



Retro Revival: Analogue Pocket GBC Colors Edition Announced

by Shawn Wilkins | Sep 10, 2024 | [Features](#) | [0 comments](#)



There is no shortage of dye at the Analogue offices. The company has announced yet another limited edition set of colors for the Analogue Pocket and update 2.3 of their Analogue OS.

Since its release, Analogue has been pushing updates for the [Pocket](#) every few months with numerous feature additions and bug patches. They've added save states, custom-made display filters, and most notably, openFPGA support. OpenFPGA led to developers around the world creating cores for consoles not originally supported by the Analogue Pocket cartridge adapters while enabling the ability for games to be loaded directly off of the console's SD card.

The [release of firmware 2.3](#) continues this trend by adding a slew of newer features and fixes to the system-included cores and systems.

Analogue OS 2.3 Changelog

- OS**
 - Added Sleep/Wake for NGP and NGPC
- GB, GBC**
 - Added support for analog audio via cartridge pin
 - Added new Display Mode: Vacuum Fluorescent
 - Fixed irregularity with GB Original Display Modes
 - Fixed minor bug affecting GB and GBC Save States
- GBA**
 - Fixed Sleep/Wake bug affecting some revisions of Pokemon FireRed, LeafGreen, Super Mario Advance 4 and a few other games
 - Fixed Memories save data backup not working on cartridges with special hardware
- SMS**
 - Fixed Memories not showing in list when using SMS adapter
- NGP, NGPC**
 - Fixed various game startup bugs
 - Fixed various video rendering bugs
 - Fixed video alignment when docked at 720p
- TG16, PCE**
 - Fixed issues with composite palette
 - External HuCard audio is now off by default
- Lynx**
 - Fixed screen flipping bug
 - Fixed rotation on launch bug
 - Fixed bug affecting Alpine Games
 - Improved booting on some homebrew carts
 - Improved Save States support
- openFPGA**
 - Added support for the following Original Display Modes: NGP, NGPC, TG16, Lynx
 - Core Settings>Reset to Defaults now properly erases browser history
- APF**
 - Fixed data slot sizes not being updated after a Target command [0192 Open new file]

Analogue Pocket GBC Colors Edition

With this update, Analogue has also announced [new renditions of their Analogue Pocket](#), ones styled after the color palettes used on the Gameboy Color.



Analogue Pocket GBC Edition

Analogue has faced criticism in the past for its decision to release new colors and versions of its Pocket handheld while still leaving some promised features behind. Since August 2022, the company has released five limited edition sets of the Pocket.

In its initial announcement post and product page, Analogue touted that the Pocket would be able to work alongside the Analogue DAC. With DAC support, the Pocket can connect natively to a CRT TV. However, even with the release of 2.3, that feature is still in development.

The new colors announced today continue a trend for Analogue in releasing limited edition consoles in a spontaneous series of waves. For the Pocket alone, the company has released glow-in-the-dark, transparent, classic, and aluminum editions.

Analogue Pocket Classic Edition. Released 2023.

The appropriately named GBC Colors Edition looks similar to the original Classic Edition released in November 2023. However, where those were inspired by the Play-it-Loud color options for the original DMG Gameboy, these are inspired by the color options available for its successor, the Gameboy Color.

GBC Colors Edition: Price and Availability

The GBC Colors Edition of the Analogue Pocket will be available in six colors, kiwi, dandelion, teal, grape, berry, and gold. They will go on sale for \$249.99 and will be available for preorder on September 12, 2024 at 8 AM PDT. Shipping will begin on September 16th. The classic black and white Analogue Pocket will also be back in stock on September 12th.

Are you excited about the new colors of the Analogue Pocket? Do you have a limited edition already? Perfectly fine with what you have now? Let us know in the comments below, and chat with us in our [Discord](#)!

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