

What is Tico?

Tico is a frontend for Switch designed around its ergonomics to simplify setup and address the Switch hardware. Tico uses a unified interface that automatically organizes games, manages assets, and launches emulator cores with zero user configuration needed and mimics a console UI so that Emulators may be found in one place

Whats featured and new in Tico? 3DS core, Dolphin for Gamecube/Wii , PSP vulkan, N64 vulkan, sega saturn, and in future ps2 wine and other goodies found in Tico Discord.

Recommendations: As Tico features an in-app updater and core downloader, it is recommended to have Nintendo servers blocked. Do **NOT** update system firmware past **20.5.0**, its not required and may break or cause crashing until an update to Tico can address Newer Firmware

Requirements: Hackable/mod-chipped Switch, PC or Android for file transfers, USB Micro SD Card Reader or USB C cable and home-brew like USB File Transfer to connect to PC

HotKeys: While in emulator,, clicking **+** & **—** Will bring up Tico Pause menu, while in-game in Dolphin, ZL & Minus changes controller type through 5 presets for gamecube, wii or classic controller

Tico does not provide Roms or Bios, so each user must dump their own copies. Tico used to have music but to prevent issues from author revoking rights for future releases, the user can provide Sound-Pack files. The Tico Discord Offers community created Sound-Packs, community engagement and help with questions related to setting up Tico, its emulators or even some Decompilation ports.

1. Download latest build of Tico/TicoHQ Github Download link or at Ticoverse website.
(*GitHub features Tico NRO and Cores. However, Website hasn't been updated to 0.7.5 as of july 17th so note version when referencing guide*)

2. Take downloaded file, **Tico.nro** , and place it at SD Card/*Switch*/**TICO.NRO** so it should be placed in *Switch* Folder. (*If compressed file, extract*)

3. Unplug Switch or SD card and boot into Home-brew Menu, Locate Tico-installer and select your language, and if you want a forwarder or not, (*adds to Nintendo Home Screen without need for Home-brew menu*), after Tico installs select Exit.

NOTE: Users with Older Tico builds below 0.7.2 or 0.7.1 will have 2 Tico NROs besides Tico-Installer.

Delete older NRO but NOT TICO FOLDER from SD card as Not required.

4. Open newly created NRO to open Tico. Select your language, then from Tico main Menu press **+** and then select **Settings** to open Tico settings.

5: Scroll down to **Updates** and make sure Tico is up to date and if not, download update.
Next download Emulator cores for desired consoles.

NOTE: while fixed in 0.7.3 and 0.7.5, some versions of Tico shows it hasn't updated, due to Visual bug issue showing incorrect build or may be server related so ping discord.

NOTE: if you cant download a core through in-app downloader, the Tico Github page features cores for download.

Cores are placed at `SD/Tico/cores/Console.NROs`

6: Tico requires a OverClock to Nintendos Docked Clock speeds to launch Dolphin.

To enable Dolphin core go to Tico Settings, under **Emulator** there's **Core Settings** where emulator core settings are, scroll down to **Experimental** and select "**Enable Dolphin Core** (Gamecube, Wii). This will cause Wii/GC folders to be seen in Tico.

NOTE: while in game use ZL and Minus to change controller types from "Classic controller", "Gamecube", "Wii-mote + Nun-chuck" and Wii-mote only in vertical or horizontal orientation
The Recenter reticle button is R3 so click right analog stick.

NOTE: when setting up Dolphin, for V1 switches use a charger to prevent accelerated battery degradation as has higher power draws. Docked users unaffected and V2 or OLED users will not have issue. Switch lite may have issues like V1 users due to small battery size so recommended for them to have a charger when using dolphin.

Note: 3DS core has hot keys such as **L & —** which changes screen orientation. Also **ZL & —** which change screen layout

7: Scroll up to **General** and if you have pre-existing **Rom** folder location, Tico supports Custom Rom path so you may select it but requires properly NAMED FOLDERS. Or use Ticos existing Rom folders located at `SdCard/Tico/Roms/` and make sure to select **Scan Sub Folders** for multi-disk games or some rom formats.

NOTE: Rom folders need to be named what Tico wants and cap letter sensitive. multi-file roms must be in same game folder.

Use these Named folders for your roms: nes, snes, gb, gbc, gba, master-system, game-gear, genesis, sega-cd, saturn, dc, naomi, atomiswave, fbneo, psx, psp, gc, wii, n64, 3ds

NOTE: Rom format supported are **NES**-(.nes .unf/.unif .fds) , **SNES**-(.sfc/.smc .fig/.swc .bs/.st) , **GameBoy**-(.gb) , **GameBoyColor**-(.gbc) , **GameBoyAdvance**-(.gba .sgb) , **SegaMasterSystem**-(.sms .bin) , **SegaGameGear**-(.gg .bin) , **SegaGenesis**-(.md .gen .bin .smd) , **SegaCD**-(.cue/.bin .iso/.chd) , **SegaSaturn**-(.chd .cdi .gdi/tracks .cue/.bin) , **DreamCast**-(.chd .cdi .gdi .cue/.bin) , **SegaNaimoi**-(.7zip .7z) **Atomiswave**-(.7zip .7z) **FinalBurnNeo** - (.7zip .7z) **PlaystationX**-(.chd .cue/.bin .iso) , **PlayStationPortable**(.iso .cso .pbp .chd) , **GameCube/Wii**-(.iso .gcm .chd .rvz .wbsf .wia .m3u) , **N64** -(z64, .v64, .n64) **3DS** -(.3ds , .3dsx , .z3dsx , .elf , .axf , .cci , .zcci , .cxi , .zcxi , .app)

8: To add **Emulator Bios**, exit Tico and connect your Switch or SD card to PC. Then take your bios and rename them to match each console that Tico expects at SD/Tico/System/ConsoleName/BiosHere.

The naming is as follows:

PSX-(scph5501.bin scph5502.bin scph5500.bin scph1001.bin) , **DreamCast**-(dc_boot.bin) ,

SegaSaturn-(saturn_bios.bin sega_101.bin mpr-17933.bin) , **SegaCD**-(bios_CD_U.bin bios_CD_E.bin bios_CD_J.bin)

GameCube-(USA/IPL.bin EUR/IPL.bin JPN/IPL.bin) **SegaNaomi**-(naomi.zip) **AtomisWave**-(awbios.zip)

Note: Not all emulators require require a Bios such as PPSSPP or Dolphin

9. Importing Saves into Tico, to import saves go to root of SD card, then go from SD/Tico/Saves/ConsoleName and place your saves in the appropriate console.

10: To add **Cover Art**, Unplug your Switch or SD card and open Tico. If you have a SteamGridDB account, you can use your SteamGridDB API key to scrap cover art for your games. once a SteamGridAPI key is provided, exit settings to main menu and select "**GameSelect**" which is to side of Home Menu using D pad or R2/L2.

After scanning your Rom folder for each Emulator, you can can edit cover of rom by pressing + on Rom and then selecting "**Find Assets**" where you will be given list of possible games that is or related to what you chose.

11: To add **Retro-Achievements**, you will need to provide your RA API key and have it configured to Tico.

12: For **Sound packs**, Tico loads UI sounds from soundpack folders located at: sdmc:/tico/theme/soundpacks/ The default soundpack must be named 'default and placed at: sdmc:/tico/theme/soundpacks/def .

Each soundpack is a direct subfolder inside 'soundpacks/'. Only direct subfolders are recognized and listed in Audio Settings. soundpack does not need to include every file. However, any requested file that is missing will simply not play. See Sound Files for the full list of filenames used by the app.

Selecting a Soundpack: Navigate to Settings → Audio → Soundpacks and use left/right or confirm to cycle through available soundpacks. The selected soundpack is saved in: sdmc:/tico/config/audio.jsonc

Example configuration: On startup, Tico checks whether the saved sound-pack folder still exists. If it does not, it falls back to "default."

Sound Files: The following filenames are used by the app. Include all of them for a complete soundpack.

- navigation.mp3 - General navigation
- section_navigation.mp3 -Navigation between sections
- section_enter.mp3 - Entering a section
- section_exit.mp3 - Exiting a section
- intro_screen_home.mp3 - Home screen intro
- intro_screen_games.mp3-Games screen intro
- intro_screen_retro.mp3 - Retro screen intro
- home_intro.mp3 - Home intro
- click.mp3 - Generic click
- quick_menu.mp3 - Quick menu open
- background_music.opus -Background music loop

If a file is missing from the selected soundpack, that sound will not play.

Creating a Custom Soundpack:

1. Create a new folder inside sdmc:/tico/theme/soundpacks/ with a simple name (eg.'my_pack').
2. Add any combination of the sound files listed above.
3. Launch Tico and go to Settings →Audio → Soundpacks to select your new pack.

For a complete soundpack that replaces all sounds, include every filename in the table above.

13: Have fun and Enjoy Tico,
recommendations would be PPSSPP vulkan where often 3x-4x resolution can be achieved with
stock clocks, Sega Saturn where Arcade exclusives have been ported to, Dream cast Vulkan with
better performance, Wii and Dolphin as only way to play on horizon, to the future prospects of
Armsx2 or Vita3K