I. Data of 16-bit RPG Titles Released on SNES and Genesis:

s (Small Letter): Sub-title's Code

1.1 SNES

Table 3. Titles of SNES RPGs

No.	Title	Data Code
1.	ActRaiser	S-1
2.	Addams Family Values	S-2
3.	Arcana	S-3
4.	Brain Lord	S-4
5.	Brandish	S-5
6.	Breath of Fire	S-6
7.	Breath of Fire II	S-7
8.	Chrono Trigger	S-8
9.	Dragon View	S-9
10.	Drakkhen	S-10
11.	Dungeon Master	S-11
12.	E.V.O.: Search for Eden	S-12, S-12s
13.	Earthbound	S-13
14.	Eye of the Beholder	S-14
15.	Final Fantasy: Mystic Quest	S-15, S-15s
16.	Final Fantasy II	S-16
17.	Final Fantasy III	S-17
18.	Harvest Moon	S-18
19.	Illusion of Gaia	S-19
20.	Inindo: Way of the Ninja	S-20, S-20s
21.	Lagoon	S-21
22.	Lufia & the Fortress of Doom	S-22
23.	Lufia II: Rise of the Sinistrals	S-23, S-23s
24.	Might and Magic II: Gates to Another World	S-24, S-24s
25.	Might and Magic III: Isles of Terra	S-25, S-25s
26.	Obitus	S-26
27.	Ogre Battle: The March of the Black Queen	S-27, S-27s
28.	Paladin's Quest	S-28
29.	Robotrek	S-29
30.	Secret of Evermore	S-30
31.	Secret of Mana	S-31
32.	Secret of the Stars	S-32
33.	Shadowrun	S-33
34.	Soul Blazer	S-34
35.	Super Mario RPG: Legend of the Seven Stars	S-35, S-35s
36.	Super Ninja Boy	S-36
37.	Terranigma	S-37

No.	Title	Data Code
38.	The 7th Saga	S-38
39.	The Legend of Zelda: A Link to the Past	S-39, S-39s
40.	The Twisted Tales of Spike McFang	S-40
41.	Trials of Mana	S-41
42.	Ultima: Runes of Virtue II	S-42, S-42s
43.	Ultima VI: The False Prophet	S-43, S-43s
44.	Ultima VII: The Black Gate	S-44, S-44s
45.	Uncharted Waters	S-45
46.	Uncharted Waters: New Horizons	S-46, S-46s
47.	Wizardry V: Heart of the Maelstrom	S-47, S-47s
48.	Ys III: Wanderers from Ys	S-48, S-48s

Main Source: *https://edgeemu.net/browse-snes.htm*, accessed on September 14, 2019.

1.2   Genesis

Table 4. Titles of Genesis RPGs

No.	Title	Data Code
49.	Arcus Odyssey	G-1
50.	Addams Family Values*	G-2
51.	Battle Master	G-3
52.	Beggar Prince	G-4
53.	Beyond Oasis	G-5
54.	Buck Rogers: Countdown to Doomsday	G-6, G-6s
55.	Cadash	G-7
56.	Crusader of Centy	G-8
57.	Dungeons & Dragons: Warriors of the Eternal Sun	G-9, G-9s
58.	Exile	G-10
59.	Fatal Labyrinth	G-11
60.	Gauntlet 4	G-12
61.	King's Bounty	G-13
62.	Landstalker: The Treasures of King Nole	G-14, G-14s
63.	Legend of Wukong	G-15
64.	Light Crusader	G-16
65.	Might and Magic: Gates to Another World	G-17, G-17s
66.	Monster World IV	G-18
67.	Phantasy Star: The End of the Millennium	G-19, G-19s
68.	Phantasy Star II	G-20
69.	Phantasy Star III: Generations of Doom	G-21, G-21s
70.	Pier Solar and the Great Architects	G-22
71.	Pirates! Gold	G-23
72.	Rings of Power	G-24
73.	Shadowrun*	G-25
74.	Shining Force	G-26
75.	Shining Force II	G-27
76.	Shining in the Darkness	G-28
77.	Sorcerer's Kingdom	G-29
78.	Starflight	G-30
79.	Star Odyssey	G-31
80.	Super Hydlide	G-32
81.	Sword of Vermilion	G-33

82.	The Faery Tale Adventure	G-34
83.	The Immortal	G-35
84.	Traysia	G-36
85.	Uncharted Waters*	G-37
86.	Uncharted Waters: New Horizons*	G-38, G-38s
87.	Warsong	G-39
88.	Wonder Boy in Monster World	G-40
89.	Ys III: Wanderers from Ys*	G-41, G-41s

* Having similar title name to SNES counterpart.

Main Sources: *https://edgeemu.net/browse-md.htm*, accessed on September 21, 2019.

https://www.listal.com/list/sega-genesis-rpg, accessed on September 22, 2019.

II.   Data Selection: *Words and Phrases*

Similar data are analysed once to avoid repetition.

2.1   Words and Word Formations

2.1.1   Compounding

Table 5. List of Compounding Words

No.	Word	Data Code	Process	Meaning
1.	ActRaiser (n)	S-1	act (n) + raiser (n)	The raiser of act, where *act* refers to each level of the game.
2.	Countdown (n)	G-6s	count (n) + down (adv)	A backward counting.
3.	Doomsday (n)	G-6s	dooms (n) + day (n)	The day of destruction.
4.	Earthbound (n)	S-13	earth (n) + bound (n)	A bound with the earth.
5.	Final Fantasy (n)	S-15, S-16, S-17	final (adj) + fantasy (n)	The last fantasy; a brand name of a game series.
6.	Landstalker (n)	G-14	land (n) + stalker (n)	The stalker of land.
7.	Light Crusader (n)	G-16	light (adj) + crusader (n)	The crusader that has the trait of light.
8.	Black Queen (n)	S-27s	Black (adj) + Queen (n)	The queen that has the trait of black.
9.	Phantasy Star (n)	G-19, G-20, G-21	phantasy (n) + star (n)	The star of phantasy; a brand name of a game series.
10.	Shadowrun (n)	S-33, G-25	shadow (adj) + run (n)	A run done in the shadow.
11.	Shining Force (n)	G-26, G-27	shining (adj) + force (n)	A force that has shiny trait; a brand name of a game series.
12.	Starflight (n)	G-30	star (n) + flight (n)	A flight on the star.
13.	Warsong (n)	G-39	war (n) + song (n)	The song of war.

2.1.2 Blending

Table 6. List of Blending Words

No.	Word	Data Code	Process	Meaning
1.	Drakkhen	S-10	drak- (from drake/dragon) + -khen (?)	A naming related to drake or dragon.
2.	Robotrek	S-29	robo- (from robot) + trek (n)	A trek or journey in the world full of invented robots.
3.	Terranigma	S-37	terra (n) + -nigma (from enigma)	The mystery of earth, as the word *terra* comes from Italian/Latin which means "earth".

(?)   Unidentified Origin

2.1.3 Affixation: *Inflection and Derivation*

1) Inflection

Table 7. List of Inflectional Words

No.	Word	Data Code	Process	Meaning
1.	Values (n)	S-2, G-2	value (n) + -s	Many values.
2.	Dooms (n)	G-6s	doom (n) + -s	A number of destruction.
3.	Dungeons (n)	G-9	dungeon (n) + -s	Many dungeons.
4.	Dragons (n)	G-9	dragon (n) + -s	Many dragons.
5.	Warriors (n)	G-9s	warrior (n) + -s	A number of warriors.
6.	Treasures (n)	G-14s	treasure (n) + -s	Some treasures.
7.	Sinistrals (n)	S-23s	sinistral (n) + -s	A group of Sinistrals.
8.	Gates (n)	G-17s, S-24s	gate (n) + -s	A number of gates.
9.	Isles (n)	S-25s	isle (n) + -s	A number of isles.
10.	Generations (n)	G-21s	generation (n) + -s	A number of generations.
11.	Architects (n)	G-22	architect (n) + -s	Some architects.
12.	Pirates! (n)	G-23	pirate (n) + -s	Many pirates.
13.	Rings (n)	G-24	ring (n) + -s	A number of rings.
14.	Shining (v)	G-28	shine (v) + -ing	Doing the action of *to shine*.
15.	Stars (n)	S-32, S-35s	star (n) + -s	A number of stars.
16.	Tales (n)	S-40	tale (n) + -s	Some tales.
17.	Trials (n)	S-41	trial (n) + -s	Some trials.
18.	Runes (n)	S-42s	rune (n) + -s	A number of runes.
19.	Waters (n)	S-45, S-46, S-37, S-38	water (n) + -s	A number of seas.
20.	Horizons (n)	S-46s,	horizon (n) + -s	Some horizons.

		S-38s		
21.	Wanderers (n)	S-48s, G-41s	wanderer (n) + -s	A number of wanderers.

2) Derivation

Table 8. List of Derivational Words

No.	Word	Data Code	Process	Meaning
1.	Raiser (n)	S-1	raise (v) + -er	The one who raises.
2.	Crusader (n)	G-8, G-16	crusade (v) + -er	The one who crusades.
3.	Beholder (n)	S-14	behold (v) + -er	The one who beholds.
4.	stalker (n)	G-14	stalk (v) + -er	The one who stalks.
5.	Shining (adj)	G-26, G-27	shine (v) + -ing	Having shiny trait.
6.	Darkness (n)	G-28	dark (adj) + -ness	The result of being dark.
7.	Blazer (n)	S-34	blaze (v) + -er	The one who blazes.
8.	7th (n)	S-38	7 (adj) + -th	Number seven in order.
9.	Immortal (adj)	G-35	im- + mortal (adj)	Not mortal, or eternal.
10.	Twisted (adj)	S-40	twist (v) + -ed	The state result of twist.
11.	charted (adj)	S-45, S-46, S-37, S-38	chart (v) + -ed	Having done to be charted or mapped.
12.	Uncharted (adj)	S-45, S-46, S-37, S-38	un- + chart (v) + -ed	Not charted or mapped yet.
13.	Wizardry (adv)	S-47	wizard (n) + -ry	Related to wizard.
14.	Wanderer (n)	S-48s, G-41s	wander (v) + -er	The one who wanders.

2.1.4   Conversion

Table 9. List of Conversional Words

No.	Word	Data Code	Process	Meaning
1.	Cadash (n)	G-7	Derived from Hebrew kadash (v) which means "to consecrate" (Hedberg, 2013:84).	Consecration; name of the story's main setting or location.
2.	Lufia (n)	S-22, S-23	Derived from Old English lufia (v) which means "to love" (Latham, 1848:298).	Love, as it is usually attributed to a female character, with the word *Lufia* itself being used as the name of the story's female main character.
3.	Ogre (adj)	S-27	Derived from ogre (n).	Huge or giant.

No.	Word	Data Code	Process	Meaning
4.	Evermore (n)	S-30	Derived from evermore (adv).	The dateless; name of the story's world setting which contains various different periods at the same time.

2.1.5 Borrowing

Table 10. List of Borrowing Words

No.	Word	Data Code	Process	Meaning
1.	Arcus	G-1	Borrowed from Latin which means "low and horizontal cloud" (Thokal, 2004:16).	Name of the story's main setting or location.
2.	Cadash	G-7	Borrowed from Hebrew *kadash* which means "to consecrate" (Hedberg, 2013:84).	Name of the story's main setting or location.
3.	Chrono	S-8	Borrowed from Greek (House, 2008:119).	Time.
4.	Centy	G-8	Borrowed from Slovak.	Cents, the smallest units of money which are typically in the form of coins.
5.	Eden	S-12s	Borrowed from Hebrew which means "garden" (Tsumura, 1989: 125).	Paradise.
6.	Gaia	S-19	Borrowed from Greek.	Earth.
7.	Lufia	S-22, S-23	Borrowed from Old English *lufia* which means "to love" (Latham, 1848:298).	Love; name of the story's female main character.
8.	Terra	S-25s, S-37	Borrowed from Italian/Latin.	Earth.
9.	Obitus	S-26	Borrowed from Latin which means "death" (Higgins, 2004).	Name of the story's main setting or location.
10.	Mana	S-31	Borrowed from Maori which means "power" (Meylan, 2017: 11).	Magical power.
11.	Ultima	S-42, S-43, S-44	Borrowed from Latin.	The last.

2.1.6 Coinage

Table 11. List of Coinage Words

No.	Word	Data Code	Process	Meaning
1.	Addams	S-2, G-2	A new word invented along with the creation of a group	Family name of the main characters.

No.	Word	Data Code	Process	Meaning
				of fictional characters.
2.	Arcana	S-3	A new word derived from the last name of two groups of tarot cards, namely major and minor arcana.	Arcana, or the cards, represent the main characters of the story.
3.	Buck Rogers	G-6	A new word invented along with the creation of a fictional character.	Name of the story's major character.
4.	Inindo	S-20	A new word invented along with its definition on the sub-title (S-20s).	Way of the ninja.
5.	Nole	G-14s	A new word invented along with the creation of a fictional character.	Name of the story's minor character.
6.	Wukong	G-15	A new word derived from the Chinese legendary character named Sun Wukong.	Name of the story's main character.
7.	Sinistral	S-23s	A new word invented along with the creation of a group of fictional characters.	The epithet of the story's main antagonists.
8.	Zelda	S-39	A new word derived from Zelda Fitzgerald, wife of *F. Scott Fitzgerald*, American writer (Hilliard, 2017:5).	Name of the story's major character.
9.	Pier Solar	G-22	A new word invented for the story's plot device.	An ancient machine.
10.	Mario	S-35	A new word invented along with the creation of a fictional character.	Name of the story's main character.
11.	Spike McFang	S-40	A new word invented along with the creation of a fictional character.	Name of the story's main character.
12.	Traysia	G-36	A new word invented along with the creation of a fictional character.	Name of the story's supporting character.
13.	Ys	S-48, S-48s, G-41, G-41s	A new word derived from mythical city Ys in Brittany, France (Spence, 1917:184).	Name of the story's major location.

2.1.7 Abbreviation

Table 12. List of Abbreviation Word

No.	Word	Data Code	Process	Meaning
1.	RPG	S-35	Shortened from Role Playing Game.	A genre of video game where the player takes the role of the main character and enters an immersive world full of

				characters and settings.

2.1.8 Acronym

Table 13. List of Acronym Word

No.	Word	Data Code	Process	Meaning
1.	E.V.O.	S-12	Shortened from Evolution.	A long process of biological development.

2.1.9 Multiple Processes

Light Blue   : Inflection   Red   : Borrowing

Dark Blue   : Derivation   Light Green   : Conversion

Table 14. List of Multiple Processes Words

No.	Word	Data Code	Word Formations	Process	Meaning
1.	ActRaiser (n)	S-1	Compounding + Derivation	act + (raise + -er)	The raiser of act, where *act* refers to each level of the game.
2.	Doomsday (n)	G-6s	Inflection + Compounding	(doom + -s) + day	The day of destruction.
3.	Cadash (n)	G-7	Borrowing + Conversion	Derived from a verb of Hebrew which means "to consecrate" (Hedberg, 2013:84).	Name of the story's main setting or location.
4.	Landstalker (n)	G-14	Compounding + Derivation	land + (stalk + -er)	The stalker of land.
5.	Light Crusader	G-16	Compounding + Derivation	Light + (crusade + -er)	The crusader that has the trait of light.
6.	Lufia (n)	S-22, S-23	Borrowing + Conversion	Derived from a verb of Old English which means "to love" (Latham, 1848:298).	Love; name of the story's female main character.
7.	Terranigma (n)	S-37	Borrowing + Blending	terra (from Italian/Latin) + -nigma (from enigma)	The mystery of earth, as the word *terra* means "earth".
8.	Uncharted (adj)	S-45, S-46, S-37, S-38	2 Derivation	un- + chart (v) + -ed	Not charted or mapped yet.
9.	Wanderers (n)	S-48s, G-41s	Derivation + Inflection	wander (v) + -er + -s	A number of wanderers.

2.2   Phrases and Phrase Types

h: Head of Phrase

2.2.1   Noun Phrase

Table 15. List of Noun Phrases

No.	Phrase	Data Code	Structure	Meaning
1.	Addams Family Values	S-2, G-2	Addams (n) + Family (n) + Values (h)	The values of Addams family.
2.	Arcus Odyssey	G-1	Arcus (n) + Odyssey (h)	The odyssey or journey in Arcus, with *Arcus* being the name of the story's main setting or location.
3.	Battle Master	G-3	Battle (n) + Master (h)	The master of battle.
4.	Beggar Prince	G-4	Beggar (n) + Prince (h)	A prince who turns into a beggar by getting his position swapped with a beggar in the beginning of the story.
5.	Brain Lord	S-4	Brain (n) + Lord (h)	The lord of brain.
6.	Breath of Fire	S-6	Breath (h) + of (prep) + Fire (n)	A breath that is able to emit fire.
7.	Breath of Fire II	S-7	Breath (h) + of (prep) + Fire (n) + II (adj)	The second game in the *Breath of Fire* series.
8.	Chrono Trigger	S-8	Chrono (n) + Trigger (h)	A time machine, as the word *chrono* means "time" (House, 2008:119).
9.	Crusader of Centy	G-8	Crusader (h) + of (prep) + Centy (n)	The one who crusades for cents.
10.	Dragon View	S-9	Dragon (n) + View (h)	The view of dragon.
11.	Dungeon Master	S-11	Dungeon (n) + Master (h)	The master of dungeon.
12.	Dungeons & Dragons	G-9	Dungeons & Dragons (h)	Many dungeons and dragons.
13.	Warriors of the Eternal Sun	G-9s	Warriors (h) + of (prep) + the (det) + Eternal (adj) + Sun (n)	A number of warriors who hail from a place called *the Eternal Sun*; graced by the sun.
14.	Search for Eden	S-12s	Search (h) + for (prep) + Eden (n)	An action that is done to find paradise.
15.	Eye of the Beholder	S-14	Eye (h) + of (prep) + the (det) + Beholder (n)	The eye of the one who beholds.
16.	Fatal Labyrinth	G-11	Fatal (adj) + Labyrinth (h)	A dangerous labyrinth that may cause death if it gets entered.
17.	Mystic Quest	S-15s	Mystic (adj) + Quest (h)	A quest related to mystic.
18.	Final Fantasy II	S-16	Final (adj) + Fantasy (h) + II (adj)	The second game in the *Final Fantasy* series.
19.	Final Fantasy III	S-17	Final (adj) + Fantasy (h) + III (adj)	The third game in the *Final Fantasy* series.
20.	Gauntlet 4	G-12	Gauntlet (h) + 4 (adj)	The fourth game in the *Gauntlet* series.

21.	Harvest Moon	S-18	Harvest (n) + Moon (h)	A moon's position that indicates the time for harvest.
22.	Illusion of Gaia	S-19	Illusion (h) + of (prep) + Gaia (n)	A deceitful image of earth.
23.	Way of the Ninja	S-20s	Way (h) + of (prep) + the (det) + Ninja (n)	The path that has to be lived by a ninja.
24.	King's Bounty	G-13	King's (det) + Bounty (h)	The bounty given by the king.
25.	The Treasures of King Nole	G-14s	The (det) + treasures (h) + of (prep) + King Nole (n)	Some treasures which were owned by King Nole.
26.	Legend of Wukong	G-15	Legend (h) + of (prep) + Wukong (n)	A story from the past about a character named *Wukong*.
27.	the Fortress of Doom	S-22	the (det) + Fortress (h) + of (prep) + Doom (n)	The (flying) fortress that brings destruction.
28.	Lufia II	S-23	Lufia (h) + II (adj)	The second game in the *Lufia* series.
29.	Rise of the Sinistrals	S-23s	Rise (h) + of (prep) + the (det) + Sinistrals (n)	The act of *to rise* that is done by the sinistrals.
30.	Might and Magic	G-17	Might and Magic (h)	The physical and magical power.
31.	Gates to Another World	G-17s, S-24s	Gates (h) + to (prep) + Another (adj) + World (n)	A number of gates that lead to a different world.
32.	Might and Magic II	S-24	Might and Magic (h) + II (adj)	The second game in the *Might and Magic* series.
33.	Might and Magic III	S-25	Might and Magic (h) + III (adj)	The third game in the *Might and Magic* series.
34.	Isles of Terra	S-25s	Isles (h) + of (prep) + Terra (n)	A number of isles on the earth's surface.
35.	Monster World IV	G-18	Monster (n) + World (h) + IV (adj)	The fourth game in the *Monster World* series.
36.	Ogre Battle	S-27	Ogre (adj) + Battle (h)	A huge war.
37.	The March of the Black Queen	S-27s	The (det) + March (h) + of (prep) + the (det) + Black (n) + Queen (n)	The act of *to march* that is done by the black queen.
38.	Paladin's Quest	S-28	Paladin's (det) + Quest (h)	The quest that is carried by paladin.
39.	Phantasy Star	G-19	Phantasy (n) + Star (h)	The star of phantasy.
40.	The End of the Millennium	G-19s	The (det) + End (h) + of (prep) + the (det) + Millennium (n)	The finale of one thousand years period.
41.	Phantasy Star II	G-20	Phantasy (n) + Star (h) + II (adj)	The second game in the *Phantasy Star* series.
42.	Phantasy Star III	G-21	Phantasy (n) + Star (h) + III (adj)	The third game in the *Phantasy Star* series.
43.	Generations of Doom	G-21s	Generations (h) + of (prep) + Doom (n)	A number of generations that lives in a doomed state.
44.	the Great Architects	G-22	the (det) + Great (adj) + Architects (h)	Some architects who have build a notable structure.
45.	Pirates! Gold	G-23	Pirates! (h) + Gold (adj)	A *gold* version of *Pirates!* game.
46.	Rings of Power	G-24	Rings (h) + of (prep) + Power (n)	A number of rings that have the ability to create an effect.
47.	Secret of Evermore	S-30	Secret (h) + of (prep) + Evermore (n)	The secret of a world called *Evermore*.

48.	Secret of Mana	S-31	Secret (h) + of (prep) + Mana (n)	The secret of a world full of magical powers.
49.	Secret of the Stars	S-32	Secret (h) + of (prep) + the (det) + Stars (n)	The secret of the certain stars.
50.	Shining Force II	G-27	Shining (adj) + Force (h) + II (adj)	The second game in the *Shining Force* series.
51.	Shining in the Darkness	G-28	Shining (h) + in (prep) + the (det) + Darkness (n)	A noun of *to shine* inside the place that is being dark.
52.	Sorcerer's Kingdom	G-29	Sorcerer's (det) + Kingdom (h)	A kingdom where the sorcerer lives.
53.	Soul Blazer	S-34	Soul (n) + Blazer (h)	The one who blazes the soul.
54.	Star Odyssey	G-31	Star (n) + Odyssey (h)	An odyssey or journey at the star.
55.	Super Hydlide	G-32	Super (adj) + Hydlide (h)	A *super* version of *Hydlide 3* game.
56.	Super Mario RPG	S-35	Super (adj) + Mario (h) + RPG (adj)	An *RPG* kind of *Super Mario* game.
57.	Legend of the Seven Stars	S-35s	Legend (h) + of (prep) + the (det) + Seven (adj) + Stars (n)	A story from the past about the stars which are seven in numbers.
58.	Super Ninja Boy	S-36	Super (adj) + Ninja (n) + Boy (h)	A *Super* NES game about ninja boy.
59.	Sword of Vermilion	G-33	Sword (h) + of (prep) + Vermilion (n)	A sword that is bright red in color.
60.	The 7th Saga	S-38	The (det) + 7th (n) + Saga (h)	The saga or story that is numbered seven.
61.	The Faery Tale Adventure	G-34	The (det) + Faery (adj) + Tale (n) + Adventure (h)	The adventure of imaginative story.
62.	The Immortal	G-35	The (det) + Immortal (h)	The one who is not mortal.
63.	The Legend of Zelda	S-39	The (det) + Legend (h) + of (prep) + Zelda (n)	A story from the past about a character named *Zelda*.
64.	A Link to the Past	S-39s	A (det) + Link (h) + to (prep) + the (det) + Past (n)	A connection that connects to the passed time.
65.	The Twisted Tales of Spike McFang	S-40	The (det) + Twisted (adj) + Tales (h) + of (prep) + Spike McFang (n)	Some tales comprised with the negative twists about a character named *Spike McFang*.
66.	Trials of Mana	S-41	Trials (h) + of (prep) + Mana (n)	Some trials for magical power.
67.	Runes of Virtue II	S-42s	Runes (h) + of (prep) + Virtue (n) + II (adj)	The second game in the Ultima sub-series, *Runes of Virtue*.
68.	Ultima VI	S-43	Ultima (h) + VI (adj)	The sixth game in the *Ultima* series.
69.	The False Prophet	S-43s	The (det) + False (adj) + Prophet (h)	The person who is wrongly identified as a prophet.
70.	Ultima VII	S-44	Ultima (h) + VII (adj)	The seventh game in the *Ultima* series.
71.	The Black Gate	S-44s	The (det) + Black (adj) + Gate (h)	The gate that leads to the black side.
72.	Uncharted Waters	S-45, S-46, G-37, G-38	Uncharted (adj) + Waters (h)	The seas which are not yet to be mapped.

73.	New Horizons	S-46s, G-38s	New (adj) + Horizons (h)	The paths of voyage which are recently discovered.
74.	Wizardry V	S-47	Wizardry (h) + V (adj)	The fifth game in the *Wizardry* series.
75.	Heart of the Maelstrom	S-47s	Heart (h) + of (prep) + the (det) + Maelstrom (n)	The heart section of the strong whirlpool on the sea.
76.	Wonder Boy in Monster World	G-40	Wonder (n) + Boy (h) + in (prep) + Monster (n) + World (n)	The boy of wonder inside the world of monster.
77.	Ys III	S-48, G-41	Ys (h) + III (adj)	The third game in the *Ys* series.
78.	Wanderers from Ys	S-48s, G-41s	Wanderers (h) + from (prep) + Ys (n)	A number of wanderers who originated from a place called *Ys*.

2.2.2 Prepositional Phrase

Table 16. List of Prepositional Phrase

No.	Phrase	Data Code	Structure	Meaning
1.	Beyond Oasis	G-5	Beyond (prep) + Oasis (n)	Farther than the location of the oasis.

III.   Data Count

c:	Compounding	*ab*:	Abbreviation
bl:	Blending	*ac*:	Acronym
i:	Inflection	*mp*:	Multiple Processes
d:	Derivation	*NP*:	Noun Phrase
cv:	Conversion	*VP*:	Verb Phrase
br:	Borrowing	*PP*:	Prepositional Phrase
co:	Coinage		

3.1   Word Formations

Table 17. Numbers of Word Formations Found in 16-bit RPGs' Titles

No.	Title	Data Code	Amount									
-----	-------	-----------	*c*	*bl*	*i*	*d*	*cv*	*br*	*co*	*ab*	*ac*	*mp*
1.	ActRaiser	S-1	1	-	-	1	-	-	-	-	-	1
2.	Addams Family Values	S-2	-	-	1	-	-	-	1	-	-	-
3.	Arcana	S-3	-	-	-	-	-	-	1	-	-	-
4.	Brain Lord	S-4	-	-	-	-	-	-	-	-	-	-
5.	Brandish	S-5	-	-	-	-	-	-	-	-	-	-
6.	Breath of Fire	S-6	-	-	-	-	-	-	-	-	-	-

7.	Breath of Fire II	S-7	-	-	-	-	-	-	-	-	-	-
8.	Chrono Trigger	S-8	-	-	-	-	-	1	-	-	-	-
9.	Dragon View	S-9	-	-	-	-	-	-	-	-	-	-
10.	Drakkhen	S-10	-	1	-	-	-	-	-	-	-	-
11.	Dungeon Master	S-11	-	-	-	-	-	-	-	-	-	-
12.	E.V.O.: Search for Eden	S-12, S-12s	-	-	-	-	-	1	-	-	1	-
13.	Earthbound	S-13	1	-	-	-	-	-	-	-	-	-
14.	Eye of the Beholder	S-14	-	-	-	1	-	-	-	-	-	-
15.	Final Fantasy: Mystic Quest	S-15, S-15s	1	-	-	-	-	-	-	-	-	-
16.	Final Fantasy II	S-16	1	-	-	-	-	-	-	-	-	-
17.	Final Fantasy III	S-17	1	-	-	-	-	-	-	-	-	-
18.	Harvest Moon	S-18	-	-	-	-	-	-	-	-	-	-
19.	Illusion of Gaia	S-19	-	-	-	-	-	1	-	-	-	-
20.	Inindo: Way of the Ninja	S-20, S-20s	-	-	-	-	-	-	1	-	-	-
21.	Lagoon	S-21	-	-	-	-	-	-	-	-	-	-
22.	Lufia & the Fortress of Doom	S-22	-	-	-	-	1	1	-	-	-	1
23.	Lufia II: Rise of the Sinistrals	S-23, S-23s	-	-	1	-	1	1	1	-	-	1
24.	Might and Magic II: Gates to Another World	S-24, S-24s	-	-	1	-	-	-	-	-	-	-
25.	Might and Magic III: Isles of Terra	S-25, S-25s	-	-	1	-	-	1	-	-	-	-
26.	Obitus	S-26	-	-	-	-	-	1	-	-	-	-
27.	Ogre Battle: The March of the Black Queen	S-27, S-27s	1	-	-	-	1	-	-	-	-	-
28.	Paladin's Quest	S-28	-	-	-	-	-	-	-	-	-	-
29.	Robotrek	S-29	-	1	-	-	-	-	-	-	-	-
30.	Secret of Evermore	S-30	-	-	-	-	1	-	-	-	-	-
31.	Secret of Mana	S-31	-	-	-	-	-	1	-	-	-	-
32.	Secret of the Stars	S-32	-	-	1	-	-	-	-	-	-	-
33.	Shadowrun	S-33	1	-	-	-	-	-	-	-	-	-
34.	Soul Blazer	S-34	-	-	-	1	-	-	-	-	-	-
35.	Super Mario RPG: Legend of the Seven Stars	S-35, S-35s	-	-	1	-	-	-	-	1	-	-
36.	Super Ninja Boy	S-36	-	-	-	-	-	-	-	-	-	-
37.	Terranigma	S-37	-	1	-	-	-	1	-	-	-	1
38.	The 7th Saga	S-38	-	-	-	1	-	-	-	-	-	-
39.	The Legend of Zelda: A Link to the Past	S-39, S-39s	-	-	-	-	-	-	1	-	-	-
40.	The Twisted Tales of Spike McFang	S-40	-	-	1	1	-	-	1	-	-	-
41.	Trials of Mana	S-41	-	-	1	-	-	1	-	-	-	-
42.	Ultima: Runes of Virtue II	S-42, S-42s	-	-	1	-	-	1	-	-	-	-
43.	Ultima VI: The False Prophet	S-43, S-43s	-	-	-	-	-	1	-	-	-	-

44.	Ultima VII: The Black Gate	S-44, S-44s	-	-	-	-	-	1	-	-	-	-
45.	Uncharted Waters	S-45	-	-	1	2	-	-	-	-	-	1
46.	Uncharted Waters: New Horizons	S-46, S-46s	-	-	2	2	-	-	-	-	-	1
47.	Wizardry V: Heart of the Maelstrom	S-47, S-47s	-	-	-	1	-	-	-	-	-	-
48.	Ys III: Wanderers from Ys	S-48, S-48s	-	-	1	1	-	-	2	-	-	1
	Total from *SNES* Titles		**7**	**3**	**13**	**11**	**4**	**13**	**8**	**1**	**1**	**7**
49.	Arcus Odyssey	G-1	-	-	-	-	-	1	-	-	-	-
50.	Addams Family Values	G-2	-	-	1	-	-	-	1	-	-	-
51.	Battle Master	G-3	-	-	-	-	-	-	-	-	-	-
52.	Beggar Prince	G-4	-	-	-	-	-	-	-	-	-	-
53.	Beyond Oasis	G-5	-	-	-	-	-	-	-	-	-	-
54.	Buck Rogers: Countdown to Doomsday	G-6, G-6s	2	-	1	-	-	-	1	-	-	1
55.	Cadash	G-7	-	-	-	-	1	1	-	-	-	1
56.	Crusader of Centy	G-8	-	-	-	1	-	1	-	-	-	-
57.	Dungeons & Dragons: Warriors of the Eternal Sun	G-9, G-9s	-	-	3	-	-	-	-	-	-	-
58.	Exile	G-10	-	-	-	-	-	-	-	-	-	-
59.	Fatal Labyrinth	G-11	-	-	-	-	-	-	-	-	-	-
60.	Gauntlet 4	G-12	-	-	-	-	-	-	-	-	-	-
61.	King's Bounty	G-13	-	-	-	-	-	-	-	-	-	-
62.	Landstalker: The Treasures of King Nole	G-14, G-14s	1	-	1	1	-	-	1	-	-	1
63.	Legend of Wukong	G-15	-	-	-	-	-	-	1	-	-	-
64.	Light Crusader	G-16	1	-	-	1	-	-	-	-	-	1
65.	Might and Magic: Gates to Another World	G-17, G-17s	-	-	1	-	-	-	-	-	-	-
66.	Monster World IV	G-18	-	-	-	-	-	-	-	-	-	-
67.	Phantasy Star: The End of the Millennium	G-19, G-19s	1	-	-	-	-	-	-	-	-	-
68.	Phantasy Star II	G-20	1	-	-	-	-	-	-	-	-	-
69.	Phantasy Star III: Generations of Doom	G-21, G-21s	1	-	1	-	-	-	-	-	-	-
70.	Pier Solar and the Great Architects	G-22	-	-	1	-	-	-	1	-	-	-
71.	Pirates! Gold	G-23	-	-	1	-	-	-	-	-	-	-
72.	Rings of Power	G-24	-	-	1	-	-	-	-	-	-	-
73.	Shadowrun	G-25	1	-	-	-	-	-	-	-	-	-
74.	Shining Force	G-26	1	-	-	-	-	-	-	-	-	-
75.	Shining Force II	G-27	1	-	-	-	-	-	-	-	-	-
76.	Shining in the Darkness	G-28	-	-	1	1	-	-	-	-	-	-
77.	Sorcerer's Kingdom	G-29	-	-	-	-	-	-	-	-	-	-
78.	Starflight	G-30	1	-	-	-	-	-	-	-	-	-
79.	Star Odyssey	G-31	-	-	-	-	-	-	-	-	-	-
80.	Super Hydlide	G-32	-	-	-	-	-	-	-	-	-	-

No.	Title	Code										
81.	Sword of Vermilion	G-33	-	-	-	-	-	-	-	-	-	-
82.	The Faery Tale Adventure	G-34	-	-	-	-	-	-	-	-	-	-
83.	The Immortal	G-35	-	-	-	1	-	-	-	-	-	-
84.	Traysia	G-36	-	-	-	-	-	-	1	-	-	-
85.	Uncharted Waters	G-37	-	-	1	2	-	-	-	-	-	1
86.	Uncharted Waters: New Horizons	G-38, G-38s	-	-	2	2	-	-	-	-	-	1
87.	Warsong	G-39	1	-	-	-	-	-	-	-	-	-
88.	Wonder Boy in Monster World	G-40	-	-	-	-	-	-	-	-	-	-
89.	Ys III: Wanderers from Ys	G-41, G-41s	-	-	1	1	-	-	2	-	-	1
	Total from *Genesis* Titles		12	-	16	10	1	3	8	-	-	7
	Total Amount		19	3	29	22	5	16	16	1	1	14

3.2   Phrase Types

Table 18. Numbers of Phrase Types Found in 16-bit RPGs' Titles

No.	Title	Data Code	Amount	
			NP	*PP*
1.	ActRaiser	S-1	-	-
2.	Addams Family Values	S-2	1	-
3.	Arcana	S-3	-	-
4.	Brain Lord	S-4	1	-
5.	Brandish	S-5	-	-
6.	Breath of Fire	S-6	1	-
7.	Breath of Fire II	S-7	1	-
8.	Chrono Trigger	S-8	1	-
9.	Dragon View	S-9	1	-
10.	Drakkhen	S-10	-	-
11.	Dungeon Master	S-11	1	-
12.	E.V.O.: Search for Eden	S-12, S-12s	1	-
13.	Earthbound	S-13	-	-
14.	Eye of the Beholder	S-14	1	-
15.	Final Fantasy: Mystic Quest	S-15, S-15s	1	-
16.	Final Fantasy II	S-16	1	-
17.	Final Fantasy III	S-17	1	-
18.	Harvest Moon	S-18	1	-
19.	Illusion of Gaia	S-19	1	-
20.	Inindo: Way of the Ninja	S-20, S-20s	1	-
21.	Lagoon	S-21	-	-
22.	Lufia & the Fortress of Doom	S-22	1	-
23.	Lufia II: Rise of the Sinistrals	S-23, S-23s	2	-
24.	Might and Magic II: Gates to Another World	S-24,	2	-

		S-24s		
25.	Might and Magic III: Isles of Terra	S-25, S-25s	2	-
26.	Obitus	S-26	-	-
27.	Ogre Battle: The March of the Black Queen	S-27, S-27s	2	-
28.	Paladin's Quest	S-28	1	-
29.	Robotrek	S-29	-	-
30.	Secret of Evermore	S-30	1	-
31.	Secret of Mana	S-31	1	-
32.	Secret of the Stars	S-32	1	-
33.	Shadowrun	S-33	-	-
34.	Soul Blazer	S-34	1	-
35.	Super Mario RPG: Legend of the Seven Stars	S-35, S-35s	2	-
36.	Super Ninja Boy	S-36	1	-
37.	Terranigma	S-37	-	-
38.	The 7th Saga	S-38	1	-
39.	The Legend of Zelda: A Link to the Past	S-39, S-39s	2	-
40.	The Twisted Tales of Spike McFang	S-40	1	-
41.	Trials of Mana	S-41	1	-
42.	Ultima: Runes of Virtue II	S-42, S-42s	1	-
43.	Ultima VI: The False Prophet	S-43, S-43s	2	-
44.	Ultima VII: The Black Gate	S-44, S-44s	2	-
45.	Uncharted Waters	S-45	1	-
46.	Uncharted Waters: New Horizons	S-46, S-46s	2	-
47.	Wizardry V: Heart of the Maelstrom	S-47, S-47s	2	-
48.	Ys III: Wanderers from Ys	S-48, S-48s	2	-
	Total from *SNES* Titles		**49**	**-**
49.	Arcus Odyssey	G-1	1	-
50.	Addams Family Values	G-2	1	-
51.	Battle Master	G-3	1	-
52.	Beggar Prince	G-4	1	-
53.	Beyond Oasis	G-5	-	1
54.	Buck Rogers: Countdown to Doomsday	G-6, G-6s	1	-
55.	Cadash	G-7	-	-
56.	Crusader of Centy	G-8	1	-
57.	Dungeons & Dragons: Warriors of the Eternal Sun	G-9, G-9s	2	-
58.	Exile	G-10	-	-
59.	Fatal Labyrinth	G-11	1	-
60.	Gauntlet 4	G-12	1	-
61.	King's Bounty	G-13	1	-

62.	Landstalker: The Treasures of King Nole	G-14, G-14s	1	-
63.	Legend of Wukong	G-15	1	-
64.	Light Crusader	G-16	-	-
65.	Might and Magic: Gates to Another World	G-17, G-17s	2	-
66.	Monster World IV	G-18	1	-
67.	Phantasy Star: The End of the Millennium	G-19, G-19s	1	-
68.	Phantasy Star II	G-20	1	-
69.	Phantasy Star III: Generations of Doom	G-21, G-21s	2	-
70.	Pier Solar and the Great Architects	G-22	1	-
71.	Pirates! Gold	G-23	1	-
72.	Rings of Power	G-24	1	-
73.	Shadowrun	G-25	-	-
74.	Shining Force	G-26	-	-
75.	Shining Force II	G-27	1	-
76.	Shining in the Darkness	G-28	-	-
77.	Sorcerer's Kingdom	G-29	1	-
78.	Starflight	G-30	-	-
79.	Star Odyssey	G-31	1	-
80.	Super Hydlide	G-32	1	-
81.	Sword of Vermilion	G-33	1	-
82.	The Faery Tale Adventure	G-34	1	-
83.	The Immortal	G-35	1	-
84.	Traysia	G-36	-	-
85.	Uncharted Waters	G-37	1	-
86.	Uncharted Waters: New Horizons	G-38, G-38s	2	-
87.	Warsong	G-39	-	-
88.	Wonder Boy in Monster World	G-40	1	-
89.	Ys III: Wanderers from Ys	G-41, G-41s	2	-
Total from *Genesis* Titles			**36**	**1**
Total Amount			**85**	**1**