



GameBox

Your Mac's game library, and the machines to play it on

Quick Start Guide

Version 1.75

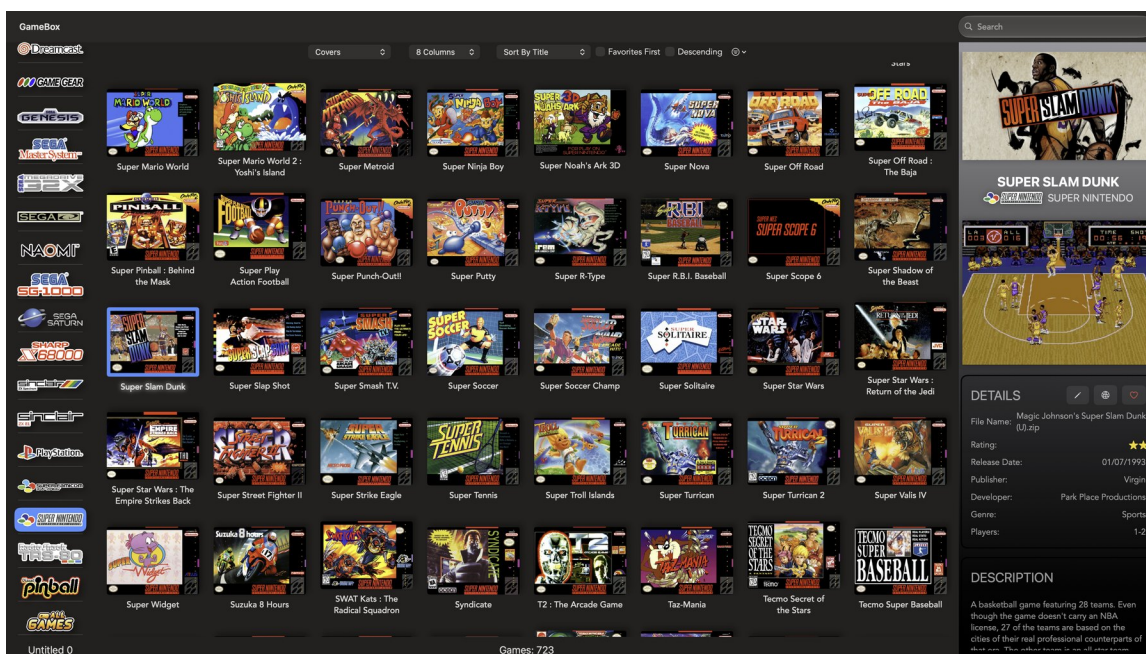
From download to your first game in ten minutes

macgamebox.com

What GameBox does

GameBox keeps all your retro games, Steam games and Mac games in one library, with box art, screenshots, videos and manuals, and starts each one with a double-click. **Fifty systems are played by emulators built into GameBox itself**, from the Apple II and the Atari 2600 to the PlayStation, the Nintendo 64, the Amiga family and Capcom's arcade boards: nothing else to install. **Thirty of the fifty need no BIOS file at all**; twenty use BIOS files you supply (page 4). For about forty more systems (GameCube, Wii, PlayStation 2 and 3, Switch, Xbox 360, Saturn, Dreamcast, DOS and others) GameBox starts the right emulator for you.

Every built-in game has the same extras: **checkpoints** you can save and load at any moment, **rewind** through the last fifteen minutes, a picture that always keeps its shape in a window or full screen, **Period-Accurate Display** (the glass, scanlines and LCDs of the real screens, off until you want them), **Enhanced 3D Graphics** for the Nintendo 64 and PlayStation, and **RetroAchievements**.



The GameBox library.

You need

- A Mac with an Apple silicon or an Intel processor, running macOS 15.2 or later. (Three of the emulators GameBox can start for other systems need Apple silicon: shadPS4, XeniOS and Astris.)
- Your own games, as ROM files, disk, tape or disc images. GameBox does not include or download games.
- For some systems, the machine's BIOS files (page 4). GameBox does not include or download those either.

1. Install GameBox

1. Open the GameBox disk image (the .dmg file).
2. Drag **GameBox** onto the **Applications** folder next to it.

3. Open GameBox from your Applications folder. It is signed with a Developer ID and notarised by Apple, so it opens normally; if macOS asks whether you are sure, choose Open.

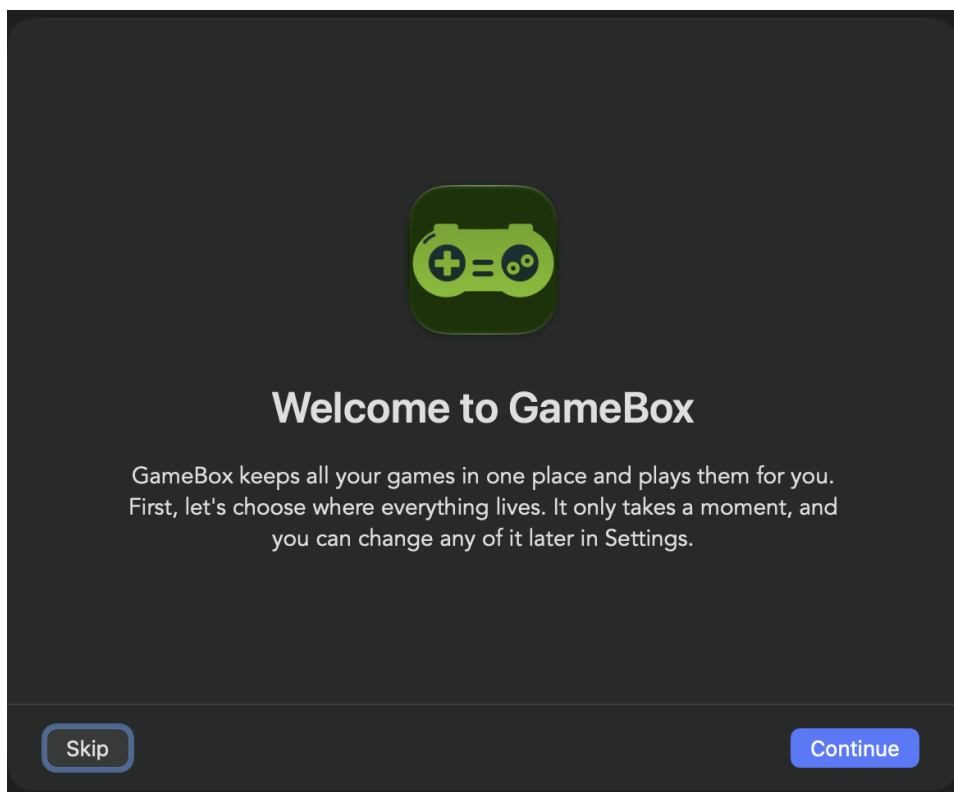
The disk image also holds this guide, the full manual (**GameBox Manual.pdf**) and a Read Me. The manual describes everything in this guide in detail; **Help > GameBox Help** inside the app has the same topics.

2. The setup wizard

The first time GameBox opens, a short wizard asks three things:

1. **Where your games are.** Press **Choose...** next to ROM Directory and pick the folder your games live in (or a new, empty folder you will fill). The media folder (artwork and videos) and GameBox's own folder have sensible defaults.
2. **Which emulators to install.** Tick the ones you want (RetroArch, DuckStation, FS-UAE, PPSSPP, DOSBox-X, Dolphin). You need none of them for the fifty built-in systems; they are for the other systems. You can install any of them later from **File > Install Emulators**.
3. **Finish.** GameBox makes a folder for every system inside your ROM folder and opens it in the Finder, ready for your games.

You can run the wizard again any time from **File > Setup Wizard....**



The wizard's folder page.

3. Put your games in

Copy each system's games into the folder of that system's name inside your ROM folder, then choose **File > Rescan ROMs**. Or drop game files straight onto a system in the library: GameBox copies them into the right folder, rescans and fetches their artwork. Games on several discs go in one folder with an .m3u list; a game that is a folder (a laserdisc game, a PlayStation 4 game, a pinball table) stays a folder. The folders for the built-in systems:

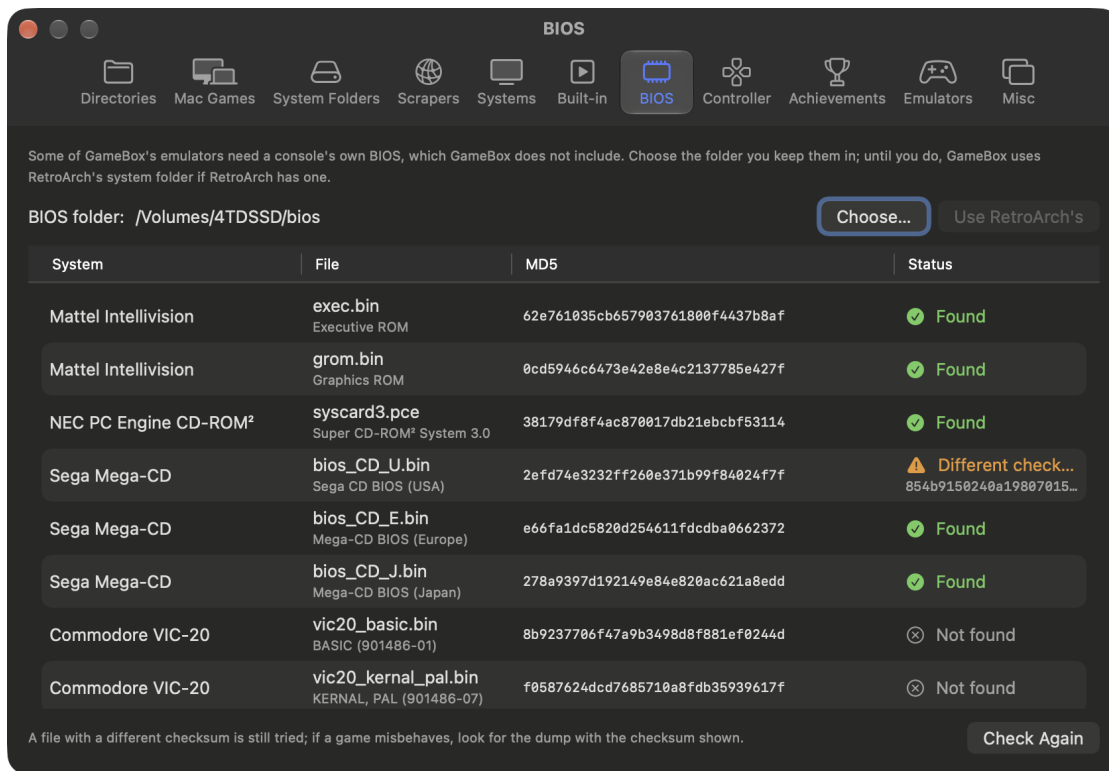
System	Folder	System	Folder
Nintendo Entertainment System / Famicom	nes, famicom	GCE Vectrex	vectrex
Super Nintendo / Super Famicom	snes, sfc	Philips CD-i	cdi
Nintendo 64	n64	Commodore PET	pet
Game Boy and Game Boy Color	gb, gbc	Commodore VIC-20	vic20
Game Boy Advance	gba	Commodore 64	c64
Nintendo Game & Watch	gameandwatch	Commodore Plus/4	plus4
Sega SG-1000	sg-1000	Commodore Amiga 500 (and Amiga Demos)	amiga, amigademos
Sega Master System	mastersystem	Commodore Amiga 1200	amiga1200
Sega Mega Drive / Genesis	megadrive, genesis	Commodore Amiga CD32	amigacd32
Sega Game Gear	gamegear	Commodore CDTV	cdtv (or amigacdtv)
Sega Mega-CD / Sega CD	segacd	Apple II	apple2
NEC PC Engine / TurboGrafx-16	pcengine	Sinclair ZX Spectrum (48K and 128K)	zxspectrum
NEC SuperGrafx	supergrafx	Amstrad CPC	amstradcpc
NEC PC Engine CD-ROM²	pcenginecd	Amstrad GX4000	gx4000
Sony PlayStation	psx	MSX1	msx1
SNK Neo Geo (AES)	neogeo	TRS-80 Color Computer	coco
SNK Neo Geo Pocket and Pocket Color	ngp, ngpc	Dragon 32	dragon32
Bandai WonderSwan and WonderSwan Color	wonderswan, wonderswancolor	Sharp X68000	x68000
Atari 2600	atari2600	Capcom CPS-1, CPS-2 and CPS-3	cps1, cps2, cps3
Atari 5200	atari5200	Laserdisc arcade games	daphne
Atari 7800	atari7800	OpenBOR	openbor
Atari 400, 800, 800XL and 130XE	atari800	PICO-8	pico8
Mattel Intellivision	intellivision	Infocom Z-Machine	zcode
ColecoVision	colecovision		

Settings > Directories > Create ROM Directories makes every folder for you. A system's folder can live on another drive: Settings > System Folders.

4. BIOS files for the systems that need them

Twenty systems need files from the real machine. GameBox cannot include them. Put the files in one folder (any subfolders, any file names: GameBox recognises a file by what is inside it), then open **Settings > BIOS**, press **Choose...** and pick that folder. The table there lists every file and says **Found**, **Not found** or **Different checksum** for each. If you use RetroArch, GameBox looks in RetroArch's system folder until you choose another.

System	Files you supply
Sega Mega-CD / Sega CD	The Mega-CD or Sega CD BIOS for your region: bios_CD_U.bin (USA), bios_CD_E.bin (Europe) or bios_CD_J.bin (Japan)
NEC PC Engine CD-ROM²	The Super CD-ROM ² System Card 3.0 (syscard3.pce)
Sony PlayStation	A PlayStation BIOS: scph5501.bin (USA), scph5500.bin (Japan) or scph5502.bin (Europe). Each disc plays on a console of its own region.
SNK Neo Geo (AES)	MAME's neogeo.zip (the AES BIOS and the sprite zoom table)
Atari 5200	Atari's 5200 BIOS (5200.rom)
Atari 400, 800, 800XL and 130XE	The operating system: ATARIOSB.ROM (for cartridges) and ATARIXL.ROM (for disks), and optionally ATARIBAS.ROM (BASIC) and ATARIOSA.ROM
Mattel Intellivision	The console's own BIOS: exec.bin and grom.bin
ColecoVision	The console's BIOS (colecovision.rom)
Philips CD-i	The player's system ROM: cdi200.rom, in MAME's cdimono1.zip
Commodore PET	The PET's ROMs (BASIC, screen editor, kernal and characters for the 2001, 3000, 4000 and 8000 series: twelve files, listed in Settings > BIOS)
Commodore VIC-20	BASIC, KERNAL (PAL and NTSC) and the character ROM (vic20_*.bin)
Commodore 64	BASIC, KERNAL and the character ROM (c64_basic.bin, c64_kernal.bin, c64_chargen.bin)
Commodore Plus/4	BASIC 3.5 and the KERNAL (plus4_basic.bin, plus4_kernal.bin); the 3-plus-1 ROMs are optional
Commodore Amiga 500 (and Amiga Demos)	Kickstart 1.3 (amiga-os-130.rom), the one almost every game wants. For .lha games: Kickstart 3.1 from the A600 (amiga-os-310-a600.rom) and WHDLoad (version 19 or later) in a WHDLoad folder.
Commodore Amiga 1200	Kickstart 3.1 for the 1200 (amiga-os-310-a1200.rom); WHDLoad and the A600's Kickstart for .lha games
Commodore Amiga CD32	The CD32's Kickstart 3.1 and its extended ROM (amiga-os-310-cd32.rom, amiga-ext-310-cd32.rom)
Commodore CDTV	Kickstart 1.3 and the CDTV's extended ROM (amiga-os-130.rom, amiga-ext-130-cdtv.rom)
TRS-80 Color Computer	Color BASIC and Extended Color BASIC (bas12.rom and extbas11.rom, or MAME's coco2.zip); Disk Extended Color BASIC (disk11.rom) for disks
Dragon 32	Dragon 32 BASIC (d32.rom, or MAME's dragon32.zip)
Sharp X68000	Sharp's IPL ROM and character ROM (keropi/iplrom.dat and keropi/cgrom.dat)



Settings > BIOS.

The other thirty systems need nothing: the Nintendo systems, the Sega Master System, Mega Drive, Game Gear and SG-1000, the PC Engine and SuperGrafx, the Atari 2600 and 7800, the Neo Geo Pocket, the WonderSwan, the Vectrex, the Apple II, the ZX Spectrum, the Amstrad CPC and GX4000, the MSX1, Capcom's CPS-1, 2 and 3, the laserdisc games, OpenBOR, PICO-8 and the Infocom Z-Machine. The ZX Spectrum, CPC, GX4000, MSX1 and Vectrex ROMs come inside GameBox. Amiga .lha games also need WHDLoad (see the manual, section 2.5).

5. Artwork, videos and information

Choose **File > Scrape ROMs**, tick the systems, and press the button. GameBox fetches box art, screenshots, videos, descriptions and (if you switch on **Download manuals**) each game's manual from ScreenScaper.fr. It works without an account, but a free ScreenScaper account raises the daily limit: put your login in **Settings > Scrapers**. Progress shows in the Activity Viewer (**Window > Show Activity Viewer**). **Skip ROMs scraped in the last month** makes a repeat scrape fast.

6. Play

Double-click a game (or press Return). A built-in game opens in a window or full screen, as you choose in **Settings > Built-in**. To use a different emulator for one game, right-click it and choose **Run With**.

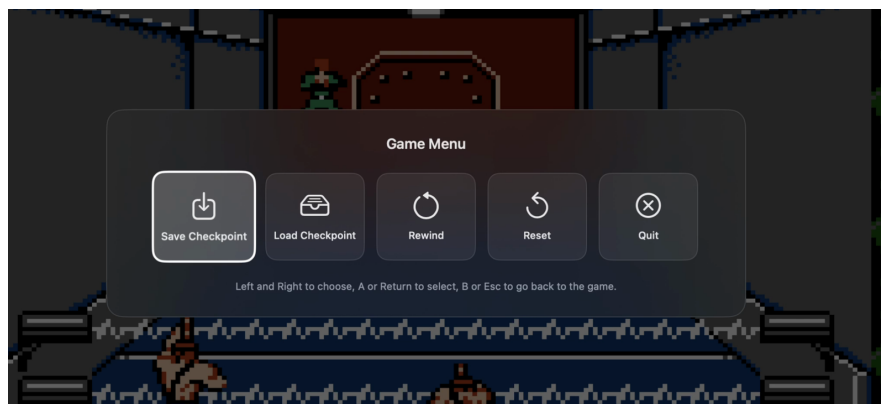
Controls

Every system starts with a sensible layout for the keyboard and for a game controller, and every button can be changed in **Settings > Controller**. The usual layout:

	Keyboard	Game controller
Move	Arrow keys	D-pad or left stick (and the right stick, where the machine has no analog stick of its own)
The two main buttons	Z and X	Bottom and right face buttons
Turbo versions of them	A and S	Left and top face buttons
Start, Select	Return, Right Shift or Tab	Start, Select / Back
Other buttons	Q W A S D F (six-button pads), number keys (keypads)	Shoulders, triggers, stick clicks
Computers (Commodore, Amstrad, MSX, Atari, Amiga, X68000, Spectrum and others)	The Mac's keyboard is the machine's keyboard	A joystick, with fire on the face buttons

The game menu, checkpoints and rewind

Press **Escape**, or hold **Start** and **Select** on a controller, to open the game menu: **Save Checkpoint**, **Load Checkpoint**, **Rewind**, **Reset** and **Quit**. A checkpoint keeps the game exactly as it is, with a small picture, and stays between sessions; **F5** (or the ` key) saves one at once. **Rewind** goes back through the last fifteen minutes. The next time you open the game, it asks whether to **Start Fresh** or carry on from a checkpoint.



The game menu.

Make it look right

- **Settings > Built-in > Picture Scaling:** Pixels, Sharp or Smooth. The picture always keeps its proportions.
- **Period-Accurate Display** (per system, off by default): a television's glass and scanlines, the Game Boy's green LCD, the Vectrex's glow.
- **Enhanced 3D Graphics:** draws the Nintendo 64 and PlayStation at two, four or eight times their resolution.
- **Super Game Boy Colours and Borders:** Game Boy games made for the Super Game Boy show their own colours and borders.

Achievements

Sign in to retroachievements.org in **Settings > Achievements** and GameBox earns achievements as you play in its own emulators for the Game Boy, Game Boy Color, Game Boy Advance, NES, Super Nintendo, Nintendo 64, Mega Drive, Master System, Game Gear, SG-1000, PC Engine, SuperGrafx, Atari 2600, Atari 7800, MSX, Amstrad CPC, Intellivision, Vectrex and ZX Spectrum. **File > Achievements...** shows your progress.

7. Every other system

For GameCube, Wii, Wii U, DS, 3DS, Switch, Saturn, Dreamcast, PlayStation 2, 3, 4 and Portable, Xbox and Xbox 360, Jaguar, Lynx, 3DO, DOS, MAME, ScummVM, pinball tables and the rest, GameBox starts the right emulator for you. Install the emulators from **File > Install Emulators** (RetroArch, DuckStation, FS-UAE, PPSSPP, DOSBox-X, Dolphin, shadPS4 and Visual Pinball X) or use ones you already have: **Settings > Systems** says which emulator each system uses. The manual (section 10) lists them all.

If something goes wrong

- **The game says it needs a BIOS file:** check Settings > BIOS. The row for that system should say Found.
- **An Amiga game does nothing:** .lha games need WHDLoad and Kickstart 3.1 from the A600; plain .adf disks need Kickstart 1.3 (manual, section 2.5).
- **A game is missing from the library:** is it in the right folder (page 3)? Choose File > Rescan ROMs.
- **The grid has no pictures:** File > Scrape ROMs.
- **A video will not play:** turn on Fix Incompatible Videos in Settings > Misc (needs ffmpeg: brew install ffmpeg).

More: the manual (GameBox Manual.pdf), **Help > GameBox Help** in the app, and macgamebox.com.