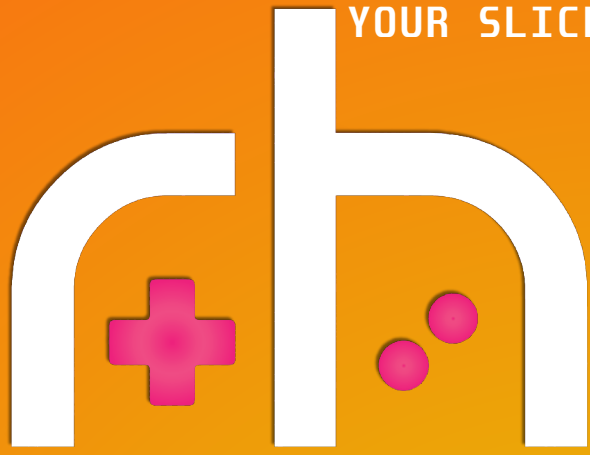


YOUR SLICE TO RETRO HEAVEN



SUPER MARIO WIDE SCREEN EDITION



ISSUE #1 \$4.99



THE HANDHELD ERA



THE
ULTIMATE
GUIDE

RETROID
POCKET 2

PIXELS
HOTTAKE!

GOTM
WINNER

THE CHEAT
SHEET

PIXEL'S HOT TAKE

StubbornPixel here,

Look, if you want a grumpy old man in his mid 30's to tell you what's making him rage this week, then you've come to the right place. I want to talk about what the deal is with Android emulator frontends. Why is there no single frontend that has everything I want? Its not like devs are hanging on my every word, but how hard would it be to include features like RetroAchievement progress in the ui (hats off to you Arc Browser), auto playing videos from youtube (Aw yea RESET Collection), and a 'surprise me' button that chooses a random game from the current list you have pulled up (Cheers DIG, RetroX and RESET COLLECTION!), all in ONE frontend?

On the linux side, 351Elec, my god you are so close to everything I could ever ask for, but why can't you be on Android? I would ask the same of you Launchbox, but we already know how that story played out (sorry the Playstore was a jerk face).



RetroArch, you golden god. Now, with a little elbow grease and API magic, you could be the king of kings in this realm. At the end of the day, you know, I really don't want a frontend at all. I just want RetroArch. Self-contained, perfect and pure as winter's first snowfall. I understand spending time on core optimization and all the other good stuff you guys have in there (RetroAchievements part is done!). But what about building out the gui more and make frontends obsolete entirely? Stand alones are still needed you say? Nah, eventually everything will be a core. Stand alones your days are numbered. Consumed like victims in the rancor pit. Withered away like the slow pull to the grave from father time. Sorry. Maybe not today, maybe not 5 years from now, but eventually. We'll leave that rant for another day.

So, consider this an open letter and challenge to the emulation development community.

Stubbs is watching and waiting for his perfect unicorn. Otherwise Thor and I will just have to build it ourselves (AesirOS enters the ring). I really don't want it to come to that, because i'm far too lazy and whiny to be coding again at my age.

Kisses and wishes,
StubbornPixel

SEGA DREAMCAST MINI



CALL NOW TO PRE ORDER

ULTIMATE GUIDE

RETROID POCKET 2

It only feels like yesterday when I was unboxing my super Nintendo and plugging in Super Mario world. Gone are the days where you need to pack your Snes or Sega up, to take round to your buddies with a bunch of your favourite games to play on a rainy Saturday afternoon. Fast forward a couple of decades and what do we have here THE RETROID POCKET 2. Over the last 12 months, the Chinese market has dialled in on the hand-held market with companies trying to outdo each other every step of the way.

The Retroid Pocket 2 is the successor of the Retroid Pocket but this time around its a whole different ballgame.

Retroid Pocket 2 Specifications

- 3.5" IPS Display (640 x 480)
- Quad-Core Cortex-A7 1.5GHZ CPU
- 1GB RAM
- ARM Mali-4000 GFX
- 4000MAH Battery
- Wifi/Bluetooth 4.0
- Android 6/8.1 Dual & Single boot

PERFORMANCE

NOW I CAN ALL HEAR YOU SHOUTING PERFORMANCE, HOW DOES IT PERFORM. TAKI PUT SOME OF YOUR FAVOURITE GAMES THROUGH ITS PACES AND THESE WERE THE RESULTS. BARE IN MIND THAT THE DEVICE HAS COME A LONG WAY SO PERFORMANCE MAY HAVE IMPROVED.



UPLOADING NOW

WHEN IT COMES TO PUTTING YOUR BE-LOVED ROMS ON YOUR RETROD POCKET 2 IT CAN BE VERY DAUNTING AT THE BEST OF TIMES. FEAR NOT [MORE TECH SIR](#) IS HERE TO SAVE THE DAY. THERE ARE TWO WAYS IN WHICH YOU CAN DO THIS: EXTERNALLY OR STRAIGHT ON TO THE DEVICE, THE MOST IMPORTANT PART IS TO ENABLE USB TRANSFER WHEN CONNECTING TO YOUR RETROID POCKET 2.

GIMME THAT OS

THE RETROID POCKET 2 COMES WITH A VARIETY OF DIFFERENT OS TO ENJOY TO YOUR HEART'S CONTENT. THE LATEST VERSION OF LINEAGE (18.1) WAS BUILT TO MAXIMIZE THE DEVICE'S POTENTIAL AND SHOW WHAT THE DEVICE CAN DO WHEN IT HAS SOME SWEET ASS OS RUNNING ON IT. MR RETRO HANDHELD HIMSELF [RETRO GAME CORPS](#), EXPLAINS THE FULL PROCESS ON HOW TO INSTALL AND HIS THOUGHTS ON THE OS.

FROM PERSONAL EXPERIENCE ID HIGHLY RECOMMEND THIS. IF YOUR LOOKING FOR THE LATEST [RETROID OS](#) BUT YOU'RE STRUGGLING TO INSTALLING THIS WE HAVE YOU COVERED.

FRONTENDS!

[DIG](#), [PEGASUS](#) & [RESET](#) ARE THE TOP 3, BUT WHICH TO CHOOSE EACH ONE HAS THEIR PROS AND CONS. "SOMETHING TO REMEMBER IS THAT A FRONTEND ONLY LAUNCHES THE EMULATOR YOU ASSOCIATE WITH IT." NOW YOU HAVE DECIDED TO GO WITH PEGASUS, WELL GET A POT OF COFFEE BREWED BECAUSE THIS ISN'T FOR THE FAINTHEARTED. OUT OF ALL THREE THIS IS THE MOST COMPLEX TO SET UP BUT ITS WELL WORTH IT. [CYBERPHILE](#) HAS GOT THIS DOWN TO A TEA SO FOLLOW THE TUTORIAL AND YOU WE WILL BE ON YOUR WAY IN NO TIME!

AM A NEWB HELP!!!

IT CAN BE VERY DAUNTING, USING THE RETROID POCKET 2 FOR THE FIRST TIME AND STRUGGLING TO UNDERSTAND HOW AND WHAT TO DO, HERE ARE [22 TOP TIPS](#) TO HELP YOU GET STARTED WITH YOUR TRUSTY DEVICE.

MAME 4 LYFE

WHO DOESN'T LOVE RE LIVING THERE YOUTH DOWN AT THE ARCADE PUTTING QUARTERS INTO THE MACHINE, TO HAVE THAT EXTRA LIFE TO CONTINUE YOUR QUEST. THE RETROID POCKET 2 IS THE PERFECT DEVICE TO EXPERIENCE THIS RIGHT IN YOUR HANDS. MAME4DROID RUNS GREAT AND [SPIN RETRO](#) HAS THE PERFECT GUIDE ON HOW TO GET YOUR PLAYING YOUR FAVOURITE ARCADE GAMES IN KNOW TIME!

3RD PARTY TIME!

NOW WE ALL KNOW ANDROID CAN RUN A VARIETY OF DIFFERENT 3RD PARTY APPS. UNFORTUNATELY YOU WONT BE ABLE TO PLAY COD MOBILE OR PUBG; THATS JUST THE WAY THE COOKIE CRUMBLES. DID YOU SAY [QUAKE](#), [RTCW](#) AND [BRUTAL DOOM](#)? YES THE DEVICES RUNS THIS FLAWLESSY OH, I FORGOT TO MENTION HALF LIFE ASWELL. THESE ARE JUST A FEW OF MANY WHICH CAN BE RUN ON THE DEVICE. STEAM LINK WORKS WELL ON THE DEVICE WHEN IT WANTS TO.

N64 POWER#

UNCOUNTABLE N64 IS ONE OF THE CONSOLES THAT WE ALL WANT TO PLAY AND HAVE BECOME FRUSTRATED AT TIMES WHEN IT CAN'T RUN CERTAIN GAMES OR WE HAVE TO CONTINUOUSLY CHANGE PROFILES. FEAR NOT, [ETLAND XOXO](#) HAS THE MAGICAL UNIVERSAL PROFILE TO SOLVE THIS. THE PROFILE RUNS OF THE EMULATOR MUPEN64 FZ AND ALLOWS 90 PERCENT OF GAMES TO BE PLAYED.

TURN TO
PAGE 11



AVAILABLE NOW



COMES A TWISTED TALE FROM HELL. NEW LINE CINEMA HAVE PULLED OUT ALL THE STOPS FOR THIS BLOOD THIRSTY ROM COM, JUST DON'T FALL ASLEEP. THE FIRST OF THREE IN THE FREDDY SAGA!



THIS MONTH IT'S ALL ABOUT DIGITAL HORIZONS BY SILVERDUSK. CLOSE YOUR EYES FOR JUST ONE SECOND AND YOU ARE TRANSPORTED BACK TO THE 80S WITH THIS SYNTHWAVE EP. "EACH TRACK GIVING ITS ON VIBE AND COMBINED GIVES YOU ONE HELL OF AN EP".



MOD CORNER

BRUTAL DOOM

THE DEFINITIVE ENHANCEMENT WHICH TAKES DOOM TO A WHOLE F**KING NEW LEVEL. IF YOU LIKE BLOOD AND GORY THIS IS FOR YOU. LEVELS GUNS YOU NAME IT THIS MOD HAS IT ALL. RATE 1# ON [HTTPS://WWW.MODDB.COM/MODS/BRUTAL-DOOM](https://www.moddb.com/mods/brutal-doom) DOWNLOAD IT FREE TODAY!!!!



THE GOOD BAD AND DARN RIGHT UGLY

Back in the day if you wanted to play some Super Mario World or Sonic the Hedgehog on the go you would only have two options:

Nintendo's Game Boy or Sega's Game Gear (to say naught of the Sega Nomad!) but with time comes new technology, technology that we could have only dreamed of years ago.

WELCOME TO THE ERA OF RETRO HANDHELDS

Unfortunately, it's not all blue skies for these devices. Many of these devices advertise that they can play systems all the way up to PSP, Dreamcast and N64. This is true to an extent, but its not all smooth sailing. Having tested a vast array of devices, you're in for a roller-coaster. 9 times out of 10 you will spend more time tinkering with settings to get the frame rate playable instead of enjoying the game. If you have the mindset that all games on these hand-helds will run perfectly, I would do some research first. To this date I haven't found one that can emulate these consoles perfectly. Know this comes down to POWER: RAM and cpu/gpu. You need a certain amount of power to push the later consoles of our generation. No one has cracked this yet, but we must also keep in mind that to keep costs at an affordable price, limitations will be met.

IF IT AIN'T BROKE, DONT FIX IT!

One trend that is present in the scene is what I like to call the copy and paste effect.

Take Anbernic for example: one of the leading companies at the forefront in this niche. This year they have pushed out a lot of devices but when you take a closer look, many of these devices are recycled hardware, shelled into a different design with features being removed and added as they please.

NOW YOU ASK: WHY?

Well it comes down to supply and demand. There is a clear market for this niche and as long as there is, things won't change. I can understand from a business standpoint but when you're paying more money for device that has had the hdmi o replaced for a new anti dust screen, it seems a no brainer

to go for the previous model which is the same price and has more features. More bang for your buck. on out.

THE UGLY

Nothing is sacred forever: with the niche in full swing all bets are off.

Over the last 12 months, we have seen the rise of so many different devices. Some look rather similar to others and operating systems have been manipulated without consent to use on different devices. It seems nothing is off limits. I really feel we are in a vicious cycle with the majority of companies just chasing their next big pay, with a mentality of: "If it works for one company, well why don't we implement that in our device?" There's no creativity at the moment, nothing that goes: "Wow they went out on a limb with that device."

The future looks very interesting now and I can't wait to see what happens in the next 12 months. Something to definitely keep on your radar is the 199 handheld: this looks to be a power house and if the specs are true, it could set the standard for handhelds and wipe the competition out.

Peace out

More Tech Sir



DUKE NUKEM

WE ALL LOVE A GOOD DUKE. ITS THAT TIME OF MONTH AGAIN WHEN WE HELP YOU OUT, WITH THE EXTRA LIVES OR ULTIMATE AMMO TO GET YOUR THROUGH THEM TOUGH SECTIONS IN THE GAME!

INFINITE AMMO --

LEFT, RIGHT, LEFT, RIGHT, SELECT, LEFT, RIGHT, LEFT, RIGHT, SELECT

ALL WEAPONS --

L1, L2, UP, L1, L2, DOWN, R1, RIGHT, R2, LEFT

ALL INVENTORY --

R1, R1, R1, R1, R1, L2, L2, L2, L2, L2

ALL KEYS --

UP, RIGHT, UP, LEFT, DOWN, UP, RIGHT, LEFT, RIGHT, DOWN



EXTRA HEALTH

IF YOU VISIT THE CANDY STORE IN THE SUBWAY EVERY TIME YOU GO YOU WILL GET 1HP

THE POWER TO CHOOSE ANY LEVEL AND SKIP THE BORING ONES.

WHILE PLAYING, PAUSE THE GAME AND PRESS DOWN NINE TIMES AND THEN PRESS UP AND IT SHOULD SAY LEVEL SELECT. NOW QUIT THE GAME AND ON THE MAIN MENU YOU WILL SEE A NEW OPTION THAT SAYS "TIME TO KILL". SELECT IT AND PRESS RIGHT OR LEFT TO CHOOSE THE LEVEL YOU WANT TO GO TO. PRESS X TO START PLAYING.



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CYBERPUNK
2077

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Day one patch what's all the fuss

It seems strange in 2021 that these still exist. I can't remember the last time a triple A title didn't have a day one patch but the question is: why? There is a mixed opinion when it comes to this. Some people feel cheated that they spent £50 on triple A title just to sit and wait another 6 hours to download a patch(yes uk internet is terrible). Other people believe the devs have just been lazy and pushed out an unfinished game. But the counter argument is that the devs just don't have enough q & a. A franchise such as Call of Duty is so in demand that the development team have little to no time to polish the game within the time frame before sending it off to get pressed, hence the chunky day one patch. Now let's throw a spanner in the works. When (and its not an if) gaming becomes a pure digital experience, this is the day that the day one patch will be no more as devs will have the extra time to fix any bugs. There will be no press deadline and the tweaks can just be implemented into the main game source. I would rather have a dev team delay slightly longer to get all the kinks removed so I can at least enjoy the game at launch but in this era of gaming that will never happen. Who knows what's around the corner in the next decade? It's only a matter of time before game prints are a thing of the past. Until we have a seamless digital gaming experience, day one updates are here to stay, whether you like it or not. Until then maybe one day day one patches will become a thing of the past.

WHAT ARE YOU WAITING FOR JOIN DISCORD!!!

EVERYTHING YOU EVER NEEDED IS ON ONE PLACE
ALL YOU RETRO NEEDS: PS THE COMMUNITY IS AWESOME

- GAME OF THE MONTH
 - GUIDES
 - SOFTWARE UPDATES FOR THE LATEST DEVICES
 - THE HOME OF RETRO GAME CORPS
 - DON'T FORGET WE GOT YOUR MEMES COVERED
- AND SO MUCH MORE USE THE HYPER LINK TO ENGAGE



SUPER MARIO WIDE SCREEN EDITION



THE YEAR IS 1990 NINTENDO HAVE JUST BROUGHT OUT SUPER MARIO WORLD. THIS CLASSIC STILL AMAZES ME TO THIS DAY. NOW IF I TOLD YOU THAT YOU CAN PLAY THIS CLASSIC IN WIDE SCREEN MODE "WHAT"! YES THAT'S RIGHT THANKS TO A MODDER WHO GOES BY THE NAME VITORVILELA7. THE MOD WORKS BY USING BSNES HD EMULATOR TO MANIPULATE THE ORIGINAL ROM. SUPER MARIO WORLD CAN RUN AT 16:10, 16:9 OR 18:9/2:1 SCREEN ASPECT RATIO. THIS IS POSSIBLE BY EXPANDING THE HORIZONTAL RESOLUTION BY 96/128 PIXELS, INCREASING RESOLUTION FROM 256X224 TO 352X224 OR 384X224.



THE INSTRUCTIONS ARE FAIRLY EASY TO FOLLOW WHICH ARE HERE. FOR THE PUREREST THIS MAYBE A MISS BUT HOPEFULLY IN THE NEAR FUTURE WE WILL SEE A DEDICATED MOD FOR THE SNES TO PLAY ALL GLORIOUS GAMES IN WIDESCREEN.

LINK! [HTTPS://GITHUB.COM/VITORVILELA7/WIDE-SNES](https://github.com/vitorvilela7/wide-snes)

GOLDENEYE



GOLDENEYE GOES DOWN AS ONE OF THE ALL TIME GREAT FPS AND KNOW YOU CAN PLAY THE UNRELEASED REMAKE THIS MICROSOFT WERE MEANT TO BRING OUT ON XBLA A LONNNGGGGGGGG TIME AGO. YOU CAN FIND THE ROM ON THE WORLDWIDE WEB AND ALL YOU NEED IS THE XENIA EMULATOR. <https://github.com/xenia-project/xenia/wiki/Quickstart>

THIS TRUELY GIVES THE GAME A FRESH OF BREATH AIR AND IF YOU FANCY PLAYING A ROUND OF GOLDEN GUN WELL YOU'RE IN LUCKY AS MULTIPLAY WORKS ASWELL. IF YOU FANCY A CHANGE MID GAME AND WANT THE CLASSIC GRAPHICS THATS NOT A PROBLEM AS YOU CAN CHANGE THESE ON THE FLY.





Game of the month

Game of the Month: Fan Translation Winners!



Sweet Home (1989)

System: Nintendo Entertainment System
Released By: Capcom
Genre: RPG
Time To Beat: 8 Hours
Votes: 11

An NES movie-game based on the film of the same name. This game mixes turn-based RPG mechanics and survival horror, requiring you to explore a haunted mansion, rixing and matching each character's unique tool to solve puzzles and come out unscathed.



Dr. Slump (1998)

System: Playstation
Released By: Bandai
Genre: Action / Adventure
Time To Beat: TBD
Votes: 15

Dr. Slump is an action-adventure game based on the manga and anime series by Akira Toriyama of Dragon Ball fame. It received its first English fan translation two months ago!



Mother 3 (2006)

System: Game Boy Advance
Released By: Brownie Brown / HAL Laboratories
Genre: RPG
Time To Beat: 25 Hours
Votes: 22

A follow-up to the iconic Mother sequel Earthbound, Lucas and Friends' cult classic adventure has been the subject of many a gaming discussion and is one of the most requested games for English localization.

Each month the Retro Handhelds community comes together to participate in a book club-style Game of the Month program. Rather than highlighting just one title, the Game of the Month club features three different titles from across the history of gaming. With a category highlighting Pre-1996 games, a category focusing on the retro-hayday of 1996-2000, and a Post-2000 modern era category, there's bound to be a title which grabs your attention.

SOUND TEST

Game of the Month: Rockin' Soundtracks



Sonic the Hedgehog 2 (1992)

System: MD/Genesis
Released By: Sega
Genre: Platformer
Time To Beat: 3 Hours
Nominated By: KajuTroy
Votes: 25

Follows Sonic as he attempts to stop Doctor Robotnik from stealing the Chaos Emeralds to power his space station.



Parappa the Rapper (1995)

System: PSX, PSP
Released By: NanaOn-Sha
Genre: Music Rhythm
Time To Beat: 2 Hours
Nominated By: Thor!
Votes: 23

One of the stranger games of all time. Rap your way through it and win SunnyFunny's heart.



Jet Grind/Set Radio (2000)

System: Dreamcast
Released By: Smilebit
Genre: 3D Platformer
Time To Beat: 7 Hours
Nominated By: Rapid99
Votes: 17

Join a pack of skate-wearing, paint-wielding teenagers as they take on rival gangs and the Rokkaku police in this hip-hop love letter.



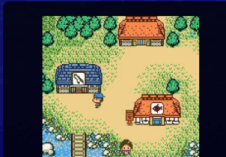
Game of the Month August's Aquatic Adventures



Pirates! Gold (1993)

System: Genesis / MD
Released By: MicroProse
Genre: ARPG
Time To Beat: 20 Hours

Set out on the high seas as a pirate, privateer, or pirate hunter! Quest, sword fight, and set sail in this mixture of action and role playing.



Legend of the River King (1997)

System: Game Boy Color
Released By: Marvellous
Genre: Fishing RPG
Time To Beat: 6 Hours

A young boy (you) must catch the Guardian Fish to use its magical powers to cure your sister from a mysterious illness.



Dive Alert (2000)

System: NGPC
Released By: Sacnoth
Genre: RPG
Time To Beat: 6 Hour

Interesting little cross of JRPG and Submarine combat featuring a "Pokemon Red and Blue" style Matt or Becky version.

The Retro Handhelds Discord houses a #gotm_discussion channel, where players can chart their progress and share their experience with that month's games. Once you've conquered a title, you'll be granted access to the #champions_longue, where you can relax (or gloat) with the other victors from the previous month. Champions get to provide input on the next month's theme, and then the entire community gets to nominate and vote on next month's games during the last few weeks of the month. To give you that extra bit of motivation to tackle your gaming backlog, participants who complete at least one of the Game of the Month title will be entered into a raffle to win a \$30 USD gaming digital storefront gift card.

Head to the discord group to vote, who will be the next champion!!!

