

Glossary

Add-on	Extra device, circuit, board or peripheral added to a computer or video games console to change or enhance its performance.
Adventure game	Computer or video game where the player takes on a character's identity and is confronted by various tasks. The scenarios are from a fantasy world and often include goblins or magicians. Sometimes called an arcade adventure.
Amiga	Commodore's brand name for its home computers. The main products are the A500, A600 and A1200.
Apple	Computers best known by the brand name Macintosh (Mac). See also PC .
Arcade conversion	Licensed conversion of an existing game from an amusement arcade to a home computer or console format.
Arcade game	Video or computer game similar to those found in coin-operated machines in an amusement arcade; see adventure game , arcade conversion .
ASCII	American Standard Code for Information; also the name of a manufacturer of peripheral equipment for computers.
Battery backup	Battery contained in a game cartridge for storing the position, score or level attained within a game when the console is switched off.
Bit	Abbreviation of binary digit, the basic unit of electronic data; the more 'bits', the greater the capacity to process information.
Bit-map	Technique of relating screen graphics to a particular area of memory, represented by one or more bits.
Boot up	To switch on and start up a computer.
Bug	An error or fault. Programs undergo a 'debugging' process to eradicate errors before a game comes to market.
Bulletin board	A computer acting as a message board for storage and retrieval of data and programs by a number of users; accessed by telephone line and often used for pirated, pornographic or 'still in development' software , although many legitimate services exist.
Bundle	See game bundle .
Byte	Sequence of 8 bits of computer memory, used together as one unit.
Card	An additional circuit board for a computer, installed internally and providing extra memory or functional enhancement (see also PCB).
Cartridge game	A video game installed in a cartridge that plugs into a console and contains one or more ROM chips so that the game is available for immediate access by the player. Sometimes contains battery backup .

CD	Compact disc. CDs have a much larger capacity than cartridge or floppy disc formats.										
Central processing unit	A key chip in the console , which executes program instructions.										
Chip	A very thin wafer of semiconductor material such as silicon, processed to form an integrated circuit and capable of doing the work of thousands of individual electronic devices.										
Code	A computer program or any part of it, in a form which can be read by the processor.										
Compression	Rearranging data for more efficient use of storage space, thus increasing the memory capacity of a particular storage medium.										
Console	The basic unit of an electronic games machine. It may be portable ('hand-held') or connect to a domestic television, and accept games on a cartridge or CD format. It is not programmable.										
Developer	A company or individual specializing in designing and creating video games.										
Disc (disk)	See floppy disc, hard disc .										
Edutainment	Combining education with entertainment.										
EGA	Enhanced Graphics Adaptor, a type of monitor display.										
EPROM	Erasable Programmable Read Only Memory. A term applied to a type of chip that stores data like a ROM chip but has the added capacity that the data can be erased and replaced.										
Floppy disc	A thin magnetic disc of a standard form used to store information for reading by a computer. Can usually store up to about 1.5 megabytes and comes in a 'floppy' plastic coating.										
Game Boy	NCL 's hand-held portable game system.										
Game Gear	SOJ 's hand-held portable game system.										
Game bundle (or package)	A combination of one games system together with one or more games.										
Game pak	A game contained in a cartridge.										
Genres	Video and computer games are categorized by genre; some may fall into more than one category. The main genres are: <table> <tr> <td>Adventure</td> <td>Role play</td> </tr> <tr> <td>Arcade</td> <td>Shoot 'em up</td> </tr> <tr> <td>Edutainment</td> <td>Simulation</td> </tr> <tr> <td>Platform</td> <td>Sport</td> </tr> <tr> <td>Puzzle</td> <td></td> </tr> </table>	Adventure	Role play	Arcade	Shoot 'em up	Edutainment	Simulation	Platform	Sport	Puzzle	
Adventure	Role play										
Arcade	Shoot 'em up										
Edutainment	Simulation										
Platform	Sport										
Puzzle											
Get-up	Distinctive presentation, evinced for example in the shape, colour or style of an article or its packaging.										

GPU	Graphics Processing Unit, which may consist of one or more chips .
Hard disc	A circular metal disc coated with magnetic material on which information is written and from which it is read. A permanent part of a typical PC .
Hardware	The machine (console or format) on which games are played.
Hertz (Hz)	Unit of frequency (see Megahertz).
IPRs	Intellectual property rights.
Joystick	Add-on device for hardware , used to control a character or object in a game.
Mario	Well-known character in some Nintendo games.
Master System	SOJ 's 8-bit game system.
Megabit (Mbit)	1,048,576 bits (2^{20}) (= 131,072 bytes (2^{17})).
Megabyte	1,048,576 (2^{20}) bytes .
Mega Drive	SOJ 's 16-bit game system, known in the USA as Genesis.
Megahertz (Mhz)	Unit of 1 million electrical pulses per second, used to measure the maximum speed of a processor.
Meg size	Number of megabits in a game cartridge.
Microchip	See chip .
Mips	Million instructions per second.
Morphing	Graphics effect where one object changes flawlessly into another on the screen.
Mouse	Device used to input information into a computer.
MPEG	Motion Picture Experts Group. Name given to a data compression technique which makes possible Full Motion Video (FMV) playback.
Multimedia	Machines offering the possibility of interacting with a wide variety of software applications, such as games, films, music and books.
NCL	Nintendo Co Ltd of Japan. One of the two main producers of games systems.
NES	Nintendo Entertainment System. NCL 's 8-bit game system, known in Japan as Famicom.
NTSC	National Television Systems Commission. A coding system for colour television developed in the USA and generally adopted in the Americas and Japan for 525-line, 60 Hz transmission.
Optical disc	Disc written to or read from by means of laser light.

PAL	Phase Alternating Line. A coding system for colour television developed in Germany and the UK and widely adopted for 625-line, 50 Hz transmission.
PC	Personal computer. Sometimes taken to refer specifically to IBM-compatible machines, but used here to include similar machines based on different standards, eg the Apple Macintosh.
PC CD-ROM	A CD-ROM drive that plugs into a PC .
Parallax scrolling	The movement of foreground and background scenery in relation to one another, to preserve perspective.
Paddle	Type of controller for game playing with circular control of motion.
Palette	The range of colours a video games machine has available.
Peripheral	An additional item which can be added to a hardware system.
Piracy	Theft of IPRs through unlawful copying.
Pixel	Single dot on a screen or monitor, several of which in combination make up an image. See also sprite .
Platform	A type of game in which the player performs sequences of tasks within a horizontally scrolling two-dimensional frame.
Poke	Put new data into a memory location.
PPU	Picture Processing Unit.
Public domain	Used to refer to software which can be made freely available but not resold for profit.
Publisher	A person or company that plans, markets and distributes (but does not necessarily develop) games.
RAM	Random Access Memory. Memory that can be used for storing new data (cf ROM), which in the case of video games includes graphics and sound. When the power is turned off, all the information stored in RAM is lost.
Resolution	The number of dots or pixels used on the screen by a computer to display images.
RISC	Reduced Instruction Set Computing, which means that the main processor can access instructions more quickly and can therefore process data faster.
ROM	Read-Only Memory. The form of computer memory where (unlike RAM) the data cannot be altered and is retained irrespective of power supply.
Scrolling	Vertical or horizontal movement on the screen of the graphics background of a game. See also parallax scrolling .
SECAM	Sequential Couleur à Mémoire. A coding system for colour television developed in France and adopted also in Eastern Europe and some

	Middle East countries.
SNES	Super Nintendo Entertainment System. NCL's 16-bit system, known in Japan as Super Famicom.
SOE	Sega of Europe.
Software	Computer operating systems and programs. Used here to include games and the carriers on which they are stored (cartridge, disc , or CD).
SOJ	Sega Enterprises Ltd of Japan. One of the two main producers of games systems.
Sonic the hedgehog	Well-known character in some Sega games.
Sprite	Unit of several pixels , comprising an object or character appearing on the screen.
Super Scope	Device used with the SNES console as a gun which fires at targets moving on the screen.
SVGA	Super Video Graphics Array. High-quality display for a colour monitor.
SVP	Sega Virtua Processor.
3DO	A technical format for the new generation of multimedia machines, licensed to several manufacturers.
Tracker ball	Hand-operated device used to move objects on the screen.
TTL	Transistor to transistor logic.
VDP	Visual Display Processor.
Vector graphics	A form of graphics with an infinite number of orientations, usually looking `square' and `blocky' on the screen.
Virtual reality	An interactive environment in which the player has the illusion of participating in the world portrayed in the game. Controlled by use of headsets, gloves or goggles and utilizing vector graphics .