

=680 \\\$iVideo games which rely on logical thinking in puzzle solving.

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=155 \\\$aManagement simulation video games

=455 \\\$aBusiness simulation video games

=455 \\\$aManagerial simulation video games

=455 \\\$aPersonal management video games

=555 \\\$wg\$aSimulation video games

=670 \\\$aThe medium of the video game, 2001:\$bpage 126 (Management Simulation: Games in which players must balance the use of limited resources to build or expand some kind of community, institution, or empire, while dealing with internal forces (for example, the crime and pollution in SimCity) or external forces such as those of nature or chance (for example, natural disasters and monsters in SimCity, or planets that require various amounts of terraforming as in Spaceward Ho!), and often competition from other players as well. Single-player games are often open-ended, where the community or institution grows and develops over time and continues changing, while multiple-player games usually have the objective of dominating all of the other players, at which point the game ends. In some cases, these games can take on an educational function as well, for example games found in museum displays which simulate supply and demand or other economic principles)

=670 \\\$aRogers, S. Level up!, 2014:\$bpage 500 (Management simulation - this subgenre has players expand a property, business, or location based (somewhat) on reality. Predesigned buildings and environments evolve as the player-created world grows)

=670 \\\$aMobyGames.com, via WWW, viewed August 29, 2017:\$bGenre definitions

(Managerial/Business Simulation: Mold management of people and resources and economic business activities in a game format. Usually the aim of the game is to make money through strategic uses of the available resources and to try to grow as a company. Usually the individual management of employees of the player's company plays a large role)

=680 \\\$iVideo games in which players must balance the use of limited resources to build or expand some kind of community, institution, or empire, while dealing with internal or external forces.

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=155 \\\$aMaze video games

=555 \\\$wg\$aPuzzle video games

=670 \\\$aRogers, S. Level up!, 2014:\$bpage 496 (Maze - in these games, players navigate a maze environment while collecting items and power-ups and avoiding enemies)

=670 \\\$aLee, J.H. UW/SIMM Video game metadata schema, version 1.1, 2015:\$bpage 9 (Maze: These games revolve around the navigation of a maze)

=670 \\\$aThe medium of the video game, 2001:\$bpage 126 (Maze: Games in which the objective requires the successful navigation of a maze. What can be called a maze is, of course, a matter of degree, though it is usually possible to discern whether a configuration of rooms or hallways was intended to deliberately cause difficulties in navigation...Mazes may appear in an overhead view (as in Pac-Man), a side view (as in Lode Runner), or first-person perspective (as in Doom) or hidden from view (as in certain games in Maze Craze). In some cases, the player-character can alter the maze, such as opening or closing passageways (as in Mousetrap) or even digging holes or passageways (as in Lode Runner or Dig Dug). Some mazes, such as those found in Lode Runner, focus less on navigation and more on how to gain access to certain portions of the screen in order to achieve certain results or obtain objects. Often the player-character must navigate the maze under the pressure of pursuers, although this is not always the case)

=670 \\\$aEncyclopedia Gamia, via WWW, viewed August 27, 2017\$b(Maze video games are video games where the primary objective is for the player to navigate their way through a linear maze)

=670 \\\$aGazzard, A. Mazes in videogames, 2013:\$bpage 10 (A maze is an area where every place looks alike, or mostly alike, and the player has to discover how the places are related to get out, usually by wandering around)

=680 \\\$iVideo games in which players must navigate a maze-like environment.

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=155 \\\$aMMOG (Massively Multiplayer Online Game) video games

=455 \\\$aMMO (Massively Multiplayer Online)

=455 \\\$aMMORPG (Massively Multiplayer Online Role-Playing Games)

=455 \\\$aOnline role playing games

=555 \\\$wg\$aRole playing video games

=555 \\\$aPersistent world video games

=670 \\\$aChandler, D. Dictionary of media and communication, 2011:\$bpage 279 (MMOG, MMORPG (massively multiplayer online game or online role playing game: A videogame in the form of a persistent two or three-dimensional graphical virtual world in which users participate as avatars, typically going on quests and joining up with teams of other players: examples include Everquest, World of Warcraft, and Eve Online)

=670 \\\$aRowlands, T. Video game worlds, 2014:\$bpage 177 (Massively multiplayer online game (MMO): A genre of online, persistent ("always on") video games that incorporate elements of a virtual world to create a shared space for their players. An MMO is a broader genre than just the MMORPGs of which EverQuest was once an exemplar. Other forms of MMOs include MMOFPS (first-person shooters); MMORTS (real-time strategy games); MMO rhythm games (in which players' avatars dance, sing, or play musical instruments); MMO sports games; MMO racing games; MMO puzzle games, and others)

=670 \\\$aGriffiths, M. Breaking the stereotype, in Cyberpsychology & behavior, volume 6(1), July 2004:\$bpage 82 (MMORPG...are typically represented by large, sophisticated, detailed, and evolving worlds based on different narrative environments)

=670 \\\$aEncyclopedia of video games, 2012:\$bpage 383 (A massively multiplayer on-line role playing game (MMORPG) is a type of video game that is played with many other players simultaneously in an on-line persistent game world where a player assumes the role of a fictional character)

=670 \\\$aEgenfeldt-Nielsen, S. Understanding video games, 2013:\$bpage 109 (Mid-decade, developer interest in massively multiplayer online games skyrocketed) page 110 (MMO (Massively multi-player online) See Online role-playing games. In the years following, World of Warcraft, came to epitomize the mainstream MMORPG and has remained highly popular since its launch. It is curious that MMOs have been mostly confined to their regions of origin) page 111 (apart from MMOs, non-competitive vehicle stimulators remained an important niche in the process-oriented genre in the early part of the decade)

=670 \\\$aHandbook of research on social interaction technologies and collaboration software, 2009:\$bpage 349 ("Persistent World: Except for technical issues and maintenance, the virtual world is continuously available and populated with players. When a player logs off, the virtual world environment continues to function unlike many video games which depend on a player's interaction. Most MMOGs and MMORPGs are persistent virtual worlds")

=680 \\\$iVideo games that depict an online, persistent game world in which many players participate as avatars, typically going on quests and joining up with teams of other players.

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=155 \\\$aMusic and rhythm video games

=455 \\\$aDance simulation video games

=455 \\\$aDance video games

=455 \\\$aMusic simulation video games

=455 \\\$aMusic video games

=455 \\\$aRhythm-action video games

=455 \\\$aRhythm and music video games

=455 \\\$aRhythm video games

=455 \\\$aSinging simulation video games

=555 \\\$wg\$aVideo games

=670 \\\$aFoster, A.N. Games, claims, genres & learning, 2011:\$bpage 40 (Our analysis indicates that there are approximately 10 main game genres (see Figure 2). They include: action/shooter, fighting, roleplaying, simulation, strategy, rhythm/dance, parlor, adventure, sports, and platform games. These 10 are by no means meant to be exhaustive)

=670 \\\$aClearwater, D. What defines video game genre?, in The journal of the Canadian Game Studies Association, volume 5(8):\$bpage 37 (Among prominent videogame review websites and magazines, there is general uniformity when it comes to genre labels. Action, Adventure, Fighting, First-person Shooters, Flight, Massively Multiplayer, Music/Rhythm, Party, Platformer, Puzzle, Racing/Driving, RPG, Simulation, Sports, and Strategy are commonly encountered categories)

=670 \\\$aSuckling, M. Video game writing, 2012:\$bpage 51 (Music: A more recent genre to find popularity with gamers, music-based games often require the player to successfully navigate rhythm-based challenges in order to succeed. Titles often require extra equipment, such as plastic game guitars and drums (as in Rock Band), though they can rely simply on existing input methods (Patron for the PlayStation Portable (PSP) only requires the player to use existing buttons to play))

=670 \\\$aMusic video games, 2016:\$bpage 1 (Broadly defined, music video games are those in which the formal elements of the game (rules, rhetoric, dynamics, etc.) are musical in nature. This musicality is apparent when the most meaningful interaction with the game is musical; for example, players in terrace with rhythm games, such as Guitar Hero or Rock Band, by pressing colored buttons in rhythm to the music heard)

=670 \\\$aMobyGames.com, via WWW, viewed April 28, 2017:\$bGenre definitions (Music / Rhythm: Music / Rhythm games are games in which the player makes music or must operate at a certain beat or rhythm. Some music game might require actual music instruments or controller facsimiles (or singing) as input for the game. Timed input: Games where a constant rhythm needs to be maintained (e.g. Guitar Hero, Dance Dance Revolution) use the genre Music / Rhythm)

=670 \\\$aLee, J.H. UW/SIMM Video game metadata schema, version 1.1, 2015, viewed April 28, 2017:\$bpage 4 (Music: these are games in which the player makes music or must operate at a certain beat or rhythm. Some music game might require actual music instruments or controller facsimiles (or singing) as input for the game. Representative games include Guitar Hero, Rock Band, and Dance Dance Revolution)

=670 \\\$aRogers, S. Level up!, 2014:\$bpage 499 (Rhythm - In these games, players try to match a rhythm or beat to score points; Music simulation - In this type of rhythm game, the emphasis is on playing a musical instrument. These games often require special peripherals to play; Dance simulation - In this type of rhythm game, players have to match a beat by moving their body. These games always utilize a special peripheral such as a pad or a camera to capture the players' movements; Singing simulation - In this type of rhythm game, players have to match the melody of a song using their voice. These games always utilize a microphone peripheral)

=670 \\\$aEncyclopedia of video games, 2012:\$bpage 534 (Rhythm and dance games are video games that fall under the category of what could be termed the rhythm-action genre. Gameplay is primarily focused on players repeating or coordinating rhythmic audiovisual cues in unison with the game through the use of either traditional console controls or additional peripheral devices)

=670 \\\$aThe medium of the video game, 2001:\$bpage 130 (Rhythm and Dance: Games in which gameplay requires players to keep time with a musical rhythm. These games employ a variety of controllers beyond the usual video game hardware, including controllers simulating drums (as in DrumMania), turntables (as in Beatmania), guitars (as in Guitar Freaks, or even maracas (as in Samba de Amigo)

=680 \\\$iVideo games in which the player makes music or must operate at a certain beat or rhythm. Some music game might require actual music instruments or controller facsimiles (or singing) as input for the game.

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=155 \\\\$aOpen-ended simulation video games

=555 \\\\$wg\$aVideo games

=555 \\\\$aOpen world video games

=670 \\\\$aThe Routledge companion to video game studies, 2014\$b(The closest simulation games have to a defining generic characteristic is their open-ended structure, a "sandbox" format that gives players latitude in experimentation or in devising their own game tactics and goals)

=670 \\\\$aEncyclopedia Gamia, via WWW, viewed on August 11, 2017:\$bOpen-ended simulation video games (Any simulation video game that lacks a clearly-defined ending, leaving players to either devise their own goals or just continue without any constraints. Not to be confused with open-world video games, which allow gameplay similarly free of (most) constraints, but also contain a goal or objective-driven storyline)

=670 \\\\$aThe video game explosion, 2008:\$bpage 305 (Both allow for a greater variety of game events, as well as open-ended games that can go on indefinitely (like the Sim series of games or most online games))

=680 \\\\$iVideo games which allow players to set their own goals within the game. For video games which give player(s) freedom of choice in where to go or what to do within the game to reach a specific goal or objective, use Open world video games.

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=155 \\\\$aOpen world video games

=455 \\\\$aFree roam video games

=455 \\\\$aFree roaming video games

=455 \\\\$aSandbox video games

=555 \\\\$wg\$aVideo games

=555 \\\\$aOpen-ended simulation video games

=670 \\\\$aThe Routledge companion to video game studies, 2014\$b(The difference between these two game types exist in the relative freedom each gives to the player. The miscellaneous objectives in GTA4 --of which pigeon-hunting is only one--are entirely discretionary and can be picked up and dropped at any time. Emergent game systems offer variety--the term "sandbox" used to describe open world games such as GTA4 presents an ethos based on player empowerment--so that players might design their own tactics to deal with challenges, or even develop challenges of their own)

=670 \\\\$aWikipedia, via WWW, viewed June 9, 2017\$b(Open world video games: "video games where a player can move freely through a virtual world and is given considerable freedom in regard to how and when to approach particular objectives, as opposed to other video games that have a more linear structure to their gameplay")\$uhttps://en.wikipedia.org/wiki/Open_world

=670 \\\\$aEncyclopedia Gamia, via WWW, viewed June 9, 2017\$b(a type of video game where a player can roam freely through a virtual world, and is given considerable freedom in choosing how or when to approach objectives. The term "free roam" is also used, as is "sandbox" and "free-roaming". "Open world" and "free-roaming" suggest the absence of artificial barriers, in contrast to the invisible walls and loading screens that are common in linear level designs. The term "sandbox" is often used incorrectly. Open world doesn't necessarily mean sandbox. A true "sandbox" is where the player has tools to modify the world themselves and create how they play")\$uhttp://gaming.wikia.com/wiki/Open-world_video_games

=670 \\\\$aMobyGames.com, via WWW, viewed June 9, 2017:\$bSandbox / Open World (Sandbox / Open World games present the players with a game world in which they can freely explore and try to interfere with the status quo. Most Sandbox games feature no specific goals, while Open World games usually do feature certain goals. Usually the player is given a broad freedom of how to achieve these goals, although Open World games with linear mission structures also exist. The Sandbox/Open World genre can be combined with other genres such as Simulation or Action-Adventure)

\$u<http://www.mobygames.com/glossary/genres>

=670 \\\$aCarreker, D. The game developer's dictionary, 2012:\$bpage 150 (Open world: A nonlinear form of progression in which the player has access to most of the game world's environments at all times)

=670 \\\$aRogers, S. Level up!, 2014:\$bpage 496 (Sandbox - Also called "open world" games, these are action games with nonlinear gameplay that takes place in a very large game world. Sandbox games offer a variety of activities from driving to puzzle solving to shooting and melee combat)

=670 \\\$aMoffat, D.C. Some video games can increase the player's creativity, in International journal of game-based learning (IJGBL), volume 7, issue 2, 2016\$b(Sandbox video game: a game "with exploratory gameplay")

=680 \\\$iVideo games in which the player is given freedom of choice and action in achieving goals or objectives. For video games which allow players to set their own goals within the game, use Open-ended simulation games.

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=155 \\\$aParty video games

=455 \\\$aMinigames (Video games)

=555 \\\$wg\$aVideo games

=670 \\\$aRogers, S. Level up!, 2014:\$bpage 498 (Party: party games are specifically designed for multiple players and are based on competitive play. More often than not, gameplay is presented in the minigame format; Minigame - A mini game can be any genre, but is only played for a limited time. Minigames are used to provide variety to other game genres such as the asteroid shooter in Dead Space or the card matching game in Super Mario Bros. 3. They are often a stand-in for an activity such as the hacking mini game in Bioshock or the lock picking mini game in Fallout 3. There are even compilations of mini games such as Mario Party, Ape Escape: Pumped & Primed, Sonic Shuffle, and Big League Sports)

=670 \\\$aEncyclopedia Gamia, via WWW, viewed April 26, 2017\$b(Party video games: video games that encourage large groups of players to play a series of minigames. Typically these games have a board game setting where the character moves around and plays the designated mini game located for that particular spot)

=670 \\\$aMobyGames.com, via WWW, viewed April 16, 2018:\$bGenre definitions (Party Game: Party games focus on play sessions with a group of players. Party games are focused more on social interaction. Party games usually have simple controls and allow for easy drop-in and out so that everyone can enjoy them. Mini-Games: Some games have a collection of mini-games. Either this is the entire game, or the mini-games are in addition of a core game. Mini-games are short activities with almost instant gratification. Games should have a significant amount of mini-games to be tagged with this genre)

=670 \\\$aLee, J.H. UW/SIMM video game metadata schema, version 1.0., 2014\$b(Party: These games are a collection of smaller games, or "mini games", often meant to be played with a group of players in a casual competitive context. Representative games are Mario Party and Wii Party. USE FOR: Minigame Collection)

=670 \\\$aFox, M. The video games guide, 2014:\$bpage 374 (Mini-game (also known as a sub-game). A game within a game, such as being able to play on the arcade machines in Shenmue. The phrase also applies to instances in a game where the gameplay switches for a short time, such as a brief racing interlude in an arcade adventure)

=680 \\\$iVideo games in which multiple players competitively play a series of minigames.

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=155 \\\$aPersistent world video games
 =455 \\\$aPersistent state world video games
 =455 \\\$aPersistent universe video games
 =455 \\\$aPersistent world multiplayer role playing video games
 =555 \\\$wg\$aVideo games
 =555 \\\$aMMOG (Massively Multiplayer Online Game) video games
 =670 \\\$aWikipedia, via WWW, viewed on August 11, 2017\$b(Persistent world: "A persistent world or persistent state world (PSW) is a virtual world which, by the definition by Richard Bartle, "continues to exist and develop internally even when there are no people interacting with it")
 =670 \\\$aCarreker, D. The game developer's dictionary, 2012:\$bpage 159 (Persistent world: a changing world environment, almost exclusively online, in which time passes or appears to have passed regardless of whether the player is in the game or not, thereby allowing changes to the game world even while the player is away)
 =670 \\\$aHandbook of research on social interaction technologies and collaboration software, 2009:\$bpage 349 (Persistent World: Except for technical issues and maintenance, the virtual world is continuously available and populated with players. When a player logs off, the virtual world environment continues to function unlike many video games which depend on a player's interaction. Most MMOGs and MMORPGs are persistent virtual worlds)
 =670 \\\$aToft-Nielsen, C. Worlds at play, in Nordicom review, volume 35, 2014, special issue:\$bpage 237 (Persistent world video games: "type of games primarily defined by its persistent game world ... The world ... is "on" all the time and the actions and events in the game continue in a cumulative way, allowing players to develop a character and influence the game space")
 =670 \\\$aCox, T. Online and multiplayer gaming, in Virtual reality, number 5, 2000:\$bpage 217 (Persistent world games: place a premium on the development of a player's character to encourage continued play)
 =680 \\\$iVideo games in which the world of the game continues to exist and develop whether players are present or not.

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=155 \\\$aPinball video games

=555 \\\$wg\$aArcade-style video games

=670 \\\$aEncyclopedia Gamia, via WWW, viewed April 24, 2017\$b(Pinball video games; genre of video games based around playing a virtual representation of a pinball machine)

\$uhttp://gaming.wikia.com/wiki/Pinball_video_games

=670 \\\$aEncyclopedia Gamia, via WWW, viewed March 30, 2017:\$bComputer and video game genres (Computer and video games normally correspond to given genres, or types, of gameplay. These genres serve as a descriptor of the general nature of the gameplay inherent to a given title. Within a single genre, games will often share common characteristics, but because of inherent differences in game design, and genre mixing, sometimes games can belong to multiple genres, and occasionally, games within a single genre will look quite dissimilar from one another. The Encyclopedia Gamia attempts to standardize genres into the following classes: Arcade games - also lists a subgenre of Pinball video games) Pinball video games (Pinball video games have the player looking at a long table, with bumpers, lights, and gizmos underneath the glass...Many pinball video games have been made based on movies, television shows, and even other games)

\$uhttp://gaming.wikia.com/wiki/Computer_and_video_game_genres

=670 \\\$aThe medium of the video game, 2001:\$bChapter six, Genre and the video game (Pinball: Games which simulate the play of a pinball game. Although these games could be considered as Table? Top Games, there is a tradition of video pinball games and a wide variety of them to warrant categorizing them in a genre of their own)

=670 \\\$aGameSpot.com, via WWW, viewed March 15, 2017:\$bPinball review, March 28, 2006 (Nintendo's Pinball was among the first games released for the Nintendo Entertainment System)

=670 \\\$aMobyGames.com, via WWW, viewed April 28, 2017:\$bGlossary of genre terms (Role-Playing games (RPGs) belong to a wide a varied game genre that focuses on character development. Additional aspects that are often found in RPGs are: amassing wealth, narrative, tactical combat. Character development in RPGs does not necessarily happen as in traditional stories, but means the main character(s) in the game learns new abilities or improves the capabilities of old ones. Character development also includes collecting armament and/or utilities of gradually increasing power. Action RPG: Action RPGs are Role Playing games with more focus on real-time action elements (such as combat and exploration) than most Role Playing games)

=670 \\\$aChandler, D. Dictionary of media and communication, 2011:\$bpage 279 (MMOG, MMORPG (massively multiplayer online game or online role playing game: A videogame in the form of a persistent two or three-dimensional graphical virtual world in which users participate as avatars, typically going on quests and joining up with teams of other players: examples include Everquest, World of Warcraft, and Eve Online)

=680 \\\$iVideo games in which a player controls one or more characters in a fictional universe and leads the characters through a story, enhancing that character's abilities, skills, gear, and strength along the way.

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=155 \\\$aShoot 'em up video games

=455 \\\$aBullet hell

=455 \\\$aCute 'em ups

=455 \\\$aHorizontal scrolling shooter video games

=455 \\\$aShmup

=455 \\\$aShmup video games

=455 \\\$aSide scrolling shooter video games

=555 \\\$wg\$aShooter video games

=670 \\\$aMobyGames.com, via WWW, viewed June 2, 2017:\$bGenre: scrolling shoot 'em up (The genre commonly referred to as "shoot 'em up" (often abbreviated to shmup) has originated with the fixed-screen top-down shooter Space Invaders (1978). This group, however, includes only scrolling (horizontally, vertically, in an isometric or 3D fashion) shooters. In these games, the player controls a character (most commonly an aircraft) that must defend itself against large amounts of enemies by shooting at them. This style of game is generally agreed to have originated with Konami's Scramble (1981) and Namco's Xevious (1982). The player is able to control the character's movement in at least two (more commonly four) directions; however, the forward motion is also determined by the speed of the scrolling. Besides shooting at enemies, the player is also commonly engaged in collecting power-ups, which typically enhance the character's weapons or defense. Limitations: In order to be included in this group, the shooter should answer the two main conditions: scrolling environments and free movement in at least two directions: vertical in side-scrolling games, horizontal in top-down ones. Chase-view shooters and rail shooters should not be included in this group)

\$u<http://www.mobygames.com/game-group/genre-scrolling-shoot-em-up>

=670 \\\$aGiantBomb, via WWW, viewed April 27, 2017:\$bCute 'em up games (A "cute-em up" is a branch of the shoot-em up genre of video games that involve weird or cute enemies and protagonists. Game titles that would fall into this genre include Parodius, Twinbee, and Gunbird) Hell bullet (The term "bullet hell" refers to a sub-genre of shooters whose main gameplay focus is dodging seemingly endless waves of colored bullets. In these games the player controls a small ship or character which flies around the environment, shooting at waves of enemies until eventually reaching a stage boss)

\$u<https://www.giantbomb.com/cute-em-up/3015-6420/games/>\$u<https://www.giantbomb.com/bullet-hell/3015-321/>

=670 \\\$aMcMillan, L. The origin of the 'Shmup' genre, via Gamasutra.com, viewed June 2, 2017\$b(In 2003 I began research for my PhD topic. As part of my research, I began to explore the family tree of the Shmup genre, the oldest and most prolific genre of gaming (within the context of the arcade medium). Using MAME, A Yahoo Auctions Japan account & a Sega Astro City Arcade machine I began to trace the origins of this genre by playing over 3,500 arcade games. [...] Two commonly used sub categorizations: Vertical Shmups and Horizontal Shmups are further used to define the genre. Both of these sub-categorizations are based on which axis (X or Y) the Shmups background scrolls along)

\$uhttp://www.gamasutra.com/blogs/LukeMcMillan/20130206/186184/The_Origin_of_The_Shmup_Genre_A_Historical_Study.php