

## Finding Aid to the Christy Marx Papers, 1978-2018

### Summary Information

**Title:** Christy Marx papers

**Creator:** Christy Marx (primary)

**ID:** 117.5436

**Date:** 1978-2018 (inclusive); 1990-2002 (bulk)

**Extent:** 2.5 linear feet (physical); 964 MB (digital)

**Language:** The materials in this collection are in English.

**Abstract:** The Christy Marx papers compile the breadth of Marx's authorship and design across many genres, including video games, books, comics, and both live action and animated television shows. The bulk of the materials are dated between 1994 and 2002.

**Repository:**

Brian Sutton-Smith Library and Archives of Play at The Strong  
One Manhattan Square  
Rochester, New York 14607  
585.263.2700  
library@museumofplay.org

### Administrative Information

**Conditions Governing Use:** This collection is open for research use by staff of The Strong and by users of its library and archives. Though the donor has not transferred intellectual property rights (including, but not limited to any copyright, trademark, and associated rights therein) to The Strong, she has given permission for The Strong to make copies in all media for museum, educational, and research purposes.

**Conditions Governing Access:** Digital files migrated from the original 3.5" floppy disks in this collection are available to on-site researchers only.

**Custodial History:** The Christy Marx papers were donated to The Strong in July 2017 as a gift from Christy Marx. The papers were accessioned by The Strong under Object ID 117.5436 and were received from Marx along with additional museum objects (under Activity ID 13239).

**Preferred citation for publication:** Christy Marx papers, Brian Sutton-Smith Library and Archives of Play at The Strong

**Processed by:** Primary processing completed by Nicole Pease, April-May 2018; floppy disks imaged by Lauren Phillips, May 2018; additional assistance from Andrew Borman and Julia Novakovic, June-July 2018.

**Revision Note:** Biographical note updated in 2021 by Julia Novakovic.

### Controlled Access Terms

#### Personal Names

- Lawrence, Katherine
- Ledger, Peter
- Littlejohn, Randy
- Marx, Christy

**Corporate Names**

- Brøderbund Software, Inc.
- Sierra On-Line, Inc.
- Stormfront Studios

**Subjects**

- Animation television programs--Authorship
- Babylon 5 (Television program)
- Comics and graphic novels--Authorship
- Computer adventure games--Design
- Computer games
- Conan the Adventurer (Television program)
- Conquests of Camelot (Video game)
- Conquests of the Longbow (Video game)
- Game design and development
- Hypernauts (Television program)
- Jem and the Holograms (Television program)
- Television scripts
- Video games--Authorship
- Video games--Design
- Women in Games

**Biographical Note**

Christy Marx is an American scriptwriter, author, narrative designer, and game designer. She is best known for her work on various television series (including *Jem*, *G.I. Joe*, and *Hypernauts*), comic books, and computer adventure games.

Marx's creative career spans several decades and originally stemmed from her obsession with comic books. She grew up in Danville, Illinois, devouring comic books. Her parents opposed her reading these publications due to the perceived bad influence of comics on juveniles during the 1950s; instead, Marx learned to write and draw her own comic books. After graduating high school, Marx attended the University of Illinois for one year, then moved to Los Angeles (but initially worked in medical insurance instead of the creative fields she aspired to join). Marx began taking night classes on screenplay writing at the Sherman Oaks Experimental College. Hoping to break into writing comics, she became a member of the Comic Art Professional Society. Marx got her first big break when she pitched Roy Thomas a story for *Savage Sword of Conan*. She soon wrote for animated and live action television programs. Marx then landed a role as head writer and developer of *Jem and the Holograms*, a popular 1980s animated series (based on a Hasbro toy line). Marx also collaborated with fellow sci-fi lover, Katherine Lawrence on several shows including *Mighty Max*.

Marx's first job in games was at Sierra On-Line in Oakhurst, California; she and her husband, Peter Ledger, were hired as a writer/artist team in 1988, with Marx doing the design and writing, Ledger creating the art. Employing her passion for fantasy and strong female characters, Marx

wrote and designed Arthurian legend *Conquests of Camelot: The Search for the Grail* (1990) and Robin Hood story *Conquests of the Longbow* (1991). She won four game design awards for her adventure games. Marx left Sierra in 1991 to pursue other writing positions, and she freelanced for more than a decade. After joining Zynga in 2010 as Principal Game Designer and Narrative Designer, she incorporated creative stories into social games such as *CastleVille Legends* and *FarmVille: Tropic Escape*.

Marx is the author of *Writing for Animation, Comics, and Games*. As of 2021, Marx continues to work as a freelance writer and narrative designer.

### **Collection Scope and Content Note**

The Christy Marx papers contain materials from 1978 through 2018, with the bulk of the papers dated between 1990 and 2002. This collection contains materials related to Christy Marx's writings for books, comics, and animated and live action television shows, as well as game design. Physical material contents include game design documentation, correspondence, financial papers, writings, clippings, printed material, photographs, and digital media. Floppy disk contents include graphics, scripts, outlines, memos, correspondence, and other design documentation.

The Christy Marx papers have been arranged into five series, one of which has been divided into further subseries. This collection is housed in three archival document boxes, two oversized folders, and one additional archival media box. Digital files imaged from the floppy disks are accessible on-site at The Strong via access hard drive.

### **Related Materials**

The Strong houses action figures, toys, dolls, board games, and ephemera from Christy Marx. The International Center for the History of Electronic Games also holds video games designed by Marx.

### **System of Arrangement**

Series I: Games, 1990-2002, 2010

Subseries A: Games with contributions from Marx, 1990-2002

Subseries B: Games judged by Marx, 2010

Series II: Animation/live action television, 1985-2004

Series III: Books/comic books, 1997-2001

Series IV: Publications, 1978-2003

Series V: Reference materials and miscellaneous disks, 1986-1997

Series VI: Digital files from floppy disks, 1985-2004

## Contents List

### Series I: Games, 1990-2002, 2010

#### Subseries A: Games with contributions from Marx, 1990-2002

**Scope and Content Note:** This subseries contains materials that document Christy Marx's role in designing and writing games, including *Conquests of Camelot: The Search for the Grail* (1990) and *Conquests of the Longbow: The Legend of Robin Hood* (1991) for Sierra On-Line. Marx also contributed to character writing for the MMORPG *Earth & Beyond* (2002). This subseries also holds game design documentation for several unproduced games, including "Eternal Blade," "BattleVision," and "Who Am I."

Materials include correspondence, scripts, notes, USB flash drive, and 3½" floppy disks. Floppy disks in this subseries were imaged in May 2018, and digital files are available upon request for on-site researchers. (Corresponding digital file folders are indicated after each object description; see Series VI for additional details.)

#### Box 1

- Folder 1 *The Beast Within* script, 1995 (folder 1 of 3)
- Folder 2 *The Beast Within* script, 1995 (folder 2 of 3)
- Folder 3 *The Beast Within* script, 1995 (folder 3 of 3)
- Folder 4 *The Beast Within* game design, 1994-1995 (folder 1 of 3)

#### Box 2

- Folder 1 *The Beast Within* game design, 1994-1995 (folder 2 of 3)
- Folder 2 *The Beast Within* game design, 1994-1995 (folder 3 of 3)
- Folder 3 San Francisco Police Department Homicide Case File, Marx working materials, 1995-1996
- Folder 5 *Into the Fire* shooting script, 1999
- Folder 6 *Into the Fire* script notes, 1999

#### Box 4

- Object 1 "Camelot KA1.zip" [*Conquests of Camelot*], 3½" floppy disk, 1991 [corresponds to digital files Marx-01]
- Object 2 "Camelot KA1.zip" [*Conquests of Camelot*], 3½" floppy disk, 1991 [corresponds to digital files Marx-02]
- Object 3 "KA3.zip, KA4.zip, KA5.zip" [*Conquests of Camelot*], 3½" floppy disk, 1991 [corresponds to digital files Marx-03]
- Object 4 "KA6.zip" [*Conquests of Camelot*], 3½" floppy disk, 1991 [corresponds to digital files Marx-04]
- Object 5 "King Arthur" [*Conquests of Camelot*], 3½" floppy disk, 1990 [corresponds to digital files Marx-05]
- Object 6 "1 Robin Hood" [*Conquests of the Longbow*], 3½" floppy disk, 1990-1991 [corresponds to digital files Marx-06]
- Object 7 "2 Robin Hood" [*Conquests of the Longbow*], 3½" floppy disk, 1991 [corresponds to digital files Marx-07]

- Object 8 “3 Robin Hood” [*Conquests of the Longbow*], 3½” floppy disk, 1991 [corresponds to digital files Marx-08]
- Object 9 “4 Robin Hood” [*Conquests of the Longbow*], 3½” floppy disk, 1991 [corresponds to digital files Marx-09]
- Object 10 “Longbow Pics & PE256 (10/91)” [*Conquests of the Longbow*], 3½” floppy disk, 1991 [corresponds to digital files Marx-10]
- Object 11 “Longbow Disk 5” [*Conquests of the Longbow*], 3½” floppy disk, 1991 [corresponds to digital files Marx-11]
- Object 12 “Longbow Pics” [*Conquests of the Longbow*], 3½” floppy disk, 1991 [corresponds to digital files Marx-12]
- Object 13 “Longbow Pics & Views” [*Conquests of the Longbow*], 3½” floppy disk, 1991 [corresponds to digital files Marx-13]
- Object 14 “Battlevision BVWORDS.zip” [*BattleVision*], 3½” floppy disk, 1992-1994 [corresponds to digital files Marx-14]
- Object 15 “Battlevision” [*BattleVision*], 3½” floppy disk, 1993-1995 [corresponds to digital files Marx-15]
- Object 24 “E&B” [*Earth and Beyond*], 3½” floppy disk, 2002 [corresponds to digital files Marx-22]
- Object 25 “E&B” [*Earth and Beyond*], 3½” floppy disk, 2002 [corresponds to digital files Marx-23]
- Object 26 “E&B” [*Earth and Beyond*], 3½” floppy disk, 2002 [corresponds to digital files Marx-24]
- Object 27 “E&B ACD files” [*Earth and Beyond*], 3½” floppy disk, 2002 [corresponds to digital files Marx-25]
- Object 28 “E&B Mordana info, Red dragon info, Monopotamia notes” [*Earth and Beyond*], 3½” floppy disk, 2002 [corresponds to digital files Marx-26]
- Object 29 “E&B .doc” [*Earth and Beyond*], 3½” floppy disk, 2002 [corresponds to digital files Marx-27]
- Object 30 “Stormfront ‘Firefly’ Eternal Blade #1” [*Eternal Blade*], 3½” floppy disk, 2000 [corresponds to digital files Marx-28]
- Object 31 “Stormfront Eternal Blade #2” [*Eternal Blade*], 3½” floppy disk, 2000 [corresponds to digital files Marx-29]
- Object 32 “Eternal Blade Disk 3, cinematic scripts” [*Eternal Blade*], 3½” floppy disk, 2000 [corresponds to digital files Marx-30]
- Object 33 “Eternal Blade 4 Tx6D, World history, Outline” [*Eternal Blade*], 3½” floppy disk, 2000 [corresponds to digital files Marx-31]
- Object 86 “Who Am I?” [*Who Am I/Shakespeare* game draft], 3½” floppy disk, 1993-1994 [corresponds to digital files Marx-84]
- Object 87 “Wildsky” [*WildSky* game], 3½” floppy disk, 1996-1997 [corresponds to digital files Marx-85]
- Object 88 “Wildspace, Karate Fighters” [*Wild Space, Karate Fighters*], 3½” floppy disk, 1993-1995 [corresponds to digital files Marx-86]

**Subseries B: Games judged by Marx, 2010**

**Scope and Content Note:** This subseries holds game scripts judged by Marx in 2010.

**Box 2**

- Folder 7 *God of War III* script, 2010  
 Folder 8 *Fallout 3* script, 2010  
 Folder 9 *Star Wars – The Force Unleashed II* script, 2010

**Series II: Animation/live action television, 1985-2004**

**Scope and Content Note:** This series houses 3½” floppy disks containing information on television series and live action television shows on which Marx worked, including *Babylon 5*, *Hypernavts*, *G.I. Joe*, *Jem and the Holograms*, *Conan the Adventurer*, and more. Also held within this series are two animation cels from *Jem and the Holograms*.

Floppy disks in this series were imaged in May 2018, and digital files are available upon request for on-site researchers. (Corresponding digital file folders are indicated after each object description; see Series VI for additional details.)

**Oversized**

- Folder 1 Animation cel of *Jem and the Holograms* with character attributes, c. 1985  
 Folder 1 Animation cel from *Jem and the Holograms*, *Pizzazz* with garbage, c. 1985

**Box 2**

- Folder 4 *Babylon 5* Info-Script, 1998-1999

**Box 4**

- Object 16 “B5 Space Combat Story Outline 9-26-97” [*Babylon 5*], 3½” floppy disk, 1997 [corresponds to digital files Marx-16]  
 Object 17 “B5Design HTML 10-7-97” [*Babylon 5*], 3½” floppy disk, 1997 [corresponds to digital files Marx-17]  
 Object 18 “B5: Grail Misc. newsletter & other files” [*Babylon 5*], 3½” floppy disk, 1989-1995 [corresponds to digital files Marx-18]  
 Object 19 “B-5 grail.scr grailsx.doc newsletter” [*Babylon 5*], 3½” floppy disk, 1993-1995 [corresponds to digital files Marx-19]  
 Object 20 “Babylon-5 newsletter #1 files genie files” [*Babylon 5*], 3½” floppy disk, 1992-1994 [corresponds to digital files Marx-20]  
 Object 21 “B5 Feeder.gif tif & LBM logo” [*Babylon 5*], 3½” floppy disk, 1993 [corresponds to digital files Marx-21]  
 Object 22 [removed; no formal Object 22 in this collection.]  
 Object 23 “Randy B5\_ITF” [*Babylon 5*], USB flash drive, 1997-2004 [corresponds to digital files Marx-87]  
 Object 34 “Mighty Max” [*Mighty Max*], 3½” floppy disk, 1993-1994 [corresponds to digital files Marx-32]  
 Object 35 “Hypernavts scripts” [*Hypernavts*], 3½” floppy disk, 1995 [corresponds to digital files Marx-33]

- Object 36 “Hypernavts Master Disk 1 of 4 Scripts 101-104” [*Hypernavts*], 3½” floppy disk, 1995 [corresponds to digital files Marx-34]
- Object 37 “Hypernavts Master Disk 2 of 4 Scripts 105-107” [*Hypernavts*], 3½” floppy disk, 1995 [corresponds to digital files Marx-35]
- Object 38 “Hypernavts Master Disk 3 of 4 Scripts 108-110” [*Hypernavts*], 3½” floppy disk, 1995 [corresponds to digital files Marx-36]
- Object 39 “Hypernavts Master 4 of 4 Scripts 111-113” [*Hypernavts*], 3½” floppy disk, 1995 [corresponds to digital files Marx-37]
- Object 40 “Hypernavts #1 Bibles Fax/memo/notes misc.” [*Hypernavts*], 3½” floppy disk, 1995 [corresponds to digital files Marx-38]
- Object 41 “Hypernavts #2 PC” [*Hypernavts*], 3½” floppy disk, 1995 [corresponds to digital files Marx-39]
- Object 42 “Hypernavts #3 PC” [*Hypernavts*], 3½” floppy disk, 1995 [corresponds to digital files Marx-40]
- Object 43 “Hypernavts #3 PC” [*Hypernavts*], 3½” floppy disk, 1995 [corresponds to digital files Marx-41]
- Object 44 “Hypernavts #4 PC” [*Hypernavts*], 3½” floppy disk, 1995 [corresponds to digital files Marx-42]
- Object 45 “Beast Wars” [*Beast Wars*], 3½” floppy disk, 1997-1998 [corresponds to digital files Marx-43]
- Object 46 “War Planets Disk #1” [*War Planets*], 3½” floppy disk, 1998 [corresponds to digital files Marx-44]
- Object 47 “War Planets Disk #2” [*War Planets*], 3½” floppy disk, 1998 [corresponds to digital files Marx-45]
- Object 48 “Bucky O’Hare Disk #1” [*Bucky O’Hare*], 3½” floppy disk, 1990-1991 [corresponds to digital files Marx-46]
- Object 49 “Bucky #2” [*Bucky O’Hare*], 3½” floppy disk, 1990-1991 [corresponds to digital files Marx-47]
- Object 50 “Word 5.0 Conan 52:19 – SX” [*Conan the Adventurer*], 3½” floppy disk, 1993 [corresponds to digital files Marx-48]
- Object 51 “Word 5.0 Conan 52:30-39 Scripts” [*Conan the Adventurer*], 3½” floppy disk, 1993 [corresponds to digital files Marx-49]
- Object 52 “Conan 52: Marx Files, Bible8, Guides” [*Conan the Adventurer*], 3½” floppy disk, 1992-1993 [corresponds to digital files Marx-50]
- Object 53 “Conan 52: Scripts & outlines” [*Conan the Adventurer*], 3½” floppy disk, 1993 [corresponds to digital files Marx-51]
- Object 54 “Conan: Word 5: 14-19” [*Conan the Adventurer*], 3½” floppy disk, 1993 [corresponds to digital files Marx-52]
- Object 55 “Conan: memos, faxes, etc.” [*Conan the Adventurer*], 3½” floppy disk, 1992-1993 [corresponds to digital files Marx-53]
- Object 56 “Conan: other writers #3” [*Conan the Adventurer*], 3½” floppy disk, 1992-1993 [corresponds to digital files Marx-54]
- Object 57 “Conan/Word 5.0 Zip Files Scripts” [*Conan the Adventurer*], 3½” floppy disk, 1992-1993 [corresponds to digital files Marx-55]
- Object 58 “Conan: Marx SX” [*Conan the Adventurer*], 3½” floppy disk, 1991-1992 [corresponds to digital files Marx-56]

- Object 59 “Conan: Other Writers #1” [*Conan the Adventurer*], 3½” floppy disk, 1992 [corresponds to digital files Marx-57]
- Object 60 “Conan: Other Writers #2” [*Conan the Adventurer*], 3½” floppy disk, 1992 [corresponds to digital files Marx-58]
- Object 61 “Dark Stalkers” [*Dark Stalkers*], 3½” floppy disk, 1995 [corresponds to digital files Marx-59]
- Object 62 “Jem, G.I. Joe” [*Jem, G.I. Joe*], 3½” floppy disk, 1986-1987 [corresponds to digital files Marx-60]
- Object 63 “Pocket Dragons” [*Pocket Dragon Adventures*], 3½” floppy disk, 1993, 1997-1998 [corresponds to digital files Marx-61]
- Object 64 “Roswell Conspiracies, X-Men” [*X-Men Evolution, Roswell Conspiracies*], 3½” floppy disk, 1999-2000 [corresponds to digital files Marx-62]

### Series III: Books/comic books, 1997-2001

**Scope and Content Note:** This series contains 3½” floppy disks containing development files and drafts for several comic book series, as well as one non-fiction biography about Jet Li.

Floppy disks in this series were imaged in May 2018, and digital files are available upon request for on-site researchers. (Corresponding digital file folders are indicated after each object description; see Series VI for additional details.)

#### Box 4

- Object 65 “Elfquest” [*Elfquest*], 3½” floppy disk, 1997-1998 [corresponds to digital files Marx-63]
- Object 66 “Jet Li,” 3½” floppy disk, 2001 [corresponds to digital files Marx-64]
- Object 73 “Comix, Lorelei” [*Lorelai of the Red Mist* comic], 3½” floppy disk, 1991-1992 [corresponds to digital files Marx-71]
- Object 78 “Innocent Blood” [*Intruder* comic], 3½” floppy disk, 1990 [corresponds to digital files Marx-76]

### Series IV: Publications, 1978-2003

**Scope and Content Note:** Materials in this series include clippings, magazines, catalogs, newsletters, correspondence, and invitation. These printed materials showcase Marx’s affiliations with professional groups such as the Animation Writers Caucus, as well as her inclusion in magazines, catalogs, and articles.

#### Box 3

- Folder 1 Magazines and catalog, 1983-2003
- Folder 2 Clippings featuring Marx, 2002
- Folder 3 Animation Writers Caucus newsletters and invite, 1995-2003
- Folder 4 Comic Art Professional Society Catalog, 1978
- Folder 5 Computer Game Developers Association newsletters and correspondence, 1996-1997



**Oversized**

Folder 2 “Comic Relief,” *Sierra Gateway Neighbors*, Volume 3, No. 22, June 21, 2002

**Series V: Reference materials and miscellaneous disks, 1986-1997**

**Scope and Content Note:** Materials include a slide deck, slides, a photograph, correspondence, an article, a compact disk, and 3½” floppy disks. Materials in this series are related to multi-user games as well as additional projects on which Marx may have worked and disks containing graphics from Marx’s husband, Peter Ledger. Object labels are noted as originally written by Marx.

Floppy disks in this series were imaged in May 2018, and digital files are available upon request for on-site researchers. (Corresponding digital file folders are indicated after each object description; see Series VI for additional details.)

**Box 3**

Folder 6 Materials related to multi-user games, 1994-1996  
Folder 7 “WorldsAway” materials, 1995 [LucasArts]

**Box 4**

Object 67 *WorldsAway: An Animated Online Virtual Community*, compact disc, 1995  
Object 68 “Worlds Away Windows Client Release A14.3 Disk 1 of 4” [*WorldsAway*], 3½” floppy disk, 1995 [corresponds to digital files Marx-66]  
Object 69 “Worlds Away Windows Client Release A14.3 Disk 2 of 4” [*WorldsAway*], 3½” floppy disk, 1995 [corresponds to digital files Marx-67]  
Object 70 “Worlds Away Windows Client Release A14.3 Disk 3 of 4” [*WorldsAway*], 3½” floppy disk, 1995 [corresponds to digital files Marx-68]  
Object 71 “Worlds Away Windows Client Release A14.3 Disk 4 of 4” [*WorldsAway*], 3½” floppy disk, 1995 [corresponds to digital files Marx-69]  
Object 72 “Centipede (Hasbro)” [Centipede game], 3½” floppy disk, 1998 [corresponds to digital files Marx-70]  
Object 74 “Compuserve WINCIM Release v1.4 Disk 1 of 2” [Compuserve application], 3½” floppy disk, 1992-1995 [corresponds to digital files Marx-72]  
Object 75 “Compuserve WINCIM Release v1.4 Disk 2 of 2” [Compuserve application], 3½” floppy disk, 1992-1995 [corresponds to digital files Marx-73]  
Object 76 “Genie: Gen. files” [various files], 3½” floppy disk, 1994-1995 [corresponds to digital files Marx-74]  
Object 77 “Humongoids,” 3½” floppy disk, 1994 [corresponds to digital files Marx-75]  
Object 79 “Misc. correspondence, contracts, Word docs, lists, forms,” 3½” floppy disk, 1987-1990 [corresponds to digital files Marx-77]  
Object 80 “Misc. writings,” 3½” floppy disk, 1987-1991 [corresponds to digital files Marx-78]  
Object 81 “Monkey,” 3½” floppy disk, 1986-1988 [corresponds to digital files Marx-79]  
Object 82 “Peter’s graphics,” 3½” floppy disk, 1994-1995 [corresponds to digital files Marx-80]  
Object 83 “Ringworld graphics” [*Ringworld: Revenge of the Patriarch*], 3½” floppy disk, 1990-1993 [corresponds to digital files Marx-81]

- Object 84 “Peter 1 Ringworld Background” [*Ringworld: Revenge of the Patriarch*], 3½” floppy disk, 1990-1992 [corresponds to digital files Marx-82]
- Object 85 “Peter 2 Ringworld Background” [*Ringworld: Revenge of the Patriarch*], 3½” floppy disk, 1990-1992 [corresponds to digital files Marx-83]

### Series VI: Digital files from floppy disks, 1985-2004, 2018

**Scope and Content Note:** Digital files were migrated in May 2018 from the original 3½” floppy disks contained in the collection. The majority of the files are text files that can be opened using Microsoft Word or Notepad. Some graphics files require the use of a Sierra Tools application and are noted as such. (Several disks may not be openable due to incompatible software or operating systems and are noted as such.) These digital files are accessible only to on-site researchers.

#### Digital series

- Marx-01 “Conquests of Camelot” [may not be openable], 1991
- Marx-02 “Conquests of Camelot” [may not be openable], 1991
- Marx-03 “Conquests of Camelot” [may not be openable], 1991
- Marx-04 “Conquests of Camelot” [may not be openable], 1991
- Marx-05 “Conquests of Camelot” [15 files – letters, hint books, correspondence], 1990
- Marx-06 “Conquests of the Longbow” [42 files – correspondence, story design, game timelines], 1990-1991
- Marx-07 “Conquests of the Longbow” [24 files – story outlines, story design], 1991
- Marx-08 “Conquests of the Longbow” [44 files – story outlines, character development, style sheets], 1991
- Marx-09 “Conquests of the Longbow” [47 files - story outlines, timelines], 1991
- Marx-10 “Conquests of the Longbow” [graphics files; use Sierra Tools to view], 1991
- Marx-11 “Conquests of the Longbow” [57 files – memos, story outlines, hint book], 1991
- Marx-12 “Conquests of the Longbow” [graphics files; use Sierra Tools to view], 1991
- Marx-13 “Conquests of the Longbow” [graphics files; use Sierra Tools to view], 1991
- Marx-14 “BattleVision” [58 files – scripts, memos, interviews], 1992-1994
- Marx-15 “BattleVision” [30 files – scripts, memos, development], 1993-1995
- Marx-16 “Babylon 5” [33 files – scenario development, notes], 1997
- Marx-17 “Babylon 5” [2 files - design document, logo], 1997
- Marx-18 “Babylon 5” [33 files – development, memos, application], 1989, 1992-1995
- Marx-19 “Babylon 5” [16 files – development, some graphics for hex editor], 1993-1995
- Marx-20 “Babylon 5” [28 files – correspondence, address lists, newsletter files], 1992-1994
- Marx-21 “Babylon 5” [6 files – graphics], 1993
- Marx-22 “Earth & Beyond” [9 files – text], 2002
- Marx-23 “Earth & Beyond” [8 files – text], 2002
- Marx-24 “Earth & Beyond” [9 files – text], 2002
- Marx-25 “Earth & Beyond” [9 files – text], 2002
- Marx-26 “Earth & Beyond” [16 – development], 2002
- Marx-27 “Earth & Beyond” [14 files – development, installation], 2002
- Marx-28 “Eternal Blade” [24 files – game development, memos], 2000
- Marx-29 “Eternal Blade” [7 files – storylines, outlines, development], 2000

- Marx-30 “Eternal Blade” [41 files – cinematic and dialogue scripts], 2000
- Marx-31 “Eternal Blade” [6 files – story treatment, development], 2000
- Marx-32 “Mighty Max” [23 files – script outlines], 1993-1994
- Marx-33 “Hypernavts” [Mac disk – may not be openable], c. 1994-1995
- Marx-34 “Hypernavts” [Mac disk – may not be openable], c. 1994-1995
- Marx-35 “Hypernavts” [Mac disk – may not be openable], c. 1994-1995
- Marx-36 “Hypernavts” [Mac disk – may not be openable], c. 1994-1995
- Marx-37 “Hypernavts” [Mac disk – may not be openable], c. 1994-1995
- Marx-38 “Hypernavts” [54 files – notes, scripts, development], 1994-1995
- Marx-39 “Hypernavts” [51 files – notes, scripts, development], 1995
- Marx-40 “Hypernavts” [29 files – notes, scripts, development], 1995-1996
- Marx-41 “Hypernavts” [26 files – notes, scripts, development], 1995-1996
- Marx-42 “Hypernavts” [8 files – scripts], 1995-1996
- Marx-43 “Beast Wars” [18 files – scripts, bibles, notes], 1997-1998
- Marx-44 “War Planets” [37 files – scripts, notes, memos], 1998
- Marx-45 “War Planets” [11 files – scripts, notes], 1998
- Marx-46 “Bucky O’Hare” [18 files – notes, script outlines, development], 1990-1991
- Marx-47 “Bucky O’Hare” [32 files – notes, script outlines, development], 1990-1991
- Marx-48 “Conan the Adventurer” [41 files – scripts, notes], 1993
- Marx-49 “Conan the Adventurer” [22 files – scripts, notes], 1993
- Marx-50 “Conan the Adventurer” [28 files – scripts, development, guidelines, notes], 1992-1993
- Marx-51 “Conan the Adventurer” [19 files – scripts, notes], 1993
- Marx-52 “Conan the Adventurer” [1 file – script], 1993
- Marx-53 “Conan the Adventurer” [39 files – notes, scripts, correspondence], 1992-1993
- Marx-54 “Conan the Adventurer” [28 files – scripts, notes, guidelines], 1992-1993
- Marx-55 “Conan the Adventurer” [11 files – scripts, notes], 1992-1993
- Marx-56 “Conan the Adventurer” [36 files – scripts, notes], 1991-1992
- Marx-57 “Conan the Adventurer” [34 files – scripts, notes], 1992
- Marx-58 “Conan the Adventurer” [15 files – scripts, notes], 1992
- Marx-59 “Dark Stalkers” [9 files – scripts, outlines, notes], 1995
- Marx-60 “Jem, G.I. Joe” [26 files – JEM bible, notes, outline, scripts, notes], 1986-1987
- Marx-61 “Pocket Dragon Adventures” [17 files – scripts, notes], 1993, 1997-1998
- Marx-62 “Roswell Conspiracies, X-Men: Evolution” [19 files – scripts], 1999-2000
- Marx-63 “Elfquest” [55 files – drafts, outlines, notes, correspondence], 1997-1998
- Marx-64 “Jet Li” [31 files – research notes, chapter drafts], 2001
- Marx-66 “Worlds Away” [game/application – may not be openable], c. 1995
- Marx-67 “Worlds Away” [game/application – may not be openable], c. 1995
- Marx-68 “Worlds Away” [game/application – may not be openable], c. 1995
- Marx-69 “Worlds Away” [game/application – may not be openable], c. 1995
- Marx-70 “Centipede” [5 files – Centipede bible, correspondence, notes], 1998
- Marx-71 “Lorelei” [2 files – drafts], 1991-1992
- Marx-72 “Compuserv” [application – may not be openable], c. 1995
- Marx-73 “Compuserv” [application – may not be openable], c. 1995
- Marx-74 “GENIE gen files” [55 files – miscellaneous correspondence, notes], 1994-1995
- Marx-75 “Humongoids” [36 files – drafts, notes, correspondence], 1994

- Marx-76 “Innocent Blood” [4 files – drafts], 1990
- Marx-77 “Misc. correspondence, contracts, Word docs, lists, forms, etc.” [60 files], 1987-1990
- Marx-78 “Misc. writings” [40 files], 1987-1991
- Marx-79 “Monkey” [24 files – drafts, notes], 1986-1988
- Marx-80 “Peter’s Graphics” [5 files – graphics], 1994-1995
- Marx-81 “Ringworld” [31 files – graphics], 1990-1993
- Marx-82 “Ringworld” [26 files – graphics], 1990-1992
- Marx-83 “Ringworld” [24 files – graphics], 1990-1992
- Marx-84 “Who Am I?” [84 files – drafts, ideas, programming instructions], 1993-1994
- Marx-85 “Wild Sky” [5 files – meeting notes, writing sample, drafts], 1996-1997
- Marx-86 “WildSpace” [31 files – notes, correspondence, drafts], 1993-1995
- Marx-87 “Babylon 5” [2,276 files – notes, drafts, graphics, applications, memos], 1997-2004