

Bell, Valley. 2014. "VGM Spec v1.70." January 28, 2014.

<https://www.smspower.org/uploads/Music/vgmspec170.txt>.

The official specification of the VGM file format, it details the layout, its supported chips, and how to use VGM.

Centre for Computing History. n.d. "Nintendo Game Boy - Game Console - Computing History." CH4033. Accessed February 4, 2022.

<https://www.computinghistory.org.uk/det/4033/Nintendo-Game-Boy/>.

Companion website for a museum exhibit showcasing the original 1989 Game Boy. It includes history, specifications, pictures, and sales units, as well as sales units for some of its bestselling games.

Donahue, Chris, Huanru Henry Mao, and Julian McAuley. 2018. "The NES Music Database: A Multi-Instrumental Dataset with Expressive Performance Attributes." In *Proceedings of the 19th International Society for Music Information Retrieval Conference*, 475–82. Paris, France: ISMIR.

<https://doi.org/10.5281/zenodo.1492455>.

Details the creation of a corpus of compositions consisting of songs written for the Nintendo Entertainment System (NES). The database contains score information as well as VGM files, and NES Language Modeling (NLM) format, which is closer to the GBS format, but with instructions that do not change the state of the synthesizer (no-op) removed.

Fayzullin, Marat, Pascal Felber, Paul Robson, and Martin Korth. 1992. "gbspec.txt." March 17, 1992. <https://www.devrs.com/gb/files/gbspec.txt>.

Details the inner workings of the Game Boy, including its processor registers, memory mapping, clock timing, instruction set, and comparison of its processor to the Zilog Z80.

fromwithin. 2020. "What Did Game Music Composers Originally Use to Compose?" Reddit. June 9, 2020.

https://www.reddit.com/r/chiptunes/comments/gze645/what_did_game_music_composers_originally_use_to_ftgruq3/.

This individual, who worked in the video game music industry in the late 1980s, discusses trends in composition tools at that time. They generalize several regional differences in composition tools, and talk about their experience working on music for the 1991 Game Boy game *Force 21*.

Gevaryahu, Jonathan. 2004. "GBSOUND.TXT." January 1, 2004.

<https://www.devrs.com/gb/files/hosted/GBSOUND.txt>.

Similar to (Marat et. al. 1992), this document specifies the technological details of the Game Boy audio processing architecture. The term *Pseudo-Audio-Processing-Unit*, or *PAPU*, is used to describe the Game Boy's audio technology.

Jolly, Kent. 2011. "Usage of Pd in Spore and Darkspore." In *PureData Convention*. Weimar, Germany. https://www.uni-weimar.de/kunst-und-gestaltung/wiki/PDCON:Conference/Using_Pure_Data_in_Spore_and_Darkspore.

Describes the usage of the audio processing software Pure Data and a modified version of such that was included in the 2008 video game *Spore*. The modified version of Pure Data—called *EApd*—and its technical implementation are discussed.

Land, Michael Z., and Peter N. McConnell. 1994. Method and apparatus for dynamically composing music and sound effects using a computer entertainment system. 5,315,057, filed November 25, 1991, and issued May 24, 1994. <https://patents.google.com/patent/US5315057A/en>.

Patent for the LucasArts interactive music system called *iMUSE*. Details the way *iMUSE* responds to input with music appropriate for the situation.

Mejia, Ozzie. 2020. "Ape Out Soundtrack from Iam8bit Is Entirely Gameplay Recorded | Shacknews." Shacknews. April 28, 2020. <https://www.shacknews.com/article/117772/ape-out-soundtrack-from-iam8bit-is-entirely-gameplay-recorded>.

News article discussing the novelty of having Ape Out's vinyl record release be recorded composed from a single in-game playthrough.

Nintendo. 2021a. "Technical Data | Game Boy / Pocket / Color | Support | Nintendo." December 13, 2021. <https://www.nintendo.co.uk/Support/Game-Boy-Pocket-Color/Product-information/Technical-data/Technical-data-619585.html>.

Official Nintendo page detailing technical specifications of the Game Boy, Game Boy Pocket, and Game Boy Color.

———. 2021b. "IR Information : Sales Data." Dedicated Video Game Sales Units. December 31, 2021. https://www.nintendo.co.jp/ir/en/finance/hard_soft/index.html.

Official Nintendo page detailing sales of each Nintendo console, including hardware and software sales units. Game Boy sales are grouped together to encompass Game Boy, Game Boy Pocket, and Game Boy Color.

SMSPower. n.d. "VGM File Format - Music - SMS Power!" VGM File Format. Accessed February 4, 2022. <https://www.smspower.org/Music/VGMFileFormat>.

Details the history and capabilities of the VGM file format, including its supported sound chips. Links to the original forum post that lead to the creation of the VGM file format.

Worley, Scott. 2001. "Gameboy Sound System (.Gbs).Txt." July 15, 2001.
[https://web.archive.org/web/20171128170657/ftp://ftp.modland.com/pub/documents/format_documentation/Gameboy%20Sound%20System%20\(.gbs\).txt](https://web.archive.org/web/20171128170657/ftp://ftp.modland.com/pub/documents/format_documentation/Gameboy%20Sound%20System%20(.gbs).txt).

Specification of the GBS file format, including its layout, uses, and information for collecting (ripping) GBS files from original Game Boy cartridges.