buchanan praised the 32X game Shadow Squadron as superior to Star Wars.[8][40] In a separate review, IGN's Levi Buchanan praised the 32X game Shadow Squadron as superior to Star Wars.[8][40] In a separate review, IGN's Levi Buchanan praised the 32X game Shadow Squadron as superior to Star Wars.[8][40] In a separate review, IGN's Levi Buchanan praised the 32X game Shadow Squadron as superior to Star Wars.[8][40] In a separate review, IGN's Levi Buchanan praised the 32X game Shadow Squadron as superior to Star Wars.[8][40] In a separate review, IGN's Levi Buchanan praised the 32X game Shadow Squadron as superior to Star Wars.[8][40] In a separate review superior to Star Wars.[8][40] In a separate review superior to Star Wars.[8][40] In a separate review superior
[42] and GamesRadar+ named Knuckles' Chaotix as the best game for the system. [25] Next Generation called Virtua Fighter "the colorful wreath on 32X's best release and a clear harbinger of the platform's imminent discontinuation, since
it was inferior to the already-released Saturn version of Virtua Fighter Remix, as well as the forthcoming Saturn release of Virtua Fighter 2.[44][45] In response to fan inquiries, Sega stated that the 32X architecture was not powerful enough to handle a port of Virtua Fighter 2.[48] Despite its 32-bit processing and potential for better graphics
and sound than the Genesis, most games did not take advantage of the 32X received near-perfect reviews, [49][50][51][52] but was later criticized as inferior to versions for the PC and the Atari Jaguar, with missing levels, poor graphics and audio, jerky movement, and windowed gameplay. [7][53][54] Franz believes
few developers were willing to invest in designing games to work with the 32X's improved audio abilities.[2] One cause was the rush to release games for the 32X launch; former Sega of America executive producer Michael Latham said it took "a lot of convincing" to release games for the 32X launch; former Sega of America executive producer Michael Latham said it took "a lot of convincing" to release games for the 32X launch; former Sega of America executive producer Michael Latham said it took "a lot of convincing" to release games for the 32X launch; former Sega of America executive producer Michael Latham said it took "a lot of convincing" to release games for the 32X launch; former Sega of America executive producer Michael Latham said it took "a lot of convincing" to release games for the 32X launch; former Sega of America executive producer Michael Latham said it took "a lot of convincing" to release games for the 32X launch; former Sega of America executive producer Michael Latham said it took "a lot of convincing" to release games for the 32X launch game Cosmic Carnage.[17] With Doom, id Software
programmer John Carmack had to cut a third of the levels to have the game ready for the 32X launch. Because of time limitations, game designs were intentionally conservative and did not show what the 32X hardware was able to do.[2] Another factor was the architecture of the 32X's dual processors and graphics processor having difficulty
accessing RAM, leading to developers choosing to only use one processor for their games.[15] In an interview at the end of 1995, Sega vice president of marketing Mike Ribero insisted that first-party support had been lackluster: "I won't lie to you, we screwed up with 32X. We overpromised
and underdelivered."[55] Sega Genesis with both the 32X and CD add-ons Initial reception to the 32X and its games upon the launch of the add-on was positive. Four reviewers from Electronic Gaming Monthly graded the 32X and its games upon the launch of the add-on was positive.
would be supported: one reviewer suggested the add-on had a "bright future" while another believed it was only meant to last until the release of the Saturn.[56] A reviewer for GamePro commented that the 32X's multiple input and power cords make it "as complicated as setting up your VCR" and noted some performance glitches with the prototype
such as freezes and overheating, but expressed confidence that the production models would perform well and gave the add-on their overall approval. [57] By late 1995, feedback to the add-on their overall approval. [57] By late 1995, feedback to the add-on their overall approval.
Sega's abandonment of the system in favor of the Saturn.[58] A review in Next Generation panned the 32X for its weak polygon processing, the tendency of developers to show off its capabilities with garishly colored games, and its apparent function as "simply a way of grabbing extra 1994 mind and market share while waiting for Saturn". The review
gave it one out of five stars. [43] Game Players assessed it as so much less powerful than the Saturn and PlayStation that its lower price could not be considered an enticement, and said that the vast majority of its games could have been done just as well on the Super NES. Additionally commenting that both first party and third party software support
had been weak, they concluded, "The lack of support [and] good games, and the release of Saturn make the 32X a system that never was."[47] Retrospectively, the 32X is widely criticized as having a shallow library with a lack of support and a poor idea in the wake of the release of the Sega Saturn in Japan. 1UP.com's Jeremy Parish stated that the
32X "tainted just about everything it touched."[59] GamesRadar+ also panned the system, placing it as their ninth-worst console with reviewer Mikel Reparaz criticizing that "it was a stopgap system that would be thrown under the bus when the Sega Saturn came out six months later, and everyone seemed to know it except for die-hard Sega fans and
the company itself."[25] Retro Gamer's Damien McFerran offered some praise for the power increase of the 32X to offer ports of Space Harrier, After Burner, and Virtua Fighter that were accurate to the original arcade versions, as well as the add-on's price point, stating, "If you didn't have deep enough pockets to afford a Saturn, then the 32X was a
viable option; it's just a shame that it sold so poorly because the potential was there for true greatness."[2] Levi Buchanan, writing for IGN, saw some sense in the move for Sega to create the 32X but criticized its implementation. According to Buchanan, writing for IGN, saw some sense in the move for Sega to create the 32X but criticized its implementation.
at least advanced the ball. Maybe it only gained a few inches in no small part due to a weak library, but at least the idea was the right one."[7] In particular, the console's status as an add-on and poor timing after the announcement of the Saturn has been identified by reviewers as being responsible factors for fracturing the audience for Sega's video
game consoles in terms of both developers and consumers. Allgame's Scott Alan Marriott states that "[e]very add-on whittled away at the number of potential buyers and discouraged third-party companies from making the games necessary to boost sales." [60] GamePro criticized the concept of the add-on, noting the expenses involved in purchasing
the system. According to reviewer Blake Snow, "Just how many 16-bit attachments did one need? All in all, if you were one of the unlucky souls who completely bought into Sega's add-on frenzy, you would have spent a whopping $650 for something that weighed about as much as a small dog."[61] Writing for GamesRadar+, Reparaz noted that
"developers—not wanting to waste time on a technological dead-end—abandoned the 32X in droves. Gamers quickly followed suit, turning what was once a promising idea into an embarrassing footnote in console history, as well as an object lesson in why console makers shouldn't split their user base with pricey add-ons."[25] Reparaz went on to
criticize Sega's decision to release the 32X, noting that "(u)ltimately, the 32X was the product of boneheaded short-sightedness: its existence put Sega into competition with itself once the 32X since 1994? I think the 32X killed the idea of
an add-on like this—a power booster—permanently. And that's a good thing. Because add-ons, if not implemented properly, just splinter an audience."[7] Former executives at Sega have mixed opinions of the 32X. Bayless believed firmly that the 32X served as a warning to the video game industry not to risk splintering the market for consoles by
creating add-ons, and was critical of the Kinect and PlayStation Move for doing so.[2] Franz placed the 32X's commercial failure on its inability to function without an attached Genesis and lack of a CD drive, despite its compatibility with the Sega CD.[2] Miller remembered the 32X and his vision for the console positively, but conceded that the timing
was wrong with the Saturn on the horizon.[9] Video games portal Philips CD-i ↑ Japanese: スーパー32X(エックス), Hepburn: Sūpā Sanjūni Ekkusu ↑ a b c d e f g h i j k l m n o p q r McFerran, Damien. "Retroinspection: Sega 32X".
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