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## RetroAcción announces Nintendo Game Boy game development contest 2019

by Paulo · Published March 25, 2019 · Updated March 24, 2019

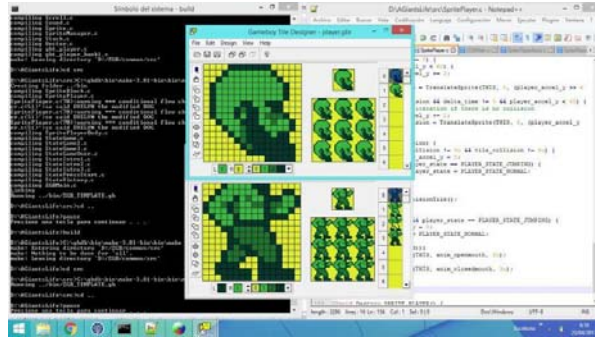


Image by vausspaceship

RetroAcción, a Spanish non-profit association dedicated to retro computing studies, has announced a contest to celebrate the Nintendo Game Boy 30th anniversary.

From the contest page: "The goal of this contest is to encourage the development of new titles and productions for the Game Boy, so the videogame can be of any genre and complexity and can be programmed in any programming language or with any SDK, but with the requirement that it shall work in a real Nintendo Game Boy DMG-001".

The contest differs from others by having two deadlines:

- 1st deadline: Until Sunday, July 21, 2019, at 11:59 p.m. (CEST)
- 2nd deadline: Until Monday, November 4, 2019, at 11:59 p.m. (CEST)

Although the two deadlines coincide with two major events, RetroEuskal 2019 and RetroMañía 2019, the contest is open to everybody as physical presence is not required.

To make things even more interesting, there will be cash prizes for the first two places. The contestants must be aware, though, that the games must remain "under wraps" until the judges decision at the end of the contest.

If you never developed for the Game Boy and want to give a try, I've found many sources over the Internet, but [GB Dev website](#) contains literally everything you need to know, from hardware descriptions, tools, tutorials and game source code in assembler and C.

### Game Boy Development community

We are a group of passionate developers working on homebrews, emulators and documentation for the Nintendo Game Boy handheld console, the original gray brick from 1989!



Here's a quick showcase of what we are up to:



GB Dev – the ultimate source of information!

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