

Finding Aid for the Don Daglow Papers, 1977-2012

Summary Information

Title: Don Daglow papers

Creator: Don Daglow (primary); The Strong (secondary)

ID: 116.5673

Date: 1977-2012 (inclusive); 1988-2008 (bulk)

Extent: Approx. 89 linear feet (physical); 1.3 GB (digital)

Language: The materials in this collection are in English.

Abstract: The Don Daglow papers are comprised of video game concepts, development papers, artwork, baseball references, and Stormfront Studios company records of varying sizes and formats. The bulk of the materials are dated between 1988 and 2008.

Repository:

Brian Sutton-Smith Library and Archives of Play at The Strong
One Manhattan Square
Rochester, New York 14607
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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, he has given permission for The Strong to make copies in all media for museum, educational, and research purposes.

Conditions Governing Access: Access to portions of this collection have been restricted by the donor. These documents will not be open for research use until the year 2050; they are denoted as such in this finding aid and are separated from unrestricted files. Access to media and digital materials requires advance notice. Currently, access to data cartridges/cassettes, Hi8, Video 8 tapes and some floppy disk data due to formatting is unavailable; it is possible that certain other formats may be inaccessible or restricted.

Custodial History: The Don Daglow papers were donated to The Strong in October 2016 as a gift from Don Daglow. The papers were accessioned by The Strong under Object ID 116.5673 and were received from Daglow in 117 boxes, along with dozens of related role-playing games, video games, posters, and ephemera (Activity ID 13039).

Preferred citation for publication: Don Daglow papers, Brian Sutton-Smith Library and Archives of Play at The Strong.

Processed by: Initial inventory of collection by Robert Ramos in 2016. Subsequent inventory, processing, and finding aid by Nicole Pease done from May-December 2019 and completed in January 2020. The first donation of materials (Object ID 110.3320) was initially inventoried by Doris Sturzenberger with additional processing and finding aid by Julia Novakovic in September 2013 and has been assimilated into this collection.

Controlled Access Terms

Personal Names

- Buchignani, Mark
- Daglow, Don
- Gorlin, Dan
- Larkin, Tim, 1959-

- Marx, Christy
- Stocker-Magno, Sarah

Corporate Names

- Beyond Software, Inc. (Firm)
- Electronic Arts (Firm)
- Intellivision
- The Learning Company
- Mattel, Inc.
- Microsoft Corporation
- Mindscape (Firm)
- Sony Computer Entertainment
- Stormfront Studios, Inc.
- Strategic Simulations, Inc.
- Ubi Soft Entertainment (Firm)
- Vivendi Entertainment (Firm)

Subjects

- Baseball -- Computer games.
- Byzantine: The Betrayal (Game)
- Computer games
- Computer games--Design.
- Computer games--Development
- Dungeons and Dragons – video games
- E3 (conference)
- Eagle Eye Mysteries (Game)
- Eragon (Game)
- Forgotten Realms: Demon Stone (Game)
- Gaming Conference
- Game Developers Conference
- Hot Wheels Turbo Racing (Game)
- Intellectual property.
- John Madden Football (Game)
- Legend of Alon D'ar (Game)
- Lego My Style (Game)
- Lord of the Rings: The Two Towers (Game)
- NASCAR – video games
- Neverwinter Nights (Game)
- Old Time Baseball (Game)
- Patents
- Pool of Radiance: Ruins of Myth Drannor (Game)
- Quantum Space (Game)
- Rebel Space (Game)
- Spiderwick Chronicles (Game)
- Stadiums--Designs and plans.
- Star Trek: Deep Space Nine: Harbinger (Game)
- Tony La Russa Baseball (Game)
- Trademark licenses.

- Utopia (Game)
- Video game history – United States

Biographical Note

Don Daglow is an American computer and video game designer, programmer, and producer. He is best known for pioneering simulation games, creating the first online multiplayer role-playing game with graphics, and founding game developer Stormfront Studios.

While studying playwriting at Pomona College in Claremont, California, Daglow discovered his talent for writing computer programs. During the 1970s, Daglow created games such as *Baseball* (1971), the first interactive computer baseball game; *Dungeon* (1975), the first computer role-playing game; and other titles freely shared via university mainframe computers. In 1980, Daglow started at Mattel Electronics as one of the original Intellivision programmers. Daglow produced *Utopia*, a groundbreaking simulation game (also called a “god game”) in 1982. At Mattel, Daglow also worked on *Intellivision World Series Baseball* (1983), a game which incorporated multiple camera angles into the game display. Daglow joined Electronic Arts in 1983, designing more than a dozen titles. He moved to Brøderbund a few years later, notably signing the original distribution deal for Will Wright’s *Sim City* (1989).

Daglow founded Stormfront Studios, Inc. in 1988 in San Rafael, CA. Originally called Beyond Software but renamed in 1991, the company had placed on the Inc. 500 list of fast-growing companies three times by 1995. *Neverwinter Nights* (1991-1997), the first graphical MMORPG and *Stronghold* (1993), the first 3D real-time-strategy game, helped earn Daglow the title of the only games industry pioneer to create ground-breaking games in four genres (role playing, sports, simulation and god games, and real-time strategy). Other innovative and popular titles include *Quantum Space* (1989), the original play-by-email game to be offered by a major online service; *Treasures of the Savage Frontier* (1992), the first game where an NPC could fall in love with a player character; *Tony La Russa Baseball* games (1991-1997); *The Lord of the Rings: The Two Towers* (2002); and *Eragon* (2006). Daglow served as president and CEO until the company closed in 2008, by which time Stormfront Studios had sold over fourteen million copies of games.

In 2011, Don Daglow established Interactive Entertainment in Sausalito, CA, as a mobile and social games studio. As of 2019, Daglow continues to consult with game publishers and developers as well as perform speaking engagements.

Daglow has received many honors, including a Technology and Engineering Emmy award and an Academy of Interactive Arts and Sciences Achievement Award. His role in establishing simulation and online multiplayer role-playing games has greatly shaped the modern video game industry.

Collection Scope and Content Note

The Don Daglow papers contain materials from 1977 to 2012, with the bulk of the papers dated between 1988 and 2008. This collection contains materials related to Don Daglow's early career and early game designs, the founding of Stormfront Studios, Inc. and company records, video game development, resources used in game development, research, Don Daglow Interactive Entertainment company records, and references. Of note are more than 150 game concepts and proposals, as well as considerable information on published games covering concept through development, marketing, press, legal, consultant work, and player feedback.

The Don Daglow papers have been arranged into five series, four of which have been divided into subseries, several of those further divided into sections to facilitate use of this collection. This collection is housed in 96 archival document boxes, 5 oversize boxes, 26 rolled storage boxes, 42 specialized boxes, and 2 flat file drawers. Additional scope and content information can be found within the Contents List section of this finding aid.

Many of the video games have working titles which have been included in this document as part of the development folder names. Published game titles will appear italicized and working titles (as well as unpublished game titles) will appear within quotation marks. A list of working titles is at the end of this document.

Media materials have been incorporated into this document with the game development media in a separate subseries. Media include Beta tapes, DVDs, CDs, data cassettes (CT-600N), data cartridges (LTO Ultrium 2, LTX200G, Ultrium LTO 3), 3.5" and 5.5" floppy disks, Hi8 tapes, mini data cartridges (DG90M, DC-2000, QIC-40), VHS tapes, Video 8 tapes, Wii RVT-R discs, and a zip drive. Effort has been made to identify unlabeled media in this collection. Through this process, many of the 5.5" floppy disks have been imaged and a digital copy has been created and is available on-site at The Strong. It is possible that certain formats may be inaccessible or restricted at this time.

Related Materials

The Brian Sutton-Smith Library and Archives of Play holds the book *Gamers at Work: Stories Behind the Games People Play*, which contains an in-depth interview with Daglow. In it, he discussed the creation of Stormfront Studios, the company's successes and challenges, and the development of company culture. Other highlights included the company's name change to "Stormfront Studios" suggested by Sarah Stocker, the use of the company logo on company promotional items, the development of the first MMO game, and the experience of publishing baseball video games.

Researchers may also want to reference *Swords & Circuitry: A Designer's Guide to Computer Role-Playing Games* by Neal Hallford, which includes an interview with Sarah Stocker (producer, designer, and writer at Stormfront Studios) on *Pools of Radiance: Myth Drannor*. For more information on Stocker, gender roles in games, and her work on *Eagle Eye Mysteries*, *Rebel Space*, *Star Trek: Deep Space Nine: Harbinger*, *Starfire Soccer Challenge*, and *Byzantine: The Betrayal*, refer to the article from IGN, "[Sarah Stocker \(Stormfront Studios\) Interview](#)" (also printed and housed in Box 92, Folder 12).

Additional library materials include company profiles/information, press kits, baseball and Lego catalogs, and serials that provide an industry view including: *Card Collector Monthly*, *Connect Times*, *Consumer Multimedia Reporter*, *Interactive Update*, *Multimedia Reporter*, *Multimedia Week*, *The SABR Bulletins*, and *Smartmedia Business*.

Museum artifacts which are part of this collection include game posters (several of which are for *The Lord of the Rings: The Two Towers* and *Eragon*) and other ephemera. Also housed with ICHEG collections are nine building models used for *Eagle Eye Mysteries*, video games, manuals, and sound effect materials.

For related archival materials on Brøderbund Software, see also the [Brøderbund Software, Inc. collection](#) in the Brian Sutton-Smith Library and Archives of Play at The Strong. Refer to the [Jordan Mechner papers](#) for information on how Mechner used a technique of capturing real-time body actions and movements for use in *Prince of Persia* and *Karateka*; this process is similar to that used in the Don Daglow papers to photograph an umpire's movements (refer to the photographs in Box 117). For related archival materials on Christy Marx, see the [Christy Marx papers](#). (Marx contributed to Stormfront Studios' "Eternal Blade"/"Firefly," working titles for *Legend of Alon D'ar*, as well as *The Lord of the Rings: The Two Towers*.)

System of Arrangement

Series I: Early career, 1977-1989

Subseries A: Business papers, 1977-1989

Subseries B: Game design concepts, 1981-1982

Subseries C: Computer program codes, 1980

Series II: Stormfront Studios, 1988-2008

Subseries A: Administration, 1988-2008

Subseries B: Finances, 1989-2008

1. General finances, 1989-2008

2. Royalty reports and amortization schedules, 1991-2007

3. Taxes and audits, 1991-2007

Subseries C: Legal, 1985-2008

1. Company incorporation and name change, 1988-2001

2. Intellectual property, 1990-2007

3. Litigation, 1990-2001 [RESTRICTED]

4. Development-related, 1994-2008

5. General legal/references, 1985-2008

Subseries D: Press and publicity, 1988-2004

Subseries E: Building and lease, 1988-2007

Subseries F: Personnel, 1990-2008

1. Recruitment and employment, 1990-2008

2. Benefits, 1992-2008

3. Policies and procedures, 1991-2006

4. Time and payroll, 1992-2007

5. Personnel, 1990-2006

6. Events, 1997-2005

Subseries G: Conferences, conventions, and seminars, 1985-2010

Subseries H: Awards, 1987-2010

Subseries I: References, 1985-2008

Series III: Stormfront Studios game development, 1988-2010

Subseries A: Development planning, 1992-2007

Subseries B: Game development (paper records), 1989-2009

Subseries C: Game development media, 1989-2008

Subseries D: Other development projects, 1988-2006

Subseries E: Resources, 1987-2008

1. Platforms and technology, 1988-2007

2. Company profiles and services, 1987-2008

3. Manuals, 1991-2003

4. Research, 1993-1996

Subseries F: Baseball research, 1980s-1990s

Subseries G: References, 1991-2008

Subseries H: Miscellaneous media, 1987-2007

Subseries I: Untitled media, n.d.

Series IV: Don Daglow Interactive Entertainment, 2010-2012 [RESTRICTED]

Series V: Collection references, 1987-2012

Contents List

Series I: Early career, 1977-1989

Scope and Content Note: This series contains correspondence, notes, drawings, code printouts, clippings, and ephemera that provide context to Don Daglow's early career, prior to founding Stormfront Studios.

Subseries A: Business papers, 1977-1989

Scope and Content Note: This subseries holds a sampling of business-related papers maintained by Don Daglow, featuring the years he worked for Mattel in the Intellivision Game division and for Brøderbund as an executive publisher. Materials include sales numbers, correspondence, study results, news clippings, and ephemera.

Box 1

- Folder 1 Intellivision cartridge sales numbers, 1981-1982
- Folder 2 "Concise '83 Software Summary: Intelliputer," Don L. Daglow, May 1982
- Folder 3 Brøderbund legal papers – declaration by Don Daglow, 1989
- Folder 4 Brøderbund concept study results, 1987
- Folder 5 Articles/reviews on Utopia, Earl Weaver Baseball, and Don Daglow, 1982-1989 (reprints c. 1990s, 2019)
- Folder 6 Miscellaneous items, 1977-1981

Box 126

Objects 1-3 Name badges for Don Daglow, Brøderbund Software, Inc., 1988, n.d.

- Software Publishers Association
- NECC '88 (Computer Education and Cognitive Systems, University of North Texas)
- AIM Producers Group

Subseries B: Game design concepts, 1981-1987

Scope and Content Note: This subseries contains notes, correspondence, sketches, a 3.5" floppy disk, and other documents relating to electronic games generated by Daglow, notably "Baseball Time Machine" which would later be the basis for *Old Time Baseball* and the *Tony La Russa Baseball* games.

Box 1

- Folder 7 "Time Machine Baseball" game concept documents, 1981
- Folder 8 "Baseball Time Machine" preliminary instructions, 1982
- Folder 9 *Utopia* ["Islands"] game concept documents, 1981
- Folder 10 *Utopia* source code, originally 1981 [printed 2012]
- Folder 11 *Off the Wall* game concept documents and sketches, 1981-1982
- Folder 12 *Diplomax* game concept notes, n.d.
- Folder 13 *Dungeons and Dragons* Master's Screen, Panels I and II notes, n.d.

Box 141

Object 1 [*Earl Weaver Baseball*] "Weaver 1.5," IBM, c. 1987 [3.5" floppy disk]

Subseries C: Computer program codes, 1980

Scope and Content Note: This subseries houses two early computer code printouts of programs printed by Daglow around 1980. (The programs may have been written earlier.)

Box 1

- Folder 14 *Apple Baseball*, Applesoft BASIC code printout, n.d.
- Folder 15 *Ecala*, Applesoft BASIC code printout, 1980

Series II: Stormfront Studios, 1988-2008

Scope and Content Note: This series contains materials documenting the company functions of Stormfront Studios, Inc. (previously Beyond Software, Inc.), including administration, finances, legal, marketing, location, employees, conference attendance, and awards won. Materials include correspondence, legal papers, financial papers, notes, clippings, printed material, photographic material, ephemera, CDs, 5.5" floppy disk, DVDs, VHS tapes, 3.5" floppy disks, mini data cartridge tapes, and a zip drive.

Subseries A: Administration, 1988-2008

Scope and Content Note: This subseries houses correspondence, memorandums, agendas, reports, procedures, and policies that document the administration of the company including board meetings and planning materials. Materials are arranged by subject and subsequently by date. Of special note are the materials related to annual planning meetings describing company goals, achievements, and progress.

Box 1

- Folder 16 Board meeting agenda, n.d.
- Folder 17 Board meeting agenda, 1990
- Folder 18 Board of Directors' report, 1993
- Folder 19 Board meeting materials, 1997

Box 2

- Folder 1 Board of Directors' meeting minutes, 1998-2002
- Folder 2 Board meeting materials, 2000
- Folder 3 Board meeting materials, 2007
- Folder 4 Board meeting materials, 2008
- Folder 5 Business plans, 1988-1989
- Folder 6 Business plans and meeting materials, January 1992
- Folder 7 Business plans and meeting materials, December 1992
- Folder 8 Business plans and meeting materials, 1993
- Folder 9 1993 Annual Planning Meeting, 1993
- Folder 10 Staff meeting assignments and Daglow's notes, 1994
- Folder 11 1995 Annual Planning Meeting, 1994
- Folder 12 Planning and objectives memorandums, 1995
- Folder 13 Milestone planning forms and feedback, 1996

Box 3

- Folder 1 Business plans and meeting materials, 1996
- Folder 2 1997 Annual Planning Meeting, 1997
- Folder 3 1998 Annual Planning Meeting, 1998
- Folder 4 1999 Annual Planning Meeting, 1999
- Folder 5 Project management course material, 1999
- Folder 6 2000 Annual Planning Meeting, 2000
- Folder 7 2001 Annual Planning Meeting, 2001
- Folder 8 Agenda for administrative meeting, 2002
- Folder 9 Strategic plan, 2002-2003
- Folder 10 Summary of leadership roles, 2005
- Folder 11 Review of mission and vision statements, 2006
- Folder 12 Recommendation for organization restructuring, n.d.
- Folder 13 Front desk procedures, n.d.

Box 4

- Folder 1 Company insurance policy and renewal, 2003
- Folder 2 Company insurance policy and renewal, 2005
- Folder 3 Company insurance policy summary, 2007-2008

Subseries B: Finances, 1989-2008

Scope and Content Note: This subseries holds company financial information including royalty and amortization reports as well as tax and audit papers. Materials include correspondence, budgets, statements, correspondence, reports, invoices, purchase orders, tax forms, audit records, CDs, and 5.5" floppy disk.

Subseries B:**1. General finances, 1989-2008**

Scope and Content Note: This section contains general financial records relating to the company day-to-day functions including budgets, reports, statements, CDs, and 5.5" floppy disk. Materials have been arranged chronologically where possible. Of special note are the donations made by the company, sometimes in the form of games. Stormfront Studios also received requests to purchase games directly which can be found in Box 5, Folder 7.

Box 4

- Folder 4 Beyond Software monthly expense lists and sampling of receipts, 1988-1989
- Folder 5 Finances, 1989
- Folder 6 Finances, 1990
- Folder 7 Finances, 1991
- Folder 8 Finances, 1992
- Folder 9 Finances, 1993
- Folder 10 Finances (budgets, statements, projected revenues), 1994

Box 5

- Folder 1 Finances, 1995 (folder 1 of 2)
- Folder 2 Finances, 1995 (folder 2 of 2)
- Folder 3 Donations, 1995-2006
- Folder 4 Finances, 1996
- Folder 5 Private placement memorandum, 1996
- Folder 6 Stormfront investment materials, 1996
- Folder 7 Games ordered and sent, 1998-2003
- Folder 8 Finances, 1998
- Folder 9 Finances (royalties, budgets, project reviews, etc.), 1999-2000 (folder 1 of 2)

Box 6

- Folder 1 Finances (royalties, budgets, project reviews, etc.), 1999-2000 (folder 2 of 2)
- Folder 2 Finances (income statements, balance sheets, expense reports) and FRx training materials, 1999
- Folder 3 Statement by Domestic Stock Corporation, 1999
- Folder 4 Cost reporting data by project, 1999
- Folder 5 Accounts receivable, December-July 1999
- Folder 6 Accounts receivable, January-June 1999
- Folder 7 Accounts receivable, January-July 2000

Box 7

- Folder 1 Accounts receivable, August-December 2000

- Folder 2 Income statements and project review, 2000
- Folder 3 PFW installation instructions and reports (balance sheets, income statements), 2000
[“Platinum Bible”]
- Folder 4 Expense reports, 2000-2001
- Folder 5 Fixed asset depreciation schedules, 2000-2001
- Folder 6 Finances, 2001
- Folder 7 Summary project review, 2001 (folder 1 of 2)
- Folder 8 Summary project review, 2001 (folder 2 of 2)
- Folder 9 Finances, 2002

Box 8

- Folder 1 Accounts receivable, 2001-2003
- Folder 2 Purchase orders (sampling), 2003
- Folder 3 Invoices from consultants and check requests (sampling), 2003
- Folder 4 Various statements and invoices (sampling) with supporting documentation, 2003-2004
- Folder 5 Expense reports (sampling), 2003
- Folder 6 Age payables, January-March 2003
- Folder 7 Budgets – scenario summaries and actuals, 2003
- Folder 8 Vendor payments [by manual checks], 2003
- Folder 9 Tim Larkin Citibank statements, 2003
- Folder 10 Daglow American Express statements (one with original receipts), 1993, 2003-2004
- Folder 11 Budget reports, 2004
- Folder 12 Financial procedures and notes manual, 2005

Box 9

- Folder 1 Finances and wage and tax reports [employee records removed], 2005
- Folder 2 Finances, 2007
- Folder 3 Company valuation booklet, 2007
- Folder 4 Expense reports (sampling), 2008
- Folder 5 Company closing notice and remaining invoices, 2008
- Folder 6 Miscellaneous finances, purchasing, budgets, 1993-2008, n.d.

Box 94

- Folder 1 Financial summaries and reports, 1993-1995

Box 113

- Object 1 Budget, sales data, 1988 [5.5” floppy disk]

Box 135

- Object 1 Dell invoices, 1999-2003 [CD]
- Object 2 General finance, 2003 [CD]
- Object 3 Finance ledger backup, 2003 [CD]
- Object 4 Finance, 2004 [CD]
- Object 5 Budget backup, 2004 [CD]
- Object 6 Budget backup, 2004 [CD]
- Object 7 Finance backup, 2004 [CD]

Subseries B:**2. Royalty reports and amortization statements, 1991-2007**

Scope and Content Note: This section contains financial records relating to royalty reports and amortization statements. These materials are organized by company name alphabetically. Please note that there are additional royalty and amortization records arranged with game materials (by title).

Box 9

- Folder 7 Atari royalty reports, 2003-2006
- Folder 8 Maxis/E.A. agreement amendment regarding royalties, 1997
- Folder 9 E.A. correspondence regarding royalty statements, 1993
- Folder 10 E.A. advance amortization statements, 1997-1998 (folder 1 of 2)
- Folder 11 E.A. advance amortization statements, 1997-1998 (folder 2 of 2)
- Folder 12 E.A. royalty reports, 1999

Box 10

- Folder 1 E.A. royalty reports (by game), 1999-2000
- Folder 2 E.A. royalty reports, 2000
- Folder 3 E.A. royalty reports and amortization statements, 2000
- Folder 4 E.A. royalty reports and amortization statements, 2001
- Folder 5 E.A. royalty reports, 2002

Box 11

- Folder 1 E.A. royalty reports, 2002-2003
- Folder 2 E.A. royalty reports, 2004-2008
- Folder 3 Microsoft royalty reports, 2002-2007
- Folder 4 Mindscape, Unalis, Viacom, and Creative Wonders royalty reports, 1994-1998
- Folder 5 Strategic Simulations, Inc. royalty dispute, 1993
- Folder 6 Ubi Soft royalty reports, 2003-2005
- Folder 7 Vivendi games royalty report, 2007
- Folder 8 Royalty reports by game, 1991
- Folder 9 Royalty reports by game, 1992
- Folder 10 Royalty tracking and miscellaneous royalty reports, 1992-1994

Box 94

- Folder 2 Amortization and royalty reports, 1992-1993

Subseries B:**3. Taxes and audits, 1991-2007**

Scope and Content Note: Included in this section are financial records relating to taxation and audits.

Box 12

- Folder 1 Audit records, 1994-1999
- Folder 2 Property tax records, 1993-1998
- Folder 3 Property tax records, 1999-2005
- Folder 4 Income tax return forms 1120S and 100S, 1991-1992
- Folder 5 1099 tax forms and related materials, 1994-2005
- Folder 6 5500 tax forms and related material 2004-2006
- Folder 7 Electronic tax payment application and procedural documents, 1996-2006
- Folder 8 Miscellaneous tax, 2003-2007

Subseries C: Legal, 1985-2008

Scope and Content Note: This subseries contains the company's legal papers related to the company's name change from Beyond Software, Inc. to Stormfront Studios, intellectual property, litigation, and development-related legal issues. Materials are arranged by subject and include correspondence, bylaws, articles of incorporation, intellectual property searches, legal filings, declarations, agreements, invoices, and photographic material.

Conditions Governing Access: Access to parts of this subseries is RESTRICTED until 2050.

Subseries C:**1. Company incorporation and name change, 1988-2001**

Scope and Content Note: This section houses records related to the company's creation and name change.

Box 12

Folder 9

Certificate of incorporation and by-laws, 1988-2001

Box 13

Folder 1

Company name change surveys, 1992

Folder 2

Search results of corporate filings and stock options including Spectrum Holobyte documents, 1993 [likely used as a reference for Stormfront's name change]

Subseries C:**2. Intellectual property, 1990-2007**

Scope and Content Note: This section contains materials related to the company's intellectual property including trademarks and patents. Note the trademark searches for the company's new name.

Box 13

Folder 3

Stormfront Studios trademark search, correspondence, and infringement, 1992-1993

Folder 4

Copyright registrations, 1990-1996

Folder 5

Trademarks, 1994-1998

Folder 6

Tony La Russa Old Time Baseball trademark search, 1995

Folder 7

Patent application and certificate, 2000-2003

Box 14

Folder 1

Patent references, 2006-2007

Folder 2

Copyright infringement issues with company name, 1994-1997

Folder 3

Potential infringement of baseball game by Data East, 1991

Folder 4

Negotiation of "Time Machine" trademark use with Sports Extra, Inc. (d.b.a. Total Baseball), 1996 [used with *Old Time Baseball* and *Tony La Russa Baseball* games; see relevant materials in Series III, Subseries B.]**Subseries C:****3. Litigation, 1990-2001 [RESTRICTED]**

Scope and Content Note: This section includes litigation records, notably lawsuit documents related to the use of baseball players in *Old Time Baseball*.

Conditions Governing Access: Access to this section is RESTRICTED until 2050.

Box 14

- Folder 5 Legal arbitration with Cinemaware, 1990 [RESTRICTED]
- Folder 6 Legal arbitration with Cinemaware, 1990-1992 [RESTRICTED]
- Folder 7 Declaration of Don Daglow in *Accolade, Inc. v. Distinctive Software, Inc.* and correspondence, 1990 [RESTRICTED]
- Folder 8 *Old Time Baseball* lawsuit documents and correspondence, 1996-2000 (folder 1 of 2) [RESTRICTED]
- Folder 9 *Old Time Baseball* lawsuit documents and correspondence, 1996-2000 (folder 2 of 2) [RESTRICTED]

Box 15

- Folder 1 *Old Time Baseball* lawsuit court settlement file, 2000 [RESTRICTED]
- Folder 2 *Old Time Baseball* legal invoices, 2000-2001 [RESTRICTED]

Subseries C:**4. Development-related, 1994-2008**

Scope and Content Note: This section contains legal records that relate to game development. These include agreements with companies, development kit and license agreements, and non-disclosure agreements (also refer to the personnel subseries for employee non-disclosure agreements).

Box 15

- Folder 3 Electronic Arts legal materials, 1994
- Folder 4 Electronic Arts affiliated label agreement, drafts, and related material, 1994
- Folder 5 Electronic Arts note purchase agreement, 1996
- Folder 6 Electronic Arts legal materials, 1996-1997

Box 16

- Folder 1 Electronic Arts legal materials; consultant agreement for Tim Larkin, 1998
- Folder 2 Nintendo legal papers, 1997-2008
- Folder 3 OpenTV, Inc. contracts and milestone invoices, 2000-2001
- Folder 4 Sega/Saturn agreements and notes, 1994 [mention of Pico system]
- Folder 5 Smacker development kit license agreements, 1995-1996 [*Tony La Russa Baseball III*, *Star Trek: Deep Space Nine: Harbinger*, *ESPN Hockey* mentions]
- Folder 6 Sony Computer Entertainment, Inc. legal papers (NDAs, developer agreements, material loan agreements, tool loans), 1994-2007
- Folder 7 VM Labs, Inc. agreements, 1999
- Folder 8 Consultant and company non-disclosure agreements [A-M], 1995-2004
- Folder 9 Consultant and company non-disclosure agreements [N-Z], 1996-2003
- Folder 10 Non-disclosure agreements with Stormfront regarding contracted services, 1999, 2005-2006
- Folder 11 Engine evaluation and license agreements, 2008

Box 17

- Folder 1 License agreement and correspondence with Ballpark Classics, Inc. 1994-1995
- Folder 2 License agreement and correspondence with Major League Baseball Players Association, 1995-1998
- Folder 3 Various licensing agreements, 2008
- Folder 4 Agreements for console, development kits, and licenses, 2002-2007

OS Box 130

Folder 1 “Smacker” logo mechanicals/negatives and prints (offset lithography), 1994 [corresponds to development kit license agreement]

Subseries C:**5. General legal/references, 1985-2008**

Scope and Content Note: This section contains general legal papers and references.

Box 17

Folder 5 Engagement of legal services, 1988, 1995
 Folder 6 Legal bills, 2006-2008
 Folder 7 Miscellaneous legal materials, 1990-2002
 Folder 8 Miscellaneous legal materials, 2003-2007
 Folder 9 Miscellaneous legal references, 1985, 1994, n.d.

Subseries D: Press and publicity, 1988-2004

Scope and Content Note: This subseries contains materials related to Stormfront Studios’ press, publicity, and marketing. This includes planning papers, branded material, marketing of services, logo design, press coverage, company demos, and website content. Contents include correspondence, process work, paste-ups, printed material, forms, clippings, press releases, press kits, contact lists, DVDs, and VHS tapes.

Box 17

Folder 10 Marketing planning, 1993-1994
 Folder 11 Public relations with Douglas Communications, 1993-1994

Box 18

Folder 1 Public relations with Access PR group, 1994
 Folder 2 Stormfront Studios and Beyond Software logo process work and paste-ups, c. 1988, 1992
 Folder 3 Beyond Software business card process work, 1989
 Folder 4 Stormfront stationery and business cards, n.d.
 Folder 5 Banner/tablecloth design, 1999
 Folder 6 Website and domain planning, 1998-2004
 Folder 7 Application for inclusion in publications, 1990-1994, 1999
 Folder 8 Directory applications, 1994-2003
 Folder 9 Articles about Stormfront Studios, game development, and games, 1989-1995
 Folder 10 Press releases and correspondence re press kits, 1990-2000
 Folder 11 Stormfront profiles and press kits, 1993-1994, n.d. [also see Box 29, Folder 8 for additional company profiles/history]
 Folder 12 Press kit originals and content list, 1999
 Folder 13 Press kit paste-up, c. 2000
 Folder 14 Media contact lists, 1994
 Folder 15 “Act Program” E3 call lists and prospectus status list, 1999

Box 19

Folder 1 Prospect and various contact lists, 1996-2002, n.d.
 Folder 2 Prospect and contact information for database, 1998-2000
 Folder 3 Marketing correspondence and notes regarding potential jobs, projects, 1989-2001
 Folder 4 Marketing correspondence regarding play-by-mail/email games *Quantum Space*, *Rebel Space*, 1990-1992 [mention of *Earl Weaver Baseball*]
 Folder 5 Miscellaneous marketing materials, 1993-2006

Box 101

- Objects 1-3 Stormfront Studios, December 1997 [VHS tapes]
 Objects 4-5 Stormfront Studios, February 1999 [VHS tapes]
 Objects 6-8 Stormfront Animation Technology Demo (NTSC), 2000 [VHS tapes]
 Objects 9-11 Stormfront Animation Technology Demo (SECAM), 2000 [VHS tapes]
 Objects 12-13 Stormfront Animation Technology Demo (PAL), 2000 [VHS tapes]

Box 102

- Object 1 Stormfront Animation Technology Demo (PAL), 2000 [VHS tape]
 Object 2 Looping demo reel (NTSC), March 2001 [VHS tape]
 Objects 3-5 Stormfront Studios (NTSC), March 2001 [VHS tapes]
 Objects 6-8 Stormfront Studios – Demo Reel v. 1.0 (NTSC), 2003 [VHS tapes - 1 in hard case, 2 in paper case]
 Objects 9-11 Stormfront Studios – Demo Reel v. 1.1 (NTSC), 2003 [VHS tapes]
 Object 12 Stormfront Studios reel, n.d. [VHS tape]
 Object 13 Stormfront demo reels “2 in a row”, doubled up, n.d. [VHS tape]

Box 137

- Objects 131-132 “G,” n.d. (website?) [DVDs]
 Object 133 “E,” n.d. (website?) [DVD]
 Object 134 Stormfront website, n.d. [DVD]
 Objects 135-136 Stormfront demo reel, 2007 (2-28-2007) [DVDs]
 Object 137 Stormfront demo reel, 2007 (3-1-2007) [DVD]

RS Box 1

- Stormfront Studios sign with logo (2 copies), n.d.

Subseries E: Building and lease, 1988-2007

Scope and Content Note: This subseries documents the physical location of Stormfront Studios, relocations, lease papers, renovations, as well as supplies, network, hardware, and software papers as part of the company infrastructure. Materials consist of legal papers (leases, amendments, terminations, sublease), financial papers (receipts, order forms, invoices), insurance papers, lists, forms, floor plans, newsletters, clippings, press releases, blueprints, and CDs. Materials are arranged topically and for building location materials, arranged chronologically.

Box 19

- Folder 6 American Building (1099 “D” Street) lease and related materials, 1991-1994
 Folder 7 Office space search papers, 1990-1994
 Folder 8 1000 Fourth Street lease, 1994-1995

Box 20

- Folder 1 4040 Civic Center Drive lease negotiation, publicity, and supporting material, 1995-2000
 Folder 2 4040 Civic Center Drive draft lease with notes, 1996
 Folder 3 4040 Civic Center Drive leases and amendments, 1994-2000
 Folder 4 4040 Civic Center Drive lease amendments and termination, 2000-2007
 Folder 5 4000 Civic Center Drive sublease and amendments, 1994-2000
 Folder 6 4040 Civic Center Drive improvement/construction projects, 1997-2001

Box 21

- Folder 1 4040 Civic Center Drive improvement project, 2001
 Folder 2 Office space search papers, 2006

- Folder 3 1600 Los Gamos Drive lease, 2007
- Folder 4 1600 Los Gamos Drive project proposals, 2007
- Folder 5 1600 Los Gamos Drive project plans, finances, and agreements, 2007
- Folder 6 1600 Los Gamos Drive construction closing documents, 2007
- Folder 7 Office burglary papers, 1995

Box 22

- Folder 1 Second Source office furniture plans, receipts, and insurance photos, 1995
- Folder 2 Second Source office furniture plans, receipts, insurance, and fabric samples, 1996-2001
- Folder 3 Office periodical subscription list, c. 2001
- Folder 4 Shredders and copies information and order forms, 1993-1999
- Folder 5 Miscellaneous building and facilities materials, 1995-2008 (supplies, floor plans, storage data, vending, etc.)
- Folder 6 Phone list and system information, 1993-2007, n.d.
- Folder 7 Network planning, 1997-1999
- Folder 8 Networking services and company profiles, newsletter and press releases, 1988-1994
- Folder 9 Network RFP, 2006 [DataFlow]
- Folder 10 Equipment rentals and financing, 1994-1995

Box 23

- Folder 1 Equipment rentals and financing, 1995-1996
- Folder 2 Hardware inventory and list, 1998-1999, 2007-2008, n.d.
- Folder 3 Dovebid hardware purchases, 2003
- Folder 4 Display calibration reports, 2004
- Folder 5 Belarc Advisor computer profiles, 2005
- Folder 6 Hardware and software packing lists, receipts, and information, 1988-2007
- Folder 7 Hardware and software packing lists, receipts, and information, 1994-2006
- Folder 8 Data Securities International Inc. software escrow agreements and account history, 1994-1998
- Folder 9 3DStudio Max software serial number tracking, 1998-2001

Box 24

- Folder 1 Software license agreements, orders, and certificates, 1993-2004
- Folder 2 Software checkout logs and software/game inventories, 1997-1999, n.d.
- Folder 3 Miscellaneous software materials, 1992-2008
- Folder 4 Various software license materials (purchases, keys, agreements), 1997-2003

Box 94

- Folder 3 Lease information, 1990-1991 [1099 D Street]
- Folder 4 Office space search papers, 1994
- Folder 5 Office lease papers, 1995 [4000 Civic Center Drive]
- Folder 6 Island Graphics Office sublease papers, 1994-1995

Box 135

- Object 8 Allied Mechanical, record drawings, 2007 [CD]
- Object 9 "As-Built," c. 2007 [CD]
- Object 10 Building renovation plans, 2003 [CD]

Map Case 2**Drawer 9**

- Folder 1 Stormfront Studios office blueprints and floorplans, 1991-2007
- Folder 2 Stormfront Studios office blueprints and floorplans, 1994-1995
- Folder 3 Stormfront renovation project and HVAC blueprints, 2007

Subseries F: Personnel, 1990-2008

Scope and Content Note: This subseries houses correspondence, legal papers, financial papers, writings, printed material, photographic material, drawings, notebooks, ephemera, CDs, 3.5" floppy disks, 5.5" floppy disks, DVDs, VHS tapes, mini data cartridge tapes, and a zip drive that provide information about the staff and employees at Stormfront Studios. Material in this subseries is arranged by topic: recruitment and employment, benefits, policies and procedures, time and payroll, personnel, and events.

Conditions Governing Access: Access to parts of this subseries is RESTRICTED until 2050.

Subseries F:**1. Recruitment and employment, 1990-2008**

Scope and Content Note: This section contains materials related to Stormfront Studios' recruitment and hiring and contains job descriptions, resumes, correspondence, forms, reviews, agreements, drawings, poster, CDs, 3.5" floppy disks, DVDs, 5.5" floppy disks, and VHS tapes. Note that additional consultant agreements can be found with specific game title papers. Post-it notes on the resumes in box 25 (3 folders) and on demo reels were intentionally retained.

Conditions Governing Access: Access to some files in this section is RESTRICTED until 2050.

Box 24

- Folder 5 Recruitment plans, 2005, 2007
- Folder 6 Job descriptions and recruitment, 1994-2010, n.d.
- Folder 7 Personnel requisition forms and job descriptions, 2005
- Folder 8 Department of Labor – labor condition applications for job positions, 2004-2007
- Folder 9 Job fair materials, 2001, 2002, 2007
- Folder 10 Resumes, 1989

Box 25

- Folder 1 Video director/production resumes, 1996
- Folder 2 Game tester resumes and correspondence, 1997
- Folder 3 Resumes, 2006-2007 (folder 1 of 3)
- Folder 4 Resumes, 2006-2007 (folder 2 of 3)
- Folder 5 Resumes, 2006-2007 (folder 3 of 3)
- Folder 6 Miscellaneous job interest and resumes, 1989-2007
- Folder 7 Interview checklists, evaluation forms, and correspondence, 1997, 2000, 2005, n.d.
- Folder 8 New Employee orientation materials, 2005, 2007
- Folder 9 New hire set-up form, 2007
- Folder 10 Training survey results, 1994

Box 26

- Folder 1 Consultant agreements, 2000-2006
- Folder 2 Non-disclosure agreements with consultants (sampling), invention assignment and proprietary information agreement, 1990-2008, n.d.
- Folder 3 Team member expectations, 1999
- Folder 4 Programmer evaluation checklists, c. 1990
- Folder 5 Peer review lists by project and blank forms (sampling), 2001
- Folder 6 Team member review papers, evaluations, and list of team member of the week, 2002, 2005-2008 [RESTRICTED]
- Folder 7 Employee resignation letters and terminations, 2004-2008 [RESTRICTED]
- Folder 8 Exit checklist and materials, c. 2005

Box 100

- Object 1 Byung Chun Lee 3D modeling artist demo, n.d. [DVD]
- Objects 2-3 Chen Szuhwa 3D modeling demo, n.d. [DVDs]
- Object 4 Diane (Jung) Kim demo reel, 2007 [DVD]
- Object 5 Dohoon Kim animation demo reel, n.d. [DVD]
- Object 6 Eric Taylor environmental artist demo reel, 2007 [DVD]
- Object 7 Grace Hsiung demo reel, 2006 [DVD]
- Object 8 Jayanti Mahapatra demo reel, n.d. [DVD]
- Object 9 Jollan Seo 2D and 3D artist [DVD]
- Object 10 Michael De Altonaga character modeling and texturing reel, n.d. [DVD]
- Object 11 Rob Blauser digital matte painter, VFX demo reel, 2007 [DVD]
- Object 12 Sameer Yamdagni modeler demo reel, 2005 [DVD]
- Object 13 Works: gilaadnir (Gilaad Nir), c. 2006 [DVD]
- Object 14 Yeon Ho Lee animation reel, 2007 [DVD]
- Object 15 Young Eun Jeon character animation demo reel, n.d. [DVD]

Box 103

- Object 1 Dennis Bradshaw portfolio, n.d. [VHS]
- Object 2 Mark Stein reel, character animation, n.d. [VHS]
- Object 3 Peter Filipowski demo reel, n.d. [VHS]
- Object 4 Stephen Baker demo reel, n.d. [VHS]

Box 113

- Object 2 3-D graphics work (demo) by Dennis McCob, n.d. [5.5" floppy disks]
- Object 3 Employee records (terminations, sales representative), n.d. [5.5" floppy disks] [RESTRICTED]

OS Box 131

- Folder 1 Resume and sample art, c. 2005

Box 135

- Object 11 Aaron Kallo sample work, n.d. [CD]
- Object 12 C.V. demo and resume, n.d. [CD]
- Object 13 David Pitt modeler demo, n.d. [CD]
- Object 14 "David's Stuff" text file, resume, n.d. [CD]
- Object 15 Karen Purdy artist portfolio and resume, n.d. [CD]
- Object 16 Kevin Evans illustration, CGI demo, n.d. [CD]
- Object 17 Matt Ostgard character modeler, n.d. [CD]
- Object 18 Mia Fox environment artist samples, 2006 [CD]

Object 19 Melissa Preston artist demo reel, n.d. [CD]
 Object 20 Art, animation demo – Paul Steed, 2005 [CD]

Box 137

Object 138 Alon Zaslavsky technical animator, n.d. [DVD]
 Object 139 Andrew Locko modeler reel, n.d. [DVD]
 Object 140 Anthea Kerou animator demo reel, c. 2007 [DVD]
 Object 141 Ashley Lomax demo reel, 2007 [DVD]
 Object 142 Chia-Wei Liu 3D modeling demo, n.d. [DVD]
 Object 143 Dave Dupont demo reel, 2007 [DVD]
 Object 144 Ease Oweyung demo reel, n.d. [DVD]
 Object 145 Etsuko Sudo 3D modeler/artist, n.d. [DVD]
 Object 146 Jan V. Buyten demo reel, n.d. [DVD]
 Object 147 Jollan Seo character modeler demo reel and resume, n.d. [DVD]
 Object 148 Kenneth Anderson demo reel, n.d. [DVD]
 Object 149 Marlon Nowe reel, 2007 [DVD]
 Object 150 Martin Jimenez demo reel, n.d. [DVD]
 Object 151 Matt Hunter environment artist demo reel, n.d. [DVD]
 Object 152 Philip Williamson VI designer reel, n.d. [DVD]
 Object 153 Pietro Bonomi demo, n.d. [DVD]
 Object 154 Rob Blauser digital matte painter demo, n.d. [DVD]

Box 138

Object 1 Ron Friedman character animator demo, 2007 [DVD]
 Object 2 Ryan Goldsberry animation reel, n.d. [DVD]
 Object 3 Sean William Brennan 3D model and texture portfolio, 2006 [DVD]
 Object 4 Simon Allen animator showreel, 2006 [DVD]
 Object 5 Steven Pawlik environment artist demo, n.d. [DVD]
 Object 6 Van Phan demo reel, n.d. [DVD]

Box 141

Object 2 Job descriptions, 1997 [3.5" floppy disk]
 Object 3 Recruiting files, n.d. [also contains Chris Daglow and Daglow Consulting Group documents] [3.5" floppy disk] [RESTRICTED]
 Object 4 Team member review form, n.d. [3.5" floppy disk] [RESTRICTED]
 Object 5 Team member review, 1996. [3.5" floppy disk] [RESTRICTED]

RS Box 25

- Stormfront Studios poster "Unusual Talent?," n.d.

Subseries F:**2. Benefits, 1992-2008**

Scope and Content Note: This section holds materials relating to employee benefits including perks such as game tickets, service awards, and company swag. Materials include forms, printed material, correspondence, agreements, lists, order forms, and ephemera. Of note are the service awards which generously included vacations and cruises.

Box 26

Folder 9 Benefit information, 1992-1996
 Folder 10 Benefits comparisons with other companies, 1997
 Folder 11 Benefit information and forms, 1997-2001

- Folder 12 Benefit information, 2001
- Folder 13 Benefit information, 2005-2006
- Folder 14 Benefit information, 2008
- Folder 15 Team member benefit enrollment materials, 2006

Box 27

- Folder 1 Workers compensation and insurance materials, 2001-2007
- Folder 2 Vision Service Plan (VSP) benefit materials, 2000-2004
- Folder 3 401(k) plan information, 2003-2007
- Folder 4 Stock option plan, 1994-2007
- Folder 5 ADP presentation and investment summary, c. 2003
- Folder 6 Scholarship program forms, n.d.
- Folder 7 Incentive compensation plans, 1996, 1998, 2000
- Folder 8 Employee relocation materials, 1999-2003, 2005
- Folder 9 Employee service dates and birthday lists, c. 2000s
- Folder 10 Bonuses awarded, 1997-2001
- Folder 11 8-year employee service award vacation, 1999-2003
- Folder 12 10-year employee service award vacation, 1999-2003
- Folder 13 Yoga and massage schedules and payment records, c. 2000-2002
- Folder 14 Employee health and fitness deals, 1994
- Folder 15 Parking garage permit tag lists, 1997-2003
- Folder 16 Stormfront shirts and swag order forms and sample, 1999-2002
- Folder 17 Game purchasing opportunities for employees, 1998-1999

Box 28

- Folder 1 Giants tickets for employees, 1989-1993, 2001
- Folder 2 Giants and 49er tickets for employees, 2001-2002

Box 126

- Objects 4-6 Parking permits for 4040 Civic Center Drive, n.d.

Subseries F:**3. Policies and procedures, 1991-2006**

Scope and Content Note: This section contains policies, handbooks, forms, and guides related to the policies and procedures for employees at Stormfront Studios.

Box 28

- Folder 3 Management policies and practices guide, 1998
- Folder 4 Safety policy and supporting documents, 1991
- Folder 5 Presentation on harassment-free workplace, 2005
- Folder 6 Team member policies, 1992
- Folder 7 Team member handbook drafts, c. 1998
- Folder 8 Team member handbooks, 1998, 2000, 2002, 2005, 2006
- Folder 9 Human Resource documents and forms, 2002-2006

Subseries F:**4. Time and payroll, 1992-2007**

Scope and Content Note: This section holds timesheets, reports, lists, correspondence, and CDs relating to time recording and time allocation per project by employees. Note that the retained time allocation reports (monthly and weekly) are a sampling of the

originally retained papers. The samples were chosen to cover all represented time periods and unique information.

Conditions Governing Access: Access to parts of this section is RESTRICTED until 2050.

Box 28

- Folder 10 Sampling of timesheets, c. 1993
- Folder 11 Sampling of Timetrak timesheets, 1998-2002

Box 29

- Folder 1 Time allocation by project reports and tracking, 1998 [includes project lists]
- Folder 2 Time allocations by project and project lists, 1999
- Folder 3 Time allocations by project reports, 2000
- Folder 4 Time allocation by project reports, 2001-2003
- Folder 5 Employee payroll lists, n.d.
- Folder 6 Miscellaneous payroll materials, 1992, 2007 [RESTRICTED]
- Folder 7 Company letters regarding jury duty, 1988-2006

Box 135

- Object 21 Payroll reports, Dec, manual checks only, 2005 [CD] [RESTRICTED]
- Object 22 Payroll reports, Dec, pay 1, 2005 [CD] [RESTRICTED]
- Object 23 Payroll reports, Dec, pay 2, 2005 [CD] [RESTRICTED]
- Object 24 Payroll reports, Dec, pay 3, 2005 [CD] [RESTRICTED]

Box 141

- Object 6 Payroll, n.d. [3.5" floppy disk] [RESTRICTED]

Subseries F:

5. Personnel, 1990-2006

Scope and Content Note: Included in this section are materials pertaining to specific personnel such as staff biography pages, portraits, lists, personal materials, notes, correspondence, memorandums, lists, drawings, negatives, photographs, CD, 3.5" floppy disks, mini data cartridge tapes, VHS, and a zip drive. Media may contain files with game data. Of special note are Daglow's notebooks as well as Sarah Stocker's personal file which contains several detailed hand-drawn party invitations.

Box 29

- Folder 8 Company history and staff biography pages, 1991-1993, n.d.
- Folder 9 Staff portraits, photo proof pages, c. 1994
- Folder 10 Employee position listing, 1995, 2007, n.d.
- Folder 11 Employee reporting list with titles, 1999
- Folder 12 Sarah Stocker personal materials – original and printed art, correspondence, clippings, 1993-1997
- Folder 13 Don Daglow personal materials, 1991-2011

Box 30

- Folder 1 Don Daglow notebooks, 1996-1999, n.d. [also refer to Box 36, Folders 16-17 for additional development notes which may be Daglow's]
- Folder 2 Don Daglow notebooks, 2005-2006, n.d.
- Folder 3 Don Daglow notebooks, n.d.
- Folder 4 Company correspondence and memos, 1991-1993
- Folder 5 Christmas card lists, 2000-2001

Box 103

Object 5 Dub from Regular 8; Happy Trails “unedited,” n.d. [Stormfront employees singing to co-worker] [VHS tape]

Box 110

Object 1 Don D-drive, set B, n.d. (1 of 2) [mini data cartridge tape - DC2120]
 Object 2 Don D-drive, set B, n.d. (2 of 2) [mini data cartridge tape - DC2120]
 Object 3 Don C-drive, set C, n.d. (1 of 2) [mini data cartridge tape - DC2120]
 Object 4 Don C-drive, set C, n.d. (2 of 2) [mini data cartridge tape - DC2120]
 Object 5 John Keester backup #1, n.d. [mini Data Cartridges – DC-2000]
 Object 6 J. Keester, n.d. [mini Data Cartridges – QIC-40]
 Object 7 J. Keester, 9-10-1992 [mini Data Cartridges – QIC-40]
 Object 8 J. Keester NT backup (automan/monarch), 1997 [mini Data Cartridges – DG90M]
 Object 9 J. Keester adaptec SCSI (Leo ‘D’), 1997 [mini Data Cartridges – DG90M]

Box 115

Object 1 Katie backup, OLD machine, 1999 [ZIP 100 disk]

Box 117

Group 2 Staff in the office [photographs]
 Group 3 Don Daglow portraits [photographs]
 Group 4 Staff portraits [photographs]

Box 121

Envelope 1 Don Daglow portraits [negatives]
 Envelope 2 Staff portraits [negatives]

Box 135

Object 25 Mike Williams laptop archive, 2005 [CD]

Box 141

Object 7 Phil black screen from Katie’s machine, 1990 [3.5” floppy disk]
 Object 8 Don bk [backup], 1997 [3.5” floppy disk]
 Object 9 Don’s HD [hard drive] install file, n.d. [3.5” floppy disk]
 Object 10 Don portal bak [backup], 1991 (1 of 3) [3.5” floppy disk]
 Object 11 Don portal bak [backup], 1991 (2 of 3) [3.5” floppy disk]
 Object 12 Don portal bak [backup], 1991 (3 of 3) [3.5” floppy disk]
 Object 13 Don portal backup, 1991 [3.5” floppy disk]
 Object 14 VP planner with John Velaski’s files, 1990 [utility] [3.5” floppy disk]

Subseries F:**6. Events, 1997-2005**

Scope and Content Note: This section contains materials that document company events for employees including parties, picnics, and programs. Materials include forms, photographs, brochures, correspondence, fliers, negatives, and CDs. Also refer to Subseries A. Administration for annual planning meeting information and distributed materials.

Box 30

Folder 6 Holiday Party, 1997
 Folder 7 Company picnic, 1998

- Folder 8 "Xperts on Xmas" fantasy game competition, 1998
- Folder 9 Holiday party, 1999
- Folder 10 Project Firefly outing, 2001
- Folder 11 Ritter House Family to Family Holiday gift giving program, 2000-2001
- Folder 12 Holiday party, 2002
- Folder 13 Company picnic, 2005
- Folder 14 Additional event planning materials, 1994-2002

Box 31

- Folder 1 Supporting material for company party photographs, c. 1998-2003

Box 116

- Group 1 Holiday party, 1999 [photographs]
- Group 2 Staff/event photographs [photographs]

Box 117

- Group 1 Staff/event photographs (continued from B1) [photographs]

Box 121

- Envelope 3 Staff/event negatives (1 of 5)
- Envelope 4 Staff/event negatives (2 of 5)
- Envelope 5 Staff/event negatives (3 of 5)
- Envelope 6 Staff/event negatives (4 of 5)
- Envelope 7 Staff/event negatives (5 of 5)

Box 135

- Object 26 Stormfront Christmas party (photos by Choi-sing Louie and Norman Morse), 2005 [CD]
- Objects 27-28 Kodak pictures, n.d. [CDs] [likely correspond to event photographs in the physical collection]

Subseries G: Conferences, conventions, and seminars, 1985-2010

Scope and Content Note: This subseries houses materials related to conferences, conventions, expos, and seminars that were attended by Stormfront Studios employees or collected materials. These include brochures, pamphlets, forms, presentation slides, schedules, correspondence, notes, ephemera, CDs, DVDs, and VHS tapes. These papers are arranged by event title and subsequently chronological.

Box 31

- Folder 2 3DO Developer Conference and Symposium materials, 1992-1994
- Folder 3 3DO training syllabus and class registration, 1993-1994
- Folder 4 American Interactive Media – CD-I Producers Group meetings' materials and user's guide, 1988
- Folder 5 Computer Game Developers' Conference information, 1989-1991
- Folder 6 Computer Game Developers' Conference materials, 1992-1994
- Folder 7 Consumer Electronic Show materials, 1993-1995
- Folder 8 Digital Hollywood speaking engagement, 1994 [American Expositions, Inc.]
- Folder 9 Digital World Conference and Expo, 1994
- Folder 10 E3 Expo registrations, 2002
- Folder 11 E3 Expo, 2003
- Folder 12 E3 Expo, 2006
- Folder 13 E3 Expo registrations (sampling), 2006
- Folder 14 Game Design Expo speaker information, 2008

Box 32

- Folder 1 Game Developers' Conference, 2001
- Folder 2 Game Developers' Conference brochure, 2002
- Folder 3 Game Developers' Conference, 2003
- Folder 4 Game Developers' Conference, 2007
- Folder 5 Gamer Technology Law Conference presentation, 2007
- Folder 6 Entertainment Conference, 1993
- Folder 7 Law Seminars International, 2004-2007
- Folder 8 Microsoft DirectX Developer Day binder, 2000
- Folder 9 Microsoft's Entertainment Product Unit (EPU) Game Developer's Conference, 1994
- Folder 10 New Media Expo, 1994
- Folder 11 PlayStation Portable Developers Conference – Day 1 materials, 2004
- Folder 12 PlayStation Portable Developers Conference – Day 2 materials, 2004
- Folder 13 PlayStation University binder contents, 2003

Box 33

- Folder 1 PS3 Developer Seminar, 2005
- Folder 2 PS3 Developers Conference, 2006 (folder 1 of 2)
- Folder 3 PS3 Developers Conference, 2006 (folder 2 of 2)
- Folder 4 SABR presentation materials, 1993
- Folder 5 SABR presentation materials, 1994
- Folder 6 Sega CD Technical Seminar, 1992
- Folder 7 Sega Genesis technical session topic lists, 1992
- Folder 8 Swine Online 1996 Marin County Fair, 1996
- Folder 9 Videotex Industry Association Conference papers, 1989
- Folder 10 Xfest 2000 slide presentation binder, 2000

Box 34

- Folder 1 Xfest 2001 slide presentation binder, 2001 (folder 1 of 2)
- Folder 2 Xfest 2001 slide presentation binder, 2001 (folder 2 of 2)
- Folder 3 Various presentations, 2000, 2006
- Folder 4 Additional conference and speaking materials, 1985-2010 (folder 1 of 2)
- Folder 5 Additional conference and speaking materials, 1985-2010 (folder 2 of 2)

Box 100

- Object 16 D.I.C.E. Summit: Sessions from The First Interactive Design Summit for the Interactive and Game Industry Professional, 2002 [contains 4 CDs, the case says DVDs]

Box 103

- Objects 6-7 Game Developers Conference, looping demo reel, 2002 [VHS tape]
- Object 8 Autodesk 3D Studio Release 2; SIGGRAPH '92 Demo Reel, 1992 [VHS tape]

Box 126

- Object 7 Name badge for Don Daglow – 1990 International Summer Consumer Electronics Show, 1990

Box 135

- Object 29 Computer Game Developers' Conference, 1997 [CD]
- Object 30 Cops E3, 2001 (5-17-2001) [CD] [early Xbox cops and robbers game materials; trouble opening, try on early Xbox machine]

- Object 31 Game Developers Conference proceedings, 2002 [CD]
 Object 32 Game Developers Conference audio proceedings, 2003 [CD]
 Object 33 Law Seminars International, Gamer Technology Law, 2007 [CD]

Box 138

- Object 7 Game Developers Conference, "Inside Stormfront/Inside Eragon," 2007 [DVD]

Subseries H: Awards, 1987-2010

Scope and Content Note: This subseries contains materials related to awards that the company won or was applying to win. Materials include applications, certificates, correspondence, forms, ephemera, and 3.5" floppy disk. Of special note is the invitation from the White House regarding the Inc. 500 magazine rating which can be found in Box 35, Folder 3. For additional award materials associated with specific games, refer to Series III, Subseries B: Game Development.

Box 34

- Folder 6 Award certificates and supporting materials, 1995-2007
 Folder 7 Various award materials, 1987-1999

Box 35

- Folder 1 Academy of Interactive Arts and Sciences (AIAS) awards and membership, 1995-2010
 Folder 2 Codie Award materials, 1997
 Folder 3 Inc. 500 magazine rating application materials, 1994-1998
 Folder 4 International Emma Awards, 1997-1999
 Folder 5 The New York Festivals competition, 1998
 Folder 6 Peabody Award form and correspondence, 1998
 Folder 7 San Francisco Business Times rating application materials, 1995-2001

Box 124

- Object 1 Academy of Interactive Arts and Sciences pin, n.d.

Box 141

- Object 15 Emma [award] winners' logo, 1997 [*Byzantine: The Betrayal*] [3.5" floppy disk]

Subseries I: References, 1985-2008

Scope and Content Note: This subseries holds company references and collected materials. Materials include clippings, newsletters, printed material, surveys, writings, agendas, correspondence, fliers, brochures, posters, photographs, negatives, CDs, and mini data cassettes. Of note are the Star Trek posters signed by the actors with personal notes to Stormfront Studios.

Box 35

- Folder 8 Collected articles, 1987-1999
 Folder 9 Collected newsletters and texts, 1985, 1991-1997

Box 36

- Folder 1 Miscellaneous collected material, 1992-2008, n.d.
 Folder 2 Research and development survey and instructions, 2004-2007
 Folder 3 Academy of Interactive Arts and Sciences (AIAS) board meeting materials, 2006
 Folder 4 "History of Video Computer Game Industry," 1988
 Folder 5 Entertainment and educational software compensational survey instructions and participant form, 2007
 Folder 6 Red Sky Interactive advisory board meeting materials, 2000

- Folder 7 Software Publishers Association information and membership, 1992
- Folder 8 San Rafael Board of Directors, Chamber of Commerce and information, 1990-1994
- Folder 9 Claremont Graduate University Board of Visitors, 2001
- Folder 10 Game raffle fliers (printed on photographic paper), c. 2000
- Folder 11 Headstone rubbings, n.d. [possibly Greek?]

Box 110

- Object 10 Stormfront B-1, n.d. [mini dv cassette - DVM60]
- Object 11 Stormfront [stock/stack?], n.d. [2005?] [mini dv cassette - DVM60]
- Object 12 Stormfront, 2006 [mini dv cassette - DVM60]
- Object 13 Stormfront, A cam 1, 2005 [mini dv cassette - DVM60]

Box 117

- Group 5 Asian location [photographs]
- Group 6 Miscellaneous photos [photographs]

Box 121

- Envelope 8 Miscellaneous [negatives]
- Envelope 9 European location 35mm negatives (1 of 2)
- Envelope 10 European location 35mm negatives (2 of 2)
- Envelope 11 European location 110 negatives

OS Box 127

- Folder 11 Signed and dedicated Star Trek posters, n.d. [damage from mounting tape]

Box 135

- Object 34 Tim Larkin (music CD), 1995 [CD]
- Object 35 Entertainment and Educational Software Compensation Survey, 2007 [corresponds to hardcopy instructions] [CD]

Series III: Stormfront Studios game development, 1988-2010

Scope and Content Note: This series documents the company's game development and other development projects including resources and research. Materials include correspondence, legal papers, financial papers, writings, clippings, printed material, photographic material, notebooks, drawings, ephemera, beta tapes, mini data cartridges (QIC-40), data cartridges (LTO Ultrium 2, LTX200G, Ultrium LTO 3), mini data cartridges (DG90M), CDs, DVDs, 3.5" and 5.5" floppy disks, VHS, Video 8 tapes, Hi8 tapes, and Wii RVT-R discs. Note that due to the amount of media related to game development, media and paper records are arranged in separate subseries.

Subseries A: Development planning, 1992-2007

Scope and Content Note: This subseries includes materials related to administration and planning of project development. These include development notes, weekly objectives, team lists, correspondence, spreadsheets, templates, notes, financial papers, and 3.5" floppy disks. Materials have been arranged by subject and subsequently chronologically. Also note that additional weekly objective papers may be arranged with games by title.

Box 36

- Folder 12 Project planning templates, n.d.
- Folder 13 Information on scrum, 1986, n.d.
- Folder 14 Various project tracking spreadsheets, 1993-1997
- Folder 15 Prospect status spreadsheets and supporting material, 1997-2000
- Folder 16 Game development notes, 1999, n.d.
- Folder 17 Game development notes, 2002-2007, n.d.

Box 37

- Folder 1 Project summaries and strategies, 2001-2002
- Folder 2 Next-Gen working group proposal for demo, 2004
- Folder 3 Development processes, 2005
- Folder 4 Correspondence regarding game development, 2006
- Folder 5 Additional development memorandums, 1992, 1995
- Folder 6 Project team lists and weekly objectives, 1992 (folder 1 of 2)
- Folder 7 Project team lists and weekly objectives, 1992 (folder 2 of 2)
- Folder 8 Project team lists and weekly objectives, 1993 (folder 1 of 2)
- Folder 9 Project team lists and weekly objectives, 1993 (folder 2 of 2)
- Folder 10 Staff meeting agendas and assignment lists, 1994

Box 38

- Folder 1 Project team lists and weekly objectives, 1994 (folder 1 of 3)
- Folder 2 Project team lists and weekly objectives, 1994 (folder 2 of 3)
- Folder 3 Project team lists and weekly objectives, 1994 (folder 3 of 3)
- Folder 4 Project team list, 1995
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Box 39

- Folder 1 Project team lists and weekly objectives, 2000 (folder 2 of 2)
- Folder 2 Project team lists and weekly objectives, 2001
- Folder 3 Project review notes and finances, 2001
- Folder 4 Project review sign-off forms, 2001
- Folder 5 Project team lists, weekly objectives and correspondence, 2002
- Folder 6 Project team lists, weekly objectives, and correspondence, 2003

- Folder 7 Project team lists, weekly objectives, and correspondence, 2004-2005
 Folder 8 Project team lists, weekly objectives, and correspondence, 2006

Box 94

- Folder 7 Various game development notes, n.d.

Box 141

- Object 16 Current and potential projects, 1996 [3.5" floppy disk]
 Object 17 Development planning – website bookmarks, quotes, “Dark Angel,” 2001 [3.5" floppy disk]

Subseries B: Game development (paper records), 1989-2009

Scope and Content Note: This subseries contains materials related to game development with materials covering game proposals and concepts through development and including legal papers, financial papers, artwork, notes, correspondence, clippings, and writings. Materials are arranged alphabetically by game title using the published title when applicable, concept/working title, or company name. Oversized materials have been arranged by size and contain materials to relevant game titles. More generalized game development materials are towards the end of the subseries. Refer to the Game and Working Title List at the end of this document. Find more game development materials in Series III, Subseries C: Game development media.

Note that *Byzantine: The Betrayal* was planned as the first title in the Planet Explorer series by Discovery Channel, codenamed “Columbus,” and received international awards. *Tony La Russa* game materials have been arranged by title then platform with general materials relating to the series at the end of the list of relevant titles. Some games, such as *Legend of Alon D’ar* and *NASCAR* games had several iterations with different titles and working titles. These have been noted at the folder level.

Eagle Eye Mysteries papers correspond to nine model buildings that are a part of ICHEG’s corresponding collection. These models were part of a miniature town used to create the first motion control shot (using stop motion) in a video game. Refer to the photographs in Box 47, Folder 5 for set up of the town and video rigging.

Additional articles and press in Series II, Subseries D: Press and publicity. Additional records on consulting companies can be found in Series III, Subseries E. Resources especially for titles *Eragon*, “Justice” and “Titan”.

Of interest is the binder of game concept notes and reference materials used in the creation of *Neverwinter Nights*, widely considered the first multiplayer online role-playing game with graphics. This binder has been intentionally retained in its original format and housing.

Conditions Governing Access: Note that the charcoal sketches are fragile and should be handled with care.

Box 40

- Folder 1 “100 Bullets” sample game play narrative and design outline, 2002
 Folder 2 “300” concept proposal, 2005
 Folder 3 “47” game concept, n.d.
 Folder 4 “Action Sports Game Suite” proposal, notes, and correspondence, 1997 [CNN/SI]
 Folder 5 “AD&D Chess” [“Advanced Dungeons and Dragons Chess”] game proposal, 1992

- Folder 6 “The Aerosmithsonian” proposal, 1994
- Folder 7 “Age of Empires: Conqueror” prints, c. 2000
- Folder 8 “Alien Bounty Hunter” high concept document, 1999
- Folder 9 *All-Star Baseball 2001* features, legal, and company information, 1999 [Acclaim Studios Salt Lake City]
- Folder 10 “Apocalypse” proposal, notes, and legal papers, 1997-1998 [Activision, Inc.]
- Folder 11 “Ascent” game concept, n.d.
- Folder 12 Baseball project proposal for Psygnosis, 1997
- Folder 13 “BattleTech: Elements” proposal, 1997-1998 [Microprose]
- Folder 14 Bay Area Design and Development (Bob Botch) game proposals and nondisclosure agreements, 1989 [“Professional Golf” and “BADD” (two on two basketball)]
- Folder 15 “Beasties,” “James Bond Interactive,” and “Cornflakes” project proposals and memo related to writer Sparky Green, 1991-1994
- Folder 16 “Black Ops” proposal, notes, and correspondence, 1997 [Activision, Inc.]
- Folder 17 “Warriors of the Shanghai Sea” [*Blood Wake*] technical designs and functional spec. documents, 2000
- Folder 18 “Splash” [*Blood Wake*, also “Scalawag”] development papers, 2000-2001, 2005

Box 41

- Folder 1 “Splash” [*Blood Wake*] legal papers, 2000-2001
- Folder 2 “Splash” [*Blood Wake*] project review papers, 2000-2001
- Folder 3 “Splash” [*Blood Wake*] focus testing and survey, 2001
- Folder 4 “Splash” [*Blood Wake*] milestones and invoices, 2000-2001
- Folder 5 *Blood Wake* royalty reports, 2007 [add note to refer to other royalty reports]
- Folder 6 *Blood Wake* sequel proposals and legal papers, 2001-2002 [“Blood Wake Battles”/“Splash 1.5,” “Blood Wake: Ragnarok,” “Blood Wake: Shadow Clan”]
- Folder 7 “Body Games” milestone invoices and contract, 1997 [Electric Planet Interactive]
- Folder 8 “Born to Run” proposal, 1989 [Origin Systems, Inc.]
- Folder 9 “Columbus” [*Byzantine: The Betrayal*] development contracts and agreements, 1995-1998
- Folder 10 “Planet Explorer” [*Byzantine: The Betrayal*] software agreements, 1997
- Folder 11 “Planet Explorer” [*Byzantine: The Betrayal*] milestones and invoices, 1996-1999
- Folder 12 “Columbus” [*Byzantine: The Betrayal*] initial drafts, 1995
- Folder 13 “Columbus” [*Byzantine: The Betrayal*] pre-production papers, 1995-1996

Box 42

- Folder 1 “Columbus” [*Byzantine: The Betrayal*] storyboard concept, version 1, 1996
- Folder 2 “Columbus” [*Byzantine: The Betrayal*] story synopsis, version 1.0, 1996
- Folder 3 “Columbus” [*Byzantine: The Betrayal*] story synopsis, version 2.0, 1996
- Folder 4 “Columbus” [*Byzantine: The Betrayal*] story synopsis, version 3.0, 1996
- Folder 5 “Columbus” [*Byzantine: The Betrayal*] story synopsis, version 4.5, 1996
- Folder 6 “Columbus” [*Byzantine: The Betrayal*] story synopsis, version 5.1, 1996
- Folder 7 “Columbus” [*Byzantine: The Betrayal*] story synopsis, version 6.2, 1996
- Folder 8 “Columbus” [*Byzantine: The Betrayal*] story development papers, 1996-1997
- Folder 9 *Byzantine: The Betrayal* weekly objectives and schedule, 1996-1997
- Folder 10 “Columbus” [*Byzantine: The Betrayal*] puzzle team papers, 1996-1997
- Folder 11 *Byzantine: The Betrayal* puzzle ideas, 1996

Box 43

- Folder 1 *Byzantine: The Betrayal* team task lists, template team task list, and notes, 1996-1997
- Folder 2 *Byzantine: The Betrayal* research and travel forms for Turkey, 1996

- Folder 3 *Byzantine: The Betrayal* Tom Brosnahan travel preparation for Turkey, 1996-1997
- Folder 4 *Byzantine: The Betrayal* Alan Haft contract and invoices, 1996
- Folder 5 *Byzantine: The Betrayal* Ashbury Entertainment production, photography, voice recordings, etc., 1996-1997
- Folder 6 *Byzantine: The Betrayal* Spots location scout report, c. 1996
- Folder 7 *Byzantine: The Betrayal* casting, 1996-1997
- Folder 8 *Byzantine: The Betrayal* memorandum regarding location shoot, 1996
- Folder 9 *Byzantine: The Betrayal* video production, 1996-1997
- Folder 10 *Byzantine: The Betrayal* video composite logs, 1997

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- Folder 1 *Byzantine: The Betrayal* photographic assets count, 1996
- Folder 2 *Byzantine: The Betrayal* Faulkner Color Lab processing, 1996-1997
- Folder 3 *Byzantine: The Betrayal* video pickup logs, 1996
- Folder 4 *Byzantine: The Betrayal* Alex Pitt/Video360 work, 1996-1997
- Folder 5 *Byzantine: The Betrayal* digitization and composting, 1996-1997
- Folder 6 "Columbus" [*Byzantine: The Betrayal*] photograph still log sheets, 1996
- Folder 7 *Byzantine: The Betrayal* site printed photographs, c. 1996
- Folder 8 "Columbus" [*Byzantine: The Betrayal*] voice recording papers, 1996
- Folder 9 *Byzantine: The Betrayal* sound design and dialog trim logs, 1997
- Folder 10 *Byzantine: The Betrayal* Omniview BubbleBuilder, 1996
- Folder 11 *Byzantine: The Betrayal* correspondence and memos, 1996-1997
- Folder 12 *Byzantine: The Betrayal* various marketing, 1998
- Folder 13 "Columbus" [*Byzantine: The Betrayal*] historical reference papers, 1996-1997

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- Folder 1 "Columbus" [*Byzantine: The Betrayal*] reference material, 1996-1997
- Folder 2 "Columbus" [*Byzantine: The Betrayal*] data usage information, 1996-1997
- Folder 3 "Columbus" [*Byzantine: The Betrayal*] internal alpha review, 1997
- Folder 4 *Byzantine: The Betrayal* bug report forms, 1997
- Folder 5 *Byzantine: The Betrayal* bug lists and edit memos, 1997
- Folder 6 *Byzantine: The Betrayal* bug correspondence, 1997
- Folder 7 *Byzantine: The Betrayal* bug logs, 1997

Box 46

- Folder 1 "Columbus" [*Byzantine: The Betrayal*] testing reports and documentation, 1997
- Folder 2 "Columbus" [*Byzantine: The Betrayal*] discovery website correspondence, 1997
- Folder 3 *Byzantine: The Betrayal* press kit (with 3.5" floppy disk), 1997
- Folder 4 *Byzantine: The Betrayal* user's guide and correspondence, 1997
- Folder 5 *Byzantine: The Betrayal* Emma Award papers, 1997
- Folder 6 "Card collector" background, 1998
- Folder 7 "Cito's Challenge" distribution correspondence, 1994 [baseball game based on *Tony La Russa Baseball*]
- Folder 8 "Columbus, 2942" proposal and correspondence, 1989
- Folder 9 "Cranium"/"Scene-It" electronic games, 2006
- Folder 10 "Dark Angel/Buffy" confidentiality agreement, 2001
- Folder 11 "Diddy Kong Racing 2" vision summary, 2004
- Folder 12 "D-Day" milestone invoices, 1998 [Midway Home Entertainment baseball game]
- Folder 13 "Digital Swami" game concepts, 2002 [baseball game]
- Folder 14 *Driveskills* product development papers, 2000
- Folder 15 "Dunk's Water Park Adventure" game concept, 2002

- Folder 16 “Dynoblaze” game design, 1993 [Virgin Games]
 Folder 17 *Eagle Eye Mysteries* agreements and amendments, 1991-1993
 Folder 18 *Eagle Eye Mysteries* voice talent correspondence and agreements, 1992-1993

Box 47

- Folder 1 *Eagle Eye Mysteries* project script versions, 1992
 Folder 2 *Eagle Eye Mysteries* [working title “Kid Detective”] development papers, 1991-1992 (folder 1 of 2)
 Folder 3 *Eagle Eye Mysteries* development papers, 1991-1992 (folder 2 of 2)
 Folder 4 *Eagle Eye Mysteries* “bible,” c. 1992
 Folder 5 *Eagle Eye Mysteries* model building photographs, c. 1992 [nine building models are part of ICHEG’s corresponding collection]
 Folder 6 *Eagle Eye Mysteries in London* agreements and amendments, 1993-1994
 Folder 7 *Eagle Eye Mysteries* and *Eagle Eye Mysteries in London* [working title may be “Basil”] development papers, 1991-1994 (folder 1)

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- Folder 1 *Eagle Eye Mysteries* and *Eagle Eye Mysteries in London* development papers, 1991-1994 (folder 2)
 Folder 2 *Eagle Eye Mysteries* and *Eagle Eye Mysteries in London* press and sales, 1993-1994
 Folder 3 “Eagle Eye Mysteries 3” game concept, 1993
 Folder 4 “Edison” milestone invoices, 1997-1998 [Electric Planet Interactive]
 Folder 5 Eidos game summaries: “The Shrinking Man,” “Beware the Thief,” “Slasherville,” and “Swashbuckler,” 2000
 Folder 6 “Encyclopedia Brown” artist agreement with Electronic Arts Inc., 1991
 Folder 7 *Eragon* vision overview and vision summary, 2004-2005
 Folder 8 *Eragon* concept art, c. 2005
 Folder 9 *Eragon* concept art on photographic paper with supporting materials, c. 2004

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- Folder 1 *Eragon* notes and sketches, c. 2005
 Folder 2 *Eragon* storyboards, 2005
 Folder 3 *Eragon* story boards, c. 2005 (folder 1 of 4)
 Folder 4 *Eragon* story boards, c. 2005 (folder 2 of 4)
 Folder 5 *Eragon* story boards, c. 2005 (folder 3 of 4)
 Folder 6 *Eragon* story boards, c. 2005 (folder 4 of 4)

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- Folder 1 *Eragon* [working title “Azure”] development papers, 2004-2005 (folder 1 of 2)
 Folder 2 *Eragon* development papers, 2004-2005 (folder 2 of 2)
 Folder 3 *Eragon* development kit agreements and Xbox 360 configuration instructions, 2006
 Folder 4 *Eragon* animation by Mainframe Entertainment, Inc., agreements and invoices, 2005-2006
 Folder 5 *Eragon* character orthographics by David Yee, agreement and invoice, 2005
 Folder 6 *Eragon* artwork and graphics by Steven Stahlbert, agreement and character style guide for common villager, 2005
 Folder 7 *Eragon* animation by Act3Animation, agreements and correspondence, 2004-2005
 Folder 8 *Eragon* animation by Palma VFX cinematics, agreements and invoice, 2004-2005
 Folder 9 *Eragon* dialog charts, c. 2005
 Folder 10 *Eragon* design tree-core (design elements, design details), 2005
 Folder 11 *Eragon* design tree-core (level walkthroughs, voice casting, in-game script), 2005

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- Folder 1 *Eragon* design tree-level storyboards, 2005
- Folder 2 *Eragon* schedules, milestones, and invoices, 2005-2006
- Folder 3 *Eragon* development contract papers, 2004-2006
- Folder 4 *Eragon* additional legal materials, 2005
- Folder 5 *Eragon* invoices and agreements for 3-D animation, 2005 [Giant Robot Killers, Black Point Studios]
- Folder 6 *Eragon* invoices and agreements for game music, 2005 [DeRoche Music Inc. and American Federation of Musicians]
- Folder 7 *Eragon* invoice and agreement for cinematics, 2005 [Wild Brain, Inc.]
- Folder 8 *Eragon* invoices and agreement for user interface, 2005 [Sveta Trushchenkova]

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- Folder 1 *Eragon* focus tests and playgroups discussion guide, 2005-2006
- Folder 2 *Eragon* royalty reports, 2007-2009
- Folder 3 Articles on Christopher Paolini's *Eldest*, sequel to *Eragon*, c. 2005
- Folder 4 *Eragon* film script (rewrite), February 2005
- Folder 5 *Eragon* film script, March 2005
- Folder 6 *Eragon* film script (2nd revision), April 2005
- Folder 7 *Eragon* film script, August 2005
- Folder 8 *Eragon* "Inheritance Trilogy" design path, 2006 [sequel games]
- Folder 9 "Escape" development papers, 2007
- Folder 10 ESPN projects agreements with Sony Electric Publishing Company, 1993-1994
- Folder 11 *ESPN Baseball Tonight* [working title "Abbott"] development papers, 1993-1994

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- Folder 1 *ESPN Baseball Tonight* development agreements and contracts, 1994
- Folder 2 "ESPN Football" [working title "Costello"] development papers, 1994
- Folder 3 "ESPN Football" development agreement, 1994
- Folder 4 "ESPN Golf" correspondence, 1994
- Folder 5 *ESPN National Hockey Night* [working title "Wayne's World"] development papers, 1994
- Folder 6 *ESPN National Hockey Night* development agreement and termination, 1994-1996
- Folder 7 "ESPN Xtreme Beach Volleyball" correspondence and notes, 1996
- Folder 8 "Fairy Tale" [working title "Wicked"] development papers, c. 2007
- Folder 9 "Wicked" ["Fairy Tale"] brainstorming concepts, 2007
- Folder 10 "Fairy Tale" original and printed concept art, 2007 [also see Box 94, Folder 8]
- Folder 11 "Fairy Tale" concept art on photographic paper, 2007
- Folder 12 "Wicked" ["Fairy Tale"] milestone schedules and invoices, 2006-2008 [RESTRICTED]
- Folder 13 "Fairy Tale" legal papers, 2007-2008 [RESTRICTED]

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- Folder 1 "Firefighter" game concept, 2007
- Folder 2 "Fog City" game concept, 2006
- Folder 3 "Dungeons and Dragons" [*Forgotten Realms: Demon Stone*] high concept discussion (PS2), 2002
- Folder 4 *Forgotten Realms: Demon Stone* [working title "Phoenix"] development papers (team statuses, notes, drawings), 2003-2004
- Folder 5 *Forgotten Realms: Demon Stone* original concept art, c. 2004

- Folder 6 *Forgotten Realms: Demon Stone* concept art on photographic paper and supporting material, c. 2004
- Folder 7 *Forgotten Realms: Demon Stone* legal papers, 2003
- Folder 8 *Forgotten Realms: Demon Stone* consultant services agreements with several companies to animate Troll and Bug Bear characters, 2003
- Folder 9 *Forgotten Realms: Demon Stone* consultant agreements and amendments with Jeff Murchie, 2003-2004
- Folder 10 *Forgotten Realms: Demon Stone* art schedules and compensation contracts, 2003-2004
- Folder 11 *Forgotten Realms: Demon Stone* invoices and milestones, 2005

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- Folder 1 *Forgotten Realms: Demon Stone* packing lists, 2004
- Folder 2 *Forgotten Realms: Demon Stone* marketing and packaging plans, 2004
- Folder 3 *Forgotten Realms: Demon Stone* launch party papers, 2004
- Folder 4 *Gateway to the Savage Frontier* [working title "Beyond Pool"] legal papers, 1990
- Folder 5 *Gateway to the Savage Frontier* milestones and check stubs, 1990-1991
- Folder 6 *Gateway to the Savage Frontier* test plan, c. 1990
- Folder 7 The Daglowpedia: Guidebook to the Savage Frontier [*Gateway to the Savage Frontier*] paste-up, 1991
- Folder 8 References for Savage Frontier games (map and *Death Knights of Krynn* details), c. 1991
- Folder 9 "Gemini Golf" concept art, c. 2005
- Folder 10 "Gemini Golf" focus tests, 2008
- Folder 11 "Gemini Golf" game concept, 2008
- Folder 12 "George Foreman's Adventures in Real Life" game proposal, 1994
- Folder 13 "Goosebumps Interactive" prototype specification and agreements, 1994-1995
- Folder 14 "Greek Mythery" design specification, n.d. [Magic Partners]

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- Folder 1 Greek mythology themed game notes with references, 1983, 1986, n.d.
- Folder 2 "Gunboat Dragons" story concept, 2000
- Folder 3 "Hard Hat" [working title "Sandlot"] development papers, 1994 [construction themed using Sega Pico]
- Folder 4 "Hard Hat" legal papers, 1994 [construction themed]
- Folder 5 "Harley-Davidson: Runaway Rescue" game proposal, 1989 [Mindscape, Inc.]
- Folder 6 "Helen" interactive movie/game novel and concept, 1994
- Folder 7 "Highplains Shifter" game concept, 2002
- Folder 8 "Highwire" budget planning, 1994
- Folder 9 "Hip-Hop World" letter of intent from Black Folk Entertainment, LLC, 2003
- Folder 10 *Hot Wheels Turbo Racing* development papers, 1998
- Folder 11 *Hot Wheels Turbo Racing* milestone invoices, 1998-1999
- Folder 12 *Hot Wheels Turbo Racing* agreements and amendments, 1998-1999
- Folder 13 *Hot Wheels Turbo Racing* issue resolution lists, 1999
- Folder 14 *Hot Wheels Turbo Racing* correspondence, 1998-2000 [note complaint]
- Folder 15 "Hunters of Ralk" and "I Have No Mouth and I Must Scream" game profiles for development from Cyberdreams, Inc., 1993-1994
- Folder 16 "Indiana Jones' Tales of Adventure!" and "Star Wars" proposals for on-line serial fiction, 1989-1990
- Folder 17 "Iron Man" and "The Incredible Hulk" RFP response to Sega/Marvel, 2006
- Folder 18 "Jeopardy!" request for bids and response, 1996

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- Folder 1 “Johnny Mnemonic” [working title “Flipper”] game proposal for Sony, 1994
- Folder 2 “Justice” game proposal, invoices, and agreements, 2005-2006
- Folder 3 “King Arthur” game proposal and bid, 2002
- Folder 4 “Lacrosse ‘98” development proposal and meeting follow-up, 1997 [Hot-B USA, Inc.]
- Folder 5 “Dragonstorm” [*Legend of Alon D’ar*] contract material and correspondence, 1998-2001
[also see Box 62, Folder 15 for “Dragonstorm” E3 demo using NOAM animation system]
- Folder 6 “Dragonstorm” [*Legend of Alon D’ar*] agreement and drafts, 1999-2000
- Folder 7 “Firefly” [*Legend of Alon D’ar*] product reviews, 2000-2001
- Folder 8 *Legend of Alon D’ar* [working title “Firefly,” also “Eternal Blade”] legal papers, 2001, 2005
- Folder 9 *Legend of Alon D’ar* consultant agreements (voice-over, music, and cinematics) and scripts, 2000-2001
- Folder 10 “Warlords Dungeons” [*Legend of Alon D’ar*; working title “Gores”] license agreement and termination, 2001
- Folder 11 *Legend of Alon D’ar* invoices and milestones, 1999-2002

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- Folder 1 *Legend of Alon D’ar* press, 2001
- Folder 2 *Lego My Style: Kindergarten and Preschool* agreements, contracts, and drafts, 1999-2000
- Folder 3 *Lego My Style: Kindergarten and Preschool* correspondence, 1999-2000
- Folder 4 *Lego My Style: Kindergarten and Preschool* [working title “Monkey Business”] development papers, 1999-2000
- Folder 5 *Lego My Style: Kindergarten and Preschool* budgets and milestones, 1999-2000
- Folder 6 *Lego My Style: Kindergarten and Preschool* references and reviews, 1998-2000
- Folder 7 “Life in the Balance” game concept, 1989
- Folder 8 *The Lord of the Rings: The Two Towers* original storyboard art (some printed), c. 2000
- Folder 9 *The Lord of the Rings: The Two Towers* technical design document, 2002
- Folder 10 *The Lord of the Rings: The Two Towers* risk and issues lists, 2002
- Folder 11 *The Lord of the Rings: The Two Towers* [working title “Yosemite” or “Fusion”] development papers, 2001
- Folder 12 *The Lord of the Rings: The Two Towers* level outlines and maps, c. 2000
- Folder 13 Concept art, n.d. [likely *Lord of the Rings: The Two Towers*]

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- Folder 1 “Yosemite” [*The Lord of the Rings: The Two Towers*] monthly project reviews, 2000-2001
- Folder 2 *The Lord of the Rings: The Two Towers* “Exhibit D” hardware records, 2001-2002
- Folder 3 *The Lord of the Rings: The Two Towers* product development agreement, drafts, and amendments, 2000-2003
- Folder 4 *The Lord of the Rings: The Two Towers* consultant agreements and non-disclosure agreements, 2000-2001
- Folder 5 *The Lord of the Rings: The Two Towers* deal sheets, drafts, and milestones, 2000
- Folder 6 *The Lord of the Rings: The Two Towers* settlement payment agreement and confidentiality agreement, 2000-2001
- Folder 7 *The Lord of the Rings: The Two Towers* press reviews, 2002-2003
- Folder 8 *The Lord of the Rings: The Two Towers* invoices for Electronic Arts, 2000-2003
- Folder 9 *The Lord of the Rings: The Two Towers* Electronic Arts’ expenses, 2001-2002
- Folder 10 *The Lord of the Rings: The Two Towers* milestone invoices and supporting financials, 2000-2004

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- Folder 1 *The Lord of the Rings: The Two Towers* royalty materials, 2002-2009
- Folder 2 *The Lord of the Rings: The Two Towers* - Electronic Arts hiring issues, 2003
- Folder 3 "Madden '95" [working title "Moe" for PC CD-ROM] development contracts, 1993-1995
- Folder 4 "Madden '96" [working title "Moe" for 3DO, previously "Madden '95" for 3DO] development papers, 1994
- Folder 5 "Madden '96" [previously "Madden '95" for 3DO] legal papers, 1994
- Folder 6 *Madden NFL '97* development papers, 1993-1996
- Folder 7 *Madden NFL '97* milestone papers, 1996
- Folder 8 *Madden NFL '98* artist agreement and amendments, 1996-1997
- Folder 9 "Madden '99" source code loan agreement, 2000
- Folder 10 "Madden" games check stubs, contract, and development documents, 1993-1997
- Folder 11 "Madison Square Garden Basketball" concept and legal papers, 1993 [Paramount Interactive]
- Folder 12 *Mario Andretti Racing* development papers, 1992-1993
- Folder 13 *Mario Andretti Racing* articles, 1994
- Folder 14 "Marvel Secret Wars" game concept, 1997
- Folder 15 "MasterLife" game concept, 1991
- Folder 16 "Midway baseball" development papers and notes, 1998-1999 [note "Major League Mayhem" mockup]

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- Folder 1 "Midway baseball" legal papers, 1998-1999
- Folder 2 "Midway baseball" correspondence, 1998-1999
- Folder 3 Microsoft racing game concept, 2000
- Folder 4 "MLB Universe" social media game agreement, 2011
- Folder 5 "Mustang" content estimates, n.d. [Jack Ryan theme]
- Folder 6 Legal papers for Electronic Arts racing games: *Mario Andretti Racing* [previously "Team Penske Racing"], *NASCAR '98* [previously "Andretti Racing II"], and *NASCAR '99*, 1993-1998
- Folder 7 *NASCAR '98* [previously "Andretti Racing II"] development papers, 1996-1998 [including 50th anniversary edition]
- Folder 8 *NASCAR '98* milestones and invoices, 1997 [including 50th anniversary edition]
- Folder 9 *NASCAR '99* milestone invoices, 1998-1999
- Folder 10 *NASCAR 2000* [working title "Southern Comfort"] agreements and amendments, 1999
- Folder 11 *NASCAR 2000* milestone invoices, 1998-2000
- Folder 12 *NASCAR 2000* press, 1999

Box 62

- Folder 1 *Neverwinter Nights* scripts, 1990
- Folder 2 *Neverwinter Nights* development papers, 1990-1992
- Folder 3 *Neverwinter Nights* "wall set graphics," c. 1990 [refer to box 93 for related content]
- Folder 4 *Neverwinter Nights* maps and level sketches, c. 1991
- Folder 5 *Neverwinter Nights* bug lists, 1990-1991
- Folder 6 *Neverwinter Nights* financial papers, 1991-1994
- Folder 7 *Neverwinter Nights* legal papers, 1990-1996
- Folder 8 *Neverwinter Nights* reviews, 1994
- Folder 9 *Neverwinter Nights* expansion development and correspondence papers, 1991-1992
- Folder 10 "NFL Online" development agreements, game concept, and milestone invoice, 2000
- Folder 11 *NHL Hockey '98* development agreement, 1996

- Folder 12 *NHL Hockey '98* technical design document, 1997 [working title “Sega Hockey”]
 Folder 13 *NHL Hockey '98* milestone invoices, 1996-1997
 Folder 14 “Ninja Turtles: The Next Mutation” game concept, 1997
 Folder 15 NOAM animation system descriptions and demos: “Dragonstorm” [*Legend of Alon D’ar*] and “Stormfront Troopers,” 2000 [relevant VHS]
 Folder 16 *Old Time Baseball* [working title “Charlie”] development papers, 1995 [see Box 76, Folder 1 and Box 77, Folders 4-6 that are related]
 Folder 17 *Old Time Baseball* draft manuals, 1995

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- Folder 1 *Old Time Baseball* packaging decisions, 1995
 Folder 2 *Old Time Baseball* press and publicity, 1995
 Folder 3 *Old Time Baseball* customer feedback, 1996
 Folder 4 Baseball statistics and ratings license agreement and termination with Sports Extra, Inc. (d.b.a. Total Baseball), 1994-1996
 Folder 5 Total Baseball/“The Time Machine” [*Old Time Baseball*] development, budgeting, references, and correspondence, 1994-1995
 Folder 6 “Percy Jackson” designs, 2008
 Folder 7 Pirate game concept art, n.d.
 Folder 8 “Pirates of the Caribbean” game proposal, 2004
 Folder 9 “Pirates of the Caribbean” consulting agreements, 2004
 Folder 10 *Pool of Radiance: Ruins of Myth Drannor* [working title “Black Adder” or “Pool of Radiance II”] development papers, 1999-2001
 Folder 11 *Pool of Radiance: Ruins of Myth Drannor* audio recording papers, 2000 [refer to consultant agreements for project details]
 Folder 12 *Pool of Radiance: Ruins of Myth Drannor* legal paperwork, 1998-2001 [includes agreement for integration of Japanese files]
 Folder 13 *Pool of Radiance: Ruins of Myth Drannor* invoices and milestones, 2000-2001

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- Folder 1 *Pool of Radiance: Ruins of Myth Drannor* press, 2000
 Folder 2 “P.O.W.: Prisoners of War” development papers, 1989-1990
 Folder 3 *Power Rangers Lightspeed Rescue* milestone invoices and contractor agreements, 1999
 Folder 4 *Prince of Persia 3D* development papers, c. 1999
 Folder 5 *Prince of Persia 3D* invoice, correspondence, and legal papers, 1999
 Folder 6 “Prodigy game II” agreement and concept designs, 1992 [Dungeons and Dragons theme; also see “X-Wing”/ “Prodigy III” which may be related]
 Folder 7 “Pro Wakeboarding” game design, 2001 [Interactive Republic Corporation]
 Folder 8 “Pyritical” game concept, n.d.
 Folder 9 *Quantum Space* development papers, 1990
 Folder 10 *Quantum Space* development notes, c. 1990
 Folder 11 *Quantum Space* paper rules, 1990
 Folder 12 *Quantum Space* legal papers, 1989-1990
 Folder 13 *Quantum Space* financial papers, 1990-1991
 Folder 14 “Quantum Space II” game papers, 1992
 Folder 15 *Rebel Space* game proposal and concept versions, 1990-1991

Box 65

- Folder 1 *Rebel Space* [working title “Star Rush” formerly “StArchitect”] development papers, 1991-1993 (folder 1 of 2)
 Folder 2 *Rebel Space* development papers, 1991-1993 (folder 2 of 2)

- Folder 3 *Rebel Space* screen series content (“What is Rebel Space?,” “Rebel Academy,” “Q&A”), c. 1991
- Folder 4 *Rebel Space* playtesting, 1991-1992
- Folder 5 *Rebel Space* player manuals, 1992
- Folder 6 *Rebel Space* command portfolio inserts, 1992
- Folder 7 *Rebel Space* legal papers, 1991-1995
- Folder 8 *Rebel Space* financial papers, 1990-1993
- Folder 9 *Rebel Space* reviews, 1993-1994
- Folder 10 [*Rebel Space*] Prodigy Enhanced Response System (PERS) manual, 1991

Box 66

- Folder 1 “Rollerball” milestones and invoices, 1996-1997
- Folder 2 “Rollerball” [working title “Leo”] legal papers, 1996-1998
- Folder 3 “Roman Gladiator” game concept, 2002
- Folder 4 “Runner” game concept, n.d.
- Folder 5 *Secret Paths by the Sea* proposal request from Purple Moon Media, correspondence, and script summary, 1997
- Folder 6 “Shadow Racer” game concept, 2002
- Folder 7 “Shanghai Seas” development papers, 2002
- Folder 8 “The Simpsons’ Adventure” [working title “Greased Pig”] development, legal, and financial papers, 2003
- Folder 9 “The Simpsons’ Adventure” concept designs, 2003 [also see Box 94, Folder 9]
- Folder 10 “The Simpsons’ Adventure” PowerPoint pitch to VUG, c. 2003
- Folder 11 “The Simpsons’ Adventure” original concept art, c. 2003
- Folder 12 “The Simpsons’ Adventure” printed concept art, c. 2003
- Folder 13 “The Simpsons’ Adventure” character animations with edits, c. 2003 [also see Box 94, Folders 10-11]
- Folder 14 “The Simpsons’ Adventure” concept art mounted prints, 2003

Box 67

- Folder 1 *The Simpsons* character and location designs with some color identification, n.d.
- Folder 2 *The Simpsons* character and item designs with some color identification, n.d. [also see Box 94, Folders 9-11]
- Folder 3 “Sixense Sports Club” proposal and term sheet, 2008 [RESTRICTED]
- Folder 4 “Space Adventure” game prototype specifications and art schedules, 1995
- Folder 5 “Space Race” game proposal, 1997 [Sierra On-line]
- Folder 6 *The Spiderwick Chronicles* Nintendo DS request for proposal and Backbone Entertainment production review, 2007
- Folder 7 *The Spiderwick Chronicles* [working title “Ogre”] development papers, 2006-2007
- Folder 8 *The Spiderwick Chronicles* concept art, c. 2007 [also see Box 94, Folder 12]
- Folder 9 *The Spiderwick Chronicles* legal papers, 2006-2007

Box 68

- Folder 1 *The Spiderwick Chronicles* character sheets with dialog, c. 2006
- Folder 2 *The Spiderwick Chronicles* global marketing plans, 2007
- Folder 3 *The Spiderwick Chronicles* milestone invoices and financial summaries, 2007-2008
- Folder 4 *The Spiderwick Chronicles* references, c. 2007
- Folder 5 “Star!” game concepts, notes, and correspondence, 1996
- Folder 6 “Starcraft” game concept and correspondence, 1997-1998 [Blizzard Entertainment]
- Folder 7 *Starfire Soccer Challenge* development papers, 1998
- Folder 8 *Starfire Soccer Challenge* legal papers, 1998

- Folder 9 *Starfire Soccer Challenge* [working title “Victory Dance”] invoices and checks, 1998
- Folder 10 *Starfire Soccer Challenge* references, 1997-1998
- Folder 11 “Starfire Soccer Challenge II” notes, letter of intent, and development agreement, 1998
- Folder 12 *Star Trek: Deep Space Nine: Harbinger* [working title “Wishing Well”] development papers, 1996-1997
- Folder 13 *Star Trek: Deep Space Nine: Harbinger* “runabout” puzzles, c. 1995
- Folder 14 *Star Trek: Deep Space Nine: Harbinger* correspondence, 1995-1996
- Folder 15 Viacom New Media legal papers regarding long term agreement and termination, 1994-1996 [relates to *Star Trek: Deep Space Nine: Harbinger*]

Box 69

- Folder 1 Viacom New Media legal papers regarding long term agreement and termination, 1994-1997 [relates to *Star Trek: Deep Space Nine: Harbinger* and untitled undersea sim-adventure game]
- Folder 2 “Star Trek: Deep Space Nine: War of the Prophets” and “Battlefront” game concepts and legal paperwork, 1997 [GT Interactive]
- Folder 3 StrangeBrew game engine development, 1999
- Folder 4 “Stingray” game papers, 2000-2001
- Folder 5 *Stronghold* original concept art, 1993 (folder 1 of 2)
- Folder 6 *Stronghold* original concept art, 1993 (folder 2 of 2)
- Folder 7 *Stronghold* development papers, 1992-1993
- Folder 8 *Stronghold* legal papers, 1992-1993
- Folder 9 *Stronghold* product specifications/scripts, 1992
- Folder 10 *Stronghold* milestones and check stubs, 1992-1993
- Folder 11 *Stronghold* reviews and articles, 1993-1994

Box 70

- Folder 1 *Survivor!* Game concept sold to Infogrames, Inc. papers, 1999-2000
- Folder 2 “Tales from the Crypt” [working title “Scary Larry”] game proposal, 1993 [Crystal Dynamic Inc.]
- Folder 3 “Techno-Geek” concept outline, n.d.
- Folder 4 “Terminator: Salvation” concept proposal, 2005
- Folder 5 *Tiger Woods PGA Golf Tour 2001* notes, 1999
- Folder 6 “Cyber Tiger” [*Tiger Woods PGA Golf Tour 2001*] milestone invoices, 1999-2001
- Folder 7 “Cyber Tiger” [*Tiger Woods PGA Golf Tour 2001*] development agreement and drafts, 1999
- Folder 8 “Tigger” racing game concept sketches and notes, c. 2000
- Folder 9 “Titan” game concept, 2006-2007
- Folder 10 “Titan” development papers, 2006
- Folder 11 “Titan” prototype bids, 2006
- Folder 12 “Titan” legal papers, 2006
- Folder 13 “Titan” concept art, 2006
- Folder 14 “Titan” concept art and animations on photographic paper, 2006

Box 71

- Folder 1 “Project 42” game concept, 2007
- Folder 2 “Project 42” concept art, 2007
- Folder 3 “Titan” milestone deliverables and invoices, 2006-2007
- Folder 4 “Titan” and “Azure” team meal orders and receipts, 2006

- Folder 5 “Beyond Baseball” development papers, 1990-1991 (folder 1 of 2) [likely precursor to *Tony La Russa’s Ultimate Baseball*; may have originally been “TV Sports: Baseball,” see Box 79, Folders 8-11 and Box 80, Folders 1-2]
- Folder 6 “Beyond Baseball” development papers, 1990-1991 (folder 2 of 2)
- Folder 7 “Beyond Baseball” legal papers, 1990
- Folder 8 *Tony La Russa’s Ultimate Baseball* development papers, 1991-1992
- Folder 9 *Tony La Russa’s Ultimate Baseball* (Sega) development papers, 1992-1993
- Folder 10 *Tony La Russa’s Ultimate Baseball* (Sega) bugs, 1992
- Folder 11 *Tony La Russa’s Ultimate Baseball* (Sega) scripts and manuals, 1992-1993

Box 72

- Folder 1 *Tony La Russa’s Ultimate Baseball* (Sega) legal papers, 1992
- Folder 2 *Tony La Russa’s Ultimate Baseball* (Sega) correspondence and check stubs, 1992-1994
- Folder 3 *Tony La Russa’s Ultimate Baseball* (PC) legal papers and milestones, 1990-1993
- Folder 4 “Ultimate Baseball” (Commodore 64) manuals and testing, 1991 [likely Commodore 64 version of *Tony La Russa’s Ultimate Baseball*]
- Folder 5 *Tony La Russa’s Ultimate Baseball* Fantasy Manager data disk development, 1991-1992
- Folder 6 *Tony La Russa’s Ultimate Baseball* correspondence regarding development for Super Nintendo, 1991
- Folder 7 *Tony La Russa’s Ultimate Baseball* marketing, sales, and press, 1991-1992
- Folder 8 *Tony La Russa’s Ultimate Baseball* surveys and results, 1991-1992
- Folder 9 *Tony La Russa’s Ultimate Baseball* reviews, 1991, n.d.
- Folder 10 *Tony La Russa’s Ultimate Baseball* references, 1991-1992
- Folder 11 “Tony La Russa’s Baseball c. 2.0” features and milestones, 1991-1992
- Folder 12 *Tony La Russa Baseball II* [working title “Devon”] (PC) development papers, 1992-1993

Box 73

- Folder 1 *Tony La Russa Baseball II* (PC/SSI) legal papers, 1991-1995
- Folder 2 *Tony La Russa Baseball II* (PC) check stubs, 1992-1993
- Folder 3 *Tony La Russa Baseball II* (PC) bugs, 1992-1994
- Folder 4 *Tony La Russa Baseball II* (Sega) scripts, 1993
- Folder 5 *Tony La Russa Baseball II* (Sega) development papers, 1992-1993
- Folder 6 *Tony La Russa Baseball II* (Sega)/EA legal papers, 1993-1994, 1997
- Folder 7 *Tony La Russa Baseball II* (Sega) check stubs, 1993-1994
- Folder 8 *Tony La Russa Baseball II* [working title “Curly”] (3DO) scripts and development plans, 1993-1994
- Folder 9 *Tony La Russa Baseball II* (3DO) legal papers, 1992-1995
- Folder 10 *Tony La Russa Baseball II* (3DO) check stubs, 1993-1994
- Folder 11 *Tony La Russa Baseball II* [working title “Diamond”] (Microsoft Windows) development papers, 1993-1995

Box 74

- Folder 1 *Tony La Russa Baseball II* (Microsoft Windows) specifications, 1993
- Folder 2 *Tony La Russa Baseball II* (Microsoft Windows) specifications, 1994
- Folder 3 “Microsoft Baseball” [*Tony La Russa Baseball II*] milestone invoices, 1995
- Folder 4 *Tony La Russa Baseball II* (Microsoft Windows) legal papers, 1993-1996 (folder 1 of 2)
- Folder 5 *Tony La Russa Baseball II* (Microsoft Windows) legal papers, 1993-1996 (folder 2 of 2)
- Folder 6 *Tony La Russa Baseball II* (Microsoft Windows) correspondence regarding termination, 1995-1996
- Folder 7 *Tony La Russa Baseball II* (Microsoft Windows) check stubs, 1994-1996
- Folder 8 *Tony La Russa Baseball II* (Microsoft Windows) press, 1994

Box 75

- Folder 1 *Tony La Russa Baseball II* additional development papers, 1992-1993
- Folder 2 *Tony La Russa Baseball II* statistics, player rosters, and ball calculations, c. 1991
- Folder 3 *Tony La Russa Baseball II* sound and voice scripts, 1992-1993
- Folder 4 *Tony La Russa Baseball II* theme music from *The Fat Man*, 1992
- Folder 5 *Tony La Russa Baseball II* rulebooks and data cards, 1993
- Folder 6 *Tony La Russa Baseball II* box designs, 1993
- Folder 7 *Tony La Russa Baseball II* marketing, sales, and press, 1992-1993
- Folder 8 *Tony La Russa Baseball II* reviews, 1992-1993
- Folder 9 *Tony La Russa Baseball II* miscellaneous finances, 1993-1994
- Folder 10 *Tony La Russa Baseball II* expansion papers, 1993
- Folder 11 *Tony La Russa Baseball 3* [working title "Bianca"] development papers, 1993-1995
- Folder 12 *Tony La Russa Baseball 3* game spec/script versions, 1994
- Folder 13 *Tony La Russa Baseball 3* announcer contracts and scripts, 1994

Box 76

- Folder 1 *Tony La Russa Baseball 3* legal papers, 1993 [reference to *Old Time Baseball*]
- Folder 2 *Tony La Russa Baseball 3* Major League Baseball Players Association licensing and correspondence, 1994-1995
- Folder 3 *Tony La Russa Baseball 3* milestones, 1993-1994
- Folder 4 *Tony La Russa Baseball 3* packaging and manufacturing resources, 1994
- Folder 5 *Tony La Russa Baseball 3* bugs and testing, 1995
- Folder 6 *Tony La Russa Baseball 3* manuals and reference card, 1995
- Folder 7 *Tony La Russa Baseball 3* data disk delay, 1995
- Folder 8 *Tony La Russa Baseball 3* self-publish numbers, sales, and marketing, 1993-1995
- Folder 9 *Tony La Russa Baseball 3* registration cards, surveys, and customer lists, 1994-1996

Box 77

- Folder 1 *Tony La Russa Baseball 3* contest submissions and winners, 1995-1997
- Folder 2 *Tony La Russa Baseball 3* reviews, 1994
- Folder 3 *Tony La Russa Baseball 3* comped copies, 1995 [some copies of *Old Time Baseball*]
- Folder 4 *Tony La Russa Baseball 3* and *Old Time Baseball* license requests, 1995
- Folder 5 *Tony La Russa Baseball 3* and *Old Time Baseball* license and distribution agreements (South Korea/Taiwan), 1995
- Folder 6 *Tony La Russa Baseball 3* and *Old Time Baseball* license agreements, 1997
- Folder 7 *Tony La Russa Baseball 3: 1996 Edition* bug lists and user guide edits, 1996 [for related material to this game see Box 79, Folder 4 on the "Tournament of Champions"]
- Folder 8 *Tony La Russa Baseball 3: 1996 Edition* Major League Baseball Player Association correspondence on packaging and approvals, 1996
- Folder 9 *Tony La Russa Baseball 3: 1996 Edition* sell sheets (some are autographed), marketing, and press, 1996
- Folder 10 *Tony La Russa Baseball 3: 1996 Edition* reviews and marketing, 1996-1997
- Folder 11 *Tony La Russa Baseball 3: 1996 Edition* legal papers, 1994
- Folder 12 *Tony La Russa Baseball 4* [working title "Elaine"] development papers, 1996-1997

Box 78

- Folder 1 *Tony La Russa Baseball 4* stadium development papers, 1996
- Folder 2 *Tony La Russa Baseball 4* use of Ron Grant's image, 1997
- Folder 3 *Tony La Russa Baseball 4* legal papers, 1996

- Folder 4 *Tony La Russa Baseball 4* Major League Baseball Players Association correspondence and licensing approvals, 1997
- Folder 5 *Tony La Russa Baseball 4* marketing, 1995-1997
- Folder 6 *Tony La Russa Baseball 4* royalties, 1997
- Folder 7 *Tony La Russa Baseball 4* customer complaints and returns, 1997
- Folder 8 Software Product development and licensing agreements with Maxis, Inc., 1994-1996 [for *Tony La Russa Baseball 4* and “Tony La Russa Baseball 5”]
- Folder 9 “Tony La Russa Baseball 5” development papers, 1997
- Folder 10 “Tony La Russa Baseball 5” milestone invoices and development agreement, 1997-1998, 1997-1998
- Folder 11 *Tony La Russa Baseball* feedback/reviews, 1993
- Folder 12 *Tony La Russa Baseball* announcer contracts, 1994-1995
- Folder 13 *Tony La Russa Baseball* articles and press, 1993-1994, n.d.
- Folder 14 *Tony La Russa Baseball* reviews and correspondence from Robert S. Smith, 1991-1992
- Folder 15 License agreement, drafts and correspondence with Sports Advisors Group Inc. for *Tony La Russa* games, 1991, 1994
- Folder 16 Return of rights to the La Russa Baseball engine negotiation and agreements, 1993

Box 79

- Folder 1 Additional legal papers and contract negotiation with Strategic Simulations, Inc. for *Tony La Russa Baseball* games, 1992-1994
- Folder 2 *Tony La Russa Baseball* miscellaneous legal papers, 1993-1994
- Folder 3 *Tony La Russa Baseball* miscellaneous materials, 1992-1994, 1997, n.d.
- Folder 4 “Tournament of Champions” proposed on-line fantasy league, 1996 [related to *Tony La Russa Baseball 3: 1996 Edition*]
- Folder 5 *Treasures of the Savage Frontier* [working title “Gateway II”] list of differences between prequel, c. 1991
- Folder 6 *Treasures of the Savage Frontier* legal papers, 1991-1992
- Folder 7 *Treasures of the Savage Frontier* milestones and check stubs, 1991-1992
- Folder 8 “TV Sports: Baseball” script for Cinemaware, Inc. 1989
- Folder 9 “Beyond Baseball” script (later version of “TV Sports: Baseball” script), 1990
- Folder 10 “TV Sports: Baseball” contract, termination, and legal dispute papers, 1989-1990 (folder 1 of 3)
- Folder 11 “TV Sports: Baseball” contract, termination, and legal dispute papers, 1989-1990 (folder 2 of 3)

Box 80

- Folder 1 “TV Sports: Baseball” contract, termination, and legal dispute papers, 1991-1992 (folder 3 of 3)
- Folder 2 TVSB [“TV Sports: Baseball”] team drafting forms, n.d. [originally filed with *Tony La Russa II* materials]
- Folder 3 “TV Sports: Boxing” scripts and development papers, 1990
- Folder 4 “TV Sports: Boxing” legal papers, 1989-1990
- Folder 5 “TV Sports: Boxing” financial papers, 1989-1990
- Folder 6 “VR Hockey” legal papers, 1996 [Interplay]
- Folder 7 “Wakeboarding” letter of intent, 2001
- Folder 8 Walt Disney Computer Software, Inc. game projects, 1989-1990 [“Stunt Pilot,” “Duck Tales,” “Mickey’s Toybox,” “Mickey’s Jigsaw Puzzle”]
- Folder 9 WordPlay game concepts for on America On-line, 1997
- Folder 10 “WorldsAway” work description and notes, 1995
- Folder 11 “Wraith” preliminary design document, 1997

- Folder 12 “X-Men: Destiny” game design papers, 2008 [also see Box 94, Folder 13]
 Folder 13 “X-Wing” [“Prodigy game III”] design deliverables, 1992 [may be related to “Prodigy game II”]
 Folder 14 *You Don’t Know Jack* [working title “Rosebud”] legal and development papers, 1997-1998 [Berkley Systems, Inc.]

Box 81

- Folder 1 *You Don’t Know Jack* milestone invoices, 1998
 Folder 2 Various untitled game ideas, 1989, 1996, n.d.
 Folder 3 Additional game ideas, proposals, 1990-1998, n.d.
 [Games mentioned in these documents, some of which are a compilation of multiple game ideas, include the following.]
- The Armor of God
 - The Batter-Pitcher Prediction Game
 - Berlin
 - Beyond Play by Email System
 - Christopher Columbus Simulation Game
 - Columbus 2492
 - The Managers Game
 - MasterLife
 - Nether
 - Presidential Election Simulation
 - Speaking with Dolphins
 - Slasherville
 - Super Mail
 - Through the London Fog
 - Trump Castle II
 - Twilight Zone [survey results]
 - Unnatural Language: A Foundation for Dinner Party
 - What I’m Doing to Save the Planet
 - Prospect project lists
- Folder 4 Rejected game proposals, 2005 [Stormfront IP forms and template]
 [Games mentioned in these documents include the following.]
- Ape Man
 - Bounce!
 - Camera Game Synergies
 - “Cops and Robbers”
 - Extreme Cycle
 - Ghetto-Olympics, Inner City Games
 - Greedy Bugger
 - L.A. Blaze
 - Lock and Load
 - Mayhem
 - Mongol Invasion
 - Reprolution
 - Soul Destruction
 - IP form template
- Folder 5 Miscellaneous game development papers, 1990-2008

- Folder 6 Printed concept art, storyboards, and character sketches, 2003, n.d. (folder 1 of 2)
 Folder 7 Printed concept art, storyboards, and character sketches, n.d. (folder 2 of 2)
 Folder 8 Original concept art and character sketches, n.d. [includes puzzle designs, notes] (folder 1 of 2)

Box 82

- Folder 1 Original concept art and character sketches, n.d. (folder 2 of 2)

Box 93

- Object 1 *Neverwinter Nights* game concept notes and reference binder, c. 1991 [may also contain *Treasures of the Savage Frontier*, *Gateway to the Savage Frontier* material; contents include SSI information, geography maps, monsters/objects, and wall sets (also see Box 62, Folders 1-9 for related content); note that this binder has been intentionally retained as originally arranged and housed]

Box 94

- Folder 8 “Fairy Tale” [working title “Wicked”] concept art, n.d.
 Folder 9 “The Simpsons’ Adventure” concept art, c. 2003
 Folder 10 “The Simpsons’ Adventure” character designs, 2003 (folder 1 of 2)
 Folder 11 “The Simpsons’ Adventure” character designs, 2003 (folder 2 of 2)
 Folder 12 *The Spiderwick Chronicles* concept art, c. 2007
 Folder 13 “X-Men: Destiny” character design papers, c. 2008

Box 121

- Envelope 12 *Eagle Eye Mysteries* 3D models, c. 1992 [negatives]

Box 125

- “Wicked”/“Fairy Tale” time logging cards and team lists, c. 2007

Box 124

- Object 2 *Tony La Russa Baseball 3* baseball bat-shaped pen, c. 1995

OS Box 127

- Folder 1 *The Lord of the Rings: The Two Towers* backgrounds and character sketches [mounted and previously mounted on foam board], c. 2001
 Folder 2 “Titan” concept art (original and printed), c. 2006
 Folder 3 *Eragon* original concept art, c. 2004 (folder 1 of 2)
 Folder 4 *Eragon* original concept art, c. 2004 (folder 2 of 2)
 Folder 5 *Eragon* concept art on photographic paper, c. 2003
 Folder 6 *Eragon* concept art (printed), c. 2004
 Folder 7 *Eragon* original and printed concept art, c. 2006
 Folder 8 “Hard Hat” project specification blueprints, 1994
 Folder 9 “The Simpsons’ Adventure” original concept art, c. 2003
 Folder 10 Original sketches of the human figure, n.d.

OS Box 128

- Folder 1 *Eagle Eye Mysteries* original artwork, c. 1993
 Folder 2 Original artwork mounted/previously mounted on foam board, n.d.
 Folder 3 *Forgotten Realms: Demon Stone* set art and storyboard, c. 2002

- Folder 4 *Forgotten Realms: Demon Stone* early concept art, c. 2002 [note fighter character was originally a dragon creature; see Box 131, Folders 6-7 and Box 54, Folders 5-6 for more concept art and character sketches]
- Folder 5 Original painted art and paste-up, n.d. [some Egyptian subjects]
- Folder 6 Original concept art and storyboards, n.d.
- Folder 7 Original charcoal drawings, n.d.

OS Box 130

- Folder 2 *Eagle Eye Mysteries* original artwork, c. 1993
- Folder 3 “The Simpsons’ Adventure” concept art, c. 2003
- Folder 4 *Stronghold* original background textures, c. 1993
- Folder 5 *Treasures of the Savage Frontier* game cover proof, 1992
- Folder 6 Original concept art, space themed, n.d. (folder 1 of 2)
- Folder 7 Original concept art, space themed, n.d. (folder 2 of 2)

OS Box 131

- Folder 2 *Byzantine: The Betrayal* maps and user guide proof, c. 1996
- Folder 3 *Eagle Eye Mysteries* storyboards, 1992
- Folder 4 “Wicked” [“Fairy Tale”] storyboards, c. 2007
- Folder 5 “Wicked” [“Fairy Tale”] concept art, c. 2007
- Folder 6 *Forgotten Realms: Demon Stone* storyboards, c. 2002
- Folder 7 *Forgotten Realms: Demon Stone* concept art on photographic paper, c. 2002
- Folder 8 *The Lord of the Rings: The Two Towers* maps, c. 2001
- Folder 9 *Rebel Space* graphic charts and oversize legal paper, c. 1993
- Folder 10 “The Simpsons’ Adventure” concept booklets, c. 2003
- Folder 11 *The Spiderwick Chronicles* map and floor plans, c. 2008
- Folder 12 *The Spiderwick Chronicles* concept art on photographic paper, c. 2008
- Folder 13 “Titan” product designs and cover proof, 2006
- Folder 14 “Titan” concept art on photographic paper, c. 2006
- Folder 15 Various concept art on photographic paper and supporting photographs, n.d.
- Folder 16 Miscellaneous artwork [some mounted and previously mounted on foam board], n.d.

RS Box 2

- *The Lord of the Rings: The Two Towers* level/map designs (copies), c. 2002

RS Box 3

- *The Lord of the Rings: The Two Towers* level/map designs (copies) for levels 3 and 4 (extra long), c. 2002

RS Box 4

- *Forgotten Realms: Demon Stone* scale comparison chart, c. 2004

RS Box 5

- *Old Time Baseball* Yankee Stadium façade blueprints, 1921, (reprinted c. 1995)

RS Box 6

- *Star Trek: Deep Space Nine: Harbinger* blueprints, c. 1996 [floor plans, level details] (1 of 3)

RS Box 7

- *Star Trek: Deep Space Nine: Harbinger* blueprints, c. 1996 [floor plans, level details] (2 of 3)

RS Box 8

- *Star Trek: Deep Space Nine: Harbinger* blueprints, c. 1996 [floor plans, level details] (3 of 3)

RS Box 9

- *Star Trek: Deep Space Nine: Harbinger* floor plans (copied blueprints), c. 1996

Map Case 2**Drawer 10**

- Folder 1 The *Lord of the Rings: The Two Towers* sector and portal map overlays, c. 2002
- Folder 2 The *Lord of the Rings: The Two Towers* original level/map designs and key, c. 2002 [copies are located in RS boxes 2 and 3]
- Folder 3 Forgotten Realms maps, 1988, 2001
- Folder 4 *Star Trek: Deep Space Nine: Harbinger* floor plans/map, c. 1996
- Folder 5 Miscellaneous concept art, n.d.
- Folder 8 “Fairy Tale” concept phase timeline, c. 2007

Subseries C: Game development media, 1989-2008

Scope and Content Note: This subseries contains media materials related to game development including game proposals and concepts through development. Media includes beta tapes, mini data cartridges (QIC-40), mini data cartridges (DG90M), CDs, DVDs, 3.5” and 5.5” floppy disks, VHS, Hi8 tapes, and Wii RVT-R discs. Materials are arranged alphabetically by game title using the published title when applicable, then by date or build number where applicable. Refer to Series III, Subseries B. Game development and Series III, Subseries H. Miscellaneous for additional game related materials. Note that some media contains multiple games and may not fall alphabetically in the list.

Abbreviations Note: The following abbreviations may have been used in the labeling of media in this subseries.

B = build

EFIGS = English, French, Italian, German, Spanish

MS = milestone

NA = North America

NTSC = National Television System Committee

PAL = Phase Alternation by Line

RU = Russian

Box 95

- Object 1 *Mario Andretti Racing*, *Star Trek*, and *NASCAR '98* (PC and PlayStation) demos [10” Betacam SP]

Box 96

- Object 1 [*Byzantine: The Betrayal*] “Columbus” video test, c. 1996 [beta tape]
- Object 2 [*Byzantine: The Betrayal*] Asbury Entertainment “Byzantine,” green screen tests, n.d. (NTSC/NDF) [beta tape]
- Object 3 *Eragon* Wild Brain footage, 2006 [beta tape]

- Object 4 *The Lord of the Rings[: The Two Towers]* teaser (EA Games), cut 3, 2002 (2-13-2002) [beta tape]
- Object 5 *The Lord of the Rings[: The Two Towers]* teaser (EA Games), avid cut, 4, 2002 (2-14-2002) [beta tape]
- Object 6 *The Lord of the Rings: The Two Towers*, full motion videos for review, dub, 2002 (2-15-2002) [beta tape]
- Object 7 *The Lord of the Rings[: The Two Towers]* teaser, EA Games, final edited master, 2002 (1 minute) (8-28-2002) [beta tape]
- Object 8 *The Lord of the Rings: The Two Towers* gameplay (with fly cam, Rohan), c. 2002 [beta tape]
- Object 9 *The Lord of the Rings: The Two Towers* testing (Helm's Deep), script errors, c. 2002 [beta tape]
- Object 10 *The Lord of the Rings: The Two Towers* game play, c. 2002 [beta tape]
- Object 11 *The Lord of the Rings: The Two Towers* Rohan plains game play, 2002 [beta tape]
- Object 12 *The Lord of the Rings: The Two Towers* game footage, 2002 (4-8-02; tape 2) [beta tape]
- Object 13 *The Lord of the Rings: The Two Towers* game play and load script, n.d. [beta tape]

Box 97

- Object 1 [Mario Andretti Racing/NASCAR] EA Racing, dub, 1996 (5-31-1996) [beta tape]
- Object 2 *Star Trek: Deep Space Nine: Harbinger* demo, c. 2000 [beta tape]
- Object 3 [Star Trek:] *Deep Space Nine: Harbinger* demo with voice, c. 2000 [beta tape]
- Objects 4-8 *Tony La Russa Baseball 3*, Stormfront interviews, 1995 [labeled tapes # 101—105; behind the scenes look at game development, design, and process] [beta tapes]
- Object 9 *Tony La Russa Baseball 3*, Stormfront baseball interviews, shoot slug, photographer R. Santiago, tape 5, 1995 [beta tape]
- Objects 10-13 *Tony La Russa Baseball 3*, Stormfront baseball interviews, photographer R. Santiago, 1995 [these are interviews at Stormfront, computer hardware/software, Don Daglow interview, motion capture technology used in baseball game] [beta tapes]

Box 98

- Objects 1-5 *Tony La Russa Baseball 3*, Stormfront baseball interviews, photographer R. Santiago, 1995 [these are interviews at Stormfront, computer hardware/software, Don Daglow interview, motion capture technology used in baseball game] [beta tapes]
- Object 6 Player motions/animations, 1998 [beta tapes]

Box 103

- Objects 9-11 [Blood Wake] "Splash!" Stormfront Studios fluid dynamics technology demo, 2000 [PAL] [VHS tapes]
- Objects 12-14 [Blood Wake] "Splash!" Stormfront Studios fluid dynamics technology demo, 2000 [SECAM] [VHS tapes]

Box 104

- Object 1 [Blood Wake] "Splash!" Stormfront Studios fluid dynamics technology demo, 2000 [NTSC] [VHS tape]
- Object 2 *Blood Wake* demo trailer, n.d. [VHS tape]
- Object 3 *Blood Wake* gameplay; *The Lord of the Rings: The Two Towers* company demo, n.d. [VHS tape]
- Object 4 *Eragon* TV#1, 2005 [VHS tape]
- Object 5 *Eragon* TV#2, 2005 [VHS tape]
- Object 6 *Eragon* TV#4, 2005 [VHS tape]
- Object 7 *Eragon* TV#5, 2005 [VHS tape]

- Object 8 *Eragon* TV#6, 2005 [VHS tape]
- Object 9 *Eragon* discussion, 2005 [VHS tape]
- Object 10 *Eragon* discussion, group 1, group 2, 2006 [VHS tape]
- Object 11 *Forgotten Realms: [Demon Stone]* – Bloodlust, Patrick Stewart – Khelben, 2004 [VHS tape]
- Object 12 [*Forgotten Realms: Demon Stone*] B.J. Ward voice recording session, 2004 [VHS tape]
- Object 13 [*Forgotten Realms: Demon Stone*] C. Wissley voice recording session, 2004 [VHS tape]
- Object 14 [*Forgotten Realms: Demon Stone*] D. Riordan, voice recording session, 2004 (1 of 2) [VHS tape]
- Object 15 [*Forgotten Realms: Demon Stone*] D. Riordan, voice recording session, 2004 (2 of 2) [VHS tape]

Box 105

- Object 1 [*Forgotten Realms: Demon Stone*] D. Riordan, R. Downes voice recording session, 2004 (3-5-04) [VHS tape]
- Object 2 [*Forgotten Realms: Demon Stone*] R. Downes voice recording session, 2004 [VHS tape]
- Object 3 [*Forgotten Realms: Demon Stone*] R. Downes voice recording session, 2004 [VHS tape]
- Object 4 [*Forgotten Realms: Demon Stone*] M. C. Duncan voice recording session, 2004 [VHS tape]
- Object 5 [*Forgotten Realms: Demon Stone*] M. Duncan voice recording session, 2004 [VHS tape]
- Object 6 [*Forgotten Realms: Demon Stone*] V. Marshall voice recording session, 2004 [VHS tape]
- Object 7 [*Forgotten Realms: Demon Stone*] V. Marshall voice recording session, 2004 [VHS tape]
- Object 8 *Forgotten Realms: Demon Stone* G-4 “Tech TV” footage, n.d. [VHS tape]
- Object 9 [*The Legend of*] *Alon D’ar* milestone 1 – cinematics, c. 2000 [VHS tape]
- Object 10 [*The Legend of*] *Alon D’ar* BETA – cinematics, c. 2000 [VHS tape]
- Objects 11-13 *The Lord of the Rings: The Two Towers* actor interviews for team, c. 2000 [VHS tapes]
- Object 14 *The Lord of the Rings[: The Two Towers]* PS2 attract loop, May 2, 2002 [VHS tape]
- Object 15 *The Lord of the Rings: The Two Towers* PS2 attract loop, May 8, 2002 [VHS tape]

Box 106

- Object 1 *The Lord of the Rings: The Two Towers*, n.d. [titled “Final attract loop – first cut”] [VHS tape]
- Object 2 *The Lord of the Rings: The Two Towers* gameplay, c. 2002 [titled “Lurtz!”] [VHS tape]
- Object 3 *The Lord of the Rings: The Two Towers* – Aragorn in a cave with crystals, n.d. [VHS tape]
- Object 4 *The Lord of the Rings: The Two Towers* early game footage, no music, n.d. [VHS tape]
- Object 5 *The Lord of the Rings: The Two Towers* early game play, n.d. [VHS tape]
- Object 6 *The Lord of the Rings: The Two Towers* game play, early movie footage, n.d. [VHS tape]
- Object 7 *The Lord of the Rings: The Two Towers* early footage (possibly testing), n.d. [VHS tape]
- Object 8 *The Lord of the Rings[: The Two Towers]* teaser (EA Games), cut 3, 2002 [VHS tape]
- Object 9 Noam Demo, 1999 [VHS tape]
- Object 10 *Pool of Radiance: Ruins of Myth Drannor*, “trailer 2” looping reel, 2001 (NTSC) [VHS tape]
- Object 11 *Pool of Radiance: Ruins of Myth Drannor* trailer (2 versions), n.d. [VHS tape]
- Object 12 [*Pool of Radiance: Ruins of Myth Drannor*] “Pool of Radiance II,” voice track only, n.d. [VHS tape]
- Object 13 “The Simpsons’ Adventure” in-engine art style demonstration, January 8, 2003 [VHS tape]
- Objects 14-15 “The Simpsons’ Adventure” in-engine art style demonstration, January 30, 2003 [VHS tapes]

Box 107

- Object 1 “The Simpsons’ Adventure,” in-engine art style demonstration, 2003 (July 30, 2003) [VHS tape]
- Objects 2-3 “The Simpsons’ Adventure,” game trailer, 2003 (July 24, 2003) [VHS tapes]
- Object 4 *Star Trek: Deep Space Nine: Harbinger* deleted material and space scenes, n.d. [VHS tape]
- Object 5 [Tony La Russa Baseball 4] “Elaine” – Ultimatte Window Dub, #1 Line, 1996 (1 of 5) [green screen animation filming of player] [VHS tape]
- Object 6 [Tony La Russa Baseball 4] “Elaine” – Ultimatte Window Dub, #2 Line, 1996 (2 of 5) [VHS tape]
- Object 7 [Tony La Russa Baseball 4] “Elaine” – Ultimatte Window Dub, #3 Line, 1996 (3 of 5) [VHS tape]
- Object 8 [Tony La Russa Baseball 4] “Elaine” – Ultimatte Window Dub, #4 Line, 1996 (4 of 5) [VHS tape]
- Object 9 [Tony La Russa Baseball 4] “Elaine” – Ultimatte Window Dub, #5 Line, 1996 (5 of 5) [VHS tape]

Box 109

- Object 1 [Eagle Eye Mysteries (working title “Kid Detective”)] KD #1, c. 1991 [Hi8 tape]
- Object 2 Making of *Old Time [Baseball]*, c. 1996 [Hi8 tape]
- Object 3 [Tony La Russa Baseball 3] “Bianca:” Field #1, c. 1994 (1 of 8) [Hi8 tape]
- Object 4 [Tony La Russa Baseball 3] “Bianca:” Field #2, c. 1994 (2 of 8) [Hi8 tape]
- Object 5 [Tony La Russa Baseball 3] “Bianca:” Field #3, c. 1994 (3 of 8) [Hi8 tape]
- Object 6 [Tony La Russa Baseball 3] “Bianca:” Field #4, c. 1994 (4 of 8) [Hi8 tape]
- Object 7 [Tony La Russa Baseball 3] “Bianca:” Field #5, c. 1994 (5 of 8) [Hi8 tape]
- Object 8 [Tony La Russa Baseball 3] “Bianca:” Field #6, c. 1994 (6 of 8) [Hi8 tape]
- Object 9 [Tony La Russa Baseball 3] “Bianca:” Field #7, c. 1994 (7 of 8) [Hi8 tape]
- Object 10 [Tony La Russa Baseball 3] “Bianca:” Field #8, c. 1994 (8 of 8) [Hi8 tape]
- Object 11 [Tony La Russa Baseball 3] “Bianca:” pitcher, c. 1994 (1 of 2) [Hi8 tape]
- Object 12 [Tony La Russa Baseball 3] “Bianca:” pitcher #2, c. 1994 (2 of 2) [Hi8 tape]
- Object 13 [Tony La Russa Baseball 3] “Bianca:” catcher/batter, c. 1994 (1 of 2) [Hi8 tape]
- Object 14 [Tony La Russa Baseball 3] “Bianca:” batter #2, c. 1994 (2 of 2) [Hi8 tape]
- Object 15 Tony [La Russa Baseball] 3 promo piece, source footage, n.d. [Hi8 tape]
- Object 16 [Tony La Russa Baseball 4] “Elaine:” Fielding #1 [Hi8 tape]
- Objects 17-18 Tony [La Russa Baseball] II, *Stronghold, Eagle Eye [Mysteries]* footage, n.d. [Hi8 tapes]

Box 110

- Object 14 Centris 650, bonehead, J. Keester, skully01.JTK (240 HD, Curly Q [Tony La Russa Baseball II], “Wayne’s World” [ESPN National Hockey Night]), n.d. [data cassettes – CT-600N]
- Object 15 Centris 650, bonehead, J. Keester, 2-skully01.JTK (240 folder, micro net 1002, Curly Q [Tony La Russa Baseball II], “Wayne’s World” [ESPN National Hockey Night]), n.d. [data cassettes – CT-600N]
- Object 16 Centris 650, bonehead, J. Keester, skully03.JTK (240MB HD, Curly Q [Tony La Russa Baseball II], “Wayne’s World” [ESPN National Hockey Night]), n.d. [data cassettes – CT-600N]
- Object 17 [“Rollerball”] Adaptec SCSI, changed “Leo” on ‘D’, J. Keester, 1997 [mini data cartridges – DG90M]
- Object 18 [“Rollerball”] Adaptec SCSI, “Leo” on ‘D’, J. Keester, 1997 [mini data cartridges – DG90M]

- Object 19 ["Rollerball"] Adaptec SCSI, "Leo" on 'D', J. Keester, 1997 [mini data cartridges – DG90M]
 Object 20 [*Tony La Russa Baseball* games] Adaptec SCSI, "Charlie," "Bianca," "Elaine," J. Keester, 1995-1996 [mini data cartridges – DG90M]
 Object 21 Final backup (Andretti [*Mario Andretti Racing*], *Stronghold*, basic mac), J. Keester, 1994 [mini data cartridges – QIC-40]

Box 113

- Object 4 Amiga Baseball 1, Phil's stuff for Mike, n.d. [5.5" floppy disk]
 Object 5 Amiga Baseball 2, n.d. [5.5" floppy disk]
 Object 6 Amiga Baseball 3, n.d. [5.5" floppy disk]
 Object 7 Amiga Baseball 4, n.d. [5.5" floppy disk]
 Object 8 Baseball script – II, n.d. [5.5" floppy disk]
 Object 9 Baseball, 1989 [has post-it instructions] [5.5" floppy disk]
 Object 10 Baseball formulas, 1989 [5.5" floppy disk]
 Object 11 Baseball, 1990 (1 of 4) [5.5" floppy disk]
 Object 12 Baseball, 1990 (2 of 4) [5.5" floppy disk]
 Object 13 Baseball, 1990 (3 of 4) [5.5" floppy disk]
 Object 14 Baseball, 1990 (4 of 4) [5.5" floppy disk]
 Object 15 Baseball script, n.d. [5.5" floppy disk]
 Object 16 C64 Baseball, 1990 [5.5" floppy disk]
 Object 17 [*Old Time Baseball*] Baseball Time Machine game disk (boot), 1982 (1 of 2) [5.5" floppy disk]
 Object 18 [*Old Time Baseball*] Baseball Time Machine teams disk (boot), 1982 (2 of 2) [5.5" floppy disk]
 Object 19 ["P.O.W."] POW misc. (not .exe), 1988 [5.5" floppy disk]
 Object 20 ["P.O.W."] POW IBM, 1990 [5.5" floppy disk]
 Object 21 ["P.O.W."] POW 000, code, 1990 [5.5" floppy disk]
 Object 22 ["P.O.W."] POW 001, graphics, 1990 [5.5" floppy disk]
 Object 23 ["P.O.W."] POW v 11.00, graphics, 1989 [5.5" floppy disk]
 Object 24 ["P.O.W."] POW, ACT, 1990 [5.5" floppy disk]
 Objects 25-26 [*Quantum Space*] Qspace backup, 1990 [5.5" floppy disks]
 Object 27 *Quantum Space* charges per turn, 1990 [5.5" floppy disk]
 Object 28 [*Quantum Space*] Qspace2.frm, c. 1990 [5.5" floppy disk]
 Object 29 *Quantum Space* user turns, data, c. 1990 [5.5" floppy disk]
 Object 30 *Quantum Space* player input form, c. 1990 [5.5" floppy disk]
 Object 31 [*Quantum Space*] QSpace forms with note, n.d. [5.5" floppy disk]
 Object 32 [*Quantum Space/Rebel Space?*] Anomaly.wp and note, n.d. [mentions warp points, likely relates to *Quantum Space* or *Rebel Space*] [5.5" floppy disk]
 Object 33 [*Quantum Space/Rebel Space?*] Garlick.FC6 with note, n.d. [mentions warp points, likely relates to *Quantum Space* or *Rebel Space*] [5.5" floppy disk]
 Object 34 [*Quantum Space/Rebel Space?*] Skyllope.T22, n.d. [mentions warp points, likely relates to *Quantum Space* or *Rebel Space*] [5.5" floppy disk]
 Object 35 [*Quantum Space/Rebel Space?*] Pjclaim.T7, n.d. [note sounds like *Quantum Space* or *Rebel Space*, but the label says "Baseball, script I"] [5.5" floppy disk]
 Object 36 *Quantum Space* user turns, messages, 1990 [5.5" floppy disk]
 Object 37 *Quantum Space* user files, turns, and stat report, 1990 [5.5" floppy disk]
 Object 38 "The Ransom of the Phoenix" by Michael R. Ault, 1989 [5.5" floppy disk]
 Object 39 Short stories by Michael R. Ault, 1989 [5.5" floppy disk]
 Object 40 Soccer, A. Sinclair, 1990 [likely Commodore 64] [5.5" floppy disk]
 Object 41 Soccer, Sprite demo, A. Sinclair, 1990 [likely Commodore 64] [5.5" floppy disk]

- Object 42 *Talking Fingers* (/TF1), c. 1990 [5.5" floppy disk]
- Object 43 ["TV Sports: Baseball"] TVSB, 1989 [5.5" floppy disk]
- Object 44 ["TV Sports: Baseball"] TVSB, February 1989 [5.5" floppy disk]
- Object 45 ["TV Sports: Baseball"] TVSB, March 1989 [5.5" floppy disk]
- Object 46 ["TV Sports: Baseball"] TVSB Teams, backup, 1989 [5.5" floppy disk]
- Object 47 ["TV Sports: Baseball"] TVSB Source, 1990 (1 of 3) [5.5" floppy disk]
- Object 48 ["TV Sports: Baseball"] Stats, TVSB Source, 1990 (2 of 3) [5.5" floppy disk]

Box 114

- Object 1 ["TV Sports: Baseball"] TVSB Source, 1990 (3 of 3) [5.5" floppy disk]
- Object 2 ["TV Sports: Baseball"] "Test," TVSB Stat Screen, 1990 [5.5" floppy disk]
- Object 3 ["TV Sports: Baseball"] TVBASEBL.DOC (MR-PT6C, RM-PT6B, headcount), n.d. [5.5" floppy disk]
- Object 4 "TV Sports: Baseball" source code, 1989 [5.5" floppy disk]
- Object 5 "TV Sports: Baseball" source code, 1989 [5.5" floppy disk]
- Object 6 "TV Sports: Baseball" source code, 1989 [5.5" floppy disk]
- Object 7 "TV Sports: Baseball" source code, 1989 [5.5" floppy disk]
- Object 8 "TV Sports: Baseball" source code, 1989 [5.5" floppy disk]

Box 115

- Object 2 "Gemini Golf," v. 1.1, 2008 [Wii RVT-R disc]
- Object 3 [*The Spiderwick Chronicles*] "Ogre" MS09, 2007 (8-3-2007) [Wii RVT-R disc]
- Object 4 [*The Spiderwick Chronicles*] "Ogre" Wii, MS10, 2007 (9-10-2007) [Wii RVT-R disc]
- Object 5 [*The Spiderwick Chronicles*] "Ogre" Wii, build 3, 2007 (10-11-2007) [Wii RVT-R disc]
- Object 6 [*The Spiderwick Chronicles*] "Ogre" Wii, focus group build, 2007 (10-13-2007) [Wii RVT-R disc]
- Object 7 [*The Spiderwick Chronicles*] "Ogre" build 4, 2007 (10-19-2007) [Wii RVT-R disc]
- Object 8 [*The Spiderwick Chronicles*] "Ogre" Wii, build 4, 2007 (10-19-2007 2:08pm) [Wii RVT-R disc]
- Object 9 *The Spiderwick [Chronicles]*, B05, 2007 [Wii RVT-R disc]
- Object 10 *The Spiderwick [Chronicles]*, B06, 2007 [Wii RVT-R disc]
- Object 11 [*The Spiderwick Chronicles*] "Ogre" build 7, 2007 (11-9-2007) [Wii RVT-R disc]
- Object 12 *The Spiderwick [Chronicles]*, EFIGS, build 7, 2007 (11-12-2007) [Wii RVT-R disc]
- Object 13 *The Spiderwick [Chronicles]*, NA-CERT, build 8, 2007 (11-16-2007) [Wii RVT-R disc]
- Object 14 *The Spiderwick [Chronicles]*, BIO-NA, 2007 (11-30-2007) [Wii RVT-R disc]
- Object 15 *The Spiderwick [Chronicles]*, EFIGS, build 10, 2007 (11-30-2007) [Wii RVT-R disc]
- Object 16 *The Spiderwick [Chronicles]*, NA, B11, 2007 [Wii RVT-R disc]
- Object 17 *The Spiderwick [Chronicles]*, GMC 1, NA, build 12, 2007 (12-7-2007) [Wii RVT-R disc]
- Object 18 *The Spiderwick [Chronicles]*, GMC 2, NA, B13, 2007 [Wii RVT-R disc]
- Object 19 *The Spiderwick [Chronicles]*, GMC 3, NA, build 14, 2007 (12-10-2007) [Wii RVT-R disc]
- Object 20 *The Spiderwick [Chronicles]*, GMC 4, B15, NA, 2007 (12-11-2007) [Wii RVT-R disc]
- Object 21 *The Spiderwick [Chronicles]*, GMC 5, NA, build 16, 2007 (12-12-2007) [Wii RVT-R disc]
- Object 22 *The Spiderwick [Chronicles]*, EFIGS, build 16, 2007 (12-12-2007) [Wii RVT-R disc]
- Object 23 *The Spiderwick [Chronicles]*, GMC 6, NA, build 17, 2007 (12-14-2007) [Wii RVT-R disc]
- Object 24 *The Spiderwick [Chronicles]*, GMC 6, EFIGS, build 17, 2007 (12-14-2007) [Wii RVT-R disc]
- Object 25 [*The Spiderwick Chronicles*] "Ogre" Wii, EFIGS, build 21, 2007 [Wii RVT-R disc]

Box 135

- Object 36 [Age of Empires] AOE, 2003 [12-18-03] [CD]
 Object 37 [*Blood Wake*] BW Voice, n.d. [CD]
 Object 38 *Eagle Eye Mysteries [in London]*, c. 1994 [CD]
 Object 39 *Eagle Eye Mysteries in London*, PC CD, beta 1, 1994 (7-7-94) [CD]
 Object 40 *Eagle Eye Mysteries in London*, PC CD, final, 1994 (8-1-94) [CD]
 Object 41 *Eagle Eye Mysteries in London*, PC CD, 1994 (8-1-94) [CD]
 Object 42 *Eagle Eye [Mysteries] in London*, MAC, beta 1, 1994 (8-2-94) [CD]
 Object 43 *Eagle Eye Mysteries in London*, MAC CD, source and docs, 1994 (8-5-94) [CD]
 Object 44 *Eagle Eye Mysteries in London*, PC, source and docs, 1994 (8-12-94) [CD]
 Object 45 [*Eragon*] “Azure” project manual, 2004 (11-27-04) [CD]
 Object 46 [*Eragon*] “Azure” soundtrack development and track list, 2005 (8-12-05) [CD]
 Object 47 *Eragon Durza/soldier*, PlamaVFX, 2005(10-13-05) [CD]
 Object 48 *Eragon – MOVA*, Maya MoEap files, c. 2005 [CD]
 Object 49 [*Eragon*] “Azure,” MS24E, PC, disc 2, c. 2006 [CD]
 Object 50 [*Eragon*] “Azure,” MS24E, PC, disc 3, c. 2006 [CD]
 Object 51 [*Eragon*] “Azure,” MS24E(?), PC, disc 4, c. 2006 [CD]
 Object 52 [*Eragon*] “Azure,” MS24F, PC, disc 1, c. 2006 [CD]
 Object 53 [*Eragon*] “Azure” bucket 114, c. 2005 [CD]
 Object 54 *Eragon*, 2006 [all titles crossed out] [CD]
 Object 55 [*Eragon*, “Wicked”] Rar G backup, 2006 (7-17-06) [CD]
 Object 56 “Fog City” – bar tabletop, 2006 [image] [CD]
 Object 57 [*Forgotten Realms: Demon Stone*] Temporary concept, brood guards, melee and ranged, c. 2004 [CD]
 Object 58 [*Forgotten Realms: Demon Stone*] Stormfront concepts: red, green, grey salad, Jeff Murchie, c. 2004 [CD]
 Object 59 [*Forgotten Realms: Demon Stone*] Death sladd [slaad] – rough color, c. 2004 [CD]
 Object 60 [*Forgotten Realms: Demon Stone*] Stormfront concept, salad concepts, Jeff Murchie, c. 2004 [CD]
 Object 61 [*Forgotten Realms: Demon Stone*] Red dragon, color, orthographs – Jeff Murchie, n.d. [CD]
 Object 62 [*Forgotten Realms: Demon Stone*] Brood guards (armor), c. 2004 [CD]
 Object 63 [*Forgotten Realms: Demon Stone*] Brood guards – armor, c. 2004 [CD]
 Object 64 [*Forgotten Realms: Demon Stone*] Grey salad, c. 2004 [CD]
 Object 65 [*Forgotten Realms: Demon Stone*] Yuan Ti Half-Blood concepts, c. 2004 [CD]
 Object 66 [*Forgotten Realms: Demon Stone*] Grey salad final, red version, “bad disc”, c. 2004 [CD]
 Object 67 [*Forgotten Realms: Demon Stone*] Red dragon color rough, c. 2004 [CD]
 Object 68 [*Forgotten Realms: Demon Stone*] Death sladd [slaad] color, Jeff Murchie, c. 2004 [CD]
 Object 69 [*Forgotten Realms: Demon Stone*] Slaad Lord, c. 2004 [CD]
 Object 70 [*Forgotten Realms: Demon Stone*] Brood guard: melee/ranged, n.d. [CD]
 Object 71 *Forgotten Realms: Demon Stone* concept art, c. 2004 [CD]
 Object 72 [*Forgotten Realms: Demon Stone*].PSD files to be printed, n.d. [CD]
 Object 73 Hockey animations, MAC/HFS, n.d. [CD]
 Object 74 “Justice” – “shooting,” c. 2006 [CD]
 Object 75 “Justice” – “Dragline,” c. 2006 [CD]
 Object 76 “Justice” – “Hammer of Justice,” c. 2006 [CD]
 Object 77 “Justice” – Long line, c. 2006 [CD]
 Object 78 “Justice” Massive Black, 2006 [CD]
 Object 79 “Justice” – no dumping zone, c. 2006 [CD]
 Object 80 “Justice” – rolling thunder, c. 2006 [CD]
 Object 81 “Justice” – Whiplace hangover, c. 2006 [CD]

- Object 82 “Justice” – immovable objects, c. 2006 [CD]
Object 83 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 1, 2000 (3-6-00) [CD]
Object 84 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 2, 2000 (4-26-00) [CD]
Object 85 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 3, 2000 (5-4-00) [CD]
Object 86 [*The Legend of Alon D’ar*] “Firefly” E3 archive, 2000 (code, art, .exe) (5-15-00) [CD]
Object 87 [*The Legend of Alon D’ar*] “Firefly” bucket 4, 2000 (6-27-00) [CD]
Object 88 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 5, 2000 (8-23-00) [CD]
Object 89 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 6, 2000 (8-23-00) [CD]
Object 90 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 7, 2000 (9-1-00) [CD]
Object 91 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 8, 2000 (9-16-00) [CD]
Object 92 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 9, 2000 (9-22-00) [CD]
Object 93 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 10, 2000 (10-9-00) [CD]
Object 94 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 11, 2000 (10-18-00) [CD]
Object 95 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 12, 2000 (10-25-00) [CD]
Object 96 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 13, 2000 (11-1-00) [CD]
Object 97 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 14, 2000 (11-1-00) [CD]
Object 98 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 15, 2000 (11-2-00) [CD]
Object 99 [*The Legend of Alon D’ar*] “Firefly” bucket 16, 2000 (11-8-00) [CD]
Object 100 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 17, 2000 (11-8-00) [CD]
Object 101 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 18, 2000 (11-15-00) [CD]
Object 102 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 19, 2000 (11-22-00) [CD]
Object 103 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 20, 2000 (11-27-00) [CD]
Object 104 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 21, 2000 (12-3-00) [CD]
Object 105 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 22, 2000 (12-3-00) [CD]
Object 106 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 23, 2000 (12-10-00) [CD]
Object 107 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 24, 2000 (12-11-00) [CD]
Object 108 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 25, 2000 (12-11-00) [CD]
Object 109 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 26, 2000 (12-13-00) [CD]
Object 110 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 27, 2000 (12-13-00) [CD]
Object 111 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 28, 2000 (12-18-00) [CD]
Object 112 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 29, 2000 (12-19-00) [CD]
Object 113 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 30, 2000 (12-19-00) [CD]
Object 114 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 31, 2000 (12-20-00) [CD]
Object 115 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 32, 2001 (1-3-01) [CD]
Object 116 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 33, 2001 (1-8-01) [CD]
Object 117 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 34, 2001 (1-12-01) [CD]
Object 118 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 35, 2001 (1-12-01) [CD]
Object 119 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 36, 2001 (1-22-01) [CD]
Object 120 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 37, 2001 (1-22-01) [CD]
Object 121 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 38, 2001 (1-22-01) [CD]
Object 122 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 39, 2001 (1-22-01) [CD]
Object 123 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 40, 2001 (1-22-01) [CD]
Object 124 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 41, 2001 (1-22-01) [CD]
Object 125 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 42, 2001 (1-29-01) [CD]
Object 126 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 43, 2001 (1-29-01) [CD]
Object 127 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 44, 2001 (1-29-01) [CD]
Object 128 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 45, 2001 (1-29-01) [CD]
Object 129 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 46, 2001 (1-29-01) [CD]
Object 130 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 47, 2001 (2-2-01) [CD]
Object 131 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 48, 2001 (2-2-01) [CD]
Object 132 [*The Legend of Alon D’ar*] “Firefly” prospero, bucket 49, 2001 (2-2-01) [CD]

Box 136

- Object 1 [The Legend of Alon D'ar] "Firefly" prospero, bucket 50, 2001 (2-2-01) [CD]
Object 2 [The Legend of Alon D'ar] "Firefly" prospero, bucket 51, 2001 (2-2-01) [CD]
Object 3 [The Legend of Alon D'ar] "Firefly" prospero, bucket 52, 2001 (2-23-01) [CD]
Object 4 [The Legend of Alon D'ar] "Firefly" prospero, bucket 53, 2001 (2-23-01) [CD]
Object 5 [The Legend of Alon D'ar] "Firefly" prospero, bucket 54, 2001 (2-23-01) [CD]
Object 6 [The Legend of Alon D'ar] "Firefly" prospero, bucket 55, 2001 (2-23-01) [CD]
Object 7 [The Legend of Alon D'ar] "Firefly" prospero, bucket 56, 2001 (2-26-01) [CD]
Object 8 [The Legend of Alon D'ar] "Firefly" prospero, bucket 57, 2001 (2-26-01) [CD]
Object 9 [The Legend of Alon D'ar] "Firefly" prospero, bucket 61, 2001 (3-13-01) [CD]
Object 10 [The Legend of Alon D'ar] "Firefly" bucket 63, 2001 (4-3-01) [CD]
Object 11 [The Legend of Alon D'ar] "Firefly" bucket 64, 2001 (4-3-01) [CD]
Object 12 [The Legend of Alon D'ar] "Firefly" bucket 65, 2001 (4-3-01) [CD]
Object 13 [The Legend of Alon D'ar] "Firefly" bucket 66, 2001 (4-4-01) [CD]
Object 14 [The Legend of Alon D'ar] "Firefly" bucket 67, 2001 (4-3-01) [CD]
Object 15 [The Legend of Alon D'ar] "Firefly" bucket 68, 2001 (4-4-01) [CD]
Object 16 [The Legend of Alon D'ar] "Firefly" bucket 69, 2001 (4-4-01) [CD]
Object 17 [The Legend of Alon D'ar] "Firefly" bucket 70, 2001 (4-5-01) [CD]
Object 18 [The Legend of Alon D'ar] "Firefly" bucket 71, 2001 (4-5-01) [CD]
Object 19 [The Legend of Alon D'ar] "Firefly" bucket 72, 2001 (4-5-01) [CD]
Object 20 [The Legend of Alon D'ar] "Firefly" bucket 73, 2001 (4-5-01) [CD]
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Object 22 [The Legend of Alon D'ar] "Firefly" bucket 75, 2001 (4-11-01) [CD]
Object 23 [The Legend of Alon D'ar] "Firefly" bucket 76, 2001 (4-17-01) [CD]
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Object 25 [The Legend of Alon D'ar] "Firefly" bucket 78, 2001 (4-18-01) [CD]
Object 26 [The Legend of Alon D'ar] "Firefly" bucket 79, 2001 (4-24-01) [CD]
Object 27 [The Legend of Alon D'ar] "Firefly" bucket 80, 2001 (6-19-01) [CD]
Object 28 [The Legend of Alon D'ar] "Firefly" bucket 81, 2001 (6-19-01) [CD]
Object 29 [The Legend of Alon D'ar] "Firefly" bucket 82, 2001 (6-19-01) [CD]
Object 30 [The Legend of Alon D'ar] "Firefly" bucket 83, 2001 (6-19-01) [CD]
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Object 36 [The Legend of Alon D'ar] "Firefly" bucket 89, 2001 (6-21-01) [CD]
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Object 38 [The Legend of Alon D'ar] "Firefly" bucket 91, 2001 (6-25-01) [CD]
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Object 40 [The Legend of Alon D'ar] "Firefly" bucket 93, 2001 (6-22-01) [CD]
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Object 53 [The Legend of Alon D'ar] "Firefly" bucket 106, 2001 (7-23-01) [CD]
Object 54 [The Legend of Alon D'ar] "Firefly" bucket 107, 2001 (8-21-01) [CD]
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Object 62 [The Legend of Alon D'ar] "Firefly" bucket 115, 2001 (9-20-01) [CD]
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Object 71 [The Legend of Alon D'ar] "Firefly" archive, 2002 (2 of 25) [CD]
Object 72 [The Legend of Alon D'ar] "Firefly" archive, 2002 (4 of 25) [CD]
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Object 88 [The Legend of Alon D'ar] "Firefly" archive, 2002 (20 of 25) [CD]
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Object 96 [The Legend of Alon D'ar] "Firefly," 2001 (2-14-01) [CD]
Object 97 [The Legend of Alon D'ar] "Firefly," beta 1, 2001 (4-30-01) [CD]
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Object 100 *The Legend of Alon D'ar*, B.12, 2001 (5-8-2001) [CD]

- Object 101 *The Legend of Alon D'ar*, B.12, 2001 (5-11-2001) [CD]
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Object 109 [*The Lord of the Rings: The Two Towers*] "Fusion" bucket 102, 2002 (7-8-02) [CD]
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 Object 155 *The Lord of the Rings* – audio and animations, c. 2002
 Object 65 *Old Time [Baseball]* final back-up, disc 1, n.d. [CD]
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 Object 82 [*Star Trek:*] *Deep Space Nine*[: *Harbinger*], version 38, final, disc 1, 1996 (2-29-96) [CD]
 Object 83 [*Star Trek:*] *Deep Space Nine*[: *Harbinger*], version 38, final, disc 1, 1996 [CD]
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 Object 63 [Eragon] "Azure" PS2, PAL, ALPHA, 2006 (20060107-ALPHA-00-PS2-EU) [DVD]
 Object 64 [Eragon] "Azure" PS2, 2006 (20060107-ALPHA-00-PS2-NA) [DVD]
 Object 65 [Eragon] "Azure" PS2, ALPHA 1, 2006 (2006-01-07-1010) [DVD]
 Object 66 [Eragon] "Azure" PS2, ALPHA candidate 1, 2006 (2006-01-07-1010) [DVD]
 Object 67 [Eragon] "Azure" PS2, NTSC, ALPHA, 2006 (20060113-ALPHA-01-PS2-NA) [DVD]
 Object 68 [Eragon] Alpha-03 test, PS2, 2006 (01-26-06) [DVD]
 Object 69 [Eragon] "Azure" PS2, 2006 (20060130-ALPHA-03-PS2-NA) [DVD]
 Object 70 [Eragon] "Azure" PS2, 2006 (A) (20060202-ALPHA-04-PS2-NA) [DVD]
 Object 71 [Eragon] "Azure" PS2, 2006 (B) (20060203-ALPHA-04-PS2-NA) [DVD]
 Object 72 [Eragon] "Azure" PS2, MS21F, 2006 (20060210-ALPHA-05-PS2-NA) [DVD]
 Object 73 [Eragon] "Azure" PS2, MS21F, c. 2006 (20060210-ALPHA-05-PS2-NA) [damaged disc] [DVD]
 Object 74 [Eragon] "Azure" PS2, MS21F, 1400, 2006 (20060210-ALPHA-05-PS2-NA) [DVD]
 Object 75 [Eragon] "Azure" PS2, MS21F, 2006 (20060210-ALPHA-05-PS2-NA) [DVD]
 Object 76 [Eragon] "Azure" PS2, MS21F, 2006 (C) (20060210-ALPHA-OS-PS2-NA) [DVD]
 Object 77 [Eragon] "Azure" PS2, MS22, 2006 (20060216-ALPHA-06-PS2-NA) [DVD]
 Object 78 [Eragon] "Azure" PS2, MS22A, 2006 (20060222-ALPHA-07-PS2-NA) [DVD]
 Object 79 [Eragon] "Azure" PS2, MS22A, 2006 (20060224-ALPHA-07-PS2-NA) [DVD]
 Object 80 [Eragon] "Azure" PS2, MS22B, 2006 (20060303-ALPHA-08-PS2-EU) [DVD]
 Object 81 [Eragon?] MS23A, PS2, n.d. (1528.1) [DVD]
 Object 82 [Eragon] "Azure" PS2, MS23A, c. 2006 [DVD]
 Object 83 [Eragon] "Azure" PS2, MS23A, 2006 (20060310-ALPHA-09-09-PS2-NA) [DVD]
 Object 84 [Eragon] "Azure" PS2, PAL, MS23A, 2006 (20060310-ALPHA-09-PS2-EU) [DVD]
 Object 85 [Eragon] MS23B, Du Bridge, Saph. Fix, unlocks, 2006 (20060310-ALPHA-10-PS2-NA) [DVD]
 Object 86 [Eragon] "Azure" PS2, MS23C, 2006 (20060324-ALPHA-11-PS2-EU) [DVD]
 Object 87 [Eragon] "Azure" PS2, MS24A, 2006 (20060421-BETA-01PS2-NA) [DVD]
 Object 88 [Eragon] "Azure" PS2, PAL, MS24B, 2006 (20060426) [DVD]
 Object 89 [Eragon] "Azure," PS2, MS24B.5, 2006 (20060427-1040) [DVD]
 Object 90 [Eragon] "Azure" PS2, MS24B.5, RU, 2006 (20060428-2045) [DVD]
 Object 91 [Eragon] "Azure," PS2, MS24C, c. 2005 [DVD]
 Object 92 [Eragon] "Azure," PS2, MS24C.5, c. 2005 (20060502) [DVD]

- Object 93 [Eragon] “Azure” PS2, MS24E, c. 2006 [DVD]
 Object 94 [Eragon] “Azure” PS2, MS24E, 2006 (20060505-BETA-05-RU) [DVD]
 Object 95 [Eragon] “Azure” PS2, PAL, MS24E, 2006 (20060505-BETA-05-EU) [DVD]
 Object 96 [Eragon] “Azure,” PS2, MS24F.5, c. 2005 (20060512-BETA-07) [DVD]
 Object 97 [Eragon] “Azure” PS2, PAL, 2006 (20060531) [DVD]
 Object 98 [Eragon] “Azure” PS2, PAL, MS25A, 2006 (20060601-BETA-12-PS2-EU) [DVD]
 Object 99 [Eragon] “Azure” PS2, RU #1, 2006 (20060605) [DVD]
 Object 100 [Eragon] “Azure” PS2, RU (20060606-1352) [DVD]
 Object 101 Eragon, PS2, PAL (English FMV’s), 2006 (20060609) [DVD]
 Object 102 Eragon, PS2, Russian #3, 2006 (20060609-3) [DVD]
 Object 103 [Eragon] “Azure” PS2, 2006 (C) (20060613-1030-PS2-NA-G03) [DVD]
 Object 104 [Eragon] “Azure” PS2, 2006 (D) (20060613-1030-PS2-NA-G03) [DVD]
 Object 105 [Eragon] “Azure,” PS2, Russian, A2, 2006 (06-20-06 A2) [DVD]
 Object 106 [Eragon] “Azure” PS2, 2006 (20060620-25D-AZ-PS2-EU) [DVD]
 Object 107 [Eragon] “Azure” PS2, PAL, 2006 (7-7-06 PAL PS2) [DVD]
 Object 108 [Eragon] “Azure” PS2, Russian, 2006 (7.17.06) [DVD]
 Object 109 [Eragon] “Azure,” PS2, GMC01, 2006 (7-17-06) [DVD]
 Object 110 [Eragon] “Azure” PS2 GMC01 (A4) efigs, 2006 (7-17-06 11:00) [labeled “coaster”]
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 Object 111 [Eragon] “Azure” PS2, VU archive (NTSC), 2006 (2006-11-07) [DVD]
 Object 112 [Eragon] “Azure” PS2, RU, VU archive test, 2006 (2006-11-08-1904) [DVD]
 Object 113 [Eragon] “Azure” PS2, PAL, VU archive test, 2006)2006-11-09-1424) [DVD]
 Object 114 [Eragon] “Azure” PS2, EU, A3 test 1, c. 2006 [DVD]
 Object 115 [Eragon] MS16 Xbox, 2005 (08-06-05) [DVD]
 Object 116 [Eragon] “Azure” 360 EFIGS, build #6, c. 2006 [DVD]
 Object 117 [Eragon] MS21E, 2006 (20060203-ALPHA-040XBX-NA) [DVD]
 Object 118 [Eragon] Xbox, MS23B, 2006 (20060317-ALPHA-10-XBX-NA; 03-16 5:00 pm) [DVD]
 Object 119 [Eragon] Xbox, 2006 (20060324-ALPHA-11-XBOX-NA; 03-23 5:20 pm) [DVD]
 Object 120 [Eragon] Xbox MS23D, 2006 (20060331-ALPHA-12-XBX-NA; 03-30 11:50 am)
 [DVD]
 Object 121 [Eragon] MS23E, 2006 (20060407-ALPHA-13-XBX-NA; 04-07 7:45 pm) [DVD]
 Object 122 [Eragon] “Azure” Xbox, MS23E, 2007 (20060407-ALPHA-13-XBX-NA) [DVD]
 Object 123 [Eragon] Xbox, MS23F, c. 2006 (20060414-ALPHA-14-XBX-NA; 04-14) [DVD]
 Object 124 [Eragon] Xbox, MS24B, c. 2006 (04-25 5:00 pm) [DVD]
 Object 125 Eragon – Xbox, April 2006 [DVD]
 Object 126 [Eragon] (20060502-BETA-04-XBX-NA; 05-02 3:30 pm) [DVD]
 Object 127 [Eragon] (20060502-BETA-04-XBX-NA; 05-02 5:30 pm) [DVD]
 Object 128 [Eragon] (20060505-BETA-05-XBX-NA; 05-04 3:30 pm) [DVD]
 Object 129 [Eragon] (20060606-1526-XBX-NA-G01; 06-06 12:00 pm) [DVD]
 Object 130 [Eragon] “Azure” Xbox archive test, 2006 (2006-11-08-1706) [DVD]
 Object 131 [Eragon] “Azure” project manual update, 2004 [DVD]
 Object 132 Eragon, MoCap, reference video, roving cam, 2005 (7-19-05) [DVD]
 Object 133 Eragon, MoCap, reference video, roving cam, 2005 (7-20-05 - 07-21-05) [DVD]
 Object 134 Eragon, MoCap, reference video, roving cam, 2005 (7-21-05 - 07-22-05) [DVD]
 Object 135 Eragon, MoCap, reference video, roving cam, 2005 (7-25-05 - 07-26-05) [DVD]
 Object 136 [Eragon] “Azure” MoCap materials, 2005 [DVD]
 Object 137 Eragon reference video with TC, 2005 (7-19-05) [DVD]
 Object 138 Eragon reference video with TC, 2005 (7-20-05) [DVD]
 Object 139 Eragon reference video with TC, 2005 (7-21-05) [DVD]
 Object 140 Eragon reference video with TC, 2005 (7-22-05 – 7-26-05) [DVD]
 Object 141 [Eragon] “Azure” orch splits, BC-H, 2005 [DVD]

- Object 142 [*Eragon*] “Azure” orch splits, Q-V3, 2005 [DVD]
- Object 143 [*Eragon*] “Azure” soundtrack development and track list, 2005 [DVD]
- Object 144 [*Eragon*] “Azure” archive, PAL, EFIGS, 2006 [DVD]
- Object 145 [*Eragon*] “Azure” A2 Russian, 2006 (06-27-06) [DVD]
- Object 146 *Eragon* unlockables, n.d. [DVD]
- Object 147 *Eragon* assets, 2006 [DVD]
- Object 148 [*Eragon*] FMV backup, 6ALBA7 only/Durza shots for R1F00, maya files, targa sequences, 2006 (4-24-06) [DVD]
- Object 149 [*Eragon*] FMV backup, Z1F05 shots, maya files, targa sequences, 2006 (4-24-06) [DVD]
- Object 150 [*Eragon*] FMV backup, Z1F05 shot 18, maya files, targa sequences, c. 2006 [DVD]
- Object 151 [*Eragon*] FMV backup, Z1F05 shot 19 part 1, maya files, targa sequences, 2006 (4-24-06) [DVD]
- Object 152 [*Eragon*] FMV backup, Z1F05 shot 15-19 part 2, maya files, targa sequences, 2006 (4-24-06) [DVD]
- Object 153 [*Eragon*] FMV backup, wildbrain-E6G and R1F00 shot 1, shot 2, maya files, targa sequences, 2006 (4-24-06) [DVD]

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- Object 1 [*Eragon*] FMV backup, Wild Brain – montage, maya files, targa sequences, 2006 (4-24-06) [DVD]
- Object 2 *Eragon* – Wild Brain animations, c. 2005 [DVD]
- Object 3 “Fairy Tale,” 2005 [DVD]
- Object 4 [“Fairy Tale”] “Wicked” reference footage, *Eragon* and “Titan” art, company footage, 2007 [DVD]
- Object 5 [“Fairy Tale”] “Wicked” reference footage, 2007 [DVD]
- Object 6 “Fog City,” captures 01, 2006 [these “Fog City” captures are movie clips likely used to assist a game concept; emailed Michael Drake for more information about this game] [DVD]
- Object 7 “Fog City” captures 2, “Land of the Dead,” 2006 [DVD]
- Object 8 “Fog City,” captures 3, “Constantine,” 2006 [DVD]
- Object 9 “Fog City,” captures 4, “Sin City,” “Sleepy Hollow,” 2006 [DVD]
- Object 10 “Fog City,” captures 5, “Blade Runner,” 2006 [DVD]
- Object 11 “Fog City,” captures 6, “Double Indemnity,” 2006 [DVD]
- Object 12 “Fog City,” captures 7, “Spawn,” “Resident Evil,” 2006 [DVD]
- Object 13 “Fog City,” captures 08, 2006 [DVD]
- Object 14 “Fog City,” captures 09, 2006 [DVD]
- Object 15 [“Fog City”] Spare Ripomatic Footage (American Werewolf, Jacob’s Ladder, Life of Brian, Vertigo), n.d. [DVD]
- Object 16 [*Forgotten Realms: Demon Stone*] “Phoenix” 1st playable (batile, tower, dragon), 2003 (01-12-03-1348) [DVD]
- Object 17 [*Forgotten Realms: Demon Stone*] “Phoenix” PVD, ver 1.0, 2003 [DVD]
- Object 18 [*Forgotten Realms: Demon Stone*] “Phoenix” PVD, prospero archive, 2003 [DVD]
- Object 19 [*Forgotten Realms: Demon Stone*] “Phoenix” chult stream test, B, 2003 (07-26-03-1625) [DVD]
- Object 20 [*Forgotten Realms: Demon Stone*] “Phoenix” chult, 2003 (08-04-03-1246b) [DVD]
- Object 21 [*Forgotten Realms: Demon Stone*] “Phoenix” rogue, anim. Viewer, 2003 (08-15-03-1745a) [DVD]
- Object 22 *Forgotten Realms: Demon Stone*, 2003 (8-18-2003) [DVD]
- Object 23 [*Forgotten Realms: Demon Stone*] “Phoenix” stream test, 2003 (09-03-03-1029) [DVD]
- Object 24 [*Forgotten Realms: Demon Stone*] “Phoenix” zoo (shadow), 2003 (09-04-03-1813a) [DVD]

- Object 25 [Forgotten Realms: Demon Stone] “Phoenix” pre-alpha, 2003 (09-21-03-1956) [DVD]
Object 26 [Forgotten Realms: Demon Stone] “Phoenix” chult alpha A, 2003 (09-21-03-2113) [DVD]
Object 27 [Forgotten Realms: Demon Stone] “Phoenix” chult alpha A, 2003 (09-21-03-2132) [DVD]
Object 28 [Forgotten Realms: Demon Stone] “Phoenix” chult alpha B, 2003 (09-22-03-1257) [DVD]
Object 29 [Forgotten Realms: Demon Stone] “Phoenix” chult alpha B, 2003 (09-22-03-1326) [DVD]
Object 30 [Forgotten Realms: Demon Stone] “Phoenix” chult alpha B, 2003 (09-22-03-1351) [DVD]
Object 31 [Forgotten Realms: Demon Stone] “Phoenix” chult alpha C, 2003 (09-22-03-1405) [DVD]
Object 32 [Forgotten Realms: Demon Stone] “Phoenix” chult alpha C, 2003 (09-22-03-1505) [DVD]
Object 33 [Forgotten Realms: Demon Stone] “Phoenix” chult alpha C, 2003 (09-22-03-1526) [DVD]
Object 34 [Forgotten Realms: Demon Stone] “Phoenix” chult alpha D, 2003 (09-22-03-2037) [DVD]
Object 35 [Forgotten Realms: Demon Stone] “Phoenix” status, 2003 (09-24-03-2310) [DVD]
Object 36 [Forgotten Realms: Demon Stone] “Phoenix” WOTC build, 2003 (09-26-03-0000a) [DVD]
Object 37 [Forgotten Realms: Demon Stone] “Phoenix” chult status, 2003 (09-28-03-1303) [DVD]
Object 38 [Forgotten Realms: Demon Stone] “Phoenix” chult beta A, 2003 (09-28-03-1747) [DVD]
Object 39 [Forgotten Realms: Demon Stone] “Phoenix” chult beta B, 2003 (09-28-03-2234) [DVD]
Object 40 [Forgotten Realms: Demon Stone] “Phoenix” chult beta C, 2003 (09-29-03) [DVD]
Object 41 [Forgotten Realms: Demon Stone] “Phoenix” chult beta F, 2003 (10-01-03-1213) [DVD]
Object 42 [Forgotten Realms: Demon Stone] “Phoenix” chult beta G, c. 2003 [DVD]
Object 43 [Forgotten Realms: Demon Stone] “Phoenix” PS 8 chult, 2003 (10-02-03-1957) [DVD]
Object 44 [Forgotten Realms: Demon Stone] “Phoenix” chult milestone, 2003 (10-03-03) [DVD]
Object 45 [Forgotten Realms:] Demon Stone monster “Zoo,” 2003 [DVD]
Object 46 [Forgotten Realms: Demon Stone] chult, prospero snapshot, c. 2003 [DVD]
Object 47 [Forgotten Realms: Demon Stone] chult, prospero snapshot, c. 2003 [DVD]
Object 48 [Forgotten Realms: Demon Stone] “Phoenix” 1st playable temple, 2003 (10-31-03-1845) [DVD]
Object 49 [Forgotten Realms: Demon Stone] “Phoenix” temple, 2003 (11-25-03) [DVD]
Object 50 [Forgotten Realms: Demon Stone] “Phoenix” temple, 2003 (11-26-03) [DVD]
Object 51 [Forgotten Realms: Demon Stone] “Phoenix” temple, beta candidate 1, 2003 (11-26-03) [DVD]
Object 52 [Forgotten Realms: Demon Stone] “Phoenix” temple, beta candidate 2, 2003 (11-26-03) [DVD]
Object 53 [Forgotten Realms: Demon Stone] “Phoenix” 1st playable, 2004 (01-13-04-1700) [DVD]
Object 54 [Forgotten Realms: Demon Stone] “Phoenix,” 2004 (1-14-04-1737) [DVD]
Object 55 [Forgotten Realms: Demon Stone] “Phoenix” alpha test, 2004 (01-26-04-2025) [DVD]
Object 56 [Forgotten Realms: Demon Stone] “Phoenix” alpha, 2004 (01-27-04-0910a) [DVD]
Object 57 [Forgotten Realms: Demon Stone] “Phoenix,” 2004 (02-08-04-1759) [DVD]
Object 58 [Forgotten Realms: Demon Stone] “Phoenix,” 2004 (02-08-04-2101) [DVD]
Object 59 [Forgotten Realms: Demon Stone] “Phoenix” chult focus test, 2004 (02-24-04-2140) [DVD]
Object 60 [Forgotten Realms: Demon Stone] “Phoenix,” 2004 (03-31-04-1913) [DVD]
Object 61 [Forgotten Realms:] Demon Stone MAC archive, 2004 (1 of 16) (7-19-2004) [DVD]

- Object 62 [Forgotten Realms:] *Demon Stone* MAC archive, 2004 (2 of 16) [DVD]
 Object 63 [Forgotten Realms:] *Demon Stone* MAC archive, 2004 (3 of 16) (MUSIC 1) [DVD]
 Object 64 [Forgotten Realms:] *Demon Stone* MAC archive, 2004 (4 of 16) [DVD]
 Object 65 [Forgotten Realms:] *Demon Stone* MAC archive, 2004 (5 of 16) [DVD]
 Object 66 [Forgotten Realms:] *Demon Stone* MAC archive, 2004 (6 of 16) [DVD]
 Object 67 [Forgotten Realms:] *Demon Stone* MAC archive, 2004 (7 of 16) [DVD]
 Object 68 [Forgotten Realms:] *Demon Stone* MAC archive, 2004 (8 of 16) [DVD]
 Object 69 [Forgotten Realms:] *Demon Stone* MAC archive, 2004 (9 of 16) [DVD]
 Object 70 [Forgotten Realms:] *Demon Stone* MAC archive, 2004 (10 of 16) (7-20-2004) [DVD]
 Object 71 [Forgotten Realms:] *Demon Stone* MAC archive, 2004 (11 of 16) (7-21-2004) [DVD]
 Object 72 [Forgotten Realms:] *Demon Stone* MAC archive, 2004 (12 of 16) (7-20-2004) [DVD]
 Object 73 [Forgotten Realms:] *Demon Stone* MAC archive, 2004 (13 of 16) (7-21-2004) [DVD]
 Object 74 [Forgotten Realms:] *Demon Stone* MAC archive, 2004 (14 of 16) (7-21-2004) [DVD]
 Object 75 [Forgotten Realms:] *Demon Stone* MAC archive, 2004 (15 of 16) (7-21-2004) [DVD]
 Object 76 [Forgotten Realms:] *Demon Stone* MAC archive, 2004 (16 of 16) (7-21-2004) [DVD]
 Object 77 *Forgotten Realms: Demon Stone*, PS2, 2003 (9-25-03) [DVD]
 Object 78 [Forgotten Realms: *Demon Stone*] v.046 Korean PS2, 2004 (04-30-04-1113) [DVD]
 Objects 79-80 *Forgotten Realms: Demon Stone*, PS2, 2004 (6-25-2004) [DVDs]
 Object 81 [Forgotten Realms: *Demon Stone*] PS2 PAL demo v.186, 2004 (07-07-04-1340) [DVD]
 Object 82 [Forgotten Realms: *Demon Stone*] v.045 Korean, bad elf, 2004 (07-09-04-1435) [DVD]
 Object 83 [Forgotten Realms: *Demon Stone*] PS2 Test, PAL, 045, 2004 (07-21-04-1004) [DVD]
 Object 84 [Forgotten Realms: *Demon Stone*] v.048 RC2 PAL, 2004 (07-21-04-1734) [DVD]
 Object 85 [Forgotten Realms: *Demon Stone*] v.049 RC5, PAL, 2004 (07-26-04-1313) [DVD]
 Object 86 [Forgotten Realms: *Demon Stone*] v.050 RC4, PAL, 2004 (07-28-04-1427) [labeled “not so good,” “bad”] [DVD]
 Object 87 [Forgotten Realms: *Demon Stone*] PS2 v.17 test PAL stand-alone demo, 2004 (08-05-04-1337) [labeled “bad”] [DVD]
 Object 88 [Forgotten Realms: *Demon Stone*] PS2 v.019 demo stand alone, 2004 (08-13-04-1215) [DVD]
 Object 89 [Forgotten Realms: *Demon Stone*] PS2, PAL, SA demo, v. 019.2, 2004 (08-20-04-1250) [DVD]
 Object 90 [Forgotten Realms: *Demon Stone*] v.045 Korean, 2004 (09-08-04-1925) [marked “bad”] [DVD]
 Object 91 [Forgotten Realms: *Demon Stone*] v.045 Korean, 2004 (09-09-04-1651) [DVD]
 Object 92 [Forgotten Realms: *Demon Stone*] PS2, Demo stand alone, v. 17, 2004 (09-09-04-1700) [also labeled “missing movie sound”] [DVD]
 Object 93 [Forgotten Realms: *Demon Stone*] PS2, Demo v.017, 2004 (09-09-04-1801) [also labeled “PAL movies?”] [DVD]
 Object 94 [Forgotten Realms: *Demon Stone*] PS2, v.17 stand-alone demo, 2004 (9-10-04-1404) [DVD]
 Object 95 [Forgotten Realms: *Demon Stone*] PS2, v.018 demo stand alone, 2004 (09-11-04-1947) [DVD]
 Object 96 [Forgotten Realms: *Demon Stone*] PS2,.19-Demo Early, 2004 (09-12-04-1606) [DVD]
 Object 97 [Forgotten Realms: *Demon Stone*] PS2, v.016, image [] Atari, 2004 (09-28-04-1416) [DVD]
 Object 98 [Forgotten Realms: *Demon Stone*] PS2, v.016.2 PAL demo, 2004 (09-28-04-1546) [DVD]
 Object 99 [Forgotten Realms: *Demon Stone*] v.047 Korean PS2, 2004 (10-01-04-2022) [DVD]
 Object 100 [Forgotten Realms: *Demon Stone*] v.048 Korean PS2, 2004 (10-08-04-1101) [DVD]
 Object 101 [Forgotten Realms: *Demon Stone*] PS2, PAL, demo corrected libs, resubmission, 2004 (10-15-04-1836) [DVD]

- Object 102 [*Forgotten Realms: Demon Stone*] v.051 RC5, PAL, PS2 efigs, 2004 (10-19-04-1451) [DVD]
- Object 103 [*Forgotten Realms: Demon Stone*] PS2, v.019 PAL stand-alone demo, 2004 (10-19-04-1527) [DVD]
- Object 104 [*Forgotten Realms: Demon Stone*] PS2, v.019 Demo-test|missing ESRB, n.d. [DVD]
- Object 105 [*Forgotten Realms: Demon Stone*] v.049 Korean PS2, RC1, 2004 (10-20-04-1511) [DVD]
- Object 106 [*Forgotten Realms:*] *Demon Stone*, PS2, Japanese v050, 2004 (11-5-04-1110) [DVD]
- Object 107 [*Forgotten Realms:*] *Demon Stone*, PS2, Japanese v050.1, 2004 (11-05-04-1655) [DVD]
- Object 108 [*Forgotten Realms:*] *Demon Stone*, PS2, Japanese, v051, 2004 (11-08-04-1646) [DVD]
- Object 109 [*Forgotten Realms:*] *Demon Stone*, PS2, v044, 2004 (RCS.RARS.PS2, 11-08-04-1719) [DVD]
- Object 110 [*Forgotten Realms:*] *Demon Stone*, PS2, PAL, v051, 2004 (GM, RCS, 11-09-04-1634) [DVD]
- Object 111 [*Forgotten Realms:*] *Demon Stone*, Xbox RC3, v019 (11-08-04-1751) [DVD]
- Object 112 [*Forgotten Realms: Demon Stone*] Xbox v.023 PAL, ND movies, 2004 (11-12-04-1009) [DVD]
- Object 113 [*Forgotten Realms: Demon Stone*] Xbox, PAL, v.02_, 2004 (11-12-04-1337) [DVD]
- Object 114 [*Forgotten Realms: Demon Stone*] Xbox, v.027 PAL efigs, debug, 2004 (11-29-04-1615) [DVD]
- Object 115 [*Forgotten Realms:*] *Demon Stone*, PAL demo (as returned by Atari, lost version number), 2004 [DVD]
- Object 116 *Forgotten Realms[: Demon Stone]* demo clips, 2004 [DVD]
- Object 117 [*Forgotten Realms: Demon Stone*] “Phoenix” PAL v044, 2004 [DVD]
- Object 118 [*Forgotten Realms:*] *Demon Stone*, music mix projects, 2004 (1 of 3) [DVD]
- Object 119 [*Forgotten Realms:*] *Demon Stone*, music mix projects 2, 2004 (2 of 3) [DVD]
- Object 120 [*Forgotten Realms:*] *Demon Stone*, music mix projects, 2004 (3 of 3) [DVD]
- Object 121 [*Forgotten Realms:*] *Demon Stone*, assets, c. 2004 [DVD]
- Object 122 [*Forgotten Realms:*] *Demon Stone* final post TV spots, c. 2004 [DVD]
- Object 123 [*Forgotten Realms: Demon Stone*] “Phoenix” prospero, RAR set, 2004 (1 of 7) [DVD]
- Object 124 [*Forgotten Realms: Demon Stone*] “Phoenix” prospero, RAR set, 2004 (2 of 7) [DVD]
- Object 125 [*Forgotten Realms: Demon Stone*] “Phoenix” prospero, RAR set, 2004 (3 of 7) [DVD]
- Object 126 [*Forgotten Realms: Demon Stone*] “Phoenix” prospero, RAR set, 2004 (4 of 7) [DVD]
- Object 127 [*Forgotten Realms: Demon Stone*] “Phoenix” prospero, RAR set, 2004 (5 of 7) [DVD]
- Object 128 [*Forgotten Realms: Demon Stone*] “Phoenix” prospero, RAR set, 2004 (6 of 7) [DVD]
- Object 129 [*Forgotten Realms: Demon Stone*] “Phoenix” prospero, RAR set, 2004 (7 of 7) [DVD]
- Object 130 [*Forgotten Realms:*] *Demon Stone*, c044, 2004 (1 of 3) (RCS-Assets, vol.1) [DVD]
- Object 131 [*Forgotten Realms:*] *Demon Stone*, c044, 2004 (2 of 3) (RCS-Assets, vol.2) [DVD]
- Object 132 [*Forgotten Realms:*] *Demon Stone*, c044, 2004 (3 of 3) (RCS-Assets, vol.3) [DVD]
- Object 133 *Forgotten Realms: Demon Stone* PS, 2004 [marked “bad,” but is recoverable] [DVD]
- Object 134 [*Forgotten Realms: Demon Stone, Eragon*] Matt G’s art archive (Demon Stone, Eragon), n.d. [DVD]
- Object 135 [*Gemini Golf, Wii*] Focus tape 1, 2008 (1 of 3) [DVD]
- Object 136 [*Gemini Golf, Wii*] Focus tape 2, n.d. (2 of 3) [DVD]
- Object 137 [*Gemini Golf, Wii*] Focus tape 3, n.d. (3 of 3) [DVD]
- Object 138 [*Gemini Golf, Wii*] Focus testing, 3 tapes, n.d. [DVD]
- Object 139 [*Gemini Golf*] Gemini Duo, 2008 (3-10-08) [DVD]
- Object 140 [*The Legend of Alon D’ar*] “Firefly” demo vid II, 1999 (1 of 11) (10-6-99) [DVD]
- Object 141 [*The Legend of Alon D’ar*] “Firefly” demo vid II, 1999 (2 of 11) (10-6-99) [DVD]
- Object 142 [*The Legend of Alon D’ar*] “Firefly” demo vid II, 1999 (3 of 11) (10-6-99) [DVD]
- Object 143 [*The Legend of Alon D’ar*] “Firefly” demo vid II, 1999 (4 of 11) (10-6-99) [DVD]

- Object 144 [The Legend of Alon D'ar] "Firefly" demo vid II, 1999 (5 of 11) (10-6-99) [DVD]
 Object 145 [The Legend of Alon D'ar] "Firefly" demo vid II, 1999 (6 of 11) (10-6-99) [DVD]
 Object 146 [The Legend of Alon D'ar] "Firefly" demo vid II, 1999 (7 of 11) (10-6-99) [DVD]
 Object 147 [The Legend of Alon D'ar] "Firefly" demo vid II, 1999 (8 of 11) (10-8-99) [DVD]
 Object 148 [The Legend of Alon D'ar] "Firefly" demo vid II, 1999 (9 of 11) (10-8-99) [DVD]
 Object 149 [The Legend of Alon D'ar] "Firefly" demo vid II, 1999 (10 of 11) (10-8-99) [DVD]
 Object 150 [The Legend of Alon D'ar] "Firefly" demo vid II, 1999 (11 of 11) (10-8-99) [DVD]
 Object 151 [The Legend of Alon D'ar] "Firefly" milestone I, 2001 (1-8-01) [DVD]
 Object 152 [The Legend of Alon D'ar] "Firefly," 2001 (1-24-01) [DVD]
 Object 153 [The Legend of Alon D'ar] "Firefly" alpha 1, no FMV, 2001 (2-9-2001) [DVD]
 Object 154 *The Legend of Alon D'ar*, 2001 (B.55PR) (8-23-01) [DVD]
 Object 155 *The Legend of Alon D'ar*, 2001 (B.69M) (10-23-01) [DVD]
 Object 156 [The Lord of the Rings: The Two Towers] "Fusion" theme music and footsteps in game, 2002 (1-12-02) [DVD]
 Object 157 *The Lord of the Rings: The Two Towers*, V042, US, 2002 (4-23-02) [DVD]
 Object 158 *The Lord of the Rings: The Two Towers* E3 burn, 2002 (5-18-02) [DVD]
 Object 159 *The Lord of the Rings: The Two Towers*, E3 demo, 2002 [DVD]
 Object 160 *The Lord of the Rings: The Two Towers*, V043, US, 2002 (8-27-02) [DVD]
 Object 161 *The Lord of the Rings: The Two Towers*, V044, USA, 2002 (8-28-2002) [DVD]
 Object 162 *The Lord of the Rings: The Two Towers*, V045, USA, 2002 (8-29-02) [DVD]
 Object 163 *The Lord of the Rings: The Two Towers*, V046, USA, 2002 (8-30-02) [DVD]

Box 140

- Object 1 *The Lord of the Rings: The Two Towers*, V047, USA, 2002 (8-31-02) [DVD]
 Object 2 *The Lord of the Rings: The Two Towers*, V048, USA, 2002 (9-2-02) [DVD]
 Object 3 *The Lord of the Rings: The Two Towers*, V049, USA, 2002 (9-2-02) [DVD]
 Object 4 *The Lord of the Rings: The Two Towers*, V051, US, 2002 (9-4-02) [DVD]
 Object 5 *The Lord of the Rings: The Two Towers*, V051, US, 2002 (9-5-02) [DVD]
 Object 6 *The Lord of the Rings: The Two Towers*, V053, US, 2002 (9-6-02) [DVD]
 Object 7 *The Lord of the Rings: The Two Towers*, V054, US, 2002 (9-7-02) [DVD]
 Object 8 *The Lord of the Rings: The Two Towers*, V055, US, 2002 (9-8-02) [DVD]
 Object 9 *The Lord of the Rings: The Two Towers*, V056, US, 2002 (9-9-02 7 pm) [DVD]
 Object 10 *The Lord of the Rings: The Two Towers*, V056, US, 2002 (9-9-02 7:30 pm) [DVD]
 Object 11 *The Lord of the Rings: The Two Towers*, V057, US, 2002 (9-10-02) [DVD]
 Object 12 *The Lord of the Rings: The Two Towers*, V058, US, 2002 (9-11-02) [DVD]
 Object 13 *The Lord of the Rings: The Two Towers*, V059, US, 2002 (9-12-02) [DVD]
 Object 14 *The Lord of the Rings: The Two Towers*, V060fmp, US, 2002 (9-13-02) [DVD]
 Object 15 *The Lord of the Rings: The Two Towers*, V062, USA, 2002 (9-14-02) [DVD]
 Object 16 *The Lord of the Rings: The Two Towers*, V063, USA, 2002 (9-14-02) [DVD]
 Object 17 *The Lord of the Rings: The Two Towers*, V067, US, 2000 (9-16-02) [DVD]
 Object 18 *The Lord of the Rings: The Two Towers*, V068, USA, 2002 (9-16-02 1:30 pm) [DVD]
 Object 19 *The Lord of the Rings: The Two Towers*, V068, USA, 2002 (9-16-02 4 pm) [DVD]
 Object 20 *The Lord of the Rings: The Two Towers*, V069, USA, 2002 (9-17-02) [DVD]
 Object 21 *The Lord of the Rings: The Two Towers*, V071, US, 2002 (9-18-02) [DVD]
 Object 22 *The Lord of the Rings: The Two Towers*, final audio, assets, c. 2001 [DVD]
 Object 23 *The Lord of the Rings: The Two Towers* – sample by Aerionx, Inc. c. 2002 [DVD]
 Object 24 *The Lord of the Rings: The Two Towers* promotional materials, 2002 [DVD]
 Object 25 [The Lord of the Rings: The Two Towers] Grendel archive, 2004 [DVD]
 Object 26 [The Lord of the Rings: The Two Towers] Grendel archive, 2004 [DVD]
 Object 27 [The Lord of the Rings: The Two Towers] Grendel archive, users A-M, 2004 [DVD]
 Object 28 [The Lord of the Rings: The Two Towers] Grendel archive, users P-Z, 2004 [DVD]

- Object 29 [The Lord of the Rings: The Two Towers] Grendel archive (audio, prospero), 2004 [resources or dev project?] [DVD]
- Object 30 [The Lord of the Rings: The Two Towers] Grendel archive (tech demo), 2004 [DVD]
- Object 31 [The Lord of the Rings: The Two Towers] Grendel archive, tech demo, 2004 [DVD]
- Object 32 [The Lord of the Rings: The Two Towers] Grendel archive (tech demo, cinematics, props, sounds), 2004 [DVD]
- Object 33 [The Lord of the Rings: The Two Towers] Grendel archive (tech demo, V1, worlds, FMV-DE, ES, files), 2004 [DVD]
- Object 34 [The Lord of the Rings: The Two Towers] Grendel archive, tech demo, FMV: FR, IT, UK, 2004 [DVD]
- Object 35 [The Lord of the Rings: The Two Towers] Grendel archive, tech demo, bucket 8-13, 2004 [DVD]
- Object 36 [The Lord of the Rings: The Two Towers] Grendel, test bed, PS2 debug, 2003 [DVD]
- Object 37 [Lord of the Rings: The Two Towers] “Fusion” and “Skull” [pirate game] – Jeff backup, 2006 (4-24-06) [good to come back to] [DVD]
- Object 38 NASCAR Revolution final, #2, c. 2000 [Mitsui Gold disc] [DVD]
- Object 39 Pool of Radiance: Ruins of Myth Drannor original game soundtrack, 2001 [DVD]
- Object 40 “The Simpsons’ Adventure” game trailer, 2003 [DVD]
- Objects 41-42 The Spiderwick Chronicles, source archive environment setup, DS, c. 2006 [DVDs]
- Object 43 The Spiderwick [Chronicles], DS, 2007 [DVD]
- Object 44 The Spiderwick [Chronicles] PC install, B06, 2007 [DVD]
- Object 45 The Spiderwick [Chronicles] PC, EFIGS, build 9, 2007 [DVD]
- Object 46 The Spiderwick [Chronicles] PC-NA, build 10, 2007 [DVD]
- Object 47 The Spiderwick [Chronicles] PC, NA, B11, 2007 [DVD]
- Object 48 The Spiderwick [Chronicles], PC-NA, build 12, 2007 [DVD]
- Object 49 The Spiderwick [Chronicles] PC-EFIGS, build 12, 2007 (12-6-2007) [DVD]
- Object 50 The Spiderwick [Chronicles] PC-EFIGS, build 16, 2007 (12-12-2007) [DVD]
- Object 51 The Spiderwick [Chronicles] PC-NA, build 19, 2007 [DVD]
- Object 52 [The Spiderwick Chronicles] “Ogre” PC, NA, build 24, c. 2008 [DVD]
- Object 53 The Spiderwick [Chronicles] PC-NA, build 26, 2008 [DVD]
- Object 54 The Spiderwick [Chronicles] PC-EFIGS, build 28, 2007 [DVD]
- Object 55 [The Spiderwick Chronicles] “Ogre” PS2, milestone 3, 2007 (20070202) [DVD]
- Object 56 [The Spiderwick Chronicles] “Ogre” PS2, milestone 4, 2007 (3-2-2007) [DVD]
- Object 57 [The Spiderwick Chronicles] “Ogre” PS2, 2007 (3-20-2007 5:36 pm) [DVD]
- Object 58 [The Spiderwick Chronicles] “Ogre” PS2, milestone 5, 2007 (4-6-2007 6:26 pm) [DVD]
- Object 59 [The Spiderwick Chronicles] “Ogre” PS2, milestone 6, 2007 (5-4-2007) [DVD]
- Object 60 [The Spiderwick Chronicles] “Ogre” PS2, MS07, 2007 (6-1-2007 8:00 pm) [DVD]
- Object 61 [The Spiderwick Chronicles] “Ogre” PS2, MS08, 2007 (7-6-2007 5:16 pm) [DVD]
- Object 62 [The Spiderwick Chronicles] “Ogre” PS2, MS08, 2007 (7-6-2007 7:04 pm) [DVD]
- Object 63 [The Spiderwick Chronicles] “Ogre” PS2, milestone 9, 2007 (8-3-07) [DVD]
- Object 64 [The Spiderwick Chronicles] “Ogre” PS2, pre-MS11, 2007 (10-5-2007) [DVD]
- Object 65 [The Spiderwick Chronicles] “Ogre” PS2, build 3, 2007 (10-11-2007) [DVD]
- Object 66 [The Spiderwick Chronicles] “Ogre” PS2, focus group build, 2007 (10-13-2007) [DVD]
- Object 67 The Spiderwick [Chronicles] PS2, 2007 (10-16-2007) [DVD]
- Object 68 [The Spiderwick Chronicles] “Ogre” PS2, build 4, 2007 (10-19-2007) [DVD]
- Object 69 [The Spiderwick Chronicles] “Ogre” PS2, build 4, 2007 (10-19-2007 4:24 pm) [DVD]
- Object 70 The Spiderwick [Chronicles] Nick shoot build, PS2, 2007 (10-24-2007) [DVD]
- Object 71 [The Spiderwick Chronicles] “Ogre” PS2, build 5, 2007 (10-25-2007) [DVD]
- Object 72 [The Spiderwick Chronicles] “Ogre” PS2, build 6, 2007 (10-30-2007) [DVD]
- Object 73 The Spiderwick [Chronicles] PS2-NA, B11, 2007 (11-4-2007) [DVD]
- Object 74 [The Spiderwick Chronicles] “Ogre” PS2, build 7, 2007 (11-8-2007) [DVD]

- Object 75 [The Spiderwick Chronicles] “Ogre” PS2, build 7 (cert), 2007 (11-9-2007) [DVD]
 Object 76 [The Spiderwick Chronicles] “Ogre” PS2, EFIGS, build 7, 2007 (11-11-2007) [DVD]
 Object 77 [The Spiderwick Chronicles] “Ogre” PS2, NA, build 8, 2007 (11-15-2007) [DVD]
 Object 78 [The Spiderwick Chronicles] “Ogre” PS2, NA, build 9, 2007 (11-20-2007) [DVD]
 Object 79 [The Spiderwick Chronicles] “Ogre” PS2, NA, build 10, 2007 (11-29-2007 10:40pm) [DVD]
 Object 80 [The Spiderwick Chronicles] “Ogre” PS2, NA, build 10, 2007 (11-30-2007 7:21 pm) [DVD]
 Object 81 [The Spiderwick Chronicles] “Ogre” PS2, EFIGS, build 12, 2007 (12-6-2007) [DVD]
 Object 82 [The Spiderwick Chronicles] “Ogre” PS2, NA, build 12, 2007 (12-7-2007) [DVD]
 Object 83 The Spiderwick [Chronicles] PS2, GMC2, NA, B13, 2007 (12-08-2007) [DVD]
 Object 84 [The Spiderwick Chronicles] “Ogre” PS2, NA, build 14, 2007 (2007-12-10) [DVD]
 Object 85 [The Spiderwick Chronicles] “Ogre” PS2, EFIGS, build 16, 2007 (12-12-2007) [DVD]
 Object 86 [The Spiderwick Chronicles] “Ogre” Xbox 360, 2007 (3-20-2007 5:42pm) [DVD]
 Object 87 [The Spiderwick Chronicles] “Ogre” Xbox 360, milestone 5, 2007 (4-6-07 6:34pm) [DVD]
 Object 88 [The Spiderwick Chronicles] “Ogre” Xbox 360, milestone 6, 2007 (5-4-07) [DVD]
 Object 89 [The Spiderwick Chronicles] “Ogre” Xbox 360, MS07, 2007 (6-1-2007 9:23 pm) [DVD]
 Object 90 [The Spiderwick Chronicles] “Ogre” Xbox 360, MS08, 2007 (7-6-2007 10:41 pm) [DVD]
 Object 91 [The Spiderwick Chronicles] “Ogre” Xbox 360, MS08, 2007 (7-6-2007 10:41pm) [DVD]
 Object 92 [The Spiderwick Chronicles] “Ogre” Xbox 360, milestone 9, 2007 (8-3-07) [DVD]
 Object 93 [The Spiderwick Chronicles] “Ogre” Xbox 360, MS10, 2007 (9-8-2007) [DVD]
 Object 94 [The Spiderwick Chronicles] “Ogre” Xbox 360, capture disk, 2007 (9-26-07) [DVD]
 Object 95 [The Spiderwick Chronicles] “Ogre” Xbox 360, MS11, 2007 (10-5-2007) [DVD]
 Object 96 [The Spiderwick Chronicles] “Ogre” Xbox 360, build 5, 2007 (10-25-07) [DVD]
 Object 97 [The Spiderwick Chronicles] “Ogre” Xbox 360, build 6, 2007 (10-30-2007) [DVD]
 Object 98 [The Spiderwick Chronicles] “Ogre” Xbox 360, build 7, 2007 (11-9-2007) [DVD]
 Object 99 [The Spiderwick Chronicles] “Ogre” Xbox 360, NA cert, build 8, 2007 (11-16-2007) [DVD]
 Objects 100-101 [The Spiderwick Chronicles] “Ogre” Xbox 360, build 9, EFIGS, 2007 (11-21-2007) [DVDs]
 Object 102 The Spiderwick [Chronicles] Xbox 360, b-09, compressed wad test, 2007 (11-27-07) [DVD]
 Object 103 The Spiderwick [Chronicles], Xbox 360, test, 2007 (11.28.07) [DVD]
 Object 104 The Spiderwick [Chronicles] Xbox 360, test-2, 2007 (11-28-2007) [DVD]
 Object 105 [The Spiderwick Chronicles] “Ogre” Xbox 360, NA, build 10, 2007 (11-29-2007) [DVD]
 Object 106 [The Spiderwick Chronicles] “Ogre” Xbox 360, NA, build 10, 2007 (11-30-2007) [DVD]
 Object 107 The Spiderwick [Chronicles] Xbox 360, NA, 2007 (12-4-2007) [DVD]
 Object 108 [The Spiderwick Chronicles] “Ogre” Xbox 360, NA, build 12, 2007 (2007-12-7) [DVD]
 Object 109 [The Spiderwick Chronicles] “Ogre” Xbox 360, NA, build 15, 2007 (12-11-2007) [DVD]
 Object 110 The Spiderwick [Chronicles] Xbox 360, EFIGS, build 16, 2007 (12-10-2007) [DVD]
 Object 111 The Spiderwick [Chronicles] Xbox 360, NA, build 16, c. 2007 [DVD]
 Object 112 The Spiderwick [Chronicles] Xbox 360, EFIGS, build 16, 2007 (12-12-2007) [DVD]
 Object 113 [The Spiderwick Chronicles] “Ogre” Xbox 360, NA, build 17, 2007 (12-13-2007) [DVD]
 Object 114 The Spiderwick [Chronicles] Xbox 360 – NA, build 19, 2007 (12-18-07) [DVD]
 Object 115 The Spiderwick [Chronicles] Xbox 360, EFIGS, build 19, 2007 (12-18-2007) [DVD]
 Object 116 [The Spiderwick Chronicles] “Ogre” Xbox 360, NA, build 20, 2007 (12-19-2007) [DVD]
 Object 117 [The Spiderwick Chronicles] “Ogre” Xbox 360, NA, build 21, 2007 (12-20-2007) [DVD]
 Object 118 [The Spiderwick Chronicles] “Ogre” Xbox 360 demo, build 22, 2008 (1-2-2008) [DVD]
 Object 119 [The Spiderwick Chronicles] “Ogre” Xbox 360, EFITS, build 22, 2008 (1-3-2008) [DVD]

- Object 120 [The Spiderwick Chronicles] "Ogre" Xbox 360 demo, 2008 (1-25-2008) [DVD]
 Object 121 [The Spiderwick Chronicles] "Ogre" Xbox 360 (no watermark, no dev alert), c. 2006 [DVD]
 Object 122 The Spiderwick [Chronicles] Wii, 2007 (10-17-2007) [DVD]
 Object 123 The Spiderwick [Chronicles], 2007 (2-12-2007) [DVD]
 Object 124 [The Spiderwick Chronicles] "Ogre" first good disc, 2007 (2-2-2007) [DVD]
 Object 125 The Spiderwick [Chronicles], art dept, assets, design illustration, 2006 [disc damage] [DVD]
 Object 126 [The Spiderwick Chronicles] Spiderwick [], n.d. [small disc] [DVD]
 Object 127 [Star Trek:] Deep Space Nine[: Harbinger] movies, 1995 [DVD]
 Object 128 "Titan," GSD, 2006 (1200) (06-11-27) [DVD]
 Object 129 "Titan," GSD, 2006 (1520) [DVD]
 Objects 130-131 "Titan," GSD, 2006 (1845) [DVDs]
 Object 132 "Titan," GSD, 2006 (2020) [DVD]
 Object 133 ["Titan"] "Project 42" PlayStation 3 demo, c. 2006 [DVD]
 Objects 134-136 "Titan"/"Project 42" game demo, c. 2006 [DVDs]
 Object 137 "Titan," PS3 demo, final RC, 2007 (1-23-2007) [DVD]
 Object 138 ["Titan"] "Project 42" demo, v. 3.0, 2007 (7-17-2007) [DVD]
 Object 139 ["Titan"] "Project 42" demo, v. 3.7, 2007 (7-25-2007) [DVD]
 Object 140 ["Titan"] "Project 42" demo, v. 3.8, 2007 (7-26-2007) [DVD]
 Object 141 ["Titan"] "Project 42" demo, v. 3.9, 2007 (8-8-2007) [DVD]
 Object 142 ["Titan"] "Project 42" test of bandwidth, c. 2007 [DVD]
 Objects 143-144 ["Titan"] "Project 42," PS3 demo, c. 2007 [DVDs]

Box 141

- Object 18 Baseball data 2 and executable, n.d. [3.5" floppy disk]
 Object 19 Blood Wake early tech demo, MTV Extreme Skateboarding, January 2000 [3.5" floppy disk]
 Object 20 Eagle Eye Mysteries text files – rules, scripts, c. 1991 [3.5" floppy disk]
 Object 21 Eagle Eye Mysteries text document, 1994 [3.5" floppy disk]
 Object 22 ESPN Baseball [Tonight], pc co. code, n.d. [3.5" floppy disk]
 Object 23 [ESPN National Hockey Night?] "Wayne" part 1, n.d. [3.5" floppy disk]
 Object 24 [ESPN National Hockey Night?] "Wayne003," ANMS, 1994 [3.5" floppy disk]
 Object 25 [Gateway to the Savage Frontier] Beyond Pool, A00, IBM, 1991 [3.5" floppy disk]
 Object 26 ["Midway Baseball"] "Major League Mayhem," Chris Daglow homework, n.d. [3.5" floppy disk]
 Object 27 Neverwinter Nights – early prototype, 1989 [3.5" floppy disk - revisit with Kryoflux]
 Object 28 [Neverwinter Nights; Quantum Space] Compatible, n.d. (1 of 5) [3.5" floppy disk]
 Object 29 [Neverwinter Nights; Quantum Space] Compatible, n.d. (2 of 5) [3.5" floppy disk]
 Object 30 [Neverwinter Nights; Quantum Space] Compatible, n.d. (3 of 5) [3.5" floppy disk]
 Object 31 [Neverwinter Nights; Quantum Space] Compatible, n.d. (4 of 5) [3.5" floppy disk]
 Object 32 [Neverwinter Nights; Quantum Space] Compatible, n.d. (5 of 5) [3.5" floppy disk]
 Object 33 Old Time Baseball screen shots, c. 1995 [3.5" floppy disk]
 Object 34 Pool of Radiance[: Myth Drannor] – compics, c. 2000 [3.5" floppy disk]
 Object 35 "P.O.W." C64, c. 1989 [3.5" floppy disk]
 Object 36 Quantum Space development files, "Grudge," c. 1990 [3.5" floppy disk]
 Object 37 [Quantum Space] Backup 1, 1989 (1 of 11) [3.5" floppy disk]
 Object 38 [Quantum Space] Backup 2, 1989 (2 of 11) [3.5" floppy disk]
 Object 39 [Quantum Space] Backup 3, 1989 (3 of 11) [3.5" floppy disk]
 Object 40 [Quantum Space] Backup 4, 1989 (4 of 11) [3.5" floppy disk]
 Object 41 [Quantum Space] Backup 5, 1989 (5 of 11) [3.5" floppy disk]

- Object 42 [Quantum Space] Backup 6, 1989 (6 of 11) [3.5" floppy disk]
 Object 43 [Quantum Space] Backup 7, 1989 (7 of 11) [3.5" floppy disk]
 Object 44 [Quantum Space] Backup 8, 1989 (8 of 11) [3.5" floppy disk]
 Object 45 [Quantum Space] Backup 9, 1989 (9 of 11) [3.5" floppy disk]
 Object 46 [Quantum Space] Backup 10, 1989 (10 of 11) [3.5" floppy disk]
 Object 47 [Quantum Space] Backup 11, 1989 (11 of 11) [3.5" floppy disk]
 Object 48 [Quantum Space] Stat reports, 1990 [3.5" floppy disk]
 Object 49 [Quantum Space] – changes to rules, graphics, n.d. [3.5" floppy disk]
 Object 50 [Star Trek:] *Deep Space Nine: Harbinger* patch disc, c. 1996 [3.5" floppy disk]
 Object 51 [Talking Fingers] ANI-VOX demo, 1988 [3.5" floppy disk]
 Object 52 [Tony La Russa's *Ultimate Baseball*] Beyond Baseball, 1990 [3.5" floppy disk]
 Object 53 [Tony La Russa's *Ultimate Baseball*] Beyond Baseball source, 1990 (1 of 2) [3.5" floppy disk]
 Object 54 [Tony La Russa's *Ultimate Baseball*] Beyond Baseball source, 1990 (2 of 2) [3.5" floppy disk]
 Object 55 [Tony La Russa's *Ultimate Baseball*] Beyond Baseball .exe, 1990 (1 of 2) [3.5" floppy disk]
 Object 56 [Tony La Russa's *Ultimate Baseball*] Beyond Baseball .exe, 1990 (2 of 2) [3.5" floppy disk]
 Object 57 Tony La Russa [Baseball] II, archives, anims., 1993 [3.5" floppy disk]
 Object 58 [Tony La Russa *Baseball 3*] "Occam," 1996 [3.5" floppy disk]
 Object 59 ["TV Sports: Baseball"] TVSB, 1990 [3.5" floppy disk]

Subseries D: Other development projects, 1988-2006

Scope and Content Note: This subseries contains materials that document non-game development projects such as "Dunc," statistical analysis software commissioned by Tony La Russa and Dave Duncan. These materials consist of correspondence, agreements, invoices, presentation, manual, writings, references, articles, statistics, and 3.5" floppy disks. Arrangement is alphabetically by project title, concept, or associated company name.

Box 82

- Folder 2 Baseball Hall of Fame partnership proposal with Stormfront Studios to provide design and programming services, 1996
 Folder 3 "Citibank FX" development agreement, technical specification, and milestone invoices, 1999 [Red Sky Interactive]
 Folder 4 "Coca-Cola flying objects" invoices for Red Sky Interactive, 2001
 Folder 5 "Driveskills.com" product specification and presentation for Stormfront Studios, 2000
 Folder 6 "Dunc" project papers – statistical analysis software commissioned by Tony La Russa and Dave Duncan, 1996-1998
 Folder 7 Environment modeling techniques, 2006, n.d.
 Folder 8 Maya character rigging techniques, 2005
 Folder 9 OpenTV projects: NASCAR Virtual Channel, Dish Portals, agreements and correspondence, 2000-2001
 Folder 10 Product management services for Capcom USA, Inc. 1988
 Folder 11 *Talking Fingers* development papers, 1990-1993 [California Neuropsychology Services (CNS)]

Box 83

- Folder 1 *Talking Fingers* binder contents (game disk, programming icons, manual, guide, sequence, stories/poems, graphics), c. 1992
 Folder 2 *Talking Fingers* services agreement, 1990

- Folder 3 *Talking Fingers* references and press, 1988-1990
 Folder 4 Triax Technologies software development agreement, correspondence, and controller profile, 1993

OS Box 129

- Folder 1 "Dunc" baseball statistics logs, 1991

Box 141

- Object 60 "Dunc" v. 2.0, beta copy, disk 2, 1996 [3.5" floppy disk]
 Object 61 "Dunc" v. 2.1, beta copy, 1996 (1 of 2) [3.5" floppy disk]
 Object 62 "Dunc" v. 2.1, beta copy, 1996 (2 of 2) [3.5" floppy disk]
 Object 63 "Dunc" installation, January 5, disk 2, 1999 [3.5" floppy disk]
 Object 64 "Dunc" installation, January 5, disk 3, 1999 [3.5" floppy disk]
 Object 65 "Dunc" install, January 15, 1999 (1 of 4) [3.5" floppy disk]
 Object 66 "Dunc" install, January 15, 1999 (2 of 4) [3.5" floppy disk]
 Object 67 "Dunc" install, January 15, 1999 (3 of 4) [3.5" floppy disk]
 Object 68 "Dunc" install, January 15, 1999 (4 of 4) [3.5" floppy disk]
 Object 69 "Dunc" install, January 21, 1999 (1 of 4) [3.5" floppy disk]
 Object 70 "Dunc" install, January 21, 1999 (2 of 4) [3.5" floppy disk]
 Object 71 "Dunc" install, January 21, 1999 (3 of 4) [3.5" floppy disk]
 Object 72 "Dunc" install, January 21, 1999 (4 of 4) [3.5" floppy disk]
 Object 73 "Dunc" install, February 19, 1999 (1 of 4) [3.5" floppy disk]
 Object 74 "Dunc" install, February 19, 1999 (2 of 4) [3.5" floppy disk]
 Object 75 "Dunc" install, February 19, 1999 (3 of 4) [3.5" floppy disk]
 Object 76 "Dunc" install, February 19, 1999 (4 of 4) [3.5" floppy disk]
 Object 77 "Dunc" pitching database, 1999 [3.5" floppy disk]

Subseries E: Resources, 1987-2008

Scope and Content Note: This subseries holds materials associated with development resources and arranged into topical sections including platforms and technology, company profiles and services, manuals, research, CDs, DVDs, 3.5" floppy disk, 5.5" floppy disks, and VHS tape. Materials include correspondence, legal papers, financial papers, writings, clippings, and printed material.

Subseries E:**1. Platforms and technology, 1988-2007**

Scope and Content Note: This section includes materials related to platforms and technology used in game development, specifically developer kits, setup instructions, release notes, newsletters, legal papers, guides, and correspondence.

Box 83

- Folder 5 3DO software information, 1994
 Folder 6 Apple Developer Services guide, newsletters, training, and legal information, 1988
 Folder 7 Apple Developer application and program information, 1993
 Folder 8 Cartridge development system instructions: Sega Genesis, Super NES, 1991-1992
 Folder 9 Commodore Amiga Developers Support Program information, 1989
 Folder 10 Microsoft DirectPlay references, 1999
 Folder 11 Microsoft Windows gaming logo specification, 2000
 Folder 12 Nintendo 64 development information, 1997-1998
 Folder 13 Nintendo Gamecube release notes, audio system release notes, and agreement, 2001

Box 84

- Folder 1 Nintendo Wii development kit setup guide, 2007
- Folder 2 PlayStation Licensee Meeting information card, 2000
- Folder 3 PlayStation 2 memory card file system information, n.d.
- Folder 4 Sega Pico documentation correspondence, 1994
- Folder 5 Sparks developer program application and agreement, 2001
- Folder 6 Xbox audio specification, 2000
- Folder 7 Xbox development kit papers, 2000-2001, 2005
- Folder 8 Xbox 360 development information, n.d.
- Folder 9 Miscellaneous setup guides and platform information, 2006-2007

Subseries E:**2. Company profiles and services, 1987-2008**

Scope and Content Note: This section contains materials that document companies and services that may have supported Stormfront Studios' development projects [note that some did contracted work, but other materials are collected profiles or demos]. These materials have been arranged by company or service name and include animators, agents, developers, manufacturers, sound producers, testing, translators, and merchandisers. Materials include company profiles, brochures, fact sheets, agreements, articles, press releases, newsletters, booklets, invoices, catalogs, correspondence, CDs, DVDs, 3.5" floppy disk, 5.5" floppy disks, and VHS tape.

Note that additional contracted services and development tool agreements are arranged in Series II, Subseries C: Legal. Some materials in this section refer to game titles referenced in Series III, Subseries B: Game development.

Box 84

- Folder 10 Activision press releases and game fact sheets, 1997
- Folder 11 The Animation Farm agreements, 2004 [for "Pirates of the Caribbean," *Forgotten Realms: Demon Stone*, and horse character]
- Folder 12 Dan Gorlin Productions papers, 1987-1989
- Folder 13 Digital Bridges profile, articles, and information, 2000-2001
- Folder 14 Electronic Arts correspondence, profiles, general legal papers (or unidentified game papers), and notes, 1991-2000
- Folder 15 Engage Games On Line profile, press releases, and agreement, 1996-1997
- Folder 16 Epyx, Inc. correspondence and agreements, 1988-1990 [includes "Home Run Derby" game proposal]
- Folder 17 Equilibrium profile and newsletter, 1990-1992
- Folder 18 Fujitsu Cultural Technologies/Fujitsu Interactive profile, notes, and correspondence, 1995, 1998
- Folder 19 G Trip Music (Geoffrey E. Triplett) agreements and invoices (voice and sound effects for *Eragon* and unnamed game), 2006
- Folder 20 Hungarian Radio (Chuck Thegze) agreements and correspondence to act as agent in finding new production projects, 1994-1997

Box 85

- Folder 1 Interstel company information, 1989
- Folder 2 Inverse Entertainment information booklet, c. 2003
- Folder 3 Kidsoft papers, 1992
- Folder 4 Larry Kay d.b.a. Toonsmiths correspondence and profile (animated adventure comedy), 1994
- Folder 5 The Learning Company information, 1988

- Folder 6 Massive Black Inc. agreements and invoices for artwork and graphics, 2005-2006
[“Justice,” “Titan”]
- Folder 7 MicroMagic Correspondence, 1991
- Folder 8 Mitchell-Paul advertising papers, 1989
- Folder 9 Moulder Consulting agreements for production services, 2004
- Folder 10 Mova, LLC agreement and “Motion Capture Ballpark Bid” (video services and stunt work), 2005
- Folder 11 Optimum Human Performance Center correspondence, 1993 [3D rendering from human motion; may relate to *Tony La Russa Baseball* games]
- Folder 12 Pamela Z agreement for original vocal music, 2006
- Folder 13 Prodigy profile, correspondence, and staff information, 1992-1993
- Folder 14 Propoganda Films profile, c. 1990
- Folder 15 Putnam New Media profile, 1994
- Folder 16 Psygnosis profile, 1997
- Folder 17 Rabcat Computer Graphics artwork booklet, 2006
- Folder 18 Red Sky Interactive informational papers, n.d.
- Folder 19 Sidhe Interactive outsourcing contract for troll and horse animation, 2004
- Folder 20 Miscellaneous notes and correspondence with Strategic Simulations, Inc. and Mindscape, Inc., 1992-2000
- Folder 21 Studio Archetype, Inc. profile, notes, correspondence, 1997
- Folder 22 Taft/Hamilton Group (merchandising) profile, 1989
- Folder 23 Technicolor Interactive Media agreement for sound effects, 2006
- Folder 24 Testing 1, 2, 3... company profile and information, 1989-1990
- Folder 25 The Three Stooges Comedy III Productions, Inc. profile, catalog, newsletter, 1997
- Folder 26 Tonry Talent Agency agreement for Bobby Foster voice-over, 2007
- Folder 27 TOSE software introduction letter, 2006
- Folder 28 Virgin lands animation information, 2005 [also see materials in Box 94, Folder 14]
- Folder 29 Volti agreement for original vocal music, 2006
- Folder 30 WEA manufacturing Inc. profile [CD-ROM replication], 1993

Box 86

- Folder 1 William Rudolf agreements and invoices for audio, 2005-2006 [*Eragon*, “Titan,” “Justice”]
- Folder 2 Correspondence and script sample from writers, 1993-1994
- Folder 3 Animation companies’ information, 1993-2007, n.d.
- Folder 4 Additional companies’ correspondence and information (developers, manufacturers, sound producers, testing, translators, agent), 1989-2001

Box 94

- Folder 14 Virgin Lands animation portfolio, 2005

Box 107

- Object 10 The Electric Playground, features and reviews, n.d. [VHS tape]

Box 112

- Object 1 Bulletin board, n.d. [3.5” floppy disk]

Box 114

- Object 9 Ad Lib Inc. sampling demo, 1990 [5.5” floppy disk]

Box 120

- Group 1 Business cards (by company), 1980s-1990s
 Group 2 Business cards (by name), 1980s-1990s

OS Box 131

- Folder 17 Vivendi Games graphics sample and project specification template, 2008

Box 137

- Object 110 Activision screen shots, 1997 [CD]
 Object 111 Altiverb IRs, n.d. [CD]
 Object 112 The Animation Farm demo reel, 2005 [CD]
 Object 113 Black Point Studios demo, n.d. [CD - mini disc]
 Object 114 EIDOS Interactive demo disk, 1997 [CD]
 Object 115 Hydrogen Whiskey Studios, n.d. [CD]
 Object 116 Microprose Electronic Press Kit (ECTS), 1997 [CD]

Box 140

- Object 145 EyeballNYC Bioshock, n.d. [DVD]
 Object 146 Glass Egg Digital Media game showreel, n.d. [DVD]
 Object 147 Polygon Pictures game movies, n.d. [DVD]
 Object 148 Rainmaker gaming reel, 2005 [DVD - mini disc]
 Object 149 SemoLogic Inc. demo reel, n.d. [DVD]

Map Case 2**Drawer 10**

- Folder 7 Virgin Lands computer animation samples, 2005

Subseries E:**3. Manuals, 1991-2003**

Scope and Content Note: This section includes guides, handbooks, and manual supporting game development, specifically the *Dungeons & Dragons* titles.

Box 86

- Folder 5 *Dungeons & Dragons Play Handbook – Core Rulebook I v. 3.5, 2003* [photocopy]
 Folder 6 *Dungeons & Dragons Masters Guide – Core Rulebook II v. 3.5, 2003* [photocopy]
 Folder 7 *Dungeons & Dragons Monster Manual, 2003* [photocopy]
 Folder 8 Strategic Simulations, Inc. style guides, 1991-1992 [also see SSI style guide “baseball manual” in Box 90, Folder 7]

Subseries E:**4. Research, 1993-1996**

Scope and Content Note: This section contains materials relating to research supporting development projects. This includes sports-related maps and slides.

Box 122

- Group 1 Allsport USA hockey photography, 1993-1994 [slides]

Box 123

- Group 1 Allsport USA hockey photography(continued), 1993-1994 [slides]

RS Box 25

- Raceway survey maps and topographic map, 1995-1996, n.d.

- Laguna Seca Raceway topographic map, n.d.
- Gold Coast Indy Car event survey maps, 1995-1996

Subseries F: Baseball research, 1980s-1990s

Scope and Content Note: This subseries contains baseball research materials that supported baseball development projects. Materials include photographic media, blueprints, drawings, articles, newsletters, printed material, images, notes, agendas, order forms, catalogs, magazines, style guides, correspondence, references, ephemera, beta tapes, CDs, and 3.5" and 5.5" floppy disks. Materials are arranged by size and subsequently alphabetically by stadium location where applicable.

Note that while most stadium blueprints originated in the early 1900s, the materials were likely reprinted for use in the late 1980s and 1990s in conjunction with the development of baseball games during that time. Rolled stadium blueprints have been retained as a sampling of the original collected materials, but care has been taken to represent each stadium, the variety of materials collected (blueprints, façade renderings, street maps, newspaper photograph), and unique records. (For example, rolled blueprints for Cleveland Stadium have been retained in their entirety as originally collected.)

Conditions Governing Access: Note that the compiled photographs of stadiums are fragile (due to the use of adhesive tape) and should be handled with care.

Box 87

- | | |
|-----------|---|
| Folder 1 | Anaheim, CA Anaheim Stadium materials, 1992, n.d. |
| Folder 2 | Arlington, TX, stadium image, n.d. |
| Folder 3 | Atlanta, GA, Fulton County Stadium materials, 1992, 1994 |
| Folder 4 | Baltimore, MD, Memorial Stadium materials, 1964, 1992 (reprinted c. 1990s) |
| Folder 5 | Baltimore, MD, Oriole Park at Camden Yards materials, 1992 |
| Folder 6 | Boston, MA, Fenway Park materials, 1933, n.d. (reprinted c. 1990s) |
| Folder 7 | Bronx, NY, Yankee Stadium materials, 1982, 1995, n.d. (reprints 1990s) |
| Folder 8 | Brooklyn, NY, Ebbets Field materials, 1913-1992 (reprints c. 1990s) |
| Folder 9 | Chicago, IL, Comiskey Park materials, 1990s |
| Folder 10 | Chicago, IL, Wrigley Field materials, 1943-1991 (reprints c. 1990s) |
| Folder 11 | Cincinnati, OH, "Palace of the Fans" materials, 1991 |
| Folder 12 | Cincinnati, OH, Riverfront Stadium materials, n.d. |
| Folder 13 | Cleveland, OH, Municipal Stadium materials, 1990s |
| Folder 14 | Denver, CO, Coors Field materials, 1993, n.d. |
| Folder 15 | Denver, CO, Mile High Stadium materials, n.d. |
| Folder 16 | Detroit, MI, Tiger Stadium materials, 1990s |
| Folder 17 | Flushing, NY, Shea Stadium materials, 1991 |
| Folder 18 | Houston, TX, Astrodome materials, 1992 |
| Folder 19 | Kansas City, MO, Royals Stadiums materials, 1992-1993, n.d. |
| Folder 20 | Los Angeles, CA, Dodgers Stadium materials, 1952-1975 (reprints c. 1990s) |
| Folder 21 | Los Angeles, CA, Memorial Coliseum materials, 1931-1994 (reprints c. 1990s) |
| Folder 22 | Los Angeles, CA, Wrigley Field materials, n.d. |
| Folder 23 | Miami, FL, stadium and Miami Dolphins materials, 1994 |
| Folder 24 | Milwaukee, WI, Brewers and stadium materials, 1990 |
| Folder 25 | Minneapolis, MN, Hubert H. Humphrey Metrodome drawing, n.d. |

Box 88

- | | |
|----------|--|
| Folder 1 | New York City, NY, Polo Grounds material, c. 1990s |
| Folder 2 | Oakland, CA, Oakland Coliseum materials, 1994-1996 |

- Folder 3 Philadelphia, PA, Shibe Park materials, 1995
- Folder 4 Philadelphia, PA, Veterans Stadium materials, n.d.
- Folder 5 Pittsburgh, PA, Forbes Field materials, 1968, n.d. (reprints c. 1990s)
- Folder 6 Pittsburgh, PA, Three Rivers Stadium materials, n.d.
- Folder 7 San Diego, CA, Jack Murphy Stadium materials, n.d.
- Folder 8 San Francisco, CA, Candlestick Park materials, 1993-1994, n.d.
- Folder 9 San Francisco, CA, Seals' Stadium materials, 1931, n.d. (reprints c. 1990s)
- Folder 10 Seattle, WA, Kingdome Stadium materials, c. 1990s
- Folder 11 St. Louis, MO, Busch Memorial Stadium materials, n.d.
- Folder 12 St. Louis, MO, Sportsman's Park materials, 1994, n.d.
- Folder 13 Toronto, Ontario, Canada, Skydome materials, 1987-1992, n.d.
- Folder 14 Washington, D.C., Griffith Stadium materials, 1940-1995, n.d. (reprints c. 1990s)
- Folder 15 Various stadium materials, 1955-1995, n.d. (reprints c. 1990s)

Box 89

- Folder 1 Materials from binders of photographs of stadiums [photos were rehoused], 1998
- Folder 2 Articles on baseball and stadiums, 1957-2000 (reprints c. 1990s)
- Folder 3 Articles and reviews of baseball games (*Earl Weaver Baseball II, The Manger's Challenge, Bo Jackson Baseball*), 1989-1991
- Folder 4 Scholarly articles on baseball and stadiums, 1983, 1989, n.d.
- Folder 5 Various baseball catalogs and order forms, 1994-2011, n.d.
- Folder 6 Bill Goff Inc. newsletters, 1993-1996
- Folder 7 Bill Goff Inc. advertisement pages and postcards, 1993-1997
- Folder 8 Baseball statistics and related material, 1993-1994, n.d.
- Folder 9 Baseball team lists/rosters, n.d.
- Folder 10 "Way back when" post cards with stadium images, n.d.
- Folder 11 Allsport (sports photography) information and requests, 1994-1997 [see related slides]
- Folder 12 Baseball newsletters (various titles), 1989-1994
- Folder 13 City weather pattern statistics, n.d.

Box 90

- Folder 1 Baseball Manager (Prodigy) installation package materials and printouts, 1991
- Folder 2 Major league baseball style guide, 1993
- Folder 3 Baseball sportscaster photographs, 1993
- Folder 4 Competitor baseball game information and internal summary, 1992-1994
- Folder 5 Portrait listings [for development?], n.d.
- Folder 6 G-Sport Guide to PC Baseball Games, c. 1992
- Folder 7 SSI style guide ["baseball manual"], n.d.
- Folder 8 Team magazines (New York Mets, Oakland Athletics), 1991-1994 [post-its have been replaced with Permalife bookmarks]
- Folder 9 Team magazines (Devil Rays), 1998
- Folder 10 Materials used for development of baseball games (internal memos, notes, code, swing charts, etc.), 1994-1996
- Folder 11 Library of Congress image requests and search results, 1994-1995

Box 91

- Folder 1 Miscellaneous baseball correspondence, 1993-1995
- Folder 2 Miscellaneous baseball references, 1989-2002

Box 98

- Objects 7-9 Baseball outfield footage (masters), tapes 2, 5, and 8, n.d. [beta tapes]

- Object 10 B-roll of Mel Allen (Lou Gehrig/Babe Ruth), tape 2, n.d. [labeled "Mel Allen"] [beta tape]
 Object 11 B-roll of Mel Allen (Lou Gehrig/Babe Ruth), tape 3, n.d. [labeled "Mel Allen #2"] [beta tape]
 Object 12 Tony La Russa interview, master, tape 4, 1994 [beta tape]

Box 99

- Object 1 Tony La Russa interview, 1997 (1 of 3) (3-24-1997) [beta tape]
 Object 2 Tony La Russa interview, 1997 (2 of 3) (3-24-1997) [beta tape]
 Object 3 Tony La Russa interview, 1997 (3 of 3) (3-24-1997) [beta tape]

Box 112

- Object 2 Allsport color photographs, c. 1990s [3.5" floppy disk]
 Object 3 Allsport photography, n.d. [3.5" floppy disk]
 Object 4 Allsport photography, n.d. [3.5" floppy disk]
 Object 5 Allsport photography (Tony 4) logo), n.d. [3.5" floppy disk]
 Object 6 Major League Baseball Stats, disk 1, 1996 [3.5" floppy disk]
 Object 7 Major League Baseball Stats, disk 2, 1996 [3.5" floppy disk]
 Object 8-9 Field umpire, n.d. [3.5" floppy disks]
 Object 10 Umpire plate, n.d. [3.5" floppy disk]
 Object 11 Online baseball, n.d. [3.5" floppy disk]

Box 114

- Object 10 Baseball copyright content, n.d. [5.5" floppy disk]
 Object 11 Baseball [dbs], n.d. (6-25) [5.5" floppy disk]

Box 117

- Group 7 Various baseball and stadium photographs
 Group 8 Umpire poses [photographs]
 Group 9 St. Louis, MO, Cardinals [photographs]

Box 118

- Group 1 Baltimore, MD, Oriole Park at Camden Yards [photographs]
 Group 2 Boston, MA, Fenway Park [photographs]
 Group 3 Bronx, NY, Yankee Stadium [photographs]
 Group 4 Chicago IL, Wrigley Field [photographs]
 Group 5 Detroit, MI, Tiger Stadium [photographs]
 Group 6 Los Angeles, CA, Dodger Stadium [photographs]
 Group 7 Milwaukee, WI, Miller Stadium [photographs]
 Group 8 Oakland, CA, Oakland Coliseum [photographs]

Box 119

- Group 1 Phoenix, AZ, Bank One Ballpark [photographs]
 Group 2 Queens, NY, Shea Stadium (demolished in 2009) [photographs]
 Group 3 San Diego, CA, Qualcomm Stadium (now SDCCU Stadium) [photographs]
 Group 4 Tampa Bay, FL, Tropicana Field [photographs]
 Group 5 Miscellaneous baseball photo [photographs]

Box 120

- Group 3 Baseball cards, 1940, reprinted 1986

Box 121

Envelope 13	Game research negatives
Envelope 14	Umpire poses [negatives]
Envelope 15	Baltimore, MD, Oriole Park at Camden Yards [negatives]
Envelope 16	Boston, MA, Fenway Park [negatives]
Envelope 17	Chicago, IL, Wrigley field [negatives]
Envelope 18	Detroit, MI, Tiger Stadium, 1995 [negatives]
Envelope 19	Flushing, NY, Shea Stadium [negatives]
Envelope 20	Los Angeles, CA, Dodger Stadium [negatives]
Envelope 21	Milwaukee, WI, Miller Stadium [negatives]
Envelope 22	Oakland, CA, Oakland Coliseum [negatives]
Envelope 23	Phoenix, AZ, Bank One Ballpark [negatives]
Envelope 24	San Diego, CA, Qualcomm Stadium [negatives]
Envelope 25	Tampa Bay, FL, Tropicana Field [negatives]

Box 123

Group 2	Allsport USA baseball photography, 1995-1996 [slides]
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OS Box 129

Folder 2	List of blueprints rolls, n.d.
Folder 3	“Ballparks Past & Present” calendars, 1993, 1995
Folder 4	Anaheim, CA, Anaheim Stadium blueprints, 1964, n.d. (reprints c. 1990s)
Folder 5	Atlanta, GA stadium blueprints, 1966 (reprints c. 1990s)
Folder 6	Bronx, NY, Yankee Stadium information, n.d.
Folder 7	Detroit, MI, Tiger Stadium photograph (pieced together), n.d.
Folder 8	Los Angeles, CA, Dodgers Stadium images, 1957, n.d. (reprints c. 1990s)
Folder 9	Los Angeles, CA, Stadium information, 1938, n.d. (reprints c. 1990s)
Folder 10	Philadelphia, PA, Veteran’s Stadium blueprints, n.d. (reprints c. 1990s)
Folder 11	Phoenix, AZ, Bank One Ballpark (now Chase Field) photographs (pieced together), n.d.
Folder 12	San Diego, CA, Jack Murphy Stadium blueprints and drawings, n.d.
Folder 13	San Diego, CA, Qualcomm Stadium photographs (pieced together), n.d.
Folder 14	San Francisco, CA, Candlestick Park blueprints, 1980s, 1992 (reprints c. 1990s)
Folder 15	Seattle, WA, Kingdome Stadium, 1970s, n.d. (reprints c. 1990s)
Folder 16	Fenway Park 3-D model kit, 1993
Folder 17	Baltimore, MD, Oriole Park at Camden Yards photographs (pieced together), n.d.
Folder 18	Brooklyn, NY, Dodgers Stadium Photographs (pieced together), n.d.
Folder 19	Oakland, CA, Oakland Coliseum-related sketches and photographs (pieced together), n.d.
Folder 20	Toronto, Ontario, Canada, Skydome (now Rogers Center) photographs (pieced together), n.d.

Box 137

Object 117	Stadium photo tour, 1998 [CD]
Object 118	Baseball portraits; Occum additions, 1996 [CD]
Object 119	Stadium backgrounds/history, backup, tape 1, 1995 [CD]

RS Box 10

- Arlington, TX, stadium blueprints, 1992

RS Box 11

- Atlanta, GA, stadium blueprints, 1986

RS Box 12

- Baltimore, MD, Baltimore Memorial Stadium blueprints, 1982

RS Box 13

- Boston, MA, Braves Field stadium blueprints, 1915, 1947
- Boston, MA, Fenway Park stadium blueprints, 1933

RS Box 14

- Chicago, IL, Wrigley Field stadium blueprints, 1938, 1985 [includes street map]

RS Box 15

- Denver, CO, Denver Mile High Stadium blueprints, n.d.

RS Box 16

- Detroit, MI, stadium blueprints, n.d.

RS Box 17

- Flushing, NY, Flushing Meadow Park Sports Stadium blueprints, 1960

RS Box 18

- Kansas City, MO, Jackson County Sports Complex and other stadium blueprints, 1922, 1923, 1969

RS Box 19

- Milwaukee, WI, Milwaukee County Stadium blueprints, 1958, 1983

RS Box 20

- Oakland, CA, Oakland-Alameda County Coliseum blueprints, 1967

RS Box 21

- San Francisco, CA, Candlestick Park and other stadium blueprints, 1930, 1991, 1993

RS Box 22

- Seattle, WA, “Kingdome” baseball field blueprints, 1991

RS Box 23

- St. Louis, MO, stadium blueprints, 1964, 1966

RS Box 24

- Toronto, Ontario, “The Dome” [Skydome], 1987

RS Box 25

- Bronx, NY, Yankee Stadium blueprints, 1921, 1945, 1972
- Cincinnati, OH, Hamilton County Sports Stadium blueprints, 1909, 1938(?), 1967
- Cleveland, OH, Cleveland Stadium blueprints, 1929-1952 [full set as originally collected]

RS Box 26

- Los Angeles, CA, Los Angeles Coliseum blueprints, 1930, 1939
- Minnesota, WI, Minnesota Sport Stadium blueprints, 1980

- Montreal, Quebec, Parc Olympique (Olympic Stadium) blueprints, 1991-1994
- Philadelphia, PA, stadium blueprints, 1968 [includes street map]
- Pittsburgh, PA, Three Rivers Stadium blueprints, 1968
- San Diego, CA, Jack Murphy Stadium blueprints and color newspaper photograph, 1966, 1983

Map Case 2**Drawer 10**

- Folder 6 Stadium blueprints and sketch (Molson Indy, Vancouver; Polo Grounds, NY; Shea Stadium, NY), 1950s, 1996, n.d. (reprints c. 1990s)
- Folder 9 Yankee Stadium modernization blueprints, c. 1972
- Folder 10 Pittsburgh, PA, Forbes Field, 1925, 1950, 1969, 1979, n.d. (reprints c. 1990s)
- Folder 11 Toronto, Ontario, Canada, Skydome blueprints and image, 1960s (reprints c. 1990s)
- Folder 12 Article from the Los Angeles Daily Journal – ordinance between the City of Los Angeles and Brooklyn National League Baseball Club, Inc. 1957 (copied in collection)

Subseries G: References, 1991-2008

Scope and Content Note: This subseries contains reference materials relating to project and game development including collected materials, statistics, ratings, market information, articles, beta tapes, CDs, and beta tapes.

Box 91

- Folder 3 Collected articles on game development or animation, 2005, n.d.
- Folder 4 Collected materials related to development, marketing, and statistics of games, 1993-2008, n.d.
- Folder 5 Arcadia market update, 2005
- Folder 6 PC Data top selling game statistics, 1993-1994
- Folder 7 Game ratings and lists, 1991-1994
- Folder 8 Additional statistics, 2003-2004
- Folder 9 Play-by-mail game information, 1988
- Folder 10 Various gameplay images, n.d. [not all are Stormfront Studios game images]

Box 99

- Object 4 1996 Indycar Productions: Mario Andretti, Michael Andretti, 1996 (6-13-1996) [beta tape]
- Object 5 NASCAR in-car clips: NASCAR WC at Atlanta, M. Andretti at Miami, Electronic Arts, 1997 (4-9-1997) [beta tape]
- Object 6 Auto racing stock footage for Electronic Arts (Fabulous Footage), 1997 (5-6-1997) [Betacam SP] [beta tape]
- Object 7 Andretti '97 stock car footage, 1997 (6-4-1997) [beta tape]

Box 137

- Object 120 Textures (1 of 2), n.d. [CD]
- Object 121 Textures (2 of 2), n.d. [CD]

Subseries H: Miscellaneous media, 1987-2007

Scope and Content Note: This series includes materials that are miscellaneous in nature and include DVDs, CDs, data cartridges (LTO Ultrium 2, LTX200G), 3.5" and 5.5" floppy disks, Hi8 tape, and VHS tapes.

Box 100

- Object 17 Indie Game Challenge, 2010 Awards Show (Anamorphic), 2010 [DVD]

Box 107

- Object 11 “Bedroom”; “Leaving City Limits”; “The Whites,” n.d. [Q101 ads, short unidentified film] [VHS tape]
Object 12 Gargoyle documentary (Frontline/PBS), n.d. [VHS tape]
Object 13 Frank Lloyd Wright documentary (PBS), n.d. [titled “Paint drying competition”] [VHS tape]

Box 108

- Object 1 “Storm of the Century” (TLC), n.d. [VHS tape]

Box 109

- Object 19 Ex blue screen, n.d. [Hi8 tape]

Box 112

- Object 12 Backup, 1996 [3.5” floppy disk]
Object 13 *Dungeons and Dragons* screen shots, 1999 [3.5” floppy disk]
Object 14 Golded backup, 1991 [3.5” floppy disk]
Object 15 Mas 1 critical disk area, n.d. [3.5” floppy disk]
Object 16 MSWord backup, disk “1 of 3,” 1991 [baseball, Advanced Dungeons and Dragons, “Beyond Pool” (*Gateway to the Savage Frontier*)] [3.5” floppy disk]
Object 17 MSWord backup, FW backup, disk “2 of 5,” 1991 [*Quantum Space*, Prodigy, Advanced Dungeons and Dragons, “StArchitect,” “P.O.W.: Prisoners of War,” hiring] [3.5” floppy disk]
Object 18 Palettes, 1996 [3.5” floppy disk]
Object 19 PC-link beta disk E.11.09, Quantum Computer Services, n.d. [3.5” floppy disk]
Object 20 Survey spreadsheet, 1997 [3.5” floppy disk]
Object 21 Tracks, Super Mike (MAC), Terrain Editor PPC, n.d. [3.5” floppy disk]
Object 22 The Ultimate Card Collector, n.d. (1 of 4) [3.5” floppy disk]
Object 23 The Ultimate Card Collector, n.d. (2 of 4) [3.5” floppy disk]
Object 24 The Ultimate Card Collector, n.d. (3 of 4) [3.5” floppy disk]
Object 25 The Ultimate Card Collector, n.d. (4 of 4) [3.5” floppy disk]

Box 114

- Object 12 A.P.P.L.E. b load demo data, n.d. [5.5” floppy disk]
Object 13 Backup (dev, dev|stat, dev|mike), n.d. [5.5” floppy disk]
Object 14 C:\ source, n.d. [5.5” floppy disk]
Object 15 ENPUBPAK.FW2, 1988 [5.5” floppy disk]
Object 16 Hard disc card, software backup, n.d. [5.5” floppy disk]
Object 17 HLS source code, C64 file fastload, cross assembler, 1990 [5.5” floppy disk]
Object 18 HLS source code, C64 signature test beta, cross assembler, 1990 [5.5” floppy disk]
Object 19 President elect, n.d. [5.5” floppy disk]
Object 20 Safety.doc, n.d. [5.5” floppy disk]

Box 132

- Object 1 Beech, n.d. [data cartridges – LTO Ultrium 2, LTX200G]
Object 2 Beech, n.d. [data cartridges – LTO Ultrium 2, LTX200G]
Object 3 Ironwood, 2007 [data cartridges – LTO Ultrium 2, LTX200G]
Object 4 Juniper, “1 of 4,” 2000 [data cartridges – LTO Ultrium 2, LTX200G]
Object 5 Juniper, “2 of 4,” 2006 [data cartridges – LTO Ultrium 2, LTX200G]
Object 6 Juniper, “3 of 4,” 2006 [data cartridges – LTO Ultrium 2, LTX200G]

- Object 7 Juniper, "1 of 3," 2006 [marked "bad"] [data cartridges – LTO Ultrium 2, LTX200G]
 Object 8 Juniper, "3 of 3," 2006 [data cartridges – LTO Ultrium 2, LTX200G]
 Object 9 Juniper, "7," 2006 [data cartridges – LTO Ultrium 2, LTX200G]
 Object 10 Juniper, 2007 [data cartridges – LTO Ultrium 2, LTX200G]

Box 133

- Object 1 Juniper, n.d. [data cartridges – LTO Ultrium 2, LTX200G]
 Object 2 Juniper, "3 of 5," n.d. [data cartridges – LTO Ultrium 2, LTX200G]
 Object 3 Juniper, "4 of 5," n.d. [data cartridges – LTO Ultrium 2, LTX200G]
 Object 4 Juniper, "5 of 5," n.d. [data cartridges – LTO Ultrium 2, LTX200G]
 Object 5 Natasha, 2007 (9/07) [data cartridges – LTO Ultrium 2, LTX200G]
 Object 6 Natasha, 2007 (11/15/07) [data cartridges – LTO Ultrium 2, LTX200G]
 Object 7 Natasha, 2007 (11/28/07) [data cartridges – LTO Ultrium 2, LTX200G]
 Object 8 Natasha, 2007 (12/5/07) [data cartridges – LTO Ultrium 2, LTX200G]
 Object 9 Willow, n.d. [data cartridges – LTO Ultrium 2, LTX200G]

Box 137

- Object 122 DDay Arc, 1999 [various development tools, N64 Star Craft] [CD]
 Object 123 Dead Fall-6, 2005 [photoshop file, background art] [CD]
 Object 124 EBX-skin art 1, 2007 [photoshop file – art] [CD]
 Object 125 February XDK, 4242.1, n.d. [development tool – Xbox kit] [CD]
 Object 126 PSZ, 2000 [7-7-2000] [CD]
 Object 127 QA tool v 2.4, n.d. [PS2 tool] [CD]
 Object 128 Robb's band, 1994 [4 music tracks] [CD]
 Object 129 True Talent MGMT, video game compilation, 2006 [music] [CD]
 Object 130 Wagon Christ, throbbing pouch, n.d. [music] [CD]

Box 140

- Object 150 *Big Trouble in Little China* movie, n.d. [DVD]
 Object 151 *Forgotten Realms: Neverwinter Nights 2*, NTSC DVD, Act 3 Animation, c. 2006 [DVD]
 Object 152 Game captures (*Blood Wake*, capture comparative analysis), n.d. (1 of 5) [also includes Kami, Genji game clips] [DVD]
 Object 153 Game captures "compare," n.d. (2 of 5) [DVD]
 Object 154 Game captures (*Forgotten Realms: [Demon Stone]*, (3 of 5) [DVD]
 Object 155 Game captures (*Two Towers*, UI art), n.d. (4 of 5) [DVD]
 Object 156 Game captures (dark cloud, gears of war, Ico, Lemony, Untitled), n.d. (5 of 5) [DVD]
 Object 157 *The Last Mimzy* video files, c. 2007 [DVD]
 Object 158 *The Last Mimzy* video files, c. 2007 [DVD]
 Object 159 Various user backup data, 1990s-2000s [finances, "Sim Space" proposal, "100 Bullets," legal, meeting notes, core technology, etc.] [DVD]
 Object 160 Xbox material, 2006 (06-16 3:00) [to be reviewed again for content] [DVD]

Subseries I: Untitled media, n.d.

Scope and Content Note: This subseries contains material that is unidentifiable due to lack of labeling or ability to review content. These materials include a beta tape, cartridges (Ultrium LTO 3), 3.5" and 5.5" floppy disks, Video 8 tapes, VHS tapes, and mini data cartridge (DG90M).

Box 99

- Object 8 Untitled, n.d. [beta tape]

Box 100

Object 18 Untitled, n.d. [blank DVD, branded disc and case with Stormfront logo]

Box 108

Objects 2-6 Untitled, n.d. [VHS tapes - these may be blank or formatted differently]

Box 109

Objects 20-21 Untitled, n.d. [Video 8 tapes]

Box 110

Object 22 Untitled, n.d. [mini data cartridge – DG90M]

Box 111

Objects 1-3 Untitled, n.d. [some are barcoded and numbered] [cartridges – Ultrium LTO 3]

Box 112

Objects 26-30 Untitled, n.d. [3.5” floppy disks - these need to be read with the KryoFlux]

Box 114

Objects 21-28 Untitled, n.d. [5.5” floppy disks]

Box 133

Objects 10 Untitled, n.d. [barcoded and numbered] [cartridges – Ultrium LTO 3]

Box 134

Objects 1-10 Untitled, n.d. [some are barcoded and numbered] [cartridges – Ultrium LTO 3]

Series IV: Don Daglow Interactive Entertainment, 2010-2012 [RESTRICTED]

Scope and Content Note: This series contains business papers associated with Don Daglow Interactive Entertainment relating to personnel, game development, and financial papers. Materials include resumes, applications, agreements, timecards, insurance papers, and financial papers.

Conditions Governing Access: Access to this series is RESTRICTED until 2050.

Box 91

- Folder 11 Job descriptions, 2011 [RESTRICTED]
- Folder 12 Resumes and employment applications, 2010-2011 [RESTRICTED]
- Folder 13 Consulting services agreements, 2010 [RESTRICTED]
- Folder 14 Non-disclosure agreements (sampling), 2010-2011 [RESTRICTED]
- Folder 15 Invention assignment and proprietary information agreements (sampling), c. 2010 [RESTRICTED]
- Folder 16 Timecard, 2011 [RESTRICTED]

Box 92

- Folder 1 Insurance options and benefits, 2011 [RESTRICTED]
- Folder 2 Financial papers, 2011-2012 [RESTRICTED]
- Folder 3 Game development papers, 2011 ["MLB Hometown"] [RESTRICTED]

Series V: Collection references, 1987-2012

Scope and Content Note: This series contains reference material relevant to the Don Daglow papers. Materials include audio-visual DVDs, transcript, correspondence, and original articles.

Within this series are three audio-visual DVDs. The first two DVDs are an interview and an informal oral history recorded by JP Dyson (Director of the International Center for the History of Electronic Games), capturing Daglow as he responds to interview questions and describes the early donated materials in this archival collection. The other DVD in this series contains the recording of a presentation given by Daglow at The Strong in 2010. These videos are available via The Strong's internal network.

Note that the original articles in this series have already been photocopied in the collection and can be found in other series; the originals are being saved here as a backup reference.

Box 92

- Folder 4 Daglow oral history DVD and transcript, October 2009; Daglow description of materials on DVD, 2009
- Folder 5 Game development advising papers, n.d. [iSportGames]
- Folder 6 "Console Wars: Breaking the Mold or Reliving History" DVD, presentation by Don Daglow, 2010 [given at Game Developer's Conference]
- Folder 7 Correspondence re *Gamers at Work: Stories Behind the Games People Play* and supporting material, 2012
- Folder 8 Original article/ad about Earl Weaver Baseball (now copied in collection), c. 1987
- Folder 9 Original articles (now copied in the collection) on Stormfront and game development, 1991-1994
- Folder 10 Original baseball articles (now copied in the collection), 1993-1998
- Folder 11 Original articles (now copied in the collection) as references, 1992-1999

- Folder 12 “Sarah Stocker (Stormfront Studios) Interview” by Richard Aihoshi (IGN), 2002 (printed 2019)
- Folder 13 Rochester Area Special Collections, Archives, and Libraries (RASCAL) Archive Fair reproductions and supporting materials, 2019 [“Space Race,” *Star Trek: Deep Space Nine: Harbinger*, *Rebel Space*, and “Star!”]
- Box 142** Restricted materials from boxes 1 to 15 [restricted folders listed in the finding aid have been combined here for the duration of the restriction period] [RESTRICTED]
- Box 143** Restricted materials from boxes 15 to 141 [restricted folders listed in the finding aid have been combined here for the duration of the restriction period] [RESTRICTED]

Game and Working Title List

Working Title	Game Title (published and not published)
"Abbott"	<i>ESPN Baseball Tonight</i>
"Azure"	<i>Eragon</i>
may be "Basil"	<i>Eagle Eye Mysteries in London</i>
"Beyond Pool"	<i>Gateway to the Savage Frontier</i>
"Bianca"	<i>Tony La Russa Baseball 3</i>
"Black Adder" or "Pool of Radiance II"	<i>Pool of Radiance: Ruins of Myth Drannor</i>
"Charlie"	<i>Old Time Baseball</i>
"Columbus"/"Planet Explorer"	<i>Byzantine: The Betrayal</i>
"Costello"	"ESPN Football"
"Curly"	<i>Tony La Russa Baseball II (3DO)</i>
"Devon"	<i>Tony La Russa Baseball II (PC)</i>
"Diamond"	<i>Tony La Russa Baseball II (Microsoft Windows)</i>
"Elaine"	<i>Tony La Russa Baseball 4</i>
"Eternal Blade"/"Firefly"	<i>Legend of Alon D'ar</i>
"Flipper"	"Johnny Mnemonic"
"Gateway II"	<i>Treasures of the Savage Frontier</i>
"Gores"	"Warlords Dungeons" aka <i>Legend of Alon D'ar</i>
"Greased Pig"	"The Simpsons' Adventure"
"Kid Detective"	<i>Eagle Eye Mysteries</i>
"Leo"	"Rollerball"
"Moe"	"Madden '95"
"Monkey Business"	<i>Lego My Style: Kindergarten and Preschool</i>
"Ogre"	<i>The Spiderwick Chronicles</i>
"Phoenix"	<i>Forgotten Realms: Demon Stone</i>
"Project 42"	"Titan"
"Rosebud"	<i>You Don't Know Jack</i>
"Sandlot"	"Hard Hat"
"Scary Larry"	"Tales from the Crypt"
"Sega Hockey"	<i>NHL Hockey '98</i>
"Southern Comfort"	<i>NASCAR 2000</i>
"Splash 1.5"	"Blood Wake Battles"
"Splash"/"Scalawag"	<i>Blood Wake</i>
"Star Rush" formerly "StArchitect"	<i>Rebel Space</i>
"Victory Dance"	<i>Starfire Soccer Challenge</i>
"Wayne's World"	<i>ESPN National Hockey Night</i>
"Wicked"	"Fairy Tale"
"Wishing Well"	<i>Star Trek: Deep Space Nine: Harbinger</i>
"Yosemite" or "Fusion"	<i>The Lord of the Rings: The Two Towers</i>