

## Finding Aid to the Mayfair Games, Inc. Records, 1965-2022

### Summary Information

**Title:** Mayfair Games, Inc. records

**Creator:** Mayfair Games, Inc. (primary)

**ID:** 117.9891

**Date:** 1965-2022 (inclusive); 1982-1996 (bulk)

**Extent:** 132.6 linear feet

**Language:** This collection is predominantly in English, some materials in German, Dutch, Italian, French, and Polish.

**Abstract:** The Mayfair Games, Inc. records comprise game development papers, business records, and collected materials. The bulk of the materials are dated between 1982 and 1996.

**Repository:**

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

### Administrative Information

**Conditions Governing Use:** This collection is open for research use by staff of The Strong and by users of its library and archives. Though the donor has not transferred intellectual property rights (including, but not limited to any copyright, trademark, and associated rights therein) to The Strong, 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. These documents will not be open for research use until the year 2042; 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, and some floppy disks is unavailable due to formatting; it is possible that certain other formats may be inaccessible or restricted.

**Custodial History:** The Mayfair Games, Inc. records were donated to The Strong in December 2017 as a gift of Darwin P. Bromley and Peter Y. Bromley. The papers were accessioned by The Strong under Object ID 117.9891 and were received from Darwin P. Bromley in 184 boxes. Additional records were donated to The Strong in 2021 and were received from Trella Bromley in 22 boxes. Note that the inventory shows additional boxes which included library materials, rehoused materials, as well as boxes added from other departments.

**Preferred citation for publication:** Mayfair Games, Inc. records, Brian Sutton-Smith Library and Archives of Play at The Strong.

**Processed by:** Nicole Pease, February 2020 - July 2022

**Controlled Access Terms**

**Personal Names**

- Bromley, Darwin Paul, 1950-2019
- Bromley, Peter Yarwood, 1956-2016
- Fawcett, William B., 1947-
- Tummelson, Jay Merrill
- Winninger, Ray

**Corporate Names**

- Crystal Publications, Inc.
- Game Manufacturers Association
- Mayfair Games, Inc.
- The Chicago Wargamers Association
- Tactical Studies Rules (Firm)
- TSR, Inc.

**Subjects**

- Advanced Dungeons and Dragons (Game)
- Board game industry
- Board game industry -- United States
- Board games -- Collectors and collecting -- United States
- Board games -- Design and construction
- Board games --railroad games
- Board games -- Rules
- Card games
- Card games -- Rules
- Chicago (Ill.)
- Chill role-playing games
- Conceptual art
- Cosmic Encounter (Game)
- DC heroes role-playing game
- Dragonriders of Pern (Game)
- Educational games
- ElfQuest (Game)
- Empire Builder (Game)
- Eurorails (Game)
- Fantasy games
- Game design and development
- Games -- Marketing
- Games -- Playtesting
- Games -- United States
- Gameplay magazine
- Gen Con (Convention)
- Graphic design

- Intellectual property
- Mystery and detective stories
- Nippon Rails (Game)
- Promotional materials
- Role Aids
- Role-playing games
- SimCity: The Card Game (Game)
- War games

### Historical Note

Named for the Chicago, Illinois neighborhood where it was founded, Mayfair Games, Inc. was founded in Spring of 1981 by Darwin Bromley, his brother Peter Bromley, and friends Todd Fischer, Neil Zimmerer, Ken Kaufman, and Jim Griffin. What started as a part-time hobby soon flourished into a full-time, successful business.

The company's earliest published products were minigames; these military strategy games, packed in zip-lock bags, led to the company's early success. These games included I.C.B.M. (1981), The Castle, Space Empires (1981), Transylvania (1981) (notorious for being misspelled on the cover), and Richard I the Lionheart (1981). Three of these games were nominated for the Charles S. Roberts Award, a prize for excellence in the historical wargaming hobby, named for the "Father of Wargaming" and founder of Avalon Hill.

December 1981 saw additional military simulation games published: Red Star Falling, Wake Island, Sheridan's Ride, and Morgans Rifles. The first non-military publications were Encounters (1982), Demo Derby (1982), Family Business (1982), and Empire Builder (1982), which became a leading seller for the company and was the first in a series of "crayon rails" games.

Licensed games played a big role in Mayfair Games' business; some of these games were Sanctuary (1982) (based on *Thieves' World* anthologies by Robert Lynn Aspiron), Dragonriders of Pern (1983) (based on Anne McCaffrey's science fiction series), Elfquest (1986), Lone Wolf and Cub (1989), Ellery Queen's Mystery Magazine Game (1986), and Hammer's Slammers (1984).

Additional board games included Cosmic Encounter (1991), The Road to the White House (1992), and various railroad games such as Eurorails (1990), Uncle Happy's Train Game (1993), Nippon Rails (1992), British Rails (1984), and many others. The first of its card games, Encounters and Family Business, debuted in 1982. Subsequent card games were Express (1990) and SimCity: The Card Game (1995), a collectible card game.

Bill Fawcett, hired as marketing director in 1982 and an avid role-player, encouraged Mayfair Games to produce its first role-playing game series: Role Aids. The first titles, Beastmaker Mountain (1982), Nanorien Stones (1982), and Fez I: Valley of the Trees (1982) were compatible with Advanced Dungeons & Dragons and were run at the Chicago Wargaming Association's convention and Gen Con XIII. In addition to Role Aids, Mayfair published role-playing games for the DC Universe; DC Heroes was designed by Greg Gorden and utilized

popular gaming systems of the 1980s. In 1987, Mayfair released a completely rewritten version of *City State of the Invincible Overlord*, first published by Judge's Guild. *Chill*, originally released by Pacesetter in 1984, was published in 1990 and was the first in a series of horror games.

Ray Winninger became Mayfair's editorial director and revamped the Role Aids line based on the second edition of *Advanced Dungeons & Dragons* with the first title *Demons*, published in 1992. This line was a source of conflict when Mayfair Games was sued by TSR, Inc. in 1991 for the violation of their 1984 trademark agreement. The legal dispute culminated in 1993 when the judge found that although Mayfair had violated the 1984 agreement, they had tried to correct the violations when possible. However, prior to a final decision, Mayfair sold the entire Role Aids line to TSR. Mayfair continued to publish role-playing games with its *Underground* line, which used the DC Heroes system where "players took on roles of superhero ex-mercenaries in a dystopic future."<sup>1</sup> Mayfair's publication of role-playing games declined and ended in 1996 with the focus turning to a new style of board games.

Very few German games had made it to North America, but in 1995, Mayfair Games began buying rights to German games—the result of Darwin Bromley's passion and encouragement from Jay Tummelson (who later started Rio Grande Games, which became the foremost publisher of Eurogames in America). One of the first German-style games to be published in North America was *The Settlers of Catan* (1995); it gained popularity and released four expansions, and the game has sold more than 22 million copies worldwide. *The Settlers of Catan* opened the door for other German-style games in North America and influenced a generation of game designers to adopt similar design elements.

Mayfair Games sold most of its assets in 1997 to Iron Crown Enterprises (ICE), becoming Ironwind, Inc. and publishing under the Mayfair Games trademark until 2018, when assets were sold to the North American branch of Asmodée Editions.

### **Biographical Note<sup>2</sup>**

Darwin Paul Bromley was born in 1950 in West Virginia to N. Paul and Janet E. Bromley. Darwin graduated from Marshall University in 1972 and Northwestern Law School in 1975. He practiced law from 1975 to 1981 in Chicago, until he, his brother, Peter Bromley, and friends started Mayfair Games, Inc. As a child, "Darwin loved to watch the trains hauling coal from the western edge of the Great Appalachians."<sup>3</sup> Railroad games became a way to combine his love of railways and games.

Stemming back to 1965, Darwin and Peter actively collected games and comic books [many records of which are contained in this collection]. Darwin was a self-described game historian

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<sup>1</sup> Shannon Appelcline (2011). *Designers & Dragons: The '80s*. (Silver Spring, MD: Evil Hat Productions, 2014) 209.

<sup>2</sup> [https://www.gamasutra.com/view/news/280972/Obituary\\_Mayfair\\_Games\\_cofounder\\_Peter\\_Bromley.php](https://www.gamasutra.com/view/news/280972/Obituary_Mayfair_Games_cofounder_Peter_Bromley.php)  
<https://www.legacy.com/us/obituaries/timesunion/name/darwin-bromley-obituary?pid=191173095>

<sup>3</sup> Collins, E. "Games Bromley plays." *Cerritos/Artesla Community Advocate*, September 5, 1991: 4A. A copy of this article can be found in box 138, folder 10.

and hobbyist with interests in railroad games, collecting comics, Japanese prints, model trains, art glass, railroad memorabilia, travel, and photography.<sup>4</sup>

Darwin's accolades include having been on the Board of Directors for The Game Manufacturers Association (GAMA), a member of the Governing Committee of the Academy of Adventure Gaming Arts and Design, a staff member for the Chicago Wargamers Association (1979-1982), and a participant in the Scouting Organization. His game and design credits include Empire Builder (1982), British Rails (1984), Dragonriders of Pern (1983), and Ellery Queen's Mystery Magazine Game (1986).

Peter Bromley was also an active hobbyist and brought to Mayfair Games editorial skills, computer experience, and knowledge of the publishing history of wargames.<sup>5</sup> Peter passed away in 2016 and was followed by Darwin who died in 2019. Their collection of games was donated to The Strong National Museum of Play in 2017.

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

This collection is a compilation of game development, business, and collected materials from Mayfair Games, Inc., with the bulk of the materials dated between 1982 and 1996. Materials within this collection include correspondence, legal papers, financial papers, manuscripts, clippings, notes, printed materials, photographic material (slides, negatives, transparencies, photographs, contact sheets), sketches, scrapbook, notebooks, writings, video (VHS tapes, U-matic tapes), audio (cassette tapes, microcassette tape), digital media (3½" floppy disks, 5¼" floppy disks, Iomega 20 MB cartridge), realia, articles, artwork, blueprints, maps, transparencies, miniatures, ephemera, and graphic design materials including proofs, paste-ups, and tear sheets.

The business papers include legal, financial, employee papers, and correspondence. Game development content includes development papers for role-playing games, board, dice, and card games. Marketing and art department papers exhibit extensive graphic design process work. Of particular interest are original manuscripts for role-playing games, especially RPGA tournament manuscripts, which were likely used at events and typically not saved. Extra-curricular activities, such as participation in conventions and publications, are also represented.

The Mayfair Games, Inc. records have been arranged into fourteen series, five of which has been divided into subseries, and three subseries further divided into sections. This collection is housed in 199 archival document boxes, 5 rolled storage boxes, 7 oversized boxes (boxes 217-224), and 18 additional archival media boxes, with additional oversized folders stored in 4 map case drawers. Digital files imaged from floppy disks and one compact disc are accessible on-site at The Strong via access hard drive.

Some materials have been restricted until 2042, including those related to the Mayfair Games v. TSR legal disputes. Additional sensitive material has been designated as restricted.

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<sup>4</sup> Referenced from a bio in box 138, folder 10.

<sup>5</sup> Referenced from article titled "Corporate Profile: Mayfair Games," May 1982.

**Related Materials**

Researchers may want to reference *It's All A Game: The History of Board Games from Monopoly to Settlers of Catan* by Tristan Donovan and *Eurogames: The Design, Culture and Play of Modern European Board Games* by Stewart Woods for more information on The Settlers of Catan and the role Mayfair Games played in the board game industry. In addition, *Designers & Dragons: A History of the Roleplaying Game Industry* by Shannon Appelcline has a chapter on Mayfair Games' history and role-playing game products. *Inside Collectible Card Games* by Thomas Owens is also available in the library for reference and a copy of the manuscript is in box 139, folder 4.

Additional materials transferred to the Brian Sutton-Smith Library and Archives of Play at The Strong include company profiles/information, press kits, catalogs, newsletters, and serials that provide insight into the game industry, but also reflect the types of materials that were collected as reference material by Mayfair Games.

Museum artifacts which are part of this collection include game prototypes, mockup game boxes, game pieces, card decks, and additional game realia. Hundreds of game and prototype titles published by Mayfair Games Inc., as well as games collected by Peter and Darwin Bromley (not published by Mayfair Games, Inc.) are held in The Strong's comprehensive collection of games. Additional electronic materials are held in The Strong's International Center for the History of Electronic Games (ICHEG). The majority of these materials were donated to the museum by Darwin Bromley in the same accession lot.

For related archival materials, please refer to the [Sid Sackson collection](#), which references a few of the same gaming industry names in this collection. Also, of note is the game idea, drawn on a napkin in box 115, folder 12; correspondence in box 29, folder 18 (mentioned in Sackson's 1990 diary); and a card in box 30, folder 8. Also refer to the [Bruce C. Shelley papers](#) and the correspondence from him in box 28, folder 6.

**System of Arrangement**

Series I: Finances, 1978-2010

Series II: Employees, 1984-1996

Series III: Legal, 1975-1996

Subseries A: Board games, 1982-1996

Subseries B: Card games, 1985-1996

Subseries C: Dice games, 1984-1985

Subseries D: Role-playing games, 1982-1995

1. Chill, 1984-1994
2. DC Heroes, 1982-1992
3. Role Aids, Invincible Overlord (Advanced Dungeons and Dragons compatible), 1982-1994
4. Underground, 1992-1995
5. General role-playing games, 1982-1997

Subseries E: Corporate documents, 1982-2011

Subseries F: TSR, Inc. and Mayfair Games, Inc. disputes, 1975-1994

1. 1980s litigation, 1981-1989
2. 1990s litigation, 1987-1994
3. Collected materials, 1975-1993

Subseries G: General legal, 1980-1996

Series IV: Correspondence, 1980-2006

Subseries A: Business correspondence, 1980-2000

Subseries B: Consumer support, 1984-1996

Subseries C: Internal correspondence, 1985-1996

Subseries D: Holiday and greeting cards, 1985-2006

Series V: Game development, 1971-2003

Subseries A: Board games, 1972-2003

Subseries B: Card games, 1971-2000

Subseries C: Dice games, 1982-1995

Subseries D: Role-playing games, 1982-1996

1. Chill, 1989-1996
2. DC Heroes, 1983-1996
3. Role Aids, Invincible Overlord (Advanced Dungeons and Dragons compatible), 1982-1996
4. Underground, 1991-1996
5. General role-playing games, 1983-1993

Subseries E: Game concepts, 1980-1997

Subseries F: General development, 1977-1997

Series VI: Graphic design, 1982-1996

Series VII: Production, distribution, and sales, 1981-2007

Subseries A: Production, 1983-2007

Subseries B: Vendors, 1981-1995

Subseries C: Sales, 1982-2007

- Subseries D: Distribution, 1984-1996
- Series VIII: Marketing and press, 1978-1996
- Series IX: Publications, 1975-1994
- Series X: Conferences and conventions, 1977-2008
- Series XI: Game tournaments, contests, events, 1988-1996
- Series XII: Awards, 1987-1995
- Series XIII: Collected materials, 1965-2017
  - Subseries A: Supporting material, 1965-2017
  - Subseries B: Bromley collected materials, 1965-1994
  - Subseries C: Synergy Team, 1975-1983
  - Subseries D: Judges Guild, 1977-1982
  - Subseries E: Crystal Publications, Inc., 1982-1984
  - Subseries F: RPGA tournament manuscripts, 1982-1993
  - Subseries G: Model Railroad Industry Association, 1990-1996
  - Subseries H: Purchase, sale, and auction of games, 1968-2007
  - Subseries I: Investments, 1979-2002
- Series XIV: Digital files from media, 1988-1997



## Contents List

### Series I: Finances, 1978-2010

**Scope and Content Note:** This series includes financial papers for Mayfair Games, Inc. Materials include reports, budgets, correspondence, and additional financial papers.

**Conditions Governing Access:** Files marked “RESTRICTED” are closed to researchers until 2042.

#### Box 1

Folder 1	1982, 1986 Financial papers, budgets, 1982, 1986
Folder 2	1986-1987 Financial reports, 1986-1987
Folder 3	1987 Recapitalization, by-laws, minutes, 1987-1989
Folder 4	1989 Year-end closing statements, 1989-1990
Folder 5	1990 Accounting review materials, 1990-1991
Folder 6	1991 Financial report, 1991
Folder 7	1992 Year-end planning meeting agendas and lists, 1991-1992
Folder 8	American Express credit card reports and correspondence, 1992
Folder 9	1993 Year-end report, 1993
Folder 10	1994 Budget and supporting financial papers, 1993-1994
Folder 11	1994 Year-end closing financials, 1994-1995
Folder 12	1995 Income tax statement and supporting financial statements, 1995
Folder 13	1996 Plans and financial reports with letter to Janet Bromley, 1995-1996
Folder 14	2007-2008 Financial statements, 2007 [includes The Settlers of Catan products]
Folder 15	2009-2010 Financial statements, 2009-2010
Folder 16	Shares and shareholder information for Mayfair Games, 1984-1992
Folder 17	Tax papers, 1978, 1982-1990

#### Box 2

Folder 1	Charity donations – correspondence, 1984-1985, 1990-1996
Folder 2	Charity donations – PBS, 1990-1992
Folder 3	Miscellaneous financial papers, 1982, 1998, n.d.

#### Box 199

##### **-RESTRICTED-**

Folder 1	[RESTRICTED] Bromley Children’s Trust agreement, correspondence, and stock materials, 1984-1989 [relating to loans with Mayfair Games]
Folder 2	[RESTRICTED] Promissory notes and stock certificates, correspondence, 1990-1995

**Series II: Employees, 1984-1996**

**Scope and Content Note:** This series contains papers related to hiring and managing employees. Materials includes policies, style guides, job descriptions, biographies, memos, resumes, correspondence, agreements, and slides. Note that photos and negatives may contain images of Mayfair employees, which can be found in other series.

**Conditions Governing Access:** Files marked “RESTRICTED” are closed to researchers until 2042.

**Box 2**

- Folder 4 Personnel policy and drafts, 1985-1988
- Folder 5 Attendance policy and drafts, n.d.
- Folder 6 Style guides – art and writing, n.d. [see other style/writing guides filed with their respective game line]
- Folder 7 Job descriptions, 1986-1993, n.d.
- Folder 8 Darwin P. Bromley bio (for MRIA board), c. 1993
- Folder 9 Gwendolyn F. M. Kestrel collected materials (memos, notes, company papers), 1996
- Folder 10 Sports pool, 1996
- Folder 11 Resumes and correspondence regarding positions at Mayfair Games, 1984-1992
- Folder 12 Resumes and correspondence regarding positions at Mayfair Games, 1993-1995
- Folder 13 Miscellaneous employee and policy papers, 1986, 1993

**Box 199 -RESTRICTED-**

- Folder 3 [RESTRICTED] Employee information (birthdays, timesheets, phone numbers, addresses, vacation forms, hiring and resignation letters), 1991-1996
- Folder 4 [RESTRICTED] Employee performance evaluations, including descriptions, organization charts, 1991-1996
- Folder 5 [RESTRICTED] Employment agreements – Darwin and Peter Bromley, 1986-1991

**Box 206**

- Group 1 People at Mayfair Games (employees), n.d. [slides]
- Group 2 Photos of people, n.d. [slides]

**Box 211**

- Envelope 1 People/employees (?), Christmas party, n.d. [negatives]

**Series III: Legal, 1975-1996**

**Scope and Content Note:** This series includes legal papers relating to licensing, trademarks, copyrights, and litigation papers. Materials include contracts, agreements, correspondence, research, exhibits, depositions, notes, reports, and press releases.

This series is arranged according to game type (board games, card games, dice, and role-playing games), corporate documents, TSR, Inc. litigation, and additional general legal papers.

**Subseries A: Board games, 1982-1996**

**Scope and Content Note:** This subseries includes legal papers relating to licensing, trademarks, and copyrights for boardgames. Materials include contracts, agreements, and correspondence.

**Box 3**

- Folder 1 Board game designer contracts and supporting material (game descriptions, correspondence, drafts, newsletter), 1982-1991
- Folder 2 Board game licensing agreements and supporting material, 1982-1996
- Folder 3 Board game trademark and copyright documents, 1995
- Folder 4 18XX licensing agreement and correspondence, 1993-1994
- Folder 5 1856 agreement, 1993
- Folder 6 1870 legal papers and design agreement, 1994-1995
- Folder 7 British Rails trademark search, 1984
- Folder 8 The Company War game/Downbelow Station license, 1982-1986
- Folder 9 Cosmic Encounter license agreement and development by Game Research Development Group contract, 1990-1991
- Folder 10 Detroit-Cleveland Grand Prix trademark search, 1995
- Folder 11 Detroit-Cleveland Grand Prix license agreement and correspondence, 1994-1995

**Box 4**

- Folder 1 Brickyard (Detroit-Cleveland Grand Prix) trademark search, 1994
- Folder 2 Dragonriders of Pern license with Anne McCaffery and correspondence, 1983-1994
- Folder 3 Ellery Queen's Mystery Magazine Game – legal papers, 1984-1986
- Folder 4 Ellery Queen's Mystery Magazine Game license with Dennis Lynds, 1984-1988
- Folder 5 Empire Builder copyright and trademark papers, 1988-1995
- Folder 6 [Empire Builder] Technical Game Services agreement for Empire Builder computer game, 1993
- Folder 7 [Empire Builder] Tantalus licensing of Empire Builder for computer game, 1991-1996
- Folder 8 EuroRails copyright and trademark papers, 1990-1991
- Folder 9 Excalibre Games purchase and copyright exchange contract for Iron Horse/Richard the Lionhearted, 1990-1991
- Folder 10 Fictionary legal papers [note Pictionary infringement correspondence], 1984-1991
- Folder 11 The Forever War license materials, 1982-1985
- Folder 12 Hammer's Slammers legal papers, 1983-1990
- Folder 13 Iron Dragon trademark search, 1993

- Folder 14 Lone Wolf and Cub license, 1988  
Folder 15 Manhattan trademark search and license agreement, 1995-1996

**Box 5**

- Folder 1 Myth Adventures publishing issues (Robert Asprin/Donning/Starblaze), 1988, 1994 [relates to Myth Fortunes/Sanctuary]  
Folder 2 Myth Fortunes agreement and correspondence with Tom Moldvay, 1986, 1990 [possibly related to the Myth Adventures role-playing game; see box 111, folder 1-2]  
Folder 3 Nick Velvet license, 1984-1986  
Folder 4 Road to the White House – search report for “Election Night,” 1991  
Folder 5 Road to the Whitehouse legal papers, 1991-1995  
Folder 6 Streetcar trademark search and license agreement (originally “Line 1”), 1996  
Folder 7 The Movie Game (also Tinseltown) legal papers, 1990-1991  
Folder 8 Uncle Happy’s Train Game copyright papers, 1995  
Folder 9 The Worlds of Boris Vallejo artwork license and image selection, 1983-1989 [also references use in Role Aids]  
Folder 10 Xanth correspondence with author Piers Anthony and license agreement, 1990  
Folder 11 License agreement with Warp Graphics, Inc. re Robert Ludlum and ElfQuest, 1983-1984  
Folder 12 License correspondence with Jud Phillips (Hugh Pentecost) re “Ellery Queen Magazine Game,” 1984 [Ellery Queen’s Mystery Magazine Game]  
Folder 13 Boardgame proposal and license request for Stephen King, n.d.  
Folder 14 Designer agreement and correspondence with Gary Gillette for Persian Gulf including game proposal, 1982-1983

**Box 189**

- Folder 1 Barbara Cartland Romance Game license agreement and correspondence, 1983-1988  
Folder 2 Dragonriders of Pern license for calendar, correspondence, and original sketches, 1983-1984  
Folder 3 Ellery Queen’s Mystery Magazine Game license negotiations, 1982-1988  
Folder 4 Merchandising License Agreement with Paramount Pictures for The Keep and artwork approvals, 1983-1985  
Folder 5 Entertainment industry correspondence on licensing and supporting materials for game Cinemania (The Movie Game?), 1991  
Folder 6 White Wolf game concepts, trademark search reports, correspondence, and notes, 1993-1994 [D.O.A., Valhalla, Street Fighter]

**Subseries B: Card games, 1985-1996**

**Scope and Content Note:** This subseries includes legal papers relating to licensing, trademarks, and copyrights for card games. Materials include contracts, agreements, and correspondence.

**Box 5**

- Folder 15 Card game designer contracts and supporting material (drafts, game proposals), 1991, 1995  
Folder 16 Alibi copyright and trademark papers, 1992-1993

- Folder 17 Express copyright and trademark papers, 1990-1991  
 Folder 18 Family Business legal papers (trademark registration, settlement re “Spielfreaks,” and licensing), 1985-1996  
 Folder 19 Family Business and Spielfreaks settlement agreement, correspondence, and supporting material, 1990

**Box 6**

- Folder 1 Fantasy Adventures legal materials, 1995-1996  
 Folder 2 Fantasy Adventures expansion packs legal papers, 1994-1995  
 Folder 3 Fantasy Adventures trademark dispute with Square Co., 1995-1996  
 Folder 4 Fantasy Adventures – trademark dispute with TSR, Inc., 1996  
 Folder 5 Modern Art trademark search and license agreements, 1995-1996  
 Folder 6 Overkill: The Underground Collectible Card Game designer agreements, 1995  
 Folder 7 Power Lunch legal papers and correspondence with Robert Anderson, 1993-1994  
 Folder 8 Power Lunch – trademark papers, 1994  
 Folder 9 SimCity[: The Card Game] OTB card dispute – Cavanaugh v. Mayfair Games, 1996  
 Folder 10 SimCity[: The Card Game] legal papers, 1993-1996  
 Folder 11 SimCity[: The Card Game] license materials, 1992-1995  
 Folder 12 Star Trek: The Next Generation Customizable Card Game legal papers, 1994

**Subseries C: Dice games, 1984-1985**

**Scope and Content Note:** This subseries includes legal papers relating to licensing, trademarks, and copyrights for dice games. Materials include contracts, agreements, and correspondence.

**Box 6**

- Folder 13 Gemstones legal papers, 1984  
 Folder 14 Starrior license agreement (cancelled) with Tomy Corporation, 1984-1985  
 Folder 15 Dice game license agreement with Gamescience, 1984

**Subseries D: Role-playing games, 1982-1995**

**Scope and Content Note:** This subseries contains legal papers related to licensing, trademarks, and copyrights for role-playing games. Materials include contracts, agreements, game materials, and correspondence.

This subseries is arranged alphabetically by role-playing game line: Chill, DC Heroes, Role Aids/Invincible Overlord, and Underground with an additional section for legal papers related to general role-playing games. Author contracts are arranged by author last name; in the case with multiple authors for a work, filed by the author’s last name that appears first on the contract.

Note that some author contracts contain supporting materials which include proposals, outlines, and drafts (unpublished and published). There is some duplication of contracts.

**1. Chill, 1984-1994**

**Scope and Content Note:** This section contains legal papers related to the Chill role-playing game line. Materials include contracts/agreements, correspondence, and additional legal papers.

**Box 7**

- Folder 1 Chill author contracts and supporting materials (outlines, correspondence), last names A-N, 1990-1993
- Folder 2 Chill author contracts and supporting materials (outlines, correspondence), last names P-W, 1990-1993
- Folder 3 Chill adventure correspondence, outline, writing samples by Gary Spechko, 1990-1991 [mentions Orphans of the Night, Chill]
- Folder 4 Chill module outlines, correspondence by Philip Athans: Five Nightmares, Apparitions, The Living Dead Sourcebook, 1990-1992
- Folder 5 Chill acquisition from Pacesetter, Ltd. Assignments, correspondence and supporting material, 1989
- Folder 6 Chill trademark and copyright documents and correspondence, 1984-1992
- Folder 7 Chill license agreements/translation, 1989-1993 [Stephen King, Dean Koontz, Clive Barker]
- Folder 8 License agreement with Robert Garcia for Chill and supporting materials (articles, notes, project descriptions, drafts), 1990
- Folder 9 Potential purchase of Chill line of games, 1993
- Folder 10 Chill license request for computer game, proposal, 1994

**2. DC Heroes, 1982-1992**

**Scope and Content Note:** This section contains legal papers related to the DC Heroes role-playing game line. Materials include contracts/agreements, correspondence, and additional legal papers.

Note that anthology authors, who have written full-length modules, have contracts filed under their last names in box 7, folder 11 through box 8, folder 4.

**Box 7**

- Folder 11 DC Heroes author contracts and supporting materials (correspondence, drafts), last names A-F, 1984-1991
- Folder 12 DC Heroes author contracts and supporting materials (drafts, correspondence), last names G, 1984-1990

**Box 8**

- Folder 1 DC Heroes author contracts and supporting materials (drafts, correspondence), last names H-L, 1984-1988
- Folder 2 DC Heroes author contracts and supporting materials (drafts, notes, correspondence), last names M-P, 1985-1989
- Folder 3 DC Heroes author contracts and supporting materials (drafts, correspondence), last names R-T, 1984-1990
- Folder 4 DC Heroes author contracts and correspondence, last names W, 1986-1991 [also includes tournament contract]
- Folder 5 DC Heroes Anthology authors contracts, 1989
- Folder 6 DC Heroes correspondence on publishing rights, 1985-1992

- Folder 7 DC Heroes miniatures license, 1986, 1989  
Folder 8 DC Heroes license negotiations with DC Comics, 1982-1983

**Box 9**

- Folder 1 DC Heroes RPG proposal for license renewal with DC Comics, 1980s  
Folder 2 DC Heroes RPG proposal for license renewal with DC Comics and supporting material, 1992  
Folder 3 Steve Crow author agreements and correspondence, 1985-1987  
Folder 4 DC Heroes RPG licensing in France (Orglam), 1987-1988  
Folder 5 DC Heroes RPG foreign licensing, 1984-1985  
Folder 6 DC Heroes RPG correspondence (mostly legal), 1984-1991

**3. Role Aids, Invincible Overlord (Advanced Dungeons and Dragons compatible), 1982-1994**

**Scope and Content Note:** This section contains legal papers related to the Role Aids and Invincible Overlord role-playing game lines. Materials include contracts/agreements, correspondence, and additional legal papers.

Robert Bledsaw was the founder of the Judges Guild, the original publisher of the City State of the Invincible Overlord. Mayfair Games' reprinting of this title misspelled his name Bledsoe. The licensing agreement can be found in box 10, folder 9. For related records on the Judges Guild, see Series XIII, Subseries D: Judges Guild.

**Box 9**

- Folder 7 Role Aids author contracts and supporting material (correspondence, character description), last names A-G, 1984-1993

**Box 10**

- Folder 1 Role Aids author contracts and correspondence, last names H-M, 1984-1993  
Folder 2 Role Aids author contracts and supporting material (correspondence, drafts), last names N-W, 1983-1993  
Folder 3 Role Aids: Fez 1-6 author contracts and supporting material, 1982-1987  
Folder 4 Role Aids trademark agreement with TSR, 1993  
Folder 5 Role Aids tournament author contracts and drafts, 1982  
Folder 6 Role Aids license agreements, 1983-1986, 1994  
Folder 7 Role Aids author agreements and correspondence with Stephen R. Bourne, 1983-1986  
Folder 8 Beneath Two Suns license agreement and correspondence for use of Dray Prescot series, 1984-1986  
Folder 9 City State of the Invincible Overlord licensing agreement with Robert Bledsoe [Robert Bledsaw], 1986  
Folder 10 The Crystal Shard (Book 1 of The Invincible Overlord) agreement, correspondence, and supporting materials from Jane Jordan Browne, 1989

**Box 11**

- Folder 1 Debbie Christian author agreements and correspondence, 1987-1990  
Folder 2 Demons miniatures licensing agreement, 1993

- Folder 3 Role Aids and product license Agreement with Welt der Spiele GmbH (German), 1990
- Folder 4 Role Aids proposals, correspondence, and agreement by Debbie Galloway: Seas of the Centuries, Assassins: The Silent Hunter, 1991-1992
- Folder 5 Swordthrust (Elves) and The Keep author agreements and correspondence with Alternative Games Inc., 1983-1985
- Folder 6 Witches licensing correspondence with Katherine Kurtz for use of Dernyi material, 1990

**4. Underground, 1992-1995**

**Scope and Content Note:** This section contains legal papers related to the Underground role-playing game line. Materials include contracts/agreements, correspondence, and additional legal papers.

**Box 11**

- Folder 7 Underground author contracts and supporting materials (outlines, descriptions), 1992-1993
- Folder 8 Underground license agreements, 1993
- Folder 9 Underground trademark search and registration, 1993-1995

**5. General role-playing games, 1982-1997**

**Scope and Content Note:** This subseries contains legal papers related to additional role-playing games and generic role-playing game papers. Materials include contracts/agreements, correspondence, and additional legal papers.

**Box 11**

- Folder 10 Star Trek: The Next Generation RPG license proposal and correspondence, 1992
- Folder 11 Star Trek RPG license proposal and correspondence, 1992-1993

**Box 12**

- Folder 1 Various correspondence and agreement with Nigel Findley: Hell and Back, Psionics Sourcebook, North American Sourcebook, others, 1990-1992 [various lines]
- Folder 2 Various author contracts and supporting material (correspondence, project description), 1987-1994 [unknown lines, Looney Toons, Robert Asprin Myth Role-Playing Game, Demon novel (Jeff Leff), Role Aid titles with different authors]
- Folder 3 Various license agreement and correspondence on trademark use, 1984
- Folder 4 Space Opera license agreement, 1982
- Folder 5 Potential purchase of Starblaze Editions books, 1983
- Folder 6 Ray Winninger files – legal agreements with authors, companies, and for storyteller game system, 1991-1993

**Box 189**

- Folder 7 DC Heroes RPG licensing agreement and amendments, 1984-1993
- Folder 8 DC Heroes RPG licensing in Australia, 1985-1988

**Box 190**

- Folder 1 License agreement for the Marvel Comics Calendar, 1984



Folder 2      Marvel Comics license negotiation, proposal, notes, quotes, logo drawings, 1983

**Subseries E: Corporate documents, 1982-2011**

**Scope and Content Note:** This subseries contains corporate legal papers which include minutes, organizational documents, by-laws, correspondence, agreements, and financial papers. This subseries also contains records related to Mayfair Games, Inc. restructuring/reorganization and sale to Iron Crown Enterprises (ICE) in 1997.

**Conditions Governing Access:** Files marked “RESTRICTED” are closed to researchers until 2042.

**Box 12**

Folder 7      1984, 1985 Annual meeting materials, minutes, and by-laws for Mayfair Games, Inc., 1984-1985

Folder 8      1989 Annual meeting materials, minutes, personnel policy, 1988-1989

Folder 9      Corporate planning (including production and sales), 1989-1990

Folder 10     1990 Annual and special meeting minutes and related materials, 1990

Folder 11     1991 Annual meeting materials and minutes, 1991

Folder 12     1992 Special meeting materials, minutes, and summary, 1992

Folder 13     1993 Annual and special meeting minutes and related materials, 1993

**Box 13**

Folder 1      1994 Annual and special meeting minutes and related materials, 1994

Folder 2      1996 Annual and special meeting minutes and related materials, 1996-1997 [preparation for closing]

Folder 3      2007-2011 Board of Directors meeting materials, 2007-2011

Folder 4      Annual reports to Illinois Secretary of State, 1982-1986, 1995

Folder 5      Organizational documents (Articles of Incorporation, consent of Board of Directors), 1991, 1993 [Mayfair Games, Inc.]

Folder 6      Reorganization (formation of Mayfair Games, LLC), 1995

Folder 7      Corporate Restructurization Proposal, n.d.

Folder 8      Miscellaneous board materials, 1988, n.d.

Folder 9      Management materials, 1991-1992, n.d.

Folder 10     Incorporation, by-law reference materials, n.d.

Folder 11     Sample business plans, 1982, n.d.

Folder 12     Sale of Mayfair Games – draft agreements, 1997

Folder 13     Sale of Mayfair Games – copies of agreements, 1997

Folder 14     Sale of Mayfair Games – original agreements, bill of sale, 1997

**Box 14**

Folder 1      Sale of Mayfair Games – correspondence, 1997

Folder 2      Sale of Mayfair Games – financials, legal bills, 1996-1997

Folder 3      Sale of Mayfair Games – notes, c. 1997

Folder 4      Sale of Mayfair Games – publicity, 1997

**Box 199**

Folder 6      **-RESTRICTED-**  
Sale of Mayfair Games – severance packages, 1997

**Subseries F: TSR, Inc. and Mayfair Games, Inc. disputes, 1975-1994**

**Scope and Content Note:** This subseries includes legal papers related to litigation between TSR, Inc. and Mayfair Games, Inc. Materials include agreements, correspondence, research, exhibits, depositions, game development papers, legal papers, and notes. Materials are arranged according to litigation in the 1980s and 1990s with an additional section of collected materials.

**1. 1980s litigation, 1981-1989**

**Scope and Content Note:** This section contains materials related to 1980s litigation between TSR, Inc. and Mayfair Games, Inc. Legal papers include agreements, correspondence, research, exhibits, and notes.

Materials transferred to the library from box 15, folder 2 include: Fez I: Valley of Trees, *Game News* (August 1985, No. 6; July 1985, No. 5), Ice Elves, Mayfair Games 1984 catalog, *Gameplay* (Volume 1, No. 1; Number 10, December 1983), Beastmaker Mountain, The Quest for the Nanorien Stones, Dwarves, From the Casebook of Nick Velvet, The Keep, Dungeons & Dragons Curse of Xanathon, Psionics, *Advanced D&D Monster Manual* by Gary Gygax (4th ed. 1979).

**Box 14**

- Folder 5 Original Settlement Agreement with TSR, Inc., 1984
- Folder 6 Settlement Agreement with TSR, Inc. – copies and drafts, 1984  
[sampling of drafts]
- Folder 7 Dispute with TSR, Inc. – settlement agreement negotiation, 1982-1984
- Folder 8 Dispute with TSR, Inc. – correspondence, 1981-1984
- Folder 9 Dispute with TSR, Inc. – documents produced by Mayfair Games, copied c. 1984  
(folder 1 of 2)

**Box 15**

- Folder 1 Dispute with TSR, Inc. – documents produced by Mayfair Games, copied c. 1984  
(folder 2 of 2)
- Folder 2 Dispute with TSR, Inc. – competitive products [by Mayfair Games], copied c. 1984
- Folder 3 Dispute with TSR, Inc. – copied TSR, Inc. products and lists, compiled c. 1984
- Folder 4 Dispute with TSR, Inc. – front cover examples, compiled c. 1984
- Folder 5 Dispute with TSR, Inc. – supporting materials, 1983
- Folder 6 TSR, Inc. controversy correspondence, 1981-1987  
[Family Business, shield logo issue, AD&D license, Dragon Tales, Fantastic Treasures, *Dragon Magazine*, *Game News*]
- Folder 7 TSR, Inc. dispute of “1 on 1” or “one on one” correspondence and supporting material, 1984-1989 [also see response #36 of TSR, Inc. v. Mayfair Games]

**Box 190**

- Folder 3 Dispute with TSR, Inc. – research and attorney’s notes, 1982-1984

**2. 1990s litigation, 1987-1994**

**Scope and Content Note:** This section contains materials related to 1990s litigation between TSR, Inc. and Mayfair Games, Inc. Legal papers include agreements, correspondence, research, exhibits, depositions, and notes.

Note that the following materials were transferred to the library: Mayfair Games product description booklet, Mayfair Games catalogs (Fall 1988, Summer 1989, 1990, Summer 1990, 1991, Summer 1991 (?)), 1991 TSR, Inc. catalog, *Heroic Worlds: A History and Guide to Role-Playing Games* by Lawrence Schick (with many post-its that are no longer sticky and falling out).

Additional materials have been arranged elsewhere in this collection include: three 3 ½” floppy disks on Witches, folder of Mayfair Games publications (newsletters, MGN, DC newsletters, press releases, marketing sheets), and Witches sourcebook.

**Box 15**

- Folder 8 TSR, Inc. v. Mayfair Games – Memorandum Opinion and Order, 1993
- Folder 9 TSR, Inc. v. Mayfair Games – Original Asset Purchase Agreement and Settlement Agreement with TSR (Role Aid purchase), 1994
- Folder 10 TSR, Inc. v. Mayfair Games – Asset Purchase Agreement and Settlement Agreement, copies, 1994

**Box 16**

- Folder 1 TSR, Inc. v. Mayfair Games – settlement negotiation, drafts, and correspondence, 1994
- Folder 2 TSR, Inc. v. Mayfair Games – settlement negotiation, correspondence notes, court document, 1992-1993
- Folder 3 TSR, Inc. v. Mayfair Games – court filings, 1991-1993
- Folder 4 TSR, Inc. v. Mayfair Games – plaintiff’s exhibits, 1991 (folder 1 of 2)
- Folder 5 TSR, Inc. v. Mayfair Games – plaintiff’s exhibits, 1991 (folder 2 of 2)

**Box 17**

- Folder 1 TSR, Inc. v. Mayfair Games – defendant’s exhibits, 1991 (folder 1 of 3)
- Folder 2 TSR, Inc. v. Mayfair Games – defendant’s exhibits, 1991 (folder 2 of 3)
- Folder 3 TSR, Inc. v. Mayfair Games – defendant’s exhibits, 1991 (folder 3 of 3)
- Folder 4 TSR, Inc. v. Mayfair Games – Mayfair Games responses and filings, 1991-1992
- Folder 5 TSR, Inc. v. Mayfair Games – response to March 19, 1992 letter, 1992
- Folder 6 TSR, Inc. v. Mayfair Games – response #1, 1990
- Folder 7 TSR, Inc. v. Mayfair Games – response #18, interrogatory #1(F) regarding New Infinities Productions, Inc. investment, 1987-1989

**Box 18**

- Folder 1 TSR, Inc. v. Mayfair Games – response #20 regarding Dragon Magazine advertising (ad copies, internal paperwork, correspondence), 1984-1990
- Folder 2 TSR, Inc. v. Mayfair Games – request #36, response #37, 1989-1990
- Folder 3 TSR, Inc. v. Mayfair Games – discovery, TSR response production and interrogatory, court filings, 1991

- Folder 4 TSR, Inc. v. Mayfair Games – correspondence, 1990-1992  
Folder 5 TSR, Inc. v. Mayfair Games – correspondence, 1993-1994  
Folder 6 TSR, Inc. v. Mayfair Games – case law with notes, compiled c. 1991  
(folder 1 of 2)  
Folder 7 TSR, Inc. v. Mayfair Games – case law with notes, compiled c. 1991  
(folder 2 of 2)

**Box 19**

- Folder 1 TSR, Inc. v. Mayfair Games – deposition of Darwin P. Bromley, October 1, 1991  
Folder 2 TSR, Inc. v. Mayfair Games – deposition of Darwin P. Bromley, October 2, 1991  
Folder 3 TSR, Inc. v. Mayfair Games – deposition of Darwin P. Bromley, March 17, 1992  
(folder 1 of 2)  
Folder 4 TSR, Inc. v. Mayfair Games – deposition of Darwin P. Bromley, March 17, 1992  
(folder 2 of 2)  
Folder 5 TSR, Inc. v. Mayfair Games – deposition of Darwin Bromley, May 13, 1992  
[including abstract]  
Folder 6 TSR, Inc. v. Mayfair Games – deposition of Darwin Bromley, May 14, 1992  
Folder 7 TSR, Inc. v. Mayfair Games – deposition certification abstract, and correction  
forms for Darwin Bromley, c. 1991  
Folder 8 TSR, Inc. v. Mayfair Games – affidavit of Darwin P. Bromley, c. 1992

**Box 20**

- Folder 1 TSR, Inc. v. Mayfair Games – deposition and abstract of Fredric C. Behling, 1992  
Folder 2 TSR, Inc. v. Mayfair Games – deposition of Dana Jill Cunningham, 1991  
Folder 3 TSR, Inc. v. Mayfair Games – deposition of David R. Fox, 1992  
Folder 4 TSR, Inc. v. Mayfair Games – deposition of James Michael Ward, 1991  
(folder 1 of 2)  
Folder 5 TSR, Inc. v. Mayfair Games – deposition of James Michael Ward, 1991  
(folder 2 of 2)  
Folder 6 TSR, Inc. v. Mayfair Games – deposition of Jeffrey R. Leason, 1991

**Box 21**

- Folder 1 TSR, Inc. v. Mayfair Games – deposition of Jennifer Ann Santana, affidavit, 1992  
Folder 2 TSR, Inc. v. Mayfair Games – deposition of Lorraine Williams, 1991  
Folder 3 TSR, Inc. v. Mayfair Games – deposition of Nigel Findley, 1991  
Folder 4 TSR, Inc. v. Mayfair Games – deposition of Robert Jeremy Dickerson, 1992  
Folder 5 TSR, Inc. v. Mayfair Games – deposition of Roger Elwood Moore, 1992  
Folder 6 TSR, Inc. v. Mayfair Games – deposition of Steven Winter, 1992  
Folder 7 TSR, Inc. v. Mayfair Games – affidavits of Steve J. Winter, Roger E. Moore,  
David R. Fox, 1992  
Folder 8 TSR, Inc. v. Mayfair Games – confidential portion of deposition, c. 1993  
Folder 9 TSR, Inc. v. Mayfair Games – Witches sourcebook (copy) as Plaintiff's exhibit,  
1991  
Folder 10 TSR, Inc. v. Mayfair Games – Witches development papers, 1989-1990

**Box 22**

- Folder 1 TSR, Inc. v. Mayfair Games – Witches project costs, invoices, payments, 1990-1991
- Folder 2 TSR, Inc. v. Mayfair Games – Witches marketing materials, development of ads, 1989-1991
- Folder 3 TSR, Inc. v. Mayfair Games – Witches religious controversy materials, c. 1990
- Folder 4 TSR, Inc. v. Mayfair Games – Witches notes, miscellaneous papers, 1990, 1992
- Folder 5 TSR, Inc. v. Mayfair Games – Witches materials for request #5 [?] (notes, legal papers, correspondence), 1991
- Folder 6 TSR, Inc. v. Mayfair Games – Witches materials – Interrogatory #1, #3A, Request #9, #24, Response #11, #23, #24, 1990-1991
- Folder 7 TSR, Inc. v. Mayfair Games – Settlement Agreement and payment correspondence, 1996

**Box 190**

- Folder 4 TSR, Inc. v. Mayfair Games – notes and research, 1991-1992

**3. Collected materials, 1975-1993**

**Scope and Content Note:** This section contains collected materials related to litigation between TSR, Inc. and Mayfair Games, Inc. Materials include notes, game development papers, legal papers, and agreements.

**Box 22**

- Folder 8 TSR, Inc. v. Mayfair Games – product description sheets, 1982-1988
- Folder 9 TSR, Inc. v. Mayfair Games – notes and materials on City-State of the Invincible Overlord, 1986, copied c. 1991
- Folder 10 TSR, Inc. v. Mayfair Games – miscellaneous papers, 1990-1992
- Folder 11 TSR, Inc. v. Mayfair Games – collected Mayfair internal documents and development papers, 1986-1992, compiled c. 1992

**Box 23**

- Folder 1 TSR, Inc. v. Mayfair Games – collected materials with bates numbering, various papers, 1990-1992  
[some materials not kept in full, retaining covers and marked pages]
- Folder 2 TSR, Inc. v. Mayfair Games – collected materials with bates numbering, TSR, Inc. legal papers, 1980-1989, compiled c. 1991
- Folder 3 TSR, Inc. v. Mayfair Games – collected photocopied materials, 1989-1993  
[some materials not kept in full, retaining covers and marked pages]
- Folder 4 TSR, Inc. and Gary Gygax – agreement (copy), August 1975
- Folder 5 TSR, Inc. infringement by Crystal Publications, Inc., 1983

**Box 190**

- Folder 5 TSR, Inc. v. Mayfair Games – collected materials with bates numbering, articles, 1983-1992, compiled c. 1992
- Folder 6 TSR, Inc. v. Mayfair Games – collected materials with bates numbering, TSR, Inc. legal and internal papers, 1976-1988, compiled c. 1991
- Folder 7 TSR, Inc. v. Mayfair Games – collected press release and articles with numbered post-its, compiled c. 1991

**Subseries G: General legal, 1980-1996**

**Scope and Content Note:** This subseries contains general legal papers relating to trademarks, licensing, artist works, and litigation. Materials include reports, agreements/contracts, correspondence, notes, and press releases. This subseries is arranged by legal topic: trademarks, licensing, artists, litigation, and more general legal papers.

Many press kits and marketing materials from box 27, folder 11 were transferred to the library of which topics included video games, a movie (Total Recall), comics shows (Spider Man, Nancy), books (World Almanac), societies (e.g., Animal Kingdom and Wildlife Conservation International) and additional topics.

**Box 23**

- Folder 6 Trademark supporting materials, 1981-1987
- Folder 7 Assignment of Trademarks, copyrights... with Security and Association (possession of Pacesetter, Ltd. products), 1989
- Folder 8 Trademark and copyright materials for various titles and lines [including Mayfair logo], 1984-1995
- Folder 9 Trademark status reports, 1990s
- Folder 10 Verso and Trademark guide, 1993

**Box 24**

- Folder 1 Railroad terms trademark search reports, 1989 (folder 1 of 2)
- Folder 2 Railroad terms trademark search reports, 1989 (folder 2 of 2)
- Folder 3 Precision Golf/Rainy Day Golf trademark search reports, correspondence, and supporting materials, 1991
- Folder 4 Puffing Billy Tournament trademark use, 1996
- Folder 5 POG Caps or Milk Caps trademark search report, 1993
- Folder 6 Template and sample agreements (author, trademark, option, and license), 1980s (folder 1 of 2)

**Box 25**

- Folder 1 Template and sample agreements (author, trademark, option, and license), 1980s (folder 2 of 2)
- Folder 2 Avian merchandising license agreement for embroidered articles (unsigned), 1990, n.d.
- Folder 3 Berkley Publishing Group distribution agreement, 1983-1992
- Folder 4 Confidentiality letter with Sony Pictures for Dracula, 1992
- Folder 5 Designer agreements and correspondence with Jerry Epperson, 1984-1988 [Justice League of America, Hireswords, Trump Card]
- Folder 6 Ford license possibility and supporting materials, 1992
- Folder 7 Judges Guild Publication copyrights, 1987
- Folder 8 License agreement with Capital Publications Inc. for Nexus, 1984
- Folder 9 License agreement with Nova Game Designs and Robert Lynn Asprin for Thieves' World, 1984 [probably for Picture Book Game; also see digital files corresponding to box 202, object 8 and additional materials in box 191, folder 3]
- Folder 10 NFL retail license for Jili Limited's Owner game, 1988-1991

- Folder 11 Rocky & Bullwinkle – licensing correspondence and supporting materials, 1986
- Folder 12 Rube Goldberg possible licensing, 1996
- Folder 13 Sales representative agreement, 1992
- Folder 14 Short Agency Agreement (unsigned) with Donald Turnbull, 1991
- Folder 15 Stephen Donaldson license correspondence, 1983
- Folder 16 Thomas the Tank Engine and Friends/Shining Time Station licensing and correspondence, 1991

**Box 26**

- Folder 1 Various licensing correspondence and related materials, 1983-1994
- Folder 2 Miscellaneous licensing materials, 1983-1995
- Folder 3 Artist Frank Frazetta agreement, 1984-1985
- Folder 4 Artist licenses – Virginia Kidd Agents, 1982-1984
- Folder 5 Netrunner – contract for illustrations, 1995
- Folder 6 Artist contract sheets (cash purchase/entire rights), 1981-1982
- Folder 7 Cavanaugh v. Mayfair – Settlement Agreement, 1996
- Folder 8 Claim against Broadcasting Marketing Corp. for monies owed, 1996
- Folder 9 Diversified Commercial v. Mayfair Games legal papers, 1986-1988
- Folder 10 Mayfair Games v. James A. Catalano dba Midas Plastics ... negligence and loss of die mold, 1985-1986
- Folder 11 Solomon Sperber v. Alexander's, Inc., et. al. court filings, 1985-1988
- Folder 12 Solomon Sperber v. Alexander's, Inc., et. al. correspondence, 1988
- Folder 13 Solomon Sperber v. Alexander's, Inc., et. al. – Warp Graphics indemnification, 1988-1989

**Box 27**

- Folder 1 Solomon Sperber v. Alexander's, Inc., et. al. billings, 1988
- Folder 2 Solomon Sperber v. Alexander's, Inc., et. al. supporting materials, 1988
- Folder 3 Bankruptcy papers and correspondence of distributors, warehouses, etc., 1987-1989
- Folder 4 Print Technology v. Crystal Publications – litigation, correspondence, and notes, 1983-1986
- Folder 5 Palladium Books v. Wizards of the Coast lawsuit press releases, 1993
- Folder 6 Square Co. Ltd. v. Mayfair Games, Inc. – Fantasy Adventure dispute, 1996
- Folder 7 Legal papers re international trade, 1985-1987
- Folder 8 Legal correspondence with Elfin Enterprises/Will Niebling, 1990-1995
- Folder 9 Legal correspondence with Welt der Spiele, 1987-1995
- Folder 10 Legal supporting materials and contract lists, 1988-1991, n.d.
- Folder 11 Various legal correspondence, proposals, 1986-1991 [most marked “no”]

**Box 28**

- Folder 1 “Law headhunters” collected material, 1980-1981
- Folder 2 Train Gamers Association legal papers, 1991, 1993

**Box 190**

- Folder 8 Trademark research and notes, 1981-1988

**Box 191**

- Folder 1 Blood of Ten Chiefs master agreement, drafts, paste-up, notes, 1986  
[possibly related to Sanctuary]
- Folder 2 David L. Arneson licensing and authorship papers, 1981-1985  
[see Blackmoor Chronicles in box 97, folder 8-10]
- Folder 3 License agreements with Nova Game Designs (Alfred Leonardi) for picture book  
game, 1989-1991  
[also see digital files corresponding to box 202, object 8]
- Folder 4 License proposal, template, drafts, samples, and supporting materials, n.d.
- Folder 5 Thieves' World master agreement, drafts, paste-up, and notes, 1984, n.d.  
[possibly Sanctuary] [corresponds to game Object ID 118.1416]
- Folder 6 Warner Bros. Inc. license agreement for Looney Toons, correspondence, 1986-  
1988
- Folder 7 Mayfair Games v. Michael Norman Book Distributing for debts owed, 1982-1987



**Series IV: Correspondence, 1980-2006**

**Scope and Content Note:** This series contains correspondence created during the course of business. Materials include correspondence, notes, game proposals, memoranda, invitations, holiday cards, and greeting cards. This series is arranged by correspondence type: business, consumer, internal, and holiday/greeting cards.

**Subseries A: Business correspondence, 1980-2000**

**Scope and Content Note:** This subseries contains business correspondence with materials including correspondence, notes, game proposals and photos. Of note is correspondence from Bruce Shelley, whose collection is also housed at The Strong Museum of Play.

*Trax* zines from box 29, folder 6 have been transferred to the library.

**Box 28**

Folder 3	Correspondence, 1981
Folder 4	Correspondence, 1982
Folder 5	Correspondence, 1983
Folder 6	Correspondence, 1984 [letter from Bruce Shelley]
Folder 7	Correspondence, 1985
Folder 8	Correspondence, 1986
Folder 9	Correspondence, 1987
Folder 10	Correspondence, 1989
Folder 11	Correspondence, 1990 [includes pictures of painted miniatures]
Folder 12	Correspondence, 1991
Folder 13	Correspondence, 1992 [letter from Tom Shaw, Avalon Hill]
Folder 14	Correspondence, 1993
Folder 15	Correspondence, 1994
Folder 16	Correspondence, 1995
Folder 17	Correspondence, 1996 [great picture of Darwin]

**Box 29**

Folder 1	Correspondence, 1997-2000
Folder 2	Correspondence, n.d.
Folder 3	Alan Moon correspondence, 1980-1994
Folder 4	Australia/New Zealand partnership discussion, 1988, n.d.
Folder 5	Bill Fawcett correspondence, 1982-1985
Folder 6	Correspondence with Bruce Linsey (Brux), designer of <i>Trax</i> fanzine on Empire Builder, 1986-1988
Folder 7	Correspondence with George Philies and referencing American Wargame Association, 1981-1982
Folder 8	Fredrik Malmberg correspondence, 1981
Folder 9	International correspondence, 1989, 1993
Folder 10	Jim Alex correspondence (J.G.A. Enterprises), 1981
Folder 11	Letter templates, 1989-1993, n.d.
Folder 12	Letter to SPI, Inc./Strategy & Tactics with organization advice, c. 1970s
Folder 13	Lou Coatney correspondence, 1980-1982

- Folder 14 Phone calls and contact information, 1991-1992, n.d.  
[post-its have project/game notes; sampling]
- Folder 15 Rob Anderson (cactus marketing) correspondence, 1994
- Folder 16 Sam Lewis correspondence, 1982-1985
- Folder 17 Technical Game Services Inc. correspondence, 1982-1993  
[Bridgette, events, Pente Championship]
- Folder 18 “Thank you” letters, 1989-1996 [note letter from Jennifer Grayson as referenced  
by Sid Sackson diary entry on December 10, 1990]
- Folder 19 The Children’s Museum correspondence, 1983-1985
- Folder 20 United States Playing Card Co. – correspondence, notes, game proposals, 1986
- Folder 21 Will Neibling correspondence, 1984-1985

### **Subseries B: Consumer support, 1984-1996**

**Scope and Content Note:** This subseries contains correspondence regarding consumer support. Some of the files contain a sampling and many other consumer support correspondence papers are arranged with the game titles they correspond to in [Series V: Game development](#).

#### **Box 29**

- Folder 22 Correspondence – material requests (catalogs, etc.)(sampling), 1992
- Folder 23 Correspondence regarding missing pieces (sampling), 1984-1993
- Folder 24 Out-of-print requests (sampling), 1985-1986
- Folder 25 Correspondence from Nigeria, currency, 1992

#### **Box 30**

- Folder 1 Consumer correspondence (sampling), 1984-1987
- Folder 2 Consumer correspondence (sampling), 1991-1996

### **Subseries C: Internal correspondence, 1985-1996**

**Scope and Content Note:** This subseries contains internal correspondence, including correspondence and memoranda.

#### **Box 30**

- Folder 3 Ray Winninger files – correspondence re projects, game ideas, 1992-1993
- Folder 4 Ray Winninger files – internal correspondence and memos, 1993
- Folder 5 Internal correspondence and memoranda, 1985-1996

### **Subseries D: Holiday and greeting cards, 1985-2006**

**Scope and Content Note:** This subseries includes correspondence in the form of invitations, holiday cards, and greeting cards, both to Mayfair Games, Inc. and employees as well as from Mayfair Games, Inc. Note the card from Sid Sackson in box 30, folder 8.

#### **Box 30**

- Folder 6 Christmas cards (sampling), 1985
- Folder 7 Christmas cards (sampling), 1992-1993
- Folder 8 Christmas cards (sampling), 1994-1995 [card from Sid Sackson]
- Folder 9 Christmas cards (sampling), 1995-1996

**Box 31**

- Folder 1 Christmas cards (sampling), c. 1996
- Folder 2 Christmas cards (sampling), 1996-1997
- Folder 3 Holiday cards from Mayfair Games, n.d.
- Folder 4 Invitations from Mayfair Games, 2006, n.d.
- Folder 5 Invitations and greeting cards for Darwin Bromley, 1986-1996
- Folder 6 Invitations and greeting cards for Peter Bromley, 1987-2003

**Series V: Game development, 1971-2003**

**Scope and Content Note:** This series contains materials related to Mayfair Games' development of games. The series is arranged by game type with additional sections for game concepts and general development papers. To provide a more comprehensive picture of a game's development, most materials related to a game title, including graphic design, production, marketing, awards, and convention papers, are arranged in this series. Some legal papers related to games can be found in [Series III: Legal](#).

Materials include notes, writings, proposals, outlines, correspondence, rules, graphic design papers (paste-ups, proofs), invoices, scrapbook, articles, artwork, advertisements, blueprints, maps, transparencies, manuscripts, microcassette, newsprint, research, photos, negatives, contact sheets, slides, 3½" floppy disk, Iomega 20 MB cartridge, VHS tape, miniatures, ephemera, and realia.

**Subseries A: Board games, 1972-2003**

**Scope and Content Note:** This subseries contains materials related to the development of board games and are arranged alphabetically by title with more generic materials arranged at the end of the subseries. Materials include notes, writings, proposals, outlines, correspondence, rules, graphic design papers (paste-ups, proofs), invoices, scrapbook, articles, advertisements, artwork, blueprints, maps, transparencies, photos, slides, negatives, contact sheets, 3½" floppy disk, Iomega 20 MB cartridge, VHS tape, miniatures, ephemera, and realia.

Floppy disks and one compact disc in this series were imaged in May 2022, and digital files are available upon request for on-site researchers. (Corresponding digital file folders are indicated after each object description; see [Series XIV: Digital files from media](#) for additional details.)

Note that Empire Builder editions referenced in this finding aid coincide with the editions listed on Boardgamegeek.com which includes two second editions, one in 1984 and 1988. However, some of the references in the archival documents to editions may count the 1988 second edition as the third edition. Great care was taken to identify materials with the correct edition, but this was subjective.

The board game based on Robert Asprin's *Myth Adventures* may have been published as Myth Fortunes, but related records can also be found under the titles of "Mythdirections" and "Myth Adventures." Darwin Bromley, in an interview (in box 203, object 2) states that this game was to be called "Myth Play" or "Myth Chance." The game was originally contracted to and designed by Tom Moldvay in 1988. A later version, which was eventually published in 1990, listed Will Niebling as designer. For additional references to this game, see box 5, folders 1-2.

Catalogs, newsletters, and magazines with mystery game references related to the Ellery Queen's Mystery Game have been transferred to the library including:

*Newsweek*, April 22, 1985; Sherlock's Bookshop catalog, catalog #6, 1985; The Mysterious Press catalog, 1985; and *The Third Degree* (a Mystery Writers of America, Inc. newsletter). Some Ellery Queen's Mystery Magazine Game materials had been damaged and were photocopied in 2021 to replace the originals. These appear in a few of the folders for this title.

**Box 31**

- Folder 7 18XX games – development papers, 1992-1993, n.d.
- Folder 8 18XX games – correspondence, 1993-1996
- Folder 9 18XX games – various rules, 1994, 1996, n.d.
- Folder 10 18XX games – graphic design (boards, token, certificate designs), 1994, n.d.
- Folder 11 18XX games – production and sales, 1993-1995, n.d. [blueprints for 18XX tray]
- Folder 12 18XX games – miscellaneous, 1986, 1993-2001

**Box 32**

- Folder 1 1830 – game materials (article, rules, scoring sheet, review), 1986, n.d.
- Folder 2 1830: Bond Expansion – bonds, n.d.
- Folder 3 1835 – game development, rules, correspondence, agreement, 1991, 1995
- Folder 4 1835 – production and marketing materials, 1991
- Folder 5 1850 – development notes, rules, production papers, 1993
- Folder 6 1856 – development, correspondence, consumer letters, 1992-1996  
[note use in Gen Con] [corresponds to game Object IDs 121.4497, 121.4498]
- Folder 7 1856 – rules, c. 1992
- Folder 8 1869 – development papers, n.d.
- Folder 9 1870 – development papers, rules, correspondence, 1994-1996 [some 1856]

**Box 33**

- Folder 1 Agent of Change: The Railgame of West Virginia – rules, 1991  
[corresponds to game Object IDs 121.6895, 121.7928]
- Folder 2 Agent of Change: The Railgame of West Virginia – maps, c. 1991
- Folder 3 Australian Rails – development papers and maps, c. 1993  
[corresponds to game Object ID 112.6220]
- Folder 4 Australian Rails – playtest material, 1993-1994
- Folder 5 Australian Rails – correspondence and consumer feedback, 1990-1996
- Folder 6 Australian Rails – references, 1989, 1993
- Folder 7 Barbara Cartland: A Romance Boardgame – correspondence, 1984-1986  
[corresponds to game Object ID 118.7757]
- Folder 8 Barbara Cartland: A Romance Boardgame – art transparencies, n.d.
- Folder 9 Barbara Cartland: A Romance Boardgame – marketing and paste-ups, 1984

**Box 34**

- Folder 1 British Rails – development papers, n.d.  
[corresponds to game Object ID 112.6219]
- Folder 2 British Rails – rules, 1984, 1993
- Folder 3 British Rails – proofs, paste-up materials, n.d.
- Folder 4 British Rails – production, 1993
- Folder 5 British Rails – art transparencies, n.d.

- Folder 6 British Rails – correspondence and consumer feedback, 1984-1995  
Folder 7 British Rails – reference materials, c. 1993  
Folder 8 British Rails (2nd edition) – development, 1984, 1988 [tube game]  
Folder 9 The Castle – graphic design, c. 1981  
[corresponds to game Object IDs 117.5588, 117.5589, 121.5947]  
Folder 10 Black Morn Manor [Chill: Black Morn Manor] – rules and edits, n.d.  
[published by Pacesetter in 1985]  
Folder 11 The Company War – graphic design (original art, proofs, counters, paste-ups),  
c. 1983 [corresponds to game Object IDs 119.181, 118.4841]  
Folder 12 Confederate Rails rules, 1996 [Railway Rivals in UK]  
Folder 13 Cosmic Encounter – development notes, c. 1991  
[corresponds to game Object IDs 117.2354, 121.6996, 121.9739, 121.7381,  
121.4499, 121.7375, 121.7382, 121.7383]

**Box 35**

- Folder 1 Cosmic Encounter – card development, c. 1991  
Folder 2 Cosmic Encounter – rules development, c. 1991  
Folder 3 Cosmic Encounter – graphic design, proofs, slides, 1991  
Folder 4 Cosmic Encounter – playtesting, 1991  
Folder 5 Cosmic Encounter – manufacturing, 1991  
Folder 6 Cosmic Encounter – marketing, 1991 [contains negative]  
Folder 7 Cosmic Encounter – miscellaneous, 1991, 1995  
Folder 8 Cosmic Encounter – reprint production papers, 1993  
Folder 9 Cosmic Encounter – correspondence, 1991-1992 [contains photos]  
Folder 10 Cosmic Encounter – missing pieces correspondence, 1991-1996

**Box 36**

- Folder 1 Cosmic Encounter – consumer correspondence, 1991-1995  
[references including letters from 1978]  
Folder 2 Cosmic Novas – development papers, 1995-1996 [working title “Cosmic Eons,”  
“flares” expansion pack for Cosmic Encounter] (folder 1 of 3)  
Folder 3 Cosmic Novas – development papers, 1995-1996 (folder 2 of 3)  
Folder 4 Cosmic Novas – development papers, 1995-1996 (folder 3 of 3)  
Folder 5 Cosmic Novas – card development, c. 1995-1996  
Folder 6 Cosmic Novas – rules development, 1996

**Box 37**

- Folder 1 Cosmic Novas – graphic design, c. 1996  
Folder 2 Cosmic Novas – playtesting, 1995-1996  
Folder 3 Cosmic supplement – development papers, 1996 [working title “A Bit More  
Cosmic,” alien powers expansion pack for Cosmic Encounter]  
Folder 4 Cosmic supplement – playtesting papers, 1996  
Folder 5 Cosmic supplement – surveys of powers and results, 1996  
Folder 6 Dampfross – development papers (rules, correspondence, proof, product sheets),  
1994-1995 [Railway Rivals]

- Folder 7 Demo Derby: Saturday Night at the Track – development papers, c. 1982  
[corresponds to game Object IDs 121.9685, 117.4029]
- Folder 8 Demo Derby[: Saturday Night at the Track] – graphic design (paste-ups, lettering, drawings), c. 1982
- Folder 9 Demo Derby[: Saturday Night at the Track] – art negatives, 1982

**Box 38**

- Folder 1 Detroit-Cleveland Grand Prix development papers, 1993-1995  
[working title “Brickyard”; includes slides, photo]  
[corresponds to game Object ID 118.7095]
- Folder 2 Detroit-Cleveland Grand Prix – production papers, 1994
- Folder 3 Detroit-Cleveland Grand Prix – transparencies, negatives, c. 1994
- Folder 4 Detroit-Cleveland Grand Prix – supporting materials, 1993-1996
- Folder 5 Die Hanse – game description (Tom Schoeps and Henning Sachse), 1993  
[English rules by Mayfair Games]
- Folder 6 Dragonriders of Pern – development papers, playtesting, character charts, 1983  
[corresponds to game Object ID 118.1414]
- Folder 7 Dragonriders of Pern – original drawings used on some cards, c. 1983
- Folder 8 Dragonriders of Pern – art transparencies, portraits for cards, c. 1983
- Folder 9 Dragonriders of Pern – graphic design materials, c. 1983, 1985  
[also including calendar ad]
- Folder 10 Dragonriders of Pern – production papers, 1985, 1992-1993
- Folder 11 Dragonriders of Pern – marketing materials (press releases, product description, ads, transparencies, photos), 1989
- Folder 12 Dragonriders of Pern – correspondence, 1983-1984, 1989
- Folder 13 Dragonriders of Pern – consumer correspondence, 1983-1987, 1995
- Folder 14 Dragonriders of Pern (2nd edition) – supporting materials, 1984

**Box 39**

- Folder 1 Dragonriders of Pern – 1985 calendar art transparencies, 1985
- Folder 2 Dragonriders of Pern – calendar correspondence and sample art, 1984-1987
- Folder 3 Dragonriders of Pern – rule books signed by Anne McCaffrey for tournament, 1983
- Folder 4 Dragonriders of Pern – Anne McCaffrey U.S. tour, n.d.
- Folder 5 The ElfQuest Boardgame – development and manufacturing papers, 1986-1989  
[corresponds to game Object IDs 119.760, 119.761, 117.9358]
- Folder 6 The ElfQuest Boardgame – marketing materials (fliers, button), 1988-1989
- Folder 7 The ElfQuest Boardgame – art and product shot transparencies, c. 1986
- Folder 8 The ElfQuest Boardgame – consumer correspondence, 1986-1996
- Folder 9 Ellery Queen’s Mystery Magazine Game – development papers, c. 1985  
[corresponds to game Object IDs 117.5550, 121.9686]
- Folder 10 Ellery Queen’s Mystery Magazine Game – storylines, n.d.
- Folder 11 Ellery Queen’s Mystery Magazine Game – contents/guides design, 1986

**Box 40**

- Folder 1 Ellery Queen’s Mystery Magazine Game – art transparencies, photo, c. 1986

- Folder 2 Ellery Queen's Mystery Magazine Game – correspondence, 1984-1985
- Folder 3 Ellery Queen's Mystery Magazine Game – correspondence with Davis Publication, Inc., 1983-1989
- Folder 4 Ellery Queen's Mystery Magazine Game – consumer correspondence (sampling), 1984-1989
- Folder 5 Ellery Queen's Mystery Magazine Game – references – Mystery Writers of America, Clues newsletters, 1985-1986
- Folder 6 Ellery Queen's Mystery Magazine Game – references [Fandom is a Way of Death Game], 1983-1985
- Folder 7 [Ellery Queen] Murder at Royale Island – mystery game (for consideration as an Ellery Queen adaptation), 1984
- Folder 8 Empire Builder (1st edition) – development papers and playtest maps, c. 1982 [corresponds to game Object IDs 121.6053, 121.9687]
- Folder 9 Empire Builder (1st edition) – rules development, c. 1982 [rules for Gandydancer and Freight Handler, possibly working titles]
- Folder 10 Empire Builder (1st edition) – marketing, 1982 [paste-ups]
- Folder 11 Empire Builder (2nd edition) – rules development, 1984, 1988 [corresponds to game Object IDs 119.1079, 117.3076, 118.6743, 117.2622, 117.5372]
- Folder 12 Empire Builder (2nd edition) – “How to Play” drafts, 1988

**Box 41**

- Folder 1 Empire Builder (2nd edition) – marketing, 1984 [paste-ups]
- Folder 2 Empire Builder (2nd edition) – marketing, 1988 [paste-ups, fliers, bandana]
- Folder 3 Empire Builder – manufacturing, 1990-1993 [possibly 2nd edition]
- Folder 4 Empire Builder (3rd edition) – cards development, 1995
- Folder 5 Empire Builder – development papers, 1993, n.d. [editions unknown]
- Folder 6 Empire Builder – variations and suggestions, correspondence, 1983-1992
- Folder 7 Empire Builder and train game edition history, 1994, n.d.
- Folder 8 Empire Builder – art and product shots, transparencies and negatives, 1980s-1990s [1st and 2nd editions]
- Folder 9 Empire Builder – photos and contact sheets, c. 1984-1992 [2nd editions]
- Folder 10 Empire Builder – consumer correspondence, 1983-1988
- Folder 11 Empire Builder – consumer correspondence, 1991-1996, n.d. [note letter by Scott Westgard, designer]
- Folder 12 Empire Builder – placemat idea, 1988
- Folder 13 Empire Builder (miniatures) – notes, correspondence, and production papers, 1991-1992
- Folder 14 Empire Builder – research at Brigham Young University, 1992

**Box 42**

- Folder 1 Empire Builder – computer game concepts, 1989, 1996, n.d. [not Tantaless]
- Folder 2 Empire Builder – computer game by Tantaless, 1992-1993
- Folder 3 Empire Builder Tournament – Gen Con player lists, n.d.
- Folder 4 Empire Builder – miscellaneous, 1986-1988, n.d. [editions unknown]



- Folder 5 Eurorails – game design and designer correspondence, 1988  
[corresponds to game Object IDs 121.7385, 118.7758]
- Folder 6 Eurorails – development papers, 1990, n.d.
- Folder 7 Eurorails – rules development (English), 1990 [post-its retained]
- Folder 8 Eurorails – Dutch translation of rules, correspondence, 1990, 1992
- Folder 9 Eurorails – French translation of rules, 1990
- Folder 10 Eurorails – German translation of rules, 1991
- Folder 11 Eurorails – Italian translation of rules, 1990
- Folder 12 Eurorails – Polish translation of rules, 1990

**Box 43**

- Folder 1 Eurorails – map development (some playtest maps), c. 1990  
[sampling retained including reference maps]
- Folder 2 Eurorails – playtest rules and materials, 1990-1991
- Folder 3 Eurorails – manufacturing papers, 1989-1990
- Folder 4 Eurorails – manufacturing papers for reprint, 1993
- Folder 5 Eurorails – marketing papers, 1990 (folder 1 of 2)
- Folder 6 Eurorails – marketing papers, 1990 (folder 2 of 2)
- Folder 7 Eurorails – marketing: national promotion program papers, 1989-1990
- Folder 8 Eurorails – foreign marketing papers, 1990, n.d.

**Box 44**

- Folder 1 Eurorails – product, map, and graphic photos, negatives, contact sheets, and papers, 1990-1992
- Folder 2 Eurorails – consumer correspondence, 1990-1992, 1995-1996
- Folder 3 Eurorails – In-school pilot program reception invitations and address lists, 1990
- Folder 4 Eurorails – education program: education package, correspondence, 1990-1992
- Folder 5 Eurorails – education program: proposal, classroom version, and Tom Catherall vita and thesis, 1975, 1990
- Folder 6 [Eurorails] Photos of Darwin Bromley and Congressman Alan Wheat playing Eurorails, supporting papers, 1991
- Folder 7 Eurorails – scrapbook (articles, photos), 1990-1991
- Folder 8 Eurorails – articles and related materials, 1990
- Folder 9 Eurorails Express press kit and summer promotion timetable, 1990
- Folder 10 The Forever War – development, graphic design, ad paste-ups, correspondence, c. 1983, 1989 [corresponds to game Object ID 119.1800]
- Folder 11 The Forever War – rules development, c. 1983  
[corresponds to game Object ID 118.2536]
- Folder 12 From the Casebook of Dan Fortune – correspondence, draft, artwork, transparency, 1987-1988 [Ellery Queen expansion]  
[corresponds to game Object ID 118.1419]

**Box 45**

- Folder 1 From the Casebook of Nick Velvet – storylines, development, c. 1986  
[Ellery Queen expansion] [corresponds to game Object ID 118.1418]

- Folder 2 Hammer's Slammers – development papers, 1983  
[corresponds to game Object IDs 119.2888, 121.6046, 121.6046.2, 121.6046.3]
- Folder 3 Hammer's Slammers – graphic design papers, c. 1983
- Folder 4 Hammer's Slammers – art transparencies, product shots, c. 1984
- Folder 5 Hammer's Slammers – marketing papers, c. 1984, 1988
- Folder 6 Hammer's Slammers – consumer correspondence, 1985-1987
- Folder 7 Hue – rules development, game development, reference, c. 1982  
[corresponds to game Object IDs 121.5948, 117.3795]
- Folder 8 Hue – graphic design papers, 1982
- Folder 9 I.C.B.M. – rules, notes, graphic design papers, c. 1981  
[corresponds to game Object ID 117.5586]
- Folder 10 India Rails – development papers, n.d.  
[corresponds to game Object IDs 118.4585, 121.7398]

**Box 46**

- Folder 1 Iron Dragon – story and rules by David N. Searle, 1992  
[corresponds to game Object IDs 121.7380, 121.7384, 121.7386]
- Folder 2 Iron Dragon – development papers, 1994
- Folder 3 Iron Dragon – cards development, c. 1994
- Folder 4 Iron Dragon – maps development, c. 1994
- Folder 5 Iron Dragon – rules development, 1994
- Folder 6 Iron Dragon – production papers, 1993-1994
- Folder 7 Iron Dragon – playtest papers, 1994

**Box 47**

- Folder 1 Iron Dragon – transparencies (art and product shot), c. 1994
- Folder 2 Iron Dragon – consumer correspondence, 1995-1996
- Folder 3 Iron Dragon Extensions (supplementary rules) and events table for Tacticon, 2003
- Folder 4 The Keep – development papers, correspondence, c. 1983, 1985  
[corresponds to game Object ID 119.4313]
- Folder 5 The Keep – references (photos, poster), c. 1983
- Folder 6 The Keep – graphic design papers, art transparency, ad designs, c. 1983
- Folder 7 Looney Toons Adventure Game – rules and notes, c. 1988  
[prototype transferred to Collections; corresponds to game Object IDs 119.177, 121.7376, 121.9700, 121.9699]
- Folder 8 Lone Wolf and Cub Game – marketing materials (press releases, product description, ads), 1989  
[corresponds to game Object IDs 118.4497, 119.1830]
- Folder 9 Lone Wolf and Cub Game – transparencies and photos (art and product shots), c. 1989
- Folder 10 Lone Wolf and Cub Game – consumer correspondence, 1996
- Folder 11 Lunar Rails – commodity list, 2002  
[corresponds to game Object ID 121.6877]
- Folder 12 Manhattan: The Skyscraper Building Game – rules development, logo design, transparencies (product shots), article, 1995-1996  
[corresponds to game Object ID 118.5537]

- Folder 13 Manhattan: The Skyscraper Building Game – consumer correspondence, 1996  
Folder 14 Mexican Rails – development papers, 1989  
[corresponds to game Object ID 121.4603]  
Folder 15 Mexican Rails – maps, 1989

**Box 48**

- Folder 1 More Cosmic Encounter – rules development, 1991-1992  
[corresponds to game Object ID 119.2964]  
Folder 2 More Cosmic Encounter – production papers, 1990-1993  
Folder 3 More Cosmic Encounter – playtest results, marketing, art/product shot  
transparencies, correspondence, c. 1992  
Folder 4 More Cosmic Encounter – consumer correspondence, 1992-1996  
Folder 5 Morgan’s Rifles – development papers, correspondence, 1981-1982  
[corresponds to game Object ID 117.2627]  
Folder 6 Morgan’s Rifles – references, 1976, 1979, n.d.  
Folder 7 The Movie Game (also Tinseltown) – development papers, 1991  
Folder 8 The Movie Game – reference materials, 1989-1991  
Folder 9 [Myth Fortunes] – Hit or Myth game correspondence with Walter O. Hetch, 1986-  
1987 [corresponds to game Object ID 121.6832, 117.5558]  
Folder 10 Myth Fortunes (Mythdirections) – development papers, 1988 [design by Tom  
Moldvay]  
Folder 11 Myth Fortunes – development papers, 1989, n.d.

**Box 49**

- Folder 1 Myth Fortunes – card development, 1989, n.d. (folder 1 of 2)  
Folder 2 Myth Fortunes – card development, n.d. (folder 2 of 2)  
Folder 3 Myth Fortunes – rules development, 1989-1990  
Folder 4 Myth Fortunes – graphic design and art (photostats, proof, paste-ups), c. 1990  
Folder 5 Myth Fortunes – art and product shots transparencies, c. 1990  
Folder 6 Myth Fortunes – playtest papers, 1987-1990  
Folder 7 Myth Fortunes – manufacturing, 1988-1989  
Folder 8 Myth Fortunes – marketing materials (press releases, product description, product  
sheet, and posters), 1989-1991  
Folder 9 Myth Fortunes – consumer correspondence, 1995  
Folder 10 Myth Fortunes – references, 1989  
Folder 11 Neolithibum and Pfusc – “English Rules” sticker production and release  
descriptions, 1994

**Box 50**

- Folder 1 Nippon Rails – development papers, 1992-1993  
[corresponds to game Object ID 119.6080]  
Folder 2 Nippon Rails – maps, c. 1992  
Folder 3 Nippon Rails – rules development, 1992  
Folder 4 Nippon Rails – playtest materials, 1992  
Folder 5 Nippon Rails – production papers, 1992-1993  
Folder 6 Nippon Rails – press releases, 1992

- Folder 7 Nippon Rails – references, c. 1992-1993
- Folder 8 Nippon Rails – correspondence, consumer feedback, 1988-1996
- Folder 9 North American Rails – development papers, 1992  
[corresponds to game Object ID 119.6078]
- Folder 10 North American Rails – consumer feedback, 1993-1996
- Folder 11 North American Rails – production papers, 1992-1993
- Folder 12 North American Rails – press releases, 1992
- Folder 13 Prince of Rails – development papers, c. 1984

**Box 51**

- Folder 1 Prince of Rails – rules and letter, 1984 [corresponds to Object ID 121.7008]
- Folder 2 Railroads into Africa – development papers, 1984, 1991-1992
- Folder 3 Rails Through the Rockies, John Lueche, legal papers and game materials, 1981-1992 [used at Gen Con/Origins?]
- Folder 4 Railway Rivals – correspondence and rules [Dampfross] re marketing game, 1995-1996
- Folder 5 Red Star Falling – development papers, c. 1981  
[corresponds to game Object ID 118.3112]
- Folder 6 Richard I the Lionheart – development papers, c. 1981 [with counter designs]  
[corresponds to game Object IDs 117.5587, 121.7009]
- Folder 7 Richard I the Lionheart – rules development, c. 1981  
[including errata sheets for Richard I and Transylvania]
- Folder 8 Richard I the Lionheart – correspondence, 1981
- Folder 9 Road to the White House – development papers (notes, artwork, correspondence, candidate creation sheets), 1991-1992  
[corresponds to game Object IDs 118.1489, 118.5955]
- Folder 10 Road to the White House – candidate cards development, c. 1992
- Folder 11 Road to the White House – event card development and card proof, 1992

**Box 52**

- Folder 1 Road to the White House – rules development, 1992 [some post-its retained]
- Folder 2 Road to the White House – playtesting, 1991
- Folder 3 Road to the White House – manufacturing, 1991-1992
- Folder 4 Road to the White House – consumer correspondence, 1991-1996
- Folder 5 Road to the White House – negatives, transparencies, photos, (art and product shots), c. 1995
- Folder 6 Road to the White House – marketing papers, correspondence, 1991-1992
- Folder 7 Road to the White House – press kit, ads, press releases, drafts, 1992
- Folder 8 Road to the White House – articles, 1992
- Folder 9 Road to the White House – references, 1991-1992
- Folder 10 Road to the White House – play-by-mail version, 1994 [with Fantasy Workshop]
- Folder 11 Road to the White House – computer version, John Gastil, 1994-1995
- Folder 12 Russian Rails game concept (based on Eurorails and Empire Builder), Frank Yamrick Jr., correspondence, 1992-1996

**Box 53**

- Folder 1 Sanctuary – development papers, 1982-1984, n.d. [working title “Prometheus”]  
[corresponds to game Object ID 118.2533]
- Folder 2 Sanctuary – graphic design (original art, paste-ups), c. 1982, 1988
- Folder 3 Sanctuary – art and product shots, transparencies and photos, c.1982, 1988
- Folder 4 Sanctuary – playtest reports, 1980s
- Folder 5 Sanctuary – manufacturing papers, 1988-1989
- Folder 6 Sanctuary – marketing papers, 1982, 1988
- Folder 7 Sanctuary – consumer correspondence, 1984-1996
- Folder 8 Sanctuary – references, n.d.
- Folder 9 Settlers of Catan – rules and development notes, prototype cards, 1996  
[letters from Klaus Teuber]  
[corresponds to game Object IDs 110.11, 118.4197, 118.7110]
- Folder 10 Settlers of Catan – photo proof (product shot), transparencies, 1996
- Folder 11 Settlers of Catan – consumer correspondence, 1996
- Folder 12 Settlers of Catan – variations and ideas, 1996, n.d.
- Folder 13 Siege of Jerusalem, 70 A.D. – correspondence and manufacturing papers, 1981-1982
- Folder 14 Sgt. Rock – rules, c. 1980s
- Folder 15 Silverton – game development, 1995-1996  
[corresponds to game Object IDs 121.5845, 118.4372]
- Folder 16 Silverton – questionnaires for game development, 1995
- Folder 17 Silverton – references, 1995

**Box 54**

- Folder 1 Simply Cosmic – development papers, 1995  
[corresponds to game Object IDs 118.4588, 121.7387]
- Folder 2 Simply Cosmic – rules development, 1995
- Folder 3 Simply Cosmic – manufacturing invoices and note, 1995
- Folder 4 Sheridan’s Ride – rules and development papers, c. 1981  
[corresponds to game Object ID 118.1953]
- Folder 5 Sheridan’s Ride – playtest and rules, 1981
- Folder 6 Sheridan’s Ride – references, 1972, c. 1981
- Folder 7 Space Empires – development papers, c. 1981  
[corresponds to game Object IDs 117.5585, 121.7007]
- Folder 8 Stonehenge – game development and rules, 1992, n.d.  
[see copies of board in OS box 221, folder 4]
- Folder 9 Streetcar – rules development (sampling), 1996  
[corresponds to game Object ID 118.5534]
- Folder 10 Uncle Happy’s Train Game – development papers, 1992-1993  
[corresponds to game Object IDs 121.6831, 118.7111, 118.7108]
- Folder 11 Uncle Happy’s Train Game – production papers, 1993
- Folder 12 Uncle Happy’s Train Game – miscellaneous (transparencies, consumer letters, references), 1990, 1995
- Folder 13 Uncle Happy’s Train Game – research at Brigham Young University, 1993

- Folder 14 Wake Island – rules development, 1981  
[corresponds to game Object IDs 118.1955, 118.2586]
- Folder 15 Wake Island – graphic design papers, 1981
- Folder 16 Wake Island – correspondence, 1981
- Folder 17 War in the Falklands graphic design papers (paste-ups, token images, art, product photo), c. 1982 [corresponds to game Object ID 117.5552]

**Box 55**

- Folder 1 War in the Falklands – references, 1982
- Folder 2 The Worlds of Boris Vallejo – graphic design papers (paste-ups) and box lid transparencies, 1984 [corresponds to game Object ID 117.5541]
- Folder 3 The Worlds of Boris Vallejo – consumer correspondence, 1984-1987
- Folder 4 Worldmaster – correspondence on publication with John Leslie, 1985
- Folder 5 Xanth – development papers, 1990, n.d.  
[corresponds to game Object ID 120.986]
- Folder 6 Xanth – manufacturing papers, 1991-1992
- Folder 7 Xanth – marketing papers, product shot photos and transparencies, 1991
- Folder 8 Xanth – consumer correspondence, 1995-1996

**Box 192**

- Folder 1 Agent of Change: The Railgame of West Virginia development papers, 1991, 1993
- Folder 2 Agent of Change supporting materials, c. 1991
- Folder 3 Barbara Cartland: A Romance Boardgame – development papers, c. 1984 (folder 1 of 2)
- Folder 4 Barbara Cartland: A Romance Boardgame – development papers, c. 1984 (folder 2 of 2)
- Folder 5 The Castle – development papers, 1981
- Folder 6 The Company War – notes and rules, c. 1983
- Folder 7 Dragonriders of Pern – card proofs with notes, 1989
- Folder 8 The ElfQuest Boardgame – graphic design papers (paste-ups, proofs, references), 1982-1988
- Folder 9 Ellery Queen's Mystery Magazine Game – development papers, c. 1985

**Box 193**

- Folder 1 Ellery Queen's Mystery Magazine Game – maps development, c. 1985
- Folder 2 Ellery Queen's Mystery Magazine Game – writer's guidelines, ads, game graphic design materials, 1985-1986
- Folder 3 Empire Builder (1st edition) – development papers, c. 1982
- Folder 4 Empire Builder (2nd edition) – development papers, c. 1984-1988
- Folder 5 Eurorails – proofs, c. 1990
- Folder 6 Fictionary – correspondence, logo design, ad paste-up, transparencies (product shots), 1984-1987
- Folder 7 The Forever War – original art and print, transparency, c. 1983
- Folder 8 Hammer's Slammers – notes, c. 1983
- Folder 9 Lone Wolf and Cub Game – development and graphic design papers, 1989

- Folder 10 Railroads into Africa – paste-ups, c. 1991  
 Folder 11 Road to the White House – political games (competitors), 1991, n.d.  
 Folder 12 Sanctuary – notes and rules development, n.d.  
 Folder 13 Transylvania – development papers and consumer letter, order, 1985, 1987, n.d.  
 [note that the game is misspelled “Translyvania” on the booklet]  
 [corresponds to game Object IDs 117.5584, 121.7010]  
 Folder 14 Wake Island – development and playtest papers, 1981  
 Folder 15 War in the Falklands – rules and development papers, c. 1982

**Box 194**

- Folder 1 The Worlds of Boris Vallejo – notes and game development, product sheets, 1984, n.d.

**Box 200**

- Group 1 Empire Builder (4th edition?) – first set of cards, n.d. [index cards]  
 Group 2 The Keep – card prototypes, c. 1983 [index cards]  
 Group 3 Sanctuary draft cards, c. 1982 [index cards]

**Box 201**

- Object 1 1856 map, 1993 [3½” floppy disk]  
 Object 2 1856 rules, 1994 [3½” floppy disk]  
 Object 3 1856 fonts, c. 1993 (disk 1 of 3) [3½” floppy disk]  
 Object 4 1856 files, c. 1993 (disk 2 of 3) [3½” floppy disk]  
 Object 5 1856 files, c. 1993 (disk 3 of 3) [3½” floppy disk]  
 Object 6 Empire Builder – commodity font, “Loadfont 1,” c. 1987 [3½” floppy disk]  
 Object 7 Eurorails – German translation [3½” floppy disk]  
 Object 8 Eurorails – translation (?) [5¼” floppy disk]  
 Object 9 Eurorails – Polish translation (?), 1992 [3½” floppy disk]  
 [corresponds to digital files Mayfair-01]  
 Object 10 [Grand Prix?] Untitled, n.d. [3½” floppy disk]  
 [corresponds to digital files Mayfair-02]  
 Object 11 [Grand Prix] Grids, Chicago Skyline, n.d. [3½” floppy disk]  
 [corresponds to digital files Mayfair-03, has errors]  
 Object 12 Iron Dragon [3½” floppy disk]  
 Object 13 Iron Dragon – rules and charts [3½” floppy disk]  
 Object 14 Myth Fortunes, by Will Niebling, 1989 [compact disc]  
 Objects 15-16 Road to the White House computer version – installation disk, 1994  
 [3½” floppy disk]  
 Object 17 Road to the White House computer version – user manual, 1994  
 [3½” floppy disk]  
 Object 18 Xanth development, 1990 [3½” floppy disk]

**Box 203**

- Object 1 Eurorails radio coverage, Y108FM, 7 cuts, 1990 [cassette tape]

**Box 207****Slide Box A**

- Group 1 1830 (sampling), n.d. [slides]
- Group 2 1835, n.d. [slides]
- Group 3 1853 (sampling), n.d. [slides]
- Group 4 1870/1856, n.d. [slides]
- Group 5 Australian Rails, n.d. [slides]
- Group 6 Barbara Cartland, n.d. [slides]
- Group 7 British Rails, n.d. [slides]
- Group 8 Burp (sampling), n.d. [slides]
- Group 9 Cosmic Encounter, n.d. [slides]
- Group 10 Dampfross (sampling), n.d. [slides]
- Group 11 Dan Fortune, n.d. [slides]
- Group 12 Detroit-Cleveland Grand Prix Game, n.d. [slides]
- Group 13 [Detroit-Cleveland Grand Prix Game] Grand Prix – grandstand, n.d. [slides]
- Group 14 [Detroit-Cleveland Grand Prix Game] Grand Prix – cars (sampling), n.d. [slides]
- Group 15 [Detroit-Cleveland Grand Prix Game] Grand Prix – grounds (sampling), n.d. [slides]

**Box 207****Slide Box B**

- Group 1 [Detroit-Cleveland Grand Prix Game] Grand Prix – outtakes (sampling), n.d. [slides]
- Group 2 [Detroit-Cleveland Grand Prix Game] Grand Prix – miscellaneous, n.d. [slides]
- Group 3 [Detroit-Cleveland Grand Prix Game] Indy 500 (sampling), n.d. [slides]
- Group 4 Die Hanse, n.d. [slides]
- Group 5 Dragonriders of Pern (characters), n.d. [slides]
- Group 6 Elfquest, n.d. [slides]
- Group 7 Ellery Queen's Mystery Magazine Game, n.d. [slides]
- Group 8 Empire Builder, n.d. [slides]
- Group 9 Eurorails, n.d. [slides]
- Group 10 Eurorails II, n.d. [slides]
- Group 11 Eurorails (outtakes), n.d. [slides]
- Group 12 Hammer's Slammers, n.d. [slides]

**Box 207****Slide Box C**

- Group 1 Iron Dragon, n.d. [slides]
- Group 2 Lone Wolf Cub, n.d. [slides]
- Group 3 Manhattan, n.d. [slides]
- Group 4 Myth Fortunes, n.d. [slides]
- Group 5 Neolithibum, n.d. [slides]
- Group 6 Nick Velvet, n.d. [slides]
- Group 7 Nippon Rails, n.d. [slides]
- Group 8 North American Rails, n.d. [slides]
- Group 9 Pfusch (sampling), n.d. [slides]



- Group 10 Qvo Vadis (Hans im Glück version), n.d. [slides]
- Group 11 Rail Baron, n.d. [slides]
- Group 12 Road to the White House, n.d. [slides]
- Group 13 Sanctuary, n.d. [slides]
- Group 14 Settlers of Catan (product samples), n.d. [slides]
- Group 15 Shark (sampling), n.d. [slides]
- Group 16 Silverton, n.d. [slides]
- Group 17 Sinbad (sampling), n.d. [slides]
- Group 18 Streetcar (product shots, sampling), n.d. [slides]
- Group 19 Thieves World book photos, n.d. [slides]
- Group 20 Tube Games (sampling), n.d. [slides]
- Group 21 Uncle Happy's Train Game, n.d. [slides]
- Group 22 Worlds of Boris Vallejo, n.d. [slides]
- Group 23 Xanth, n.d. [slides]

**Box 211**

- Envelope 2 1853 – product shot, n.d. [transparency]
- Envelope 3 Barbara Cartland – artwork, n.d. [transparencies]
- Envelope 4 Cosmic Encounter – product shots, n.d. [negatives, transparencies]
- Envelope 5 Dragonriders of Pern – box image, artwork, n.d. [transparencies]
- Envelope 6 ElfQuest – images, n.d. [reversal film]
- Envelope 7 Empire Builder – product images, n.d. [negatives, transparencies]
- Envelope 8 Lone Wolf Cub Game – product shots, n.d. [transparencies]
- Envelope 9 Neolithbaum – product shots, n.d. [transparencies]
- Envelope 10 Quo Vadis? – product shots, n.d. [transparencies]  
[corresponds to game Object ID 118.4583]
- Envelope 11 Road to the White House – product shots, n.d.  
[transparency, negatives; one Empire Builder image]
- Envelope 12 Sanctuary – box image [transparencies]
- Envelope 13 Settlers of Catan – product shot, n.d. [transparency]
- Envelope 14 Silverton – product shot, n.d. [transparency]
- Envelope 15 Streetcar – “research,” n.d. [negatives]
- Envelope 16 Streetcar – product shots, n.d. [transparencies]
- Envelope 17 Uncle Happy's Train Game – product shot, n.d. [transparency]

**Box 212**

- Group 1 Barbara Cartland: A Romance Boardgame, n.d. [transparencies]
- Group 2 British Rails, n.d. [transparencies]
- Group 3 The Castle, n.d. [negatives]
- Group 4 The Company War, n.d. [transparencies]
- Group 5 Demo Derby: Saturday Night at the Track, n.d. [negatives]
- Group 6 Dragonriders of Pern, n.d. [transparencies]
- Group 7 Elfquest, n.d. [transparencies]
- Group 8 Ellery Queen's Mystery Magazine Game, n.d. [transparencies]
- Group 9 Hue, n.d. [negatives]
- Group 10 I.C.B.M., n.d. [negatives]

- Group 11 The Keep – images for cards, n.d. [negatives]
- Group 12 Morgan's Rifles, n.d. [negatives]
- Group 13 Red Star Falling, n.d. [negatives]
- Group 14 Richard I the Lionheart, n.d. [negatives]
- Group 15 Sheridan's Ride, n.d. [negatives]
- Group 16 Simply Cosmic art, c. 1995 [transparencies]
- Group 17 Space Empires, n.d. [negatives]
- Group 18 Transylvania, n.d. [negatives]
- Group 19 Wake Island, n.d. [negatives]
- Group 20 War in the Falklands, n.d. [negatives]
- Group 21 The Worlds of Boris Vallejo, n.d.[transparencies]
- Group 31 Boardgame product shots – compilations, n.d. [negatives and transparencies]

**Box 215**

- Objects 1-4 Train miniatures (some colored)
- Objects 5-8 Train miniatures
- Object 9 Empire Builder miniatures, designer's sample (robot)

**Box 216**

- Object 1 Cosmic Encounter button
- Object 2 ElfQuest coin
- Objects 3-5 ElfQuest 10th Anniversary pins (3)
- Objects 6-8 Empire Builder patches (3)
- Objects 9-11 Empire Builder pins (3)
- Objects 12-14 Eurorails Express pins (3)
- Objects 15-23 Eurorails pins (9)
- Objects 24-31 Road to the White House buttons (8)
- Object 32 Glass coaster and note; sample of etched glass-proposed for special edition of Cosmic Encounter by the Glass Edge [see letter in Cosmic Encounter folder]

**Box 217**

- Object 1 More Cosmic backup, n.d. [8.5" x 11" Iomega 20 MB cartridge]

**Box 219**

- Folder 1 Dragonriders of Pern – signed cover art, 1984
- Folder 2 Ellery Queen game covers, c. 1985
- Folder 3 Empire Builder (2nd editions) – cover color separation, c. 1984
- Folder 4 War in the Falklands graphic materials, c. 1982
- Folder 5 The World of Boris Vallejo – cover color separation, c. 1984
- Folder 6 Boardgame product shots – compilations, ads, c. 1984

**Box 221**

- Folder 1 Barbara Cartland: A Romance Boardgame – cover color separations, c. 1984
- Folder 2 Demo Derby drawings, 1982
- Folder 3 Eurorails – graphic design, c. 1990
- Folder 4 Stonehenge – board design (copy), 1992

**Box 223**

- Folder 1 18XX games – graphic design papers, 1990s
- Folder 2 Hammer's Slammers – graphic design, c. 1993
- Folder 3 Maniac! – The Mad Murderer Game – board design, n.d.
- Folder 4 Sanctuary – graphic design [including color key and playtest map], 1980s
- Folder 5 Siege of Jerusalem – graphic design, c. 1982

**RS Box 1**

- Detroit-Cleveland Grand Prix – track blueprints, c. 1994

**RS Box 2**

- Nippon Rails – card proofs, c. 1992

**RS Box 3**

- Uncle Happy's Train Game – box image proofs, c. 1992

**Map Case 8, Drawer 6**

- Folder 1 1856, 1970 maps, 1994
- Folder 2 18XX transparencies – game pieces, n.d.
- Folder 3 Agent of Change – laminated maps, 1991
- Folder 4 Barbara Cartland: A Romance Boardgame – color separations, 1984
- Folder 5 British Rails – map and product shot (color separation), n.d.
- Folder 6 The Company War – graphic design (maps, grids, image list), n.d.
- Folder 7 The Company War – graphic design (maps, acetate maps), n.d.
- Folder 8 Cosmic Encounter – graphic design and proofs (cards, box, board), 1991
- Folder 9 Demolition Derby – board development, c. 1982
- Folder 10 Detroit Grand Prix – proofs, 1995
- Folder 11 Dragonriders of Pern – transparency, proofs, artwork, color separations, n.d.

**Map Case 8, Drawer 7**

- Folder 1 ElfQuest – transparency, box proof, color key [post-its retained], c. 1986
- Folder 2 Ellery Queen games – transparency, color separation, c. 1985
- Folder 3 Empire Builder – maps (1st and 2nd edition), card proofs (3rd edition), 1995, n.d.
- Folder 4 Eurorails – laminated maps, reference map, n.d.
- Folder 5 Fictionary – board design, n.d. [corresponds to game Object ID 117.9359]
- Folder 6 Iron Dragon – maps, card proofs, 1994
- Folder 7 Lone Wolf Cub Game – product photo, drawings for cards, color separations (cover, product shot), c. 1989
- Folder 8 Sanctuary – product photos, board color separation, 1988
- Folder 9 Silverton – proofs (box, board, maps, cards), 1996
- Folder 10 Train game maps – Australian Rails, Africa Rails, Iron Dragon (alternate map?), n.d.

**Subseries B: Card games, 1971-2000**

**Scope and Content Note:** This subseries contains materials related to the development of card games and are arranged alphabetically by title with more generic materials arranged at the end of the subseries. Materials include notes, writings, proposals, outlines, correspondence, rules, graphic design papers (paste-ups, proofs), invoices, articles, advertisements, artwork, transparencies, photos, negatives, slides, contact sheets, 3½” floppy disk, and ephemera.

**Box 55**

- Folder 9 Alibi development materials, proofs, rules, score sheets, production papers, negatives, 1992-1995  
[corresponds to game Object ID 118.8086]
- Folder 10 Alibi consumer feedback (record sheet errors), 1994, 1996
- Folder 11 [Alibi] Star Detective – agreement, game concept, correspondence, references, 1991 [based on Black Dahlia murder]
- Folder 12 Body Count: The Underground Card Game – development papers, 1995-1996
- Folder 13 Bridgette – development papers, 1991  
[corresponds to game Object ID 112.7282]
- Folder 14 Bridgette – graphic design, 1995, n.d.

**Box 56**

- Folder 1 Bridgette – production papers, budgets, invoices, 1991-1993
- Folder 2 Bridgette – marketing, ads, articles, product photos, negatives, 1971-1992  
(articles copied c. 1990, 2021)
- Folder 3 Bridgette – reprint production materials, 1994-1995
- Folder 4 Bridgette – consumer letters, 1992, 1995
- Folder 5 DC Comics Heroes: The Collectible Card Game proposals, 1994
- Folder 6 DC Heroes character card packs proposal, 1991
- Folder 7 Encounters – rules development, c. 1982 [includes expansion kit rules; note that this game was later re-issued as collectible card game Fantasy Adventures]  
[corresponds to game Object ID 117.3863]
- Folder 8 Encounters – graphic materials – fonts and art (sampling), cards, c. 1982
- Folder 9 Encounters – chapter outline [?], n.d. [was in Fantasy Adventures file; unknown relevance]
- Folder 10 Express: The Railroad Card Game – marketing materials (product shots, press kits), 1990, n.d.  
[corresponds to game Object IDs 112.6390, 121.7452]
- Folder 11 Express: The Railroad Card Game – consumer letters, 1996
- Folder 12 Family Business – development and production papers, c. 1988, 1993  
[corresponds to game Object IDs 121.9688, 112.6394]
- Folder 13 Family Business – rules development (sampling), 1987-c. 1988
- Folder 14 Family Business – graphic design (drawings, card pieces), n.d.
- Folder 15 Family Business – marketing materials (press releases, product descriptions, catalog sheets, photos, transparency, paste-up), 1988-1989
- Folder 16 Family Business – correspondence and consumer letters, 1987-2000

**Box 57**

- Folder 1 Fantasy Adventures – card game development, 1995-1996  
[including Wheel of Time/World of Aiden expansions, promo cards; note this game may have been under the working title Fantasy Encounters, Fantasy: Heroic Encounters and is a reissue of Encounters (1982)] (folder 1 of 2)  
[corresponds to game Object ID 118.7115]
- Folder 2 Fantasy Adventures – card game development, 1995-1996 [including Wheel of Time/World of Aiden expansions, promo cards] (folder 2 of 2)
- Folder 3 Fantasy Adventures – design work, 1995 [includes slides, photo, transparency]
- Folder 4 Fantasy Adventures – card proofs by artist, A-F (last name), 1995
- Folder 5 Fantasy Adventures – card proofs by artist, H-W (last name), 1995
- Folder 6 Fantasy Adventures – playtesting, 1996

**Box 58**

- Folder 1 Fantasy Adventures – product sheets, 1996
- Folder 2 Fantasy Adventures – consumer letters, 1996
- Folder 3 Gods card game – art specs, n.d.
- Folder 4 Modern Art – rules, correspondence, transparencies, 1996  
[corresponds to game Object ID 118.5538]
- Folder 5 Power Lunch – development papers, design, and playtesting, 1993-1994  
[includes negative] [corresponds to game Object IDs 121.6839, 118.5532, 121.6840, 121.6841, 121.6842]
- Folder 6 Power Lunch – rules development, 1994
- Folder 7 Power Lunch – production papers, 1993-1994
- Folder 8 Power Lunch – expansion/booster packs development, 1994
- Folder 9 Power Lunch – correspondence, 1995
- Folder 10 Road to the White House: The Collectible Card Game proposal, 1995
- Folder 11 The Settlers of Catan card game and expansion rules and translations, 1996  
[corresponds to game Object IDs 118.6588, 118.6589]
- Folder 12 SimCity: The Card Game – development papers, 1994-1996  
[corresponds to game Object IDs 121.7388, 121.7391, 121.7392, 121.7393, 121.7394, 121.7395, 121.7396, 118.7116, 116.2009, 116.2014]
- Folder 13 SimCity: The Card Game – Atlanta, GA expansion pack development, 1994-1995
- Folder 14 SimCity: The Card Game – Atlanta, GA photo lists, 1995
- Folder 15 SimCity: The Card Game – Chicago, IL expansion pack development, 1994-1996
- Folder 16 SimCity: The Card Game – Denver, CO photo lists, correspondence, 1995-1996

**Box 59**

- Folder 1 SimCity: The Card Game – New York City photo lists and descriptions, 1995-1996 [corresponds to game Object ID 116.2011]
- Folder 2 SimCity: The Card Game – Philippines shoot list, c. 1995
- Folder 3 SimCity: The Card Game – Toronto photo and card lists, correspondence, 1995-1996
- Folder 4 SimCity: The Card Game – Toronto playtest, c. 1995
- Folder 5 SimCity: The Card Game – Vienna, Austria rules, photo lists, card descriptions, 1996

- Folder 6 SimCity: The Card Game – Washington D.C. card lists, notes, printed slide images, c. 1995
- Folder 7 SimCity: The Card Game – guides to shooting photographs, 1996
- Folder 8 SimCity: The Card Game – photo lists (Pittsburg, Boston, New England), 1995

**Box 60**

- Folder 1 SimCity: The Card Game – photo lists (Houston, Minneapolis, 3 Mile Island, other), 1995
- Folder 2 SimCity: The Card Game – card lists (various cities), 1995-1997
- Folder 3 SimCity: The Card Game – card descriptions (event cards, large cards, council member), c. 1995
- Folder 4 SimCity: The Card Game – rules and instructions, 1994-1996
- Folder 5 SimCity: The Card Game – rules translations, n.d.
- Folder 6 SimCity: The Card Game – official FAQs and drafts, 1995
- Folder 7 SimCity: The Card Game – “complete set” prototype, 1994

**Box 61**

- Folder 1 SimCity: The Card Game – promo card correspondence, game store submissions, sliders, photos, 1995-1996 [also see additional slides, photos]
- Folder 2 SimCity: The Card Game – promo card development (cards, drafts, descriptions), 1996
- Folder 3 SimCity: The Card Game – Demo Program participation submissions, 1995-1996
- Folder 4 SimCity: The Card Game – contact sheets [including unrelated images], 1995
- Folder 5 SimCity: The Card Game – transparencies and negatives, product shots, 1995
- Folder 6 SimCity: The Card Game – various negatives, 1995 [possible location shots]
- Folder 7 SimCity: The Card Game – graphic design, 1995

**Box 62**

- Folder 1 SimCity: The Card Game – long card proofs and edits, c. 1995
- Folder 2 SimCity: The Card Game – card proofs and edits (phase 2), c. 1995
- Folder 3 SimCity: The Card Game – card proofs and edits (phase 3), c. 1995
- Folder 4 SimCity: The Card Game – card proofs and edits (misc.), c. 1995
- Folder 5 SimCity: The Card Game – marketing, 1994-1996

**Box 63**

- Folder 1 SimCity: The Card Game – distribution records, 1994-1995
- Folder 2 SimCity: The Card Game – trade request fax forms (sampling), 1995
- Folder 3 SimCity: The Card Game – correspondence with Maxis, 1993-1995
- Folder 4 SimCity: The Card Game – correspondence – offers to help with other cities and film submissions, 1995-1996
- Folder 5 SimCity: The Card Game – customer letters – rules issues, and inquiries, 1995-1996
- Folder 6 SimCity: The Card Game – customer letters – questions, issues, missing pieces, 1995-1996
- Folder 7 SimCity: The Card Game – feedback letters (including photos and transparencies), 1994-1996

- Folder 8 SimCity: The Card Game – tournament list, photos, negatives, 1995  
Folder 9 SimCity: The Card Game – supporting material, 1995-1996  
Folder 10 SimCity: The Card Game – binder – cards, collected ads, articles, 1994-1995  
Folder 11 SimCity: The Card Game – card sheets, 1995  
Folder 12 SimCity: The Card Game – variation ideas, n.d. [possibly sent by a consumer; note that contents contain adult themes and potentially offensive language]

**Box 64**

- Folder 1 Star Trek: The Next Generation [Customizable Card Game] – development papers, 1994 (folder 1 of 2)  
Folder 2 Star Trek: The Next Generation [Customizable Card Game] – development papers, 1994 (folder 2 of 2) [post-its retained]  
Folder 3 Star Trek: The Next Generation [Customizable Card Game] – playtesting, 1994  
Folder 4 Star Trek: The Next Generation [Customizable Card Game] – correspondence, references, 1994  
Folder 5 Touring: Collectible Card Game – correspondence, game proposal, 1994  
Folder 6 Card game ad, proofs, negatives, 1995  
Folder 7 Card back design materials, n.d.

**Box 194**

- Folder 2 Dilbert's Dilemma game concept, mock card paste-ups, and correspondence, 1992-1993  
Folder 3 Express: The Railroad Card Game – development and production papers, 1990-1993  
Folder 4 Express: The Railroad Card Game – rules development, 1990  
Folder 5 National Geographic: The Culture Game (collectible card game) – concept notes, 1994 [SET-Lite Demo Pack transferred to Collections]  
Folder 6 SimCity – Hollywood/LA, CA game concept notes and photo shot list, 1996

**Box 201**

- Object 19 SimCity card game rules, 1994 [3½" floppy disk]  
Object 20 SimCity 2000 building icons from Maxis for card use, 1995 [3½" floppy disk]  
Object 21 "The Guild 886," 1995 [likely for SimCity promo card] [3½" floppy disk]  
Object 22 Underground card game, 1995 [3½" floppy disk]

**Box 205**

- Group 1 SimCity – Atlanta, GA unused images, sampling [slides]  
Group 2 SimCity – Boston, MA, sampling [slides]  
Group 3 SimCity – Chicago, IL unused images, sampling [slides]  
Group 4 SimCity – Country Club Plaza, Kansas City, MO, sampling [slides]  
Group 5 SimCity – France (Paris?), sampling [slides]  
Group 6 SimCity – Germany, sampling [slides]  
Group 7 SimCity – Greenfield Village Buildings – The Henry Ford, Dearborn, MI, sampling [slides]  
Group 8 SimCity – Hollywood, CA, sampling [slides]  
Group 9 SimCity – Houston, TX, sampling [slides]

- Group 10 SimCity – Kansas City, MO, sampling [slides]
- Group 11 SimCity – Las Vegas, NV, sampling [slides]
- Group 12 SimCity – Minnesota, sampling [slides]
- Group 13 SimCity – Montreal, Canada, sampling [slides]
- Group 14 SimCity – New England, sampling [slides]
- Group 15 SimCity – New York City unused images, sampling [slides]
- Group 16 SimCity – Olympics related locations, 1995 [see letter], sampling [slides]
- Group 17 SimCity – Philadelphia, PA, sampling [slides]
- Group 18 SimCity – Philippines, sampling [slides]
- Group 19 SimCity – Pittsburg, PA, sampling [slides]
- Group 20 SimCity – Providence, RI (?), sampling [slides]

**Box 206**

- Group 3 SimCity – Quincy, IL sampling, [slides]
- Group 4 SimCity – Seattle, WA sampling, [slides]
- Group 5 SimCity – The Alamo – purchased [slides]
- Group 6 SimCity – Toronto, Canada unused images, sampling [slides]
- Group 7 SimCity – Vienna, sampling [slides]
- Group 8 SimCity – Washington D.C. unused images, sampling [slides]
- Group 9 SimCity – West Virginia, sampling [slides]
- Group 10 SimCity – Williamsburg, VA, sampling [slides]

**Box 207****Slide Box C**

- Group 24 Alibi, n.d. [slides]
- Group 25 Bridgette, n.d. [slides]

**Box 207****Slide Box D**

- Group 1 Express: The Railroad Card Game, n.d. [slides]
- Group 2 Family Business, n.d. [slides]
- Group 3 Fantasy Adventures, n.d. [slides]
- Group 4 Modern Art, n.d. [slides]
- Group 5 Power Lunch, n.d. [slides]
- Group 6 Card Games, n.d. [slides]

**Box 208****Slide Box H**

- Group 1 SimCity – Pennsylvania, Georgia, “other” images, sampling [slides]
- Group 2 SimCity – Commercial images, sampling [slides]
- Group 3 SimCity – Commercial images, sampling [slides]
- Group 4 SimCity – Residential, land, governmental, misc. images, sampling [slides]
- Group 5 SimCity – Slides for future cards, sampling [slides]



**Box 208****Slide Box I**

- Group 1 SimCity – miscellaneous images [slides]
- Group 2 SimCity – product shots, sampling [slides]
- Group 3 SimCity – promo slides, unused and extra [slides]
- Group 4 SimCity – promo card art, copyright Baen, 1996 and others [slides]
- Group 5 SimCity – Matrix Games, game store (see letter), sampling [slides]
- Group 6 SimCity – Games Unlimited game store, sampling [slides]
- Group 7 SimCity – Little Shop of Magic game store sampling [slides]
- Group 8 SimCity – Games Plus game store sampling [slides]
- Group 9 SimCity – Crazy Egors game store sampling [slides]
- Group 10 SimCity – promo game stores [slides]
- Group 11 SimCity and Darwin Bromley images [slides]

**Box 209**

- Group 1 SimCity – promo card image [slides]
- Group 2 SimCity – official slides used for Atlanta, GA starter set [slides]
- Group 3 SimCity – official slides used for Chicago, IL starter set [slides]
- Group 4 SimCity – official slides used for New York City starter set [slides]
- Group 5 SimCity – official slides used for Toronto starter set [slides]
- Group 6 SimCity – official slides used for Washington D.C. starter set [some missing?] [slides]

**Box 210**

- Group 1 SimCity – regular and long card images [slides; some slides have paper place holders]

**Box 211**

- Envelope 18 Alibi – product shot, n.d. [transparency]
- Envelope 19 Bridgette – product shot, n.d. [transparency]
- Envelope 20 Express – product shot, n.d. [transparency]
- Envelope 21 Family Business – product images, n.d. [transparencies]
- Envelope 22 Fantasy Adventure – product shots, n.d. [negative, transparency]
- Envelope 23 Freight Train – product shots, n.d. [transparencies]  
[corresponds to game Object ID 122.1679]
- Envelope 24 Power Lunch – product shot, n.d. [transparency]
- Envelope 25 SimCity – Atlanta, GA [Center for Disease Control] [negatives]
- Envelope 26 SimCity – Germany [Friedburg Castle subm. By Pegasus Games] [negatives]
- Envelope 27 SimCity – Philippines– sampling [Cebu] [negatives]
- Envelope 28 SimCity – Seattle, WA [negatives]
- Envelope 29 SimCity – Toronto [negatives]
- Envelope 30 SimCity – Vatican Museum [negatives]
- Envelope 31 SimCity – Promo cards – game store [negatives]
- Envelope 32 SimCity – Promo [negatives]
- Envelope 33 SimCity – misc. [negatives]

**Box 212**

- Group 22 Encounters, n.d. [negatives]  
 Group 23 Family Business, n.d. [negatives]

**Box 213**

- Group 1 SimCity – Atlanta, GA – Center for Disease Control (CDC) photos  
 Group 2 SimCity – Chicago, IL – misc. negatives  
 Group 3 SimCity – Germany, Castle of Friedburg photos (submitted by Pegasus Games)  
 Group 4 SimCity – Toronto photos  
 Group 5 SimCity – Philippines sampling photos  
 Group 6 SimCity – Seattle, WA photos  
 Group 7 SimCity – various images photos  
 Group 8 SimCity – promo card – game store photos

**Box 216**

- Object 33 SimCity: The Card Game magnet

**Box 219**

- Folder 7 Family Business – cromalins, first run, not correct, proofs, c. 1988

**Box 221**

- Folder 5 Fantasy Adventures design work, 1995  
 Folder 6 Power Lunch designs (cards and board), c. 1994

**Box 223**

- Folder 6 Bridgette – graphic design and proofs, 1991  
 Folder 7 Bridgette – artwork and design, c. 1991  
 Folder 8 SimCity card proofs and box design, c. 1995

**Map Case 8, Drawer 7**

- Folder 11 Express – card proofs, n.d.  
 Folder 12 Family Business – box proofs, c. 1989  
 Folder 13 Fantasy Adventures – box proof, 1995  
 Folder 14 Freight Train – box proof, 1996  
 Folder 15 SimCity: The Card Game – vertical box display design, n.d.

**Subseries C: Dice games, 1982-1995**

**Scope and Content Note:** This subseries contains materials related to the development of dice games and are arranged alphabetically by title with more generic materials arranged at the end of the subseries. Materials include notes, writings, correspondence, rules, graphic design papers (paste-ups, proofs), invoices, advertisements, transparencies, photos, negatives, and slides.

**Box 64**

- Folder 8 Dino Dice – rules development, 1993  
 Folder 9 Dino Dice – production papers, correspondence, ad sheet, 1993, 1995  
 Folder 10 Gemstones – notes, rules, ads, proofs, correspondence, transparencies, negatives, 1982-1995 [corresponds to game Object ID 117.2393]

Folder 11 Gemstones – production papers, 1992-1994 [some Role-Playing Dice production papers]

### Box 65

Folder 1 Gemstones – dice and mold purchase orders and notes, 1982-1983

Folder 2 Role-Playing Dice – production papers, 1992  
[corresponds to game Object ID 117.2392]

### Box 207

#### Slide Box D

Group 7 Dino Dice, n.d. [slides]

Group 8 Gemstones, n.d. [slides]

Group 9 Role-Playing Dice, n.d. [slides]

Group 10 Dice display, n.d. [slides]

### Box 211

Envelope 34 Gemstones – product images, n.d. [transparencies]

Envelope 35 Role-playing dice – product shots, n.d. [transparencies]

### Box 212

Group 24 Gemstones, n.d. [negatives and transparencies]

### Box 221

Folder 7 Gemstones – logo, product design, c. 1982

Folder 8 Gemstones – product shots, ad chroma key, c. 1982

### Subseries D: Role-playing games, 1982-1996

**Scope and Content Note:** This subseries contains materials related to the development of role-playing games and are arranged into sections according to the line: Chill, DC Heroes, Role Aids and City State of the Invincible Overlord (Advanced Dungeons & Dragons compatible), Underground, and general role-playing game materials and additional titles.

Materials include notes, manuscripts, proposals, outlines, correspondence, maps, graphic design papers (paste-ups, proofs), invoices, articles, advertisements, artwork, transparencies, miniatures, microcassette, newsprint, photos, negatives, slides, 3½” floppy disks, and realia.

Note that some manuscripts were stored with pages out of order; extreme care was taken to restore pages in order, however some materials could not be identified with complete certainty. In cases where manuscripts had multiple drafts/versions, the first, last, and any unique drafts were maintained.

#### 1. Chill, 1989-1996

**Scope and Content Note:** This section contains materials related to the development of Chill role-playing games and are arranged alphabetically by title with more generic materials arranged at the end of the section. Materials include

notes, manuscripts, proposals, outlines, correspondence, maps, graphic design papers (paste-ups, proofs), invoices, articles, advertisements, artwork, transparencies, photos, negatives, slides, 3½” floppy disks, and realia.

Note that *Chilled to the Bone* is an anthology, not a role-playing game, but is included in this section.

Floppy disks in this series were imaged in May 2022, and digital files are available upon request for on-site researchers. (Corresponding digital file folders are indicated after each object description; see [Series XIV: Digital files from media](#) for additional details.)

### Box 65

- Folder 3 Apparitions 2<sup>nd</sup> draft, Philip Athans, 1991 (folder 1 of 2)  
[corresponds to game Object ID 110.2275]
- Folder 4 Apparitions 2<sup>nd</sup> draft, Philip Athans, 1991 (folder 2 of 2)
- Folder 5 Apparitions – art transparencies and cover, 1991
- Folder 6 The Beast Within – art transparencies, press releases, art layout, and manufacturing, 1993, n.d. [corresponds to game Object ID 117.6677]
- Folder 7 *Chilled to the Bone* [anthology book] – drafts, 1991  
[corresponds to game Object ID 121.6892]
- Folder 8 *Chilled to the Bone* [anthology book] – marketing and manufacturing papers, 1991
- Folder 9 Chill Horror Role-Playing Game – art transparencies and negatives, posters, c. 1990 [corresponds to game Object ID 110.4235]
- Folder 10 Chill Horror Role-Playing Game and Chill Companion – manufacturing papers, 1992-1993 [corresponds to game Object ID 110.2277]
- Folder 11 A Chill in the Fog – art transparency and marketing papers, n.d.  
[corresponds to game Object ID 121.7378]
- Folder 12 Death’s Head Revisited manuscript by Julie Hoverson, 1991
- Folder 13 Ghost in the Machine proposal for cybertech supplement for Chill RPG by Matt Forbeck and Bryan Winter, 1990
- Folder 14 Horrors of North America manuscript, Nigel D. Findley, c. 1991 (folder 1 of 2)  
[corresponds to game Object ID 120.6640]

### Box 66

- Folder 1 Horrors of North America manuscript, Nigel D. Findley, c. 1991 (folder 2 of 2)
- Folder 2 Horrors of North America draft, 1991
- Folder 3 Horrors of North America related development material, c. 1991
- Folder 4 Horrors of North America – press releases, covers, and product sheets, 1991-1992
- Folder 5 Horrors of North America – research, 1990-1991 [“legally” haunted mansion in Nyack, NY]
- Folder 6 The Hunger manuscript, Ray Winninger, n.d.
- Folder 7 I Lost My Heart in San Francisco manuscript, Jay Tummelson, Donald J. Bingle, Linda Bingle, 1993
- Folder 8 Lycanthropes manuscript, Geoff Pass, c. 1990 (folder 1 of 2)  
[corresponds to game Object ID 117.6678]
- Folder 9 Lycanthropes manuscript, Geoff Pass, c. 1990 (folder 2 of 2)

**Box 67**

- Folder 1 Lycanthropes draft, c. 1990
- Folder 2 Lycanthropes related material and art transparency, 1990
- Folder 3 Orphans of the Night manuscript, Gary Spechko, n.d.
- Folder 4 Things – art transparencies and manufacturing receipts, 1993  
[corresponds to game Object ID 118.3825]
- Folder 5 Undead & Buried manuscript and additional correspondence by David J. Rust, 1991-1992 [corresponds to game Object ID 117.6681]
- Folder 6 Undead & Buried drafts, David J. Rust, 1991
- Folder 7 Undead & Buried proof, 1991
- Folder 8 Undead & Buried – press releases, c. 1991
- Folder 9 Unknown Providence: SAVE in New England – correspondence, development papers, 1996
- Folder 10 Unknown Providence: SAVE in New England – art transparencies, 1996
- Folder 11 Vampires draft and art photos, c. 1990  
[corresponds to game Object ID 110.2276]
- Folder 12 Veil of Flesh manuscript, Wayne Goldsmith, c. 1991  
[corresponds to game Object ID 118.5919]

**Box 68**

- Folder 1 Veil of Flesh draft, proof, 1991
- Folder 2 Veil of Flesh – original artwork and art transparency, c. 1991
- Folder 3 Veil of Flesh – press releases and product sheets, 1992
- Folder 4 Voodoo manuscript, Nigel D. Findley, c. 1992 (folder 1 of 2)  
[corresponds to game Object ID 120.666]
- Folder 5 Voodoo manuscript, Nigel D. Findley, c. 1992 (folder 1 of 2)
- Folder 6 Voodoo 2<sup>nd</sup> proof and art transparency, 1992
- Folder 7 Chill proposals and correspondence by Geoff Pass: Chill Mystery Sourcebook, Chill Novel, Guidebook, others, 1990-1991
- Folder 8 Chill Web Venture (Gwendolyn F.M. Kestrel), 1996 [possibly “Into the Night”]

**Box 69**

- Folder 1 Chill and other outlines and correspondence by Troy Janisch: Living Dead Sourcebook, Undead Sourcebook, The Neitherworld, RoboWorld, and others, 1990-1991
- Folder 2 Chill manuscripts and correspondence by Wayne Goldsmith: Dead Ringers, Shagamikon’s Last Stand, others, 1990-1991
- Folder 3 Chill development, correspondence, related papers, 1989-1996 [including demo film text, module ““Till Death do You Part,” game ideas]
- Folder 4 Chill – art purchase orders, 1991-1994
- Folder 5 Chill – cover image clippings and paste-ups, n.d.
- Folder 6 Chill – marketing papers, 1992, n.d.
- Folder 7 Chill – advertisement separations (negatives/transparencies), c. 1990

**Box 201**

- Object 23 Chilled to the Bone [anthology book], 1991 [3½” floppy disk]  
[corresponds to digital files Mayfair-04, has errors]
- Object 24 “Chill Stuff,” (disk 1 of 2) [3½” floppy disk]
- Object 25 “Chill Stuff,” (disk 2 of 2) [3½” floppy disk]

**Box 207****Slide Box D**

- Group 11 Chill – art and product images, n.d. [slides]

**Box 216**

- Objects 34-39 Chill pins (6)

**Box 219**

- Folder 8 Cyber Chill – art transparencies and cover paste-up, logos, 1990
- Folder 9 Horrors of North America – proofs and paste-up, 1991 [post-its retained]
- Folder 10 Undead & Buried – maps, c. 1991

**Box 223**

- Folder 9 Chill product covers, 1990s

**Map Case 8, Drawer 7**

- Folder 16 Chill – original artwork, 1990

**2. DC Heroes, 1983-1996**

**Scope and Content Note:** This section contains materials related to the development of DC Heroes role-playing games and are arranged alphabetically by title with more generic materials arranged at the end of the section. Materials include notes, manuscripts, proposals, outlines, correspondence, maps, graphic design papers (paste-ups, proofs), invoices, articles, advertisements, artwork, transparencies, photos, negatives, slides, 3½” floppy disk, 5¼” floppy disk, miniatures, and realia. Some titles may be unpublished concepts.

Note that oversized box 218, folder 1 contains original DC Heroes art that was originally framed. Materials were deframed, however some artwork still retains the original mat to avoid damaging the artwork.

Note that additional ad materials are arranged with [Series VI: Graphic design](#), specifically box 123 and oversize box 220. For display designs, refer to [Series VIII: Marketing and press](#), box 141.

**Box 69**

- Folder 8 2995: The Legion of Superheroes Sourcebook – production papers, press releases, 1992
- Folder 9 2995: The Legion of Superheroes Sourcebook – proposal and correspondence, Tom and Mary Bierbaum, 1991-1992

- Folder 10 All that Glitters manuscript, Greg Gorden, c. 1987  
[corresponds to game Object ID 118.2770]
- Folder 11 All that Glitters draft with edits, c. 1987
- Folder 12 Animal-man and the Elephant's Graveyard manuscript by Phil Jimenez, 1989
- Folder 13 Animal Man: Murder Most Animal manuscript by Chris Tower, 1990
- Folder 14 The Apokolips Sourcebook manuscript, Scott Paul Maykrantz, 1988  
[corresponds to game Object ID 118.5208]
- Folder 15 The Apokolips Sourcebook paste-up copy, 1989

**Box 70**

- Folder 1 The Apokolips Sourcebook – licensing approvals, 1989
- Folder 2 The Apokolips Sourcebook miscellaneous papers (art checklist, notes, etc.), 1988-1989
- Folder 3 As a Matter of Artifact manuscript, Douglas P. Franks, 1988 [working title “For Your Own Heroes”]
- Folder 4 As a Matter of Artifact proof, 1988 [working title “For Your Own Heroes”]
- Folder 5 As a Matter of Artifact development and correspondence papers, 1988
- Folder 6 Atlas of the DC Universe early draft, Paul Kupperberg, 1990  
[corresponds to game Object ID 117.6673]
- Folder 7 Atlas of the DC Universe late draft, 1990 [post-its retained]
- Folder 8 Atlas of the DC Universe maps, 1990

**Box 71**

- Folder 1 Atlas of the DC Universe notes, correspondence, and development papers, 1989-1990
- Folder 2 The Batman Role-Playing Game manuscript, Jack Barker and Ray Winninger, 1989 (folder 1 of 2) [corresponds to game Object ID 110.2084]
- Folder 3 The Batman Role-Playing Game manuscript, Jack Barker and Ray Winninger, 1989 (folder 2 of 2)
- Folder 4 The Batman Role-Playing Game – copy of proof/paste-up, 1989
- Folder 5 The Batman Role-Playing Game – licensing approvals, 1989
- Folder 6 The Batman Role-Playing Game – cover films, transparency, photos and related material, 1989
- Folder 7 The Batman Role-Playing Game – planning materials and supporting materials, 1989, 1992
- Folder 8 The Batman Sourcebook manuscript, Mike Stackpole, 1985 [1st edition]  
[corresponds to game Object ID 118.2774]

**Box 72**

- Folder 1 The Batman Sourcebook manuscript, Mike Stackpole, 1989  
[with “Double Jeopardy” module; 2nd edition]
- Folder 2 The Batman Sourcebook paste-up copy, 1989 [2nd edition]
- Folder 3 The Batman Sourcebook development and correspondence papers, 1989 [2nd edition]
- Folder 4 Belle Reve Sourcebook manuscript, Steve Crow and Doug Franks, 1988  
[corresponds to game Object ID 118.4774]

- Folder 5 Blitzkrieg manuscript, Jeff O'Hare, 1987  
[corresponds to game Object ID 118.2908]
- Folder 6 Blood Feud – draft, maps, and notes, c. 1985  
[corresponds to game Object ID 118.1435]
- Folder 7 City of Fear manuscript, Scott Jenkins, 1988  
[corresponds to game Object ID 118.2901]
- Folder 8 Come on Down! manuscript, Ray Winninger and Jack Barker, 1989  
[corresponds to game Object ID 118.5213]

**Box 73**

- Folder 1 Come on Down! paste-up copy, 1989
- Folder 2 Come on Down! development and correspondence papers, 1989
- Folder 3 Come on Down! marketing and licensing approval materials, 1989
- Folder 4 Countdown to Armageddon manuscript, Daniel Greenberg, n.d.  
[corresponds to game Object ID 118.2767]
- Folder 5 Countdown to Armageddon – notes, n.d.
- Folder 6 DC Heroes Anthology Module submissions, correspondence, and agreements,  
1989-1990 [intended to contain a number of short adventures]
- Folder 7 DC Heroes Role-Playing Game (1st edition) – Powers and Skills drafts, c. 1984  
(folder 1 of 2) [corresponds to game Object ID 118.3569]

**Box 74**

- Folder 1 DC Heroes Role-Playing Game (1st edition) – Powers and Skills drafts, c. 1984  
(folder 2 of 2)
- Folder 2 DC Heroes Role-Playing Game (1st edition) – Gamemaster's Manual drafts,  
c. 1984
- Folder 3 DC Heroes Role-Playing Game (1st edition) – Player's Manual drafts, c. 1984
- Folder 4 DC Heroes Role-Playing Game (1st edition) – Read This First drafts, c. 1984
- Folder 5 DC Heroes Role-Playing Game (1st edition) – Titan module draft, notes, and  
drawings, 1985
- Folder 6 DC Heroes Role-Playing Game (1st edition) – various draft materials, c. 1984
- Folder 7 DC Heroes Role-Playing Game (1st edition) – playtest, February 6, 1984

**Box 75**

- Folder 1 DC Heroes Role-Playing Game (1st edition) – playtest, October 1984
- Folder 2 DC Heroes Role-Playing Game (1st edition) – partial draft, 1985
- Folder 3 DC Heroes Role-Playing Game (1st edition) – character sheets, charts, c. 1985
- Folder 4 DC Heroes Role-Playing Game (1st edition) – proofs, paste-ups, c. 1985
- Folder 5 DC Heroes Role-Playing Game (1st edition) – notes, 1984-1985
- Folder 6 DC Heroes Role-Playing Game (1st edition) – correspondence, 1984-1985
- Folder 7 DC Heroes Role-Playing Game (1st edition) – references, c. 1984
- Folder 8 DC Heroes Role-Playing Game (2nd edition) – Read Me First draft and Welcome  
to Gotham drafts, c. 1989 [corresponds to game Object ID 117.5122]
- Folder 9 DC Heroes Role-Playing Game (2nd edition) – Designer's Notes drafts, c. 1989
- Folder 10 DC Heroes Role-Playing Game (2nd edition) – Rules Manual manuscript, c. 1989



**Box 76**

- Folder 1 DC Heroes Role-Playing Game (2nd edition) – Rules Manual draft, c. 1989
- Folder 2 DC Heroes Role-Playing Game (2nd edition) – Character Handbook manuscript, c. 1989
- Folder 3 DC Heroes Role-Playing Game (2nd edition) – Character Handbook proof and notes, c. 1989
- Folder 4 DC Heroes Role-Playing Game (2nd edition) – Background Book early drafts, c. 1989
- Folder 5 DC Heroes Role-Playing Game (2nd edition) – Background Book proof, c. 1989
- Folder 6 DC Heroes Role-Playing Game (2nd edition) – Background/Roster Book character stats, c. 1989
- Folder 7 DC Heroes Role-Playing Game (2nd edition) – development papers, 1988

**Box 77**

- Folder 1 DC Heroes Role-Playing Game (2nd edition) – JLI Adventure: Exposed! Drafts and reference material, c. 1989
- Folder 2 DC Heroes Role-Playing Game (2nd edition) – correspondence, 1988-1989 [retained sampling of Mayfair essay letters]
- Folder 3 DC Heroes Role-Playing Game (2nd edition) – marketing papers, 1989
- Folder 4 DC Heroes Role-Playing Game (2nd edition) – licensing approval, 1989
- Folder 5 DC Heroes Role-Playing Game (2nd edition) – miscellaneous papers, 1988-1989
- Folder 6 DC Heroes Role-Playing Game (3rd edition) – production, 1993 [corresponds to game Object ID 117.6674]
- Folder 7 DC Heroes Role-Playing Game – licensing approvals, 1984-1989
- Folder 8 DC Heroes miniatures line (proposed), 1987-1989 [see pictures [here](#)]
- Folder 9 DC Heroes miniatures line – licensing approvals, 1986-1989
- Folder 10 DC Heroes miniatures line – box design, price sheet, Grenadier Models, Inc. catalog, 1986
- Folder 11 [Deadly Fusion:] Batman/Superman Match-Play, Thomas Cook, proposal, 1989 [corresponds to game Object ID 117.10735]
- Folder 12 Deadly Fusion: Batman/Superman Match-Play – Batman booklet, Thomas Cook, 1989 [working title “Tale of Two Cities”]

**Box 78**

- Folder 1 Deadly Fusion: Batman/Superman Match-Play – Superman booklet, Thomas Cook, 1989 [working title “Tale of Two Cities”]
- Folder 2 Deadly Fusion: Batman/Superman Match-Play – drafts, 1989
- Folder 3 Deadly Fusion: Batman/Superman Match-Play – proofs, 1989
- Folder 4 Deadly Fusion: Batman/Superman Match-Play – development papers, 1989
- Folder 5 Deadly Fusion: Batman/Superman Match-Play – marketing, 1989
- Folder 6 A Death in Adytum manuscript by Michael Moe and Beverly Hale, n.d.
- Folder 7 The Diogenes Conspiracy – A DC Heroes Tournament Featuring The Doom Patrol manuscript, John Terra, 1990
- Folder 8 The Diogenes Conspiracy – A DC Heroes Tournament draft, 1990

**Box 79**

- Folder 1 The Diogenes Conspiracy – development and correspondence with John Terra, 1989-1990
- Folder 2 Don't Ask! [Ambush Bug] – development papers, c. 1986  
[corresponds to game Object ID 118.2761]
- Folder 3 The Domsday Program – manuscript, drawings, n.d. [previously “Brainiac”]
- Folder 4 The Domsday Program (“Brainiac”) – draft with edits, notes, artwork, 1986  
[corresponds to game Object ID 118.2904]
- Folder 5 Dream Machine manuscript, Troy Denning and Mark Acres, 1986  
[corresponds to game Object ID 118.4771]
- Folder 6 An Element of Danger manuscript, drawings, c. 1987  
[corresponds to game Object ID 118.2910]
- Folder 7 Escort to Hell manuscript, M. Costello, n.d.  
[corresponds to game Object ID 118.2922]
- Folder 8 Escort to Hell – notes, edits, n.d.
- Folder 9 Eternity, Inc. manuscript, drawings, and notes, Lawrence Schick, 1985  
[corresponds to game Object ID 118.2885]
- Folder 10 Fire and Ice – notes, c. 1986 [corresponds to game Object ID 118.2921]
- Folder 11 The Flash Sourcebook proposal and manuscript, Jack A. Barker, 1992

**Box 80**

- Folder 1 Four Horsemen of Apokolips manuscript, notes, and drawings, c. 1986
- Folder 2 “A Gamer’s Guide to DC Heroes” article for DRAGON Magazine, Jack Barker, 1988 [corresponds to game Object ID 118.2753]
- Folder 3 The Gauntlet: A Superhero Practice Course manuscript, n.d.
- Folder 4 Gotham Brunch (a DC Heroes tournament), Rembert Parker, n.d.
- Folder 5 Green Lantern Corps Sourcebook manuscript, Ray Winninger, n.d. (folder 1 of 2)  
[corresponds to game Object ID 118.4776]
- Folder 6 Green Lantern Corps Sourcebook manuscript, Ray Winninger, n.d. (folder 2 of 2)
- Folder 7 Green Lantern notes, development papers, n.d.
- Folder 8 Hardware Handbook manuscript, Troy Denning and Mark Acres, c. 1987  
[corresponds to game Object ID 118.4778]

**Box 81**

- Folder 1 H.I.V.E. manuscript, drawings, Allen Hammack, 1986  
[corresponds to game Object ID 118.2906]
- Folder 2 H.I.V.E. – artwork and notes, c. 1986
- Folder 3 In Hot Pursuit manuscripts and related papers, c. 1990 [To Sleep Perchance to Dream, Top Gun of Ivy Town, Enter the Dragons, Doppelgangers From the Past]  
[corresponds to game Object ID 118.5212]
- Folder 4 In Hot Pursuit – licensing approval copy, 1990
- Folder 5 In Hot Pursuit – marketing and approvals, 1990
- Folder 6 The Justice League Sourcebook (JLI/JLA) early draft, Ray Winninger, 1988  
[note JLI Embassy Contest submission and drawings] (folder 1 of 2)
- Folder 7 The Justice League Sourcebook (JLI/JLA) early draft, Ray Winninger, 1988  
[note JLI Embassy Contest submission and drawings] (folder 2 of 2)

Folder 8 The Justice League Sourcebook (JLI/JLA) revised copy, 1989 [post-its retained]

**Box 82**

Folder 1 The Justice League Sourcebook correspondence and development papers, 1989 [corresponds to game Object ID 118.2891]  
Folder 2 The Justice League Sourcebook – marketing and approvals, 1989  
Folder 3 King for All Time manuscript, Mark Acres, c. 1987 [working title “Endgame: Castle Kingside”] [corresponds to game Object ID 118.3478]  
Folder 4 The King of Crime manuscript, drawings, Jeff O’Hare, 1985 [corresponds to game Object ID 118.2759]  
Folder 5 Knight to Planet 3 manuscript, Mark Acres, c. 1987 [working title “Legion Adventure II”] [corresponds to game Object ID 118.3480]  
Folder 6 The Law of Darkness manuscript, Scott Paul Maykrantz, 1989 [corresponds to game Object ID 118.5214]  
Folder 7 The Law of Darkness draft and playtest results, 1989  
Folder 8 The Law of Darkness – marketing and approvals, 1989  
Folder 9 Legion of Superheroes Sourcebook I and character drawings (copies), Steve Crow, 1985-1986 [corresponds to game Object ID 120.9840]

**Box 83**

Folder 1 Legion of Superheroes Sourcebook II manuscript, Adventure Architects, 1986 [corresponds to game Object ID 118.2918]  
Folder 2 Lights, Camera...Kobra! manuscript, Ray Winninger, 1986 [corresponds to game Object ID 118.3486]  
Folder 3 Lights, Camera...Kobra! draft, Ray Winninger, 1987  
Folder 4 Lines of Death manuscript, Mark Acres, c. 1988  
Folder 5 Mad Rook’s Gambit manuscript, drawings, 1987 [working title “Magna Crystal”?] [corresponds to game Object ID 118.3479]  
Folder 6 Magic manuscript, Daniel Greenberg, c. 1991 [retitled from “Mystical Sourcebook” and “The Books of Magic”]

**Box 84**

Folder 1 Magic, 2nd art proof, c. 1992  
Folder 2 Magic development papers, marketing, approvals, and notes, 1990 [corresponds to game Object ID 117.6679]  
Folder 3 Midget Man Encounters materials, n.d.  
Folder 4 Moonshot manuscript, Paul Kupperberg and Ray Winninger, c. 1988 [working title “Doom Patrol”] [corresponds to game Object ID 118.2758]  
Folder 5 Moonshot draft, 1988  
Folder 6 The New Superman Sourcebook draft, Roger Stern, 1991  
Folder 7 The New Superman Sourcebook final draft, Roger Stern, c. 1991  
Folder 8 The New Superman Sourcebook – agreement and correspondence, 1990

**Box 85**

Folder 1 The New Teen Titans Sourcebook draft, drawings, 1989  
Folder 2 The New Teen Titans Sourcebook proof, 1990

- Folder 3 The New Teen Titans Sourcebook – marketing and approvals, 1990
- Folder 4 The New Teen Titans Sourcebook – various materials, c. 1990
- Folder 5 The New Teen Titans 5-pack conversion pamphlet manuscript and proof, 1990  
[corresponds to game Object ID 118.3500]
- Folder 6 The New Teen Titans 5-pack – marketing, 1990
- Folder 7 Night in Gotham manuscript, drawings, 1985  
[corresponds to game Object ID 118.2755]
- Folder 8 Night in Gotham development papers, c. 1985
- Folder 9 Operation Atlantis manuscript, Steve Crow, 1988  
[corresponds to game Object ID 118.5205]
- Folder 10 Operation Atlantis – maps and logo design, c. 1988

**Box 86**

- Folder 1 The Otherwhere Quest manuscript, Ray Winninger, c. 1990  
[corresponds to game Object ID 118.5651]
- Folder 2 The Otherwhere Quest draft and development papers, 1990
- Folder 3 The Otherwhere Quest – marketing and approvals, 1989-1990
- Folder 4 Out of the Frying Pan...Into the Fire Pit manuscript by Scott Paul Maykrantz,  
1989
- Folder 5 Pawns of Time manuscript, Steve Crow and Chris Mortika, 1986  
[working title “The Lazurus Gambit”] [corresponds to game Object ID 118.2924]
- Folder 6 Pondering Two Penguins module, David Hyttenrauch, 1989
- Folder 7 Project Prometheus manuscript, Greg Gorden, c. 1985  
[corresponds to game Object ID 118.2768]
- Folder 8 Project Prometheus manuscript, c. 1985
- Folder 9 Project Prometheus – graphic design and development papers, 1985
- Folder 10 A Question of Justice manuscripts, Michael Moe, 1989 [also see 3½” floppy disk]
- Folder 11 Return to Brigadoon demo, Douglas P. Franks, n.d. [also see 5¼” floppy disk]

**Box 87**

- Folder 1 Rigged Results manuscript, Bruce Humphrey, c. 1987  
[corresponds to game Object ID 118.3497]
- Folder 2 Rigged Results – development papers and maps, c. 1987
- Folder 3 Siege manuscript, Jerry Epperson and Craig Patterson, c. 1985  
[corresponds to game Object ID 118.2883]
- Folder 4 Siege – artwork and notes, c. 1985
- Folder 5 Soul Food manuscript, Ryan O’Rourke, 1990
- Folder 6 Strangers in Paradise – marketing papers, 1989  
[corresponds to game Object ID 118.2893]
- Folder 7 Superhero Roleplaying System correspondence related to similarities to  
Champions, 1984 [Lyle Griegoliet]
- Folder 8 Superman/Man of Steel plot and comics from Mike Carlin, 1993
- Folder 9 Superman Sourcebook manuscript, Steve Crow and Christopher Mortika, n.d.  
[corresponds to game Object ID 118.4777]
- Folder 10 Superman Sourcebook II, 2nd art proof, Roger Stern, 1992 [titled “Superman –  
The Man of Steel Sourcebook”] [corresponds to game Object ID 118.5922]

- Folder 11 Superman – The Man of Steel Sourcebook – marketing papers, 1991-1992  
[referenced as “Superman Sourcebook II”]
- Folder 12 Superman Sourcebook II proposal, Jack A. Barker, n.d.
- Folder 13 The Swamp Thing Sourcebook and module, c. 1991  
[including “Racing with the Rats”]

**Box 88**

- Folder 1 The Swamp Thing Sourcebook and module, later drafts, c. 1991  
[including “Racing with the Rats”] [corresponds to game Object ID 118.5209]
- Folder 2 The Swamp Thing notes and development papers, 1990
- Folder 3 Teen Titans Sourcebook manuscript, Steve Crow, 1988
- Folder 4 Titans Sourcebook draft, n.d. [author or version unknown]
- Folder 5 A Vicious Circle manuscript by Ray Winninger, 1989
- Folder 6 War of the Gods manuscript, Daniel Greenberg, c. 1989  
[corresponds to game Object ID 118.5206]
- Folder 7 War of the Gods – draft and approvals, 1989
- Folder 8 The Watchmen Sourcebook early draft, Ray Winninger, 1990

**Box 89**

- Folder 1 The Watchmen Sourcebook proof, Ray Winninger, 1990  
[corresponds to game Object ID 118.5210]
- Folder 2 The Watchmen Sourcebook notes, correspondence, art, notes, and map, 1990
- Folder 3 Watchmen: Taking Out the Trash manuscript, Ray Winninger, c. 1987  
[working title “The Harlot’s Curse”] [corresponds to game Object ID 118.2902]
- Folder 4 Wheel of Destruction manuscript, Matthew J. Costello, 1985  
[corresponds to game Object ID 118.2772]
- Folder 5 When a Stranger Calls manuscript, Ray Winninger, 1987 [partial?]  
[corresponds to game Object ID 120.985]
- Folder 6 Who Watches the Watchmen? manuscript, Daniel Greenberg, c. 1987  
[corresponds to game Object ID 118.4772]
- Folder 7 Who’s Who in the DC Universe: The Role-Playing Supplement, art draft, 1992  
[“Who’s Who #1”] [corresponds to game Object ID 118.7820]

**Box 90**

- Folder 1 Who’s Who #1 – production papers, 1992  
[corresponds to game Object IDs 118.7819]
- Folder 2 Who’s Who #1/#2 correspondence and character lists, 1991-1992
- Folder 3 Who’s Who #2 – production papers, 1992-1993  
[corresponds to game Object ID 120.661]
- Folder 4 Who’s Who #3 – character list, 1993  
[corresponds to game Object ID 120.173]
- Folder 5 Who’s Who #3 – production papers, 1993
- Folder 6 Who’s Who #4 – production papers, 1993
- Folder 7 The World at War manuscript, Ray Winninger, 1991  
[corresponds to game Object ID 118.3499]
- Folder 8 The World at War proof, 1991

- Folder 9 The World at War development papers, 1991  
Folder 10 The World at War – marketing, 1991

**Box 91**

- Folder 1 World in the Balance manuscript, Michael Moe, Beverly Hale, c. 1991  
[corresponds to game Object ID 118.5923]  
Folder 2 World in the Balance, 2nd art proof sent to DC Comic, 1992  
Folder 3 World in the Balance – marketing, 1992  
Folder 4 Character lists, 1991, n.d. [Doom Patrol, villains, other]  
Folder 5 Various manuscripts/drafts, 1980s-1990s (folder 1 of 2)  
Folder 6 Various manuscripts/drafts, 1980s-1990s (folder 2 of 2)

**Box 92**

- Folder 1 DC Heroes – “New Powers” book with characters, powers, and histories, n.d.  
[cannot match to any specific title]  
Folder 2 DC Heroes development papers – project checklists, notes, art purchase orders,  
correspondence, and related materials, 1985-1994  
Folder 3 Miscellaneous DC Heroes role-playing game materials, 1980s-1990s  
Folder 4 DC Heroes – editorial cleanup master – titles A-D, n.d.  
Folder 5 DC Heroes – editorial cleanup master – titles D-Se, n.d.

**Box 93**

- Folder 1 DC Heroes – editorial cleanup master – titles Sh-Te, n.d.  
Folder 2 DC Heroes – editorial cleanup master – titles To-W, n.d.  
Folder 3 DC Heroes – style guide, verso and trademark guide, n.d.  
Folder 4 DC Heroes products – licensing approvals, 1984-1989  
Folder 5 DC Heroes products – licensing approvals, 1990  
Folder 6 DC Heroes products – licensing approvals, 1991-1993  
Folder 7 DC Heroes Role-Playing game transparencies – cover, UPC barcodes, product  
shots, c. 1984

**Box 94**

- Folder 1 DC Heroes Role-Playing Game (2nd Edition) – character cards work,  
transparencies, photos, negatives [likely for ads], c. 1989  
Folder 2 DC Heroes art transparencies, negatives, photo, c. 1980s-1990s  
Folder 3 DC Heroes products (montage) transparencies, 1980s-1990s  
Folder 4 DC Heroes cover proofs, 1986-1992  
Folder 5 DC Heroes/Encounter design sheet forms, c. 1983  
Folder 6 DC Heroes – halftone copies of artwork, 1980s-1990s  
Folder 7 Character sheet paste-ups, n.d.  
Folder 8 DC Heroes marketing licensing approvals, 1985-1986  
Folder 9 DC Heroes marketing licensing approvals, 1987

**Box 95**

- Folder 1 DC Heroes marketing licensing approvals, 1988-1992  
Folder 2 DC Heroes – production schedules, 1985, n.d.

- Folder 3 DC Heroes – production papers, 1994
- Folder 4 DC Heroes – posters and notes, 1986-1987
- Folder 5 DC Heroes – buttons designs and related papers, 1985
- Folder 6 DC Heroes – co-op advertising kit, 1985
- Folder 7 DC Heroes – advertisements and ad paste-ups, 1984-1994
- Folder 8 DC Heroes – product descriptions and product sheets, 1986-1990
- Folder 9 DC Heroes – press releases, 1986-1992
- Folder 10 DC Heroes – press, 1985-1989, n.d.
- Folder 11 DC Heroes consumer correspondence (sampling), 1985-1987
- Folder 12 DC Heroes consumer correspondence, 1987-1993
- Folder 13 DC Heroes consumer correspondence, 1995-1996
- Folder 14 Consumer letters directed to Jack Barker, 1989

**Box 96**

- Folder 1 Jack Barker (DC Heroes Product Line Coordinator) response letters to consumers, 1989-1991
- Folder 2 Correspondence with DC Comics, 1986-1992 (folder 1 of 2)
- Folder 3 Correspondence with DC Comics, 1986-1992 (folder 2 of 2)
- Folder 4 Correspondence with DC Comics (United Kingdom), 1986
- Folder 5 Superman press, 1986-1988
- Folder 6 Batman related articles, 1989-1990
- Folder 7 DC Comics – press releases, 1984-1988
- Folder 8 DC Comics – press, 1986-1987
- Folder 9 DC Comics – Superman’s 50th Birthday, 1986-1988
- Folder 10 DC Comics fan survey, 1986

**Box 194**

- Folder 7 Batman RPG POP header card design work, 1989
- Folder 8 DC Heroes Role-Playing Game (1st edition) – development and planning papers, c. 1984-1985
- Folder 9 DC Heroes Role-Playing Game – logo designs, c. 1980s
- Folder 10 Lights, Camera...Kobra! – original art, c. 1987
- Folder 11 Lines of Death – maps, c. 1988
- Folder 12 The New Teen Titans Sourcebook notes, correspondence, 1989-1990
- Folder 13 DC Comic hero, villain, NPC character lists [paired with character index cards], n.d.

**Box 200**

- Group 4 DC Comic hero, villain, NPC character index cards, n.d.
- Group 5 DC Comic hero, villain, NPC character index cards, n.d.
- Group 6 “The Good” index cards, A-Z list of DC Comic characters and appearances, n.d.
- Group 7 “The Bad & the Ugly” index cards, A-Z list of DC Comic characters and appearances, n.d.

**Box 202**

- Object 1 A Question of Justice manuscript, Michael Moe, 1989 [3½” floppy disk]

Object 2 Return to Brigadoon, Douglas P. Franks, n.d. [5¼" floppy disk]

**Box 207****Slide Box D**

Group 12 DC Heroes product and art images, n.d. [slides]

**Box 207****Slide Box E**

Group 1 DC Heroes product and art images, n.d. [slides]

Group 2 DC Heroes – old art slides (used once), n.d. [slides]

**Box 208****Slide Box F**

Group 1 DC Heroes – old art slides (used once), n.d. [slides]

Group 2 Batman display, n.d. [slides]

**Box 211**

Envelope 36 DC Heroes – images, n.d. [transparencies]

Envelope 37 RPG images; DC Heroes logo, n.d. [reversal film]

**Box 212**

Group 25 DC Heroes Role-Playing Game, n.d. [negatives]

Group 26 DC Heroes – art and product shots, n.d. [negatives and transparencies]

**Box 215**

Object 10 Superman miniature, Grenadier Miniatures, 1985

**Box 218**

Folder 1 DC Heroes original art, 1980s-1990s [these materials were deframed, some retain matts]

**Box 219**

Folder 11 DC Heroes – artwork photos, prints, chroma key, n.d.

Folder 12 DC Heroes ads – paste-ups, proofs, copies, 1980s (folder 1 of 2)

Folder 13 DC Heroes ads – paste-ups, proofs, copies, 1980s (folder 2 of 2)

**Box 224**

Folder 1 DC Heroes – product covers, 1980s-1990s

Folder 2 DC Heroes – ad designs, 1980s

**RS Box 4**

- Batman Sourcebook advertisement (?) image, color transparency, c. 1986
- DC Heroes Role-Playing Game cover image, color transparency, c. 1985



**Map Case 8, Drawer 8**

- Folder 1 DC Heroes – cover color separations, 1980s-1990s
- Folder 2 DC Heroes – paste-ups (covers, ads), 1980s-1990s
- Folder 3 DC Heroes – original artwork (characters), 1992
- Folder 4 DC Heroes – art and cover prints, proofs, 1980s-1990s
- Folder 5 DC Heroes – prints, lith negatives, color separation negatives, 1980s-1990s
- Folder 6 DC Heroes – transparencies, character and cover color separations, action point tables photo, 1980s-1990s

**3. Role Aids, Invincible Overlord (Advanced Dungeons and Dragons compatible), 1982-1996**

**Scope and Content Note:** This section contains materials related to the development of Role Aids and Invincible Overlord role-playing games and are arranged alphabetically by title with more generic materials arranged at the end of the section. Materials include notes, manuscripts, proposals, outlines, correspondence, maps, graphic design papers (paste-ups, proofs), invoices, articles, advertisements, artwork, transparencies, photos, negatives, slides, 3½” floppy disks, and realia.

Note that additional advertisement materials are arranged with [Series VIII: Marketing and press](#). For “Looking Good!”/“We’re the Other Company” and “Dare to Compare” advertisement series, see [Series VI: Graphic design](#), box 220 as well as [Series VIII: Marketing and press](#), box 138.

**Box 97**

- Folder 1 Apocalypse development and production papers, transparencies, 1993 [corresponds to game Object ID 118.5952]
- Folder 2 Apocalypse original art, Matt Cravotta, c. 1993
- Folder 3 Arch Magic development and production papers, transparencies, 1993 [corresponds to game Object ID 121.10001]
- Folder 4 Beastmaker Mountain – art transparencies, c. 1982 [corresponds to game Object ID 110.2702]
- Folder 5 Beneath Two Moons – flow charts and character stats, c. 1986 [related to Beneath Two Suns]
- Folder 6 Beneath Two Suns manuscript, Troy Denning, and cover, c. 1986 [corresponds to game Object ID 117.4107]
- Folder 7 Betrayal at Bogwater – development papers – drawings, draft, 1988 [an Invincible Overlord series supplement] [corresponds to game Object IDs 119.773, 119.774, 110.2092]
- Folder 8 The Blackmoor Chronicles manuscripts with edits, David Arneson, 1985 (folder 1 of 2)
- Folder 9 The Blackmoor Chronicles manuscripts with edits, David Arneson, 1985 (folder 2 of 2)
- Folder 10 The Blackmoor Chronicles – development papers, drawings, 1985

**Box 98**

- Folder 1 The Blasted Lands manuscript and related material Mark Mulkins, Paul Karczag, c. 1983 [corresponds to game Object ID 110.2704]
- Folder 2 The Blasted Land (Dallcon 1983) – paste-up, 1983
- Folder 3 Blood and Steel – production papers, 1993  
[corresponds to game Object ID 110.2286]
- Folder 4 Blood and Steel – art transparencies, c. 1993
- Folder 5 Chronomancer/Techno-Time – transparencies, c. 1992 [unpublished, also called “Time Crawlers” in author contract in box 10; folder 2]
- Folder 6 City State of the Invincible Overlord – writer’s guidelines, c. 1987  
[see related files in [Series XIII, Subseries A: Supporting materials](#); originally published by The Judges Guild which may have been used in process work for this title]  
[corresponds to game Object IDs 110.2096, 119.7670]
- Folder 7 City State of the Invincible Overlord – graphic design and artwork, c. 1987
- Folder 8 City State of the Invincible Overlord – transparencies, photo – cover, artwork, maps, c. 1987
- Folder 9 City State of the Invincible Overlord – autographed (by Gary Gygax and Jeff Leason (?)) “Attention, All Who Enter” pamphlets (2), 1987  
[corresponds to game Object ID 116.3355]
- Folder 10 City State of the Invincible Overlord – sales records, 1988-1989
- Folder 11 City State of the Invincible Overlord – correspondence, consumer letters, 1988-1996
- Folder 12 Clockwork Mage manuscript and related materials, Susan Stone and M. E. Allen, c. 1985 [corresponds to game Object ID 117.4112]
- Folder 13 Crystal Barrier – development papers, drawings, maps, c. 1986  
[corresponds to game Object ID 117.3210]
- Folder 14 Dark Folk manuscript, c. 1983 (folder 1 of 2)  
[corresponds to game Object ID 117.3203]
- Folder 15 Dark Folk manuscript, c. 1983 (folder 2 of 2)

**Box 99**

- Folder 1 Deadly Power manuscript, Laurel Nicholson, John Keefe, Donald Nicholson, 1983 [working title “The Deadly Riddle of Power”]  
[corresponds to game Object ID 119.4315]
- Folder 2 Deadly Power paste-up (1 page), c. 1983
- Folder 3 Deception at Dasa – maps, drawings, graphic designs, c. 1989 [an Invincible Overlord series supplement] [corresponds to game Object ID 110.2094]
- Folder 4 Demons – development and marketing papers, 1993  
[corresponds to game Object ID 110.2853]
- Folder 5 Demons original artwork, Ken Meyers, Jr., c. 1992
- Folder 6 Demons – graphic design papers, transparencies, proof, cover-paste-up, maps, c. 1992
- Folder 7 Demons – production papers, 1992
- Folder 8 Demons review/comments, 1993

- Folder 9 Demons II – production papers and transparencies (cover art), 1993  
[corresponds to game Object ID 110.2858]
- Folder 10 Demons: Seed of Darkness [novel] – notes, correspondence, purchase order, 1993  
[#756]
- Folder 11 Denizens of Diannor – production papers, author contracts, cover art  
transparency, 1993 [corresponds to game Object ID 110.2854]
- Folder 12 Denizens of Og – production papers, artwork photo, 1993  
[corresponds to game Object ID 110.2855]
- Folder 13 Denizens of Vecheron – production papers and art transparency, slide, 1993  
[corresponds to game Object ID 117.9301]
- Folder 14 Denizens of Verekna – production papers, art transparency, 1993  
[corresponds to game Object ID 110.2857]
- Folder 15 Dragons manuscript, related materials, Cory Glaberson, c. 1986  
[corresponds to game Object ID 110.1961]
- Folder 16 Dragons – consumer correspondence, 1985-1987

**Box 100**

- Folder 1 Dragons of Weng T'sen manuscript, Delbert Carr Jr., 1982  
[corresponds to game Object ID 117.3199]
- Folder 2 Dragons of Weng T'sen – art transparency, c. 1982
- Folder 3 Dwarves manuscript and related material, Paul Karczag, c. 1982  
[corresponds to game Object ID 117.3207]
- Folder 4 Dwarves – various maps, c. 1982
- Folder 5 Elven Banner manuscript, Laurel Nicholson, art transparency, 1985  
[corresponds to game Object ID 117.3235]
- Folder 6 Elves manuscript, c. 1983 (folder 1 of 2)  
[corresponds to game Object ID 117.3193]
- Folder 7 Elves manuscript, c. 1983 (folder 2 of 2)
- Folder 8 Elves – consumer letter and invoice, 1985-1986

**Box 101**

- Folder 1 Fantastic Treasures manuscript, Allen Hammack, 1984  
[corresponds to game Object ID 110.1964]
- Folder 2 Fantastic Treasures – logo design, c. 1984
- Folder 3 Fantastic Treasures II – manuscript, Allen Hammack, 1984  
[corresponds to game Object ID 110.1965]
- Folder 4 Fantastic Treasures II – draft, 1985
- Folder 5 Fantastic Treasures II – correspondence and production papers, 1985-1987
- Folder 6 Fez I: Valley of the Trees manuscript, Len Bland and James Robert, 1981  
[corresponds to game Object ID 110.2700]
- Folder 7 Fez I: Wizard's Vale manuscript, Len Bland and James Robert, 1987  
[originally published as Fez I: Valley of the Trees]  
[corresponds to game Object ID 110.1955]
- Folder 8 Fez II: The Contract – maps, character sheet, c. 1983  
[corresponds to game Object ID 110.1954]

**Box 102**

- Folder 1 Fez III: The Angry Wizard manuscript, James Robert and Len Bland, 1984  
[corresponds to game Object ID 110.1953]
- Folder 2 Fez III: The Angry Wizard logo design, c. 1984
- Folder 3 Fez IV: Wizards Revenge manuscript, James Robert and Len Bland, 1984-1985  
[corresponds to game Object ID 110.1952]
- Folder 4 Fez V: Wizard's Betrayal manuscript, James Robert and Len Bland, 1986  
[corresponds to game Object ID 110.1956]
- Folder 5 Fez V: Wizard's Betrayal – development papers, maps, c. 1986
- Folder 6 Fez VI: Wizard's Dilemma manuscript, Robert Moore and James Robert, 1988  
[corresponds to game Object ID 110.1954]
- Folder 7 Fez VI: Wizards Dilemma – development papers, original artwork, 1988
- Folder 8 Fez VI: Wizards Dilemma – marketing materials (press releases, product descriptions, ad work, covers, notes), 1989
- Folder 9 Fez I-IV – consumer correspondence, 1985-1987
- Folder 10 Fez I-V – copyright forms, 1982-1987
- Folder 11 Final Challenge manuscript, Matthew Costello, 1986  
[corresponds to game Object ID 117.3227]
- Folder 12 Final Challenge – consumer correspondence, 1985
- Folder 13 Giants manuscript, Bruce Humphrey, c. 1987 (folder 1 of 2)  
[corresponds to game Object ID 117.3239]

**Box 103**

- Folder 1 Giants manuscript, Bruce Humphrey, c. 1987 (folder 2 of 2)
- Folder 2 Giants – art transparency, c. 1987
- Folder 3 The Haunt – maps process work, ad paste-up, c. 1988  
[corresponds to game Object IDs 117.3843, 119.7720, 119.7710, 110.2091]
- Folder 4 Ice Elves manuscripts, drawings, Bruce Humphries, c. 1985  
[corresponds to game Object ID 117.3233]
- Folder 5 The Keep manuscript, Dan Greenberg, et. al., c. 1984
- Folder 6 The Keep – proofs and design papers, c. 1984
- Folder 7 Kobold Hall manuscript and related material, Bill Fawcett, c. 1983, 1986  
[corresponds to game Object ID 117.3218]
- Folder 8 Kobold Hall (for Origins 1983) paste-ups, 1983  
[corresponds to game Object ID 110.2701]

**Box 104**

- Folder 1 Kobold Hall (for Origins 1983) – drafts, drawings, 1983
- Folder 2 [Lich Lords] The Lich King of Ool manuscript, drawings, n.d.
- Folder 3 Lich Lords – consumer correspondence and order, 1986  
[corresponds to game Object ID 117.3231]
- Folder 4 Lizardmen manuscript, c. 1991 (folder 1 of 2) [post-its retained]  
[corresponds to game Object ID 117.6680]
- Folder 5 Lizardmen manuscript, c. 1991 (folder 2 of 2)
- Folder 6 Lizardmen draft, maps, notes, 1991

- Folder 7 Lizardmen proof, c. 1991  
Folder 8 Lizardmen development papers, 1990, c. 1991

**Box 105**

- Folder 1 Monsters of Myth and Legend manuscript, Neil Randall and Greg Gorden, 1984 [corresponds to game Object ID 110.1963]  
Folder 2 Monsters of Myth and Legend II manuscript, Laurel Nicholson and John Keefe, 1989 (folder 1 of 2) [corresponds to game Object ID 117.3230]  
Folder 3 Monsters of Myth and Legend II manuscript, Laurel Nicholson and John Keefe, 1989 (folder 2 of 2)  
Folder 4 Monsters of Myth and Legend II – marketing, 1989  
Folder 5 Monsters of Myth and Legend II – correspondence, 1986, 1989  
Folder 6 Monsters of Myth and Legend III outline by Allen Hammack, 1991 [corresponds to game Object ID 120.6690]  
Folder 7 Monsters of Myth and Legend III – original artwork, transparency, c. 1992  
Folder 8 Monsters of Myth and Legend III – development and marketing papers, 1992  
Folder 9 Pinnacle manuscript, Dan Greenberg, c. 1986 [corresponds to game Object ID 117.3234]  
Folder 10 A Portal to Adventure – marketing and production papers, 1992 [corresponds to game Object ID 118.1442]  
Folder 11 A Portal to Adventure – original artwork, art transparency, character descriptions, storyboard, c. 1992 [corresponds to game Object ID 118.3778]

**Box 106**

- Folder 1 Psionics draft, Nigel Findley, c. 1991 (folder 1 of 2) [corresponds to game Object ID 117.4121]  
Folder 2 Psionics draft, Nigel Findley, c. 1991 (folder 2 of 2)  
Folder 3 The Quest for the Nanorien Stones manuscript and related papers, Jim Gallagher and Steve Morrison, c. 1982 [corresponds to game Object ID 120.3652]  
Folder 4 A Question of Gravity manuscript, Jerome H. Money, c. 1982 [corresponds to game Object ID 117.3197]  
Folder 5 A Question of Gravity – graphic design (maps, original artwork, draft), c. 1982, 1983  
Folder 6 The Raiders of Ironrock – maps, notes, 1987 [corresponds to game Object IDs 110.2089, 119.766, 119.775]  
Folder 7 Sentinels – production papers, art transparencies, 1993  
Folder 8 Shadows of Evil manuscripts, Stephen R. Bourne, c. 1984 (folder 1 of 2) [corresponds to game Object ID 119.3602]  
Folder 9 Shadows of Evil manuscripts, Stephen R. Bourne, c. 1984 (folder 2 of 2)  
Folder 10 Shaman – art transparencies, production papers, 1993

**Box 107**

- Folder 1 Shipwrecker manuscript and draft, Sue Stone, c. 1983 [corresponds to game Object ID 119.4311]  
Folder 2 Swordthrust manuscript, Sam Shirley and Dan Greenberg, 1983 [previously “Titan’s Crown”] [corresponds to game Object ID 119.4314]

- Folder 3 Terror of Tintagel manuscript, Stephen R. Bourne and Martin F. King, n.d.  
Folder 4 Throne of Evil manuscript, Stephen R. Bourne, transparency, 1984  
[corresponds to game Object ID 119.4369]  
Folder 5 To Hell and Back – maps, production papers, transparency, 1993  
[corresponds to game Object ID 110.2859]  
Folder 6 Tower of Magicks manuscripts, Bill Fawcett, c. 1982  
[corresponds to game Object ID 110.2695]  
Folder 7 Tower of Magicks – original artwork, draft, c. 1983  
Folder 8 Undead manuscript, Laurel Nicholson and John Keefe and transparency, 1986  
[corresponds to game Object ID 119.4378]  
Folder 9 Undead original art, c. 1986 (folder 1 of 2)

**Box 108**

- Folder 1 Undead original art, c. 1986 (folder 2 of 2)  
Folder 2 Undead II: Army of Night – production quotes, cover artwork, transparency, 1993  
Folder 3 War of Darkness – maps and notes, c. 1986  
[corresponds to game Object ID 119.4425]  
Folder 4 Witches sourcebook, original text through Chapter 7 with notes, c. 1990  
[originally from TSR, Inc. v. Mayfair Games files]  
[corresponds to game Object ID 117.4119]  
Folder 5 Witches manuscript, Chapters 7-10 original data entry version, c. 1990  
[originally from TSR, Inc. v. Mayfair Games files]  
Folder 6 Witches – marketing sheets, c. 1990  
Folder 7 Witch World – correspondence regarding licensing of Andre Norton work, 1985  
Folder 8 Wizards manuscript, c. 1983 [corresponds to game Object ID 119.3597]  
Folder 9 Wizards – graphic design, maps, artwork, c. 1983  
Folder 10 The Wraith of Derric's Deep – draft, maps, 1988 [an Invincible Overlord series  
supplement] [corresponds to game Object IDs 110.2090, 119.7630]  
Folder 11 Role Aids – writing guides, n.d.  
Folder 12 Role Aids – art transparencies, 1980s-1990s  
Folder 13 Role Aids – art purchase orders and correspondence, 1991-1993  
Folder 14 Role Aids – logos and trademark reference, 1980s  
Folder 15 Role Aids – production schedule, 1994

**Box 109**

- Folder 1 Role Aids – marketing papers, product sheets, ads, press releases, 1987-1992  
Folder 2 Role Aids – consumer correspondence and invoices, 1986-1988  
Folder 3 Role Aids – product image transparencies, 1980s  
Folder 4 Role Aids – product and display photos, 1980s-1990s  
Folder 5 Role Aids – response card reports, 1985

**Box 194**

- Folder 14 City State of the Invincible Overlord – questionnaire, notes, 1988  
Folder 15 Morgaine – logos and correspondence, 1984  
Folder 16 Swordthrust original artwork – maps, drawings, c. 1984  
Folder 17 Wizards – manuscript draft and paste-ups, n.d.

**Box 202**

- Object 3 “Witches original files, backups,” c. 1990 (disk 1 of 2)  
[originally from TSR, Inc. v. Mayfair Games files] [3½” floppy disk]
- Object 4 “Witches original backups,” c. 1990 (disk 2 of 2)  
[originally from TSR, Inc. v. Mayfair Games files] [3½” floppy disk]
- Object 5 “Witches back cover,” c. 1990  
[originally from TSR, Inc. v. Mayfair Games files] [3½” floppy disk]

**Box 208****Slide Box G**

- Group 1 Role Aids – art and product images, n.d. [slides]
- Group 2 Role Aids – City State of the Invincible Overlord, n.d. [slides]
- Group 3 Role Aids – The Keep, n.d. [slides]

**Box 212**

- Group 27 Role Aids – art and product shots, n.d. [transparencies]
- Group 28 Role Aids – product shots and compilations, n.d. [transparencies]

**Box 216**

- Objects 40-43 Overlord pins (4)

**Box 219**

- Folder 14 Apocalypse (?) original artwork, n.d.
- Folder 15 Beastmaker Mountain – original art and prints, 1982
- Folder 16 Fez VI: Wizards Dilemma – ad paste-up and proof, c. 1988
- Folder 17 Sentinels – original artwork, Julian, c. 1993

**Box 221**

- Folder 9 Elven Banner – color key, 1984
- Folder 10 Fez II: The Contract – maps, c. 1983
- Folder 11 Kobold Hall – maps, 1983

**Box 224**

- Folder 3 A Question of Gravity – graphic design (maps, paste-ups), c. 1982
- Folder 4 Wizards – original art, c. 1983
- Folder 5 Role Aid product covers, 1980s-1990s

**Map Case 8, Drawer 8**

- Folder 7 Betrayal at Bogwater – cover color separations, c. 1989  
[an Invincible Overlord series supplement]
- Folder 8 Briarwood Castle – artwork photos, prints, paste-up, transparency, cover color separation, c. 1989 [an Invincible Overlord series supplement]  
[corresponds to game Object ID 110.2095]
- Folder 9 City State of the Invincible Overlord – transparency, paste-ups, prints, c. 1978

Folder 10	Deception at Dasa – cover color separation, c. 1989 [an Invincible Overlord series supplement]
Folder 11	Dragons – chroma keys and original artwork, n.d.
Folder 12	Invincible Overlord series paste-ups – ads, coupons, logos, 1980s
Folder 13	The Keep – original artwork, paste-ups, n.d.
Folder 14	Lizardmen – original artwork and copies, maps, n.d.

### Map Case 8, Drawer 9

Folder 1	Monsters of Myth and Legend II – cover color separation, art photos, n.d.
Folder 2	The Raiders of Ironrock – map and cover color separations, proof, map, and letter, c.1988
Folder 3	Tower of Magicks – original artwork, paste-ups, prints, notes, n.d.
Folder 4	The Wraith of Derric’s Deep – photos, cover color separation, map, and note, c. 1988 [an Invincible Overlord series supplement]
Folder 5	Role Aids – cover color separations, transparencies, art photos, templates, 1980s-1990s

### RS Box 4

- Role Aid product compilation image, color transparency, n.d.

## 4. Underground, 1991-1996

**Scope and Content Note:** This section contains materials related to the development of Underground role-playing games and are arranged alphabetically by title with more generic materials arranged at the end of the section. Materials include notes, manuscripts, proposals, outlines, correspondence, graphic design papers, maps, invoices, newsprint, articles, advertisements, artwork, transparencies, photos, negatives, and slides.

### Box 109

Folder 6	Underground proposal and notes, 1991 [also see related outlines in legal]
Folder 7	Fully Strapped, Always Packed (Technical Manual) – production papers, 1993 [corresponds to game Object IDs 118.10719, 121.7377]
Folder 8	The Notebook – production papers, 1993 [corresponds to game Object ID 118.1441]
Folder 9	Steel Deep: The Luna Sourcebook – transparencies, slide, 1996
Folder 10	Streets Tell Stories – original artwork and prints, c. 1993 [corresponds to game Object ID 117.5186]
Folder 11	Streets Tell Stories – production papers, maps, 1993
Folder 12	Techno – transparencies, 1994
Folder 13	Underground – transparencies, 1993 [corresponds to game Object ID 117.6786]
Folder 14	The Underground Companion – transparency, c. 1994 [corresponds to game Object ID 117.6672]
Folder 15	Underground: Gamemaster pack – production papers, 1993
Folder 16	Underground – art style guide, c. 1993
Folder 17	Underground – graphic design materials, cover prints, c. 1993-1996
Folder 18	Underground – art purchase orders, 1993-1995



- Folder 19 Underground – artwork (faxed) by Edward Lee, 1993  
 Folder 20 Underground – production papers, 1993-1995  
 Folder 21 Underground – marketing materials, 1993  
 Folder 22 Underground newspaper insert – production and development papers, 1993  
 Folder 23 Underground t-shirts and baseball hats – design and production papers, 1993  
 Folder 24 Underground – press (copies), 1993  
 Folder 25 Underground – various materials, correspondence, 1993  
 [includes “Hell Bent” – Underground adventure published by Atlas Games]

**Box 208****Slide Box G**

- Group 4 Underground, n.d. [slides]

**Box 211**

- Envelope 38 Underground – product shots, n.d. [transparency]

**Box 212**

- Group 29 Underground, n.d. [negatives]

**5. General role-playing games, 1983-1993**

**Scope and Content Note:** This section contains materials related to the development of role-playing games outside of the lines covered in sections 1-4. Materials are arranged alphabetically by title with more generic materials arranged at the end of the section. Materials include notes, manuscripts, proposals, outlines, correspondence, graphic design papers, invoices, advertisements, artwork, microcassette, transparencies, and negatives.

Note that author papers include correspondence, agreements, and game proposals.

The role-playing game based on Robert Asprin’s *Myth Adventures* is mentioned in an interview given by Darwin Bromley (in box 203, object 2) where he states that the game was to be called Myth Role. Also refer to records relating to the *Myth Adventures*-themed board game, Myth Fortunes. For additional references to this game, see box 5, folder 1 and box 12, folder 2.

**Box 110**

- Folder 1 “Assassins” art transparencies, n.d.  
 Folder 2 Comic Book Role-Playing Game papers, n.d.  
 [see related microcassette] [Marvel?]  
 Folder 3 Elemental #1: Earth and Air – quotes, project description, project specifications, 1993  
 Folder 4 Elemental #2: Fire and Water – project specifications, c. 1993  
 Folder 5 The Gauntlet: A Superhero Practice Course, Solitaire scenario drafts, n.d.  
 [Marvel?]  
 Folder 6 Lords of Fantasy draft, Michael Halse, 1993  
 Folder 7 Marvel role-playing game draft, 1983  
 Folder 8 Marvel role-playing game draft, 1984

- Folder 9 Marvel character sheets, n.d.
- Folder 10 Marvel graphic design – role-playing game logo, cover, calendar, paste-up, 1986
- Folder 11 Marvel Super Heroes calendar – ads, 1986
- Folder 12 Marvel calendar – consumer correspondence, 1984-1986
- Folder 13 Marvel additions and related papers, c. 1983
- Folder 14 The Myth Adventures Role-Playing Game proposal and outlines, Tom Moldvay, 1987-1988

**Box 111**

- Folder 1 The Myth Adventure Role-Playing Game drafts, c. 1987 [Tom Moldvay with Mark Acres]
- Folder 2 The Myth Adventure Role-Playing Game – sourcebook and adventure book drafts, c. 1987
- Folder 3 M.Y.T.H. Day – Isstvan’s Carnival of Fun materials, c. 1987
- Folder 4 Myth reference materials, c. 1987
- Folder 5 “Night Shine” art transparencies, n.d.
- Folder 6 Superhero Solitaire manuscript, n.d.
- Folder 7 Warbots – consumer correspondence, 1985-1987  
[corresponds to game Object ID 119.178]
- Folder 8 Unknown game materials (possibly The Keep) – authored by Anne Jaffe, n.d.
- Folder 9 Proposal from Jovalis for Realms of Myth and Legend, Omniverse, and Superheroes books/sourcebooks, 1989
- Folder 10 Various role-playing materials, 1980s
- Folder 11 Misc. manuscript materials, n.d.
- Folder 12 Various character sheets and lists, n.d.
- Folder 13 Role-playing game consumer letters and feedback, 1988-1989
- Folder 14 Correspondence regarding writing guidelines and role-playing game ideas, 1985

**Box 112**

- Folder 1 Author papers – Dan Greenberg, 1991 [Mystical Sourcebook]
- Folder 2 Author papers – Doug Franks, 1987-1989  
[DC Role-Playing Game, Belle Reve Sourcebook, For Your Own Heroes]
- Folder 3 Author papers – Greg Gorden, 1986, 1990 [Superman: Man of Steel]
- Folder 4 Author papers – Michael Moe and Beverly Hale, 1991  
[World in the Balance, Test to Destruction, Injustice Gang International]
- Folder 5 Author papers – Ray Winninger, 1987-1989 [The Watchmen Sourcebook, Green Lantern, Justice League, Killing Joke, Swamp Thing, The Movie Game, Revelations, Inc., The World at War]
- Folder 6 Author papers – Scott Paul Maykrantz, 1989-1990 [Apokolips Sourcebook, The Law of Darkness, The Hub City Sourcebook, The Hawkworld Sourcebook]
- Folder 7 Author papers – William Tracy, 1990  
[L.E.G.I.O.N., Creature Commandos/GI Robot]

**Box 194**

- Folder 18 Warbots – graphic design, paste-ups, cover designs, c. 1985

**Box 202**

Object 6 Comic Book role-playing game, n.d. [microcassette]

**Box 212**

Group 30 Warbots, n.d. [transparencies]

**Subseries E: Game concepts, 1980-1997**

**Scope and Content Note:** This subseries contains game concepts and proposals that originated in Mayfair Games as well as submitted by outside designers, companies, and consumers. Some are game concepts and some games are fully developed games ready for production. Materials include notes, writings, manuscripts, proposals, outlines, correspondence, rules, maps, artwork, articles, photos, 3½” floppy disks, and VHS tapes.

Of note is Sid Sackson’s game idea, Whistle Stop in box 115, folder 12.

Floppy disks in this series were imaged in May 2022, and digital files are available upon request for on-site researchers. (Corresponding digital file folders are indicated after each object description; see [Series XIV: Digital files from media](#) for additional details.)

**Box 112**

Folder 8 1831 – special rules and game materials, n.d.  
 Folder 9 1866 game prototype, Ryan Moats, 1993  
 Folder 10 1927: The Next Generation game proposal, 1989-1990  
 Folder 11 20/20 Hindsight/Insight [management game] description, letter, 1991  
 Folder 12 Afghanistan game concept, Dave Burba, n.d.  
 Folder 13 Agatha Christie mystery game correspondence, 1989  
 Folder 14 The Amazon River Flotilla vs. the Creatures from the Black Lagoon prototype, Neil Zimmerer, n.d.  
 Folder 15 Auto race game idea, 1981-1982  
 Folder 16 Beer & Pretzels game correspondence, reference, 1989-1991  
 Folder 17 Benelux Rails prototype (based on Empire Builder), Michael Mette, 1995  
 Folder 18 Bram Stoker’s Dracula script and related materials, 1991-1992  
 Folder 19 Bright Ideas game concept, rules, cards, 1993  
 Folder 20 Captive – correspondence, n.d.  
 [corresponds to game Object ID 117.7448]  
 Folder 21 Cartoon Collection and Adult Coloring Book correspondence, draft, 1997  
 Folder 22 A Century of Commerce, Peter Sartucci and Mark Matthews-Simmons, game proposal, 1993  
 Folder 23 Chicago Speed Circuit Track game, c. 1980  
 Folder 24 Choose Your Own Adventures – correspondence, 1986

**Box 113**

Folder 1 Colonel Qaddafi War game (transparency, counters), 1981  
 Folder 2 Covert Operations Card Game proposal, n.d.  
 Folder 3 Danske Rails prototype, 1994  
 Folder 4 The Dark Mite Returns – RPG from Gen Con, n.d.

- Folder 5 Dice Encounter – rules and counter sheet, n.d.  
Folder 6 Dice Baseball, Neil Zimmerer, n.d.  
Folder 7 Die Macher rules, drawings, 1996  
[corresponds to game Object IDs 121.8874, 121.7454]  
Folder 8 Dinosaur card game materials, Steve Peek, 1992-1993  
Folder 9 Dirk's Dice rules, agreement, Dirk Laureyssens, 1994  
Folder 10 Dragon Poker (based on Robert Asprin book), Bryan Winter, n.d.  
Folder 11 "East Front Game" – Variants Design articles (photocopies) by Scott C. Berchig and maps, c. 1980  
Folder 12 European Adventure, Stephen P. Van Lysel, proposal, 1993  
Folder 13 Fluffy Quest Sourcebook, Rick Reid, game proposal, 1993  
Folder 14 Formula Motor Racing game correspondence, agreement, 1996  
Folder 15 Galaxy (based on Empire Builders), Peter Hamon, 1990  
Folder 16 Gallup the Game proposal, press release, 1990-1991  
Folder 17 The Garret Dungeon proposal, 1983  
[samples transferred to Collections; corresponds to Object ID 121.7013]  
Folder 18 Generation: Technology's Bastard Child, Mark C. Adams, 1996  
Folder 19 German Rails (based on Empire Builder) prototype, Michael Mette, 1993-1994  
Folder 20 Germany and La France sur Rails (based on Empire Builder) game concepts, Andreas Seyfarth, 1992  
Folder 21 Gilgamesh and the Seven Jenni manuscript, n.d.  
Folder 22 Good and Evil card game prototype, n.d.  
Folder 23 The Great American Baseball Game proposal and related materials, 1990-1991  
Folder 24 Growing Up Feeling Good, Ellen Rosenberg, game idea, 1995  
Folder 25 Hellraiser – boardgame proposal, 1991  
Folder 26 Henry VIII game development, n.d.

**Box 114**

- Folder 1 Heroic Endeavors boardgame, Paul Dennen and John Gaffney, 1996  
Folder 2 High Stakes Baseball materials, 1993-1994  
Folder 3 Indy Car World Series – rules version 2.3, 1995  
Folder 4 Irish Rails expansion module, Richard Garber, n.d.  
Folder 5 "Karmic Mission" proposal and correspondence, 1995  
Folder 6 L.A. Trolley Game – maps, business card, n.d.  
Folder 7 Mah Jong card game idea, 1991, n.d.  
Folder 8 Merlin manuscript drafts, n.d.  
Folder 9 The Metropolis Munition War, Joe T. Pecsényicki, proposal, 1990  
Folder 10 Mini games – Blobs, The Sea Chase, Pirate, Ants, The Ides of March, n.d.  
[some by Neil Zimmerer]  
[corresponds to game Object IDs 119.1624, 120.982, 119.1623]  
Folder 11 Music card game, 1981 [includes 1977 Edwin F. Kalmus reference catalog]  
Folder 12 Myst card game proposal and correspondence, 1995  
Folder 13 New Zealand Rails prototype, Brendon Whyte, 1997  
Folder 14 Nightbreed/Cabal Sourcebook, Robert T. Garcia and Cory Glaberson, proposal, n.d.  
Folder 15 Plunder! Game proposal and evaluation report, 1990

- Folder 16 POG Cap (Milk Cap) game rules, correspondence, and supporting materials, 1993
- Folder 17 Various POG samples, 1993 [some transferred to Collections; corresponds to Object IDs 121.8752, 121.9952, 121.9953, 121.9954, 121.9955, 121.9956]
- Folder 18 Power Masters game, Kenneth P. Zaorski and Lawrence R. Lelievre, 1983
- Folder 19 Puzzles – Warren Industries/Rose Art, 1996
- Folder 20 Race car game development, c. 1980 [includes 1979, 1980, 1981 Artgo racing souvenir yearbooks]
- Folder 21 Rand McNally game materials, 1990
- Folder 22 Revenge! Game, Lee Gold and Jack Harness, n.d.  
[corresponds to game Object ID 120.3664]
- Folder 23 Rügen Rails game materials, Michael Mette, 1996
- Folder 24 The Rumble game, correspondence, drawings, 1983 [author John Hill]

**Box 115**

- Folder 1 Russian Front Game drafts, notes, copies of counters, 1982
- Folder 2 The SAT Game, Carolyn Usrey, proposal, 1990
- Folder 3 Scoop game proposal, Mark Weston, 1990
- Folder 4 The Search for El Dorado game, n.d.
- Folder 5 Secret Agent Card Game, Kevin Stein, 1991
- Folder 6 Terrorist manuscript, Gregory M. Maples, 1982
- Folder 7 Texas Rails game concept (based on Empire Builder), Robert G. F. Marinan, Sr., n.d.
- Folder 8 Transcontinental railroad game concept, Neil Zimmerer, 1995
- Folder 9 Über Alles: Deutschland Über Alles; Springtime for Hitler, Thousand Piece Reich game, Paul S. DeVolpi, 1982
- Folder 10 Untitled space game materials, n.d. [Galaxy?]
- Folder 11 War for Africa game, n.d.
- Folder 12 Whistle Stop game idea, Sid Sackson, n.d. [written on napkin]
- Folder 13 Who's Who? – correspondence, 1991  
[corresponds to game Object ID 117.2787]

**Box 116**

- Folder 1 Worldmaster – correspondence and game references, n.d.  
[corresponds to game Object ID 117.3727]
- Folder 2 The Yard's Finest game, n.d.
- Folder 3 Memorandum and review of proposed games, 1992
- Folder 4 Projects to pursue – correspondence, notes, 1994
- Folder 5 Various references collected for game ideas, 1990-1995
- Folder 6 Inquiries from designers – forms and supporting materials, 1981-1982
- Folder 7 Game submissions – rejected, 1982-1984 [response letters sampled]
- Folder 8 Game submissions – rejected, 1985-1986 [response letters sampled]
- Folder 9 Game submissions – rejected, 1986-1987 [response letters sampled]  
(folder 1 of 2)

**Box 117**

- Folder 1 Game submissions – rejected, 1986-1988 [response letters sampled]  
(folder 2 of 2)
- Folder 2 Game submissions – rejected, 1991-1992 [response letters sampled]  
(folder 1 of 2)
- Folder 3 Game submissions – rejected, 1991-1992 [response letters sampled]  
(folder 2 of 2)
- Folder 4 Game submissions – rejected, 1991-1993 [response letters sampled]
- Folder 5 Game submissions – some rejected, 1993-1994  
[response letters sampled; related VHS Indecent Proposals in box 204]

**Box 118**

- Folder 1 Book submissions – some rejected, 1994 [response letters sampled]
- Folder 2 Game submissions – rejected, 1994-1995 [response letters sampled; related “Wild Magic” game by Ches Misso (see letter) play-tested at Hurricon ’94 transferred to Collections] (folder 1 of 2)
- Folder 3 Game submissions – rejected, 1994-1995 [response letters sampled]  
(folder 2 of 2)
- Folder 4 Game submissions – rejected, 1995-1996 [response letters sampled]
- Folder 5 Game submissions – rejected, 1995-1997, n.d.  
[response letters sampled; related disk “Become a President” in box 202, object 7 (see letter)]
- Folder 6 Game submissions – from organizations, 1992-1994

**Box 119**

- Folder 1 Game submissions – approved, 1984
- Folder 2 Game submissions – approved/interest, 1988-1995, n.d.

**Box 195**

- Folder 1 Big Business game instructions and prototype cards, n.d.
- Folder 2 DC Heroes picture book game (license expansion) – notes, correspondence, 1986-1988
- Folder 3 Lythande’s Book of Secrets manuscript and drawings, n.d.
- Folder 4 Tank game card prototypes and notes/scoring, n.d. [Tanks A Lot?]
- Folder 5 Tanks A Lot development papers, n.d.  
[corresponds to game Object ID 118.6044]
- Folder 6 Additional game concepts and collected material (notes, articles, maps, drawings), 1982-1997 [some games include Golf Game Briefing, Corporate Climbers, Making It, Wing Commander, City Planner, Miss Jane Marple, Cinemania, Gardening Game, Airline games, Topps Baseball Game, Political Campaign game, All Aboard! Game development, Myth-chief: The Magik of Aahz & Skeeve, Paper Airplane Simulation, The Search for the Lost Dutchman’s Gold Mine, Square Wheels, Aliens vs. Predator Board Game]

**Box 202**

- Object 7 “Become a President” – game submission, 1996 [see related letter]  
[3½” floppy disk]
- Object 8 Picture Book Game, 1988 [possibly Nova Game Designs “Secret of Designing  
Lost Worlds,” see related materials in box 25, folder 9; box 191, folder 3]  
[3½” floppy disk] [corresponds to digital files Mayfair-05] [likely corresponds to  
game Objects related to the “Lost Worlds Fantasy Combat Book Game”]
- Object 9 Japanese Rails, Brian Blume, 1991 [3½” floppy disk]

**Box 204**

- Object 1 “High Stakes Baseball,” 1994 [VHS]
- Object 2 [Indecent Proposals] “Spot “Proposte” Ingl. NTSC,” game idea, n.d. [VHS]
- Object 3 “L.A.B.” [game proposal?], n.d. [VHS]

**RS Box 5**

- Volley and Thunder – original map artwork, n.d.
- Volley and Thunder – road overlay, n.d.
- Volley and Thunder – building overlay, n.d.

**Subseries F: General development, 1977-1997**

**Scope and Content Note:** This subseries contains general game development materials including development planning materials, rules translations, train game-related materials, and collected material. Materials include notes, writings, research, correspondence, rules, maps, photos, negatives, and slides.

Additional catalogs and newsletters with railroad game references were transferred to the library. These include: *Ark* newsletter, Issue 40, November 1991; *Das Fachblatt für Spieler, Die Pöppel-Revue*, No. 3, May/June 1994; *Fast Trax*, issues #1 through #16, #20, 1990-1991 [various highlighted references]; *Game Trade News*, No. 3, May 1985 [British Rails, Empire Builder]; *Gamelog* No. 84, February 1993 [Nippon Rails]; *Gamers Alliance Report*, Winter 1991 [Eurorails]; *Gamers Alliance Report*, Winter 1993 [Eurorails]; Laurin product guide, c. 1992; *Loco Motives* newsletter, Vol.1 No. 1, November 1991; Mid-Michigan Hobby Supply, 1991; *Moves*, Number 74, Feb-Mar 1993; Pentrex gift catalog, n.d. [Empire Builder, Express Card Game]; Pentrex gift catalog, n.d. [Empire Builder, Express Card Game]; Rand McNally Holiday Gift Catalog, 1991 [Empire Builder]; Rand McNally Holiday Gift Catalog, c. 1992 [Empire Builder]; Rand McNally Warehouse sale catalog, 1992 [Empire Builder]; Schrader’s Railroad Catalog, No. 13, 1993 [Eurorails, Express Card Game, Empire Builder]; *Standard Gauge* newsletter, Nos. 2-4, 1993 [references various Mayfair train games]; Stormhawk Publication “Retailer Survival Kit for Stores Selling Adventure Games”; *The Highlander*, September/October 1992; *Toybox*, Vol. 1 No. 2, September 1992; and World Wide Games catalog, Winter 1993 [Eurorails].

**Box 119**

- Folder 3 Miscellaneous development/game papers, 1995-1996, n.d.  
Folder 4 General development planning and memos, 1993-1997, n.d.  
Folder 5 Game product numbers, ISBN assignments, 1988-c.1991, n.d.  
Folder 6 German translations of game rules, n.d. [Hammer's Slammers, The Worlds of Boris Vallejo, Dragons of Pern, Empire Builder, 1830, Express, Sanctuary]  
Folder 7 Playtesting – correspondence with playtesters and demo groups, game review forms, 1985-1993  
Folder 8 Naval miniatures correspondence, 1988  
Folder 9 Naval miniatures – research, n.d. [Alnavco Log newsletters transferred to Library]  
Folder 10 Miscellaneous author/designer correspondence, 1985-1992, n.d.  
Folder 11 Game references – token/counters, n.d.  
Folder 12 Train game correspondence, 1991-1995  
Folder 13 Train game marketing references, 1991-1992  
Folder 14 Various train game reference and development material (negatives, photos, rules, notes), 1977, 1984-1993  
Folder 15 Various maps for train games, n.d.  
Folder 16 Counter sheets, n.d. [from envelope marked “Errors”]

**Box 195**

- Folder 7 Development and game concept notes, 1990, n.d.  
Folder 8 Train game notes, 1991, n.d.

**Box 206**

- Group 11 Miscellaneous game images, n.d. [slides]

**Box 211**

- Envelope 39 Game product shots, n.d. [negatives]



**Series VI: Graphic design, 1982-1996**

**Scope and Content Note:** This series contains graphic design materials which includes artist inquiries and samples, art department requests, advertisement work, and artwork. Materials include correspondence, artwork, resumes, invoices, forms, graphic design materials (paste-ups, proofs), slides, photos, contact sheets, negatives, 3½” floppy disks, transparencies, and a VHS tape.

Generic art reference materials have been transferred to the library. These materials include: *Variety Clip Art Book Number Two*, *Graphic Source Clip Art: Holidays*, *Graphic Source Clip Art: Animal Silhouettes*, *Graphic Source Clip Art: Sports Silhouettes*, *Graphic Source Clip Art: Potpourri*, *Graphic Source Clip Art: Printer Silhouettes*, *Graphic Source Clip Art: Animals and Wildlife*, *Dover Clip-Art Series Ready-To-Use Illustrations of Women’s Heads*, *Dover Clip-Art Series Ready-To-Use Food and Drink Spot Illustrations*, *Dover Clip-Art Series Ready-To-Use Illustrations of Men’s Heads*, *Dover Clip-Art Series Ready-To-Use Illustrations of Hands*, *Dover Clip-Art Series Ready-To-Use Narrow Frames & Borders on Layout Grids*, *Dover Clip-Art Series Ready-To-Use Old-Fashioned Floral Borders on Layout Grids*, *Dover Clip-Art Series Ready-To-Use Banners*, *Dover Clip-Art Series Ready-To-Use Small Frames and Borders*, *Copyaid Transfer & Overlay Symbol Art Catalog*, and Graph Paper from your Copier, HP Books.

Note that additional ad materials are arranged with [Series VIII: Marketing and press](#); additional graphic design papers are arranged with respective game titles in [Series V: Game development](#).

Of note is artwork submitted by various artists, some of which features African American characters and content. This artwork can be seen in box 120.

**Box 120**

- Folder 1 Artist job inquiries, resumes, business cards, samples of art, 1980s-1990s (folder 1 of 4)
- Folder 2 Artist job inquiries, resumes, business cards, samples of art, 1980s-1990s (folder 2 of 4)
- Folder 3 Artist job inquiries, resumes, business cards, samples of art, 1980s-1990s (folder 3 of 4)
- Folder 4 Artist job inquiries, resumes, business cards, samples of art, 1980s-1990s (folder 4 of 4)
- Folder 5 Freelance artist rejection letters, 1984, 1986

**Box 121**

- Folder 1 Correspondence, 1985-1995
- Folder 2 Freelance artist correspondence and art purchase orders, 1988-1990
- Folder 3 Correspondence and purchase orders with DC Comics, Inc., 1988-1990
- Folder 4 Art purchase orders, 1987-1989
- Folder 5 Art purchase orders, 1991-1996
- Folder 6 Art department – receipts, 1990-1995

- Folder 7 Art specs, 1993 [post-its retained]
- Folder 8 Project checklists – blank forms, n.d.
- Folder 9 Completed art requests, 1990
- Folder 10 Completed art requests, 1991 (folder 1 of 2)
- Folder 11 Completed art requests, 1991 (folder 2 of 2)

**Box 122**

- Folder 1 Completed art requests, 1992 (folder 1 of 2)
- Folder 2 Completed art requests, 1992 (folder 2 of 2)
- Folder 3 Completed art requests, 1993
- Folder 4 Graphic design references, n.d.
- Folder 5 Stock images (slides) – train related and other, n.d.
- Folder 6 Business cards, stationery, ID card – paste-ups, n.d.
- Folder 7 Counters – image masters and cuttings, 1980s  
[Hammer’s Slammers, The Company War]
- Folder 8 Fantasy Puffy Stickers – paste-ups, art, samples, design, 1983  
[art by Boris Vallejo]
- Folder 9 Forms – paste-ups, design, n.d.
- Folder 10 Game Aids program and products – order forms, logo, descriptions, photos, paste-ups, proofs, n.d.
- Folder 11 Gift certificates, offers, coupons – paste-ups, 1987-1988, n.d.
- Folder 12 Graphic design materials – decals, painting notes, n.d.
- Folder 13 Logos – GAMA, HIA, SFBC, n.d.
- Folder 14 Logos design (unknown), n.d.
- Folder 15 Mayfair Games logos – mechanicals, proofs, paste-ups, n.d.

**Box 123**

- Folder 1 Order form – process work, edits, paste-ups, 1980s-1990s (sampling)
- Folder 2 Product logos, paste-ups, n.d.
- Folder 3 Response cards – process work, paste-ups, 1988-1990 (folder 1 of 2)
- Folder 4 Response cards – process work, paste-ups, 1988-1990 (folder 2 of 2)
- Folder 5 Response cards – final versions, 1980s
- Folder 6 Response cards – production papers, 1994
- Folder 7 Varsity type master file – font samples, n.d.
- Folder 8 Various graphic materials, 1982-1987, n.d.
- Folder 9 “Be part of your favorite novels...” ad work, 1983
- Folder 10 DC Heroes 2nd edition ad series – paste-up, process work, 1989
- Folder 11 Dragons of Pern ads – paste-ups, copies, 1983
- Folder 12 Dragons of Pern calendar ads – process work, 1985
- Folder 13 “Give your imagination a treat” ad design, c. 1984
- Folder 14 “Played any good books lately?” ad – design drawings, n.d.
- Folder 15 “Some Things Pale by Comparison” ad work and related Marvel image transparencies, 1985
- Folder 16 Original line art/drawings, 1980s (folder 1 of 5)

**Box 124**

- Folder 1 Original line art/drawings, 1980s (folder 2 of 5)
- Folder 2 Original line art/drawings, 1980s (folder 3 of 5)
- Folder 3 Original line art/drawings, 1980s (folder 4 of 5)
- Folder 4 Original line art/drawings, 1980s (folder 5 of 5)
- Folder 5 Artist samples labeled “potentials,” 1990-1991, n.d.
- Folder 6 Artist samples labeled “rejects,” 1989-1991, n.d.

**Box 125**

- Folder 1 Correspondence and (xeroxed) artwork, 1992-1993, n.d. (folder 1 of 2)
- Folder 2 Correspondence and (xeroxed) artwork, 1992-1993, n.d. (folder 2 of 2)
- Folder 3 Witch World cover art transparencies – Morgaine, n.d.
- Folder 4 Artwork transparencies, c. 1993 (folder 1 of 2)
- Folder 5 Artwork transparencies, c. 1993 (folder 2 of 2)
- Folder 6 Artwork photos, 1989, n.d.
- Folder 7 Images themed with kidnapping/gang signs – photos, contact sheets, negatives, 1993 [possibly for Alibi]
- Folder 8 Various art negatives, n.d. [some relocated with other negatives]

**Box 195**

- Folder 9 Halftone product images and clippings, n.d. [The Keep, The Forever War, Sanctuary, Role Aids, Fictionary, The Company War, The Worlds of Boris Vallejo, other images]
- Folder 10 Artist samples and various art labeled “workables,” 1990-1991, n.d.
- Folder 11 Origins module original artwork (O’Malley), 1983

**Box 202**

- Object 10 Order form – Word 5.1, c. 1994 [3½” floppy disk]
- Object 11 “PCT; EPS” artist sample – Ray Williams, n.d. [3½” floppy disk and letter]
- Object 12 Artist sample – Ray Williams, n.d. (folder 1 of 2) [3½” floppy disk]
- Object 13 Artist sample – Ray Williams, n.d. (folder 2 of 2) [3½” floppy disk]

**Box 204**

- Object 4 Animations by James Christian, 1995 [VHS]

**Box 206**

- Group 12 Fantasy art, slides, n.d. [slides]
- Group 13 “Crime” images, hand photos, n.d. [for use with games?] [slides]
- Group 14 Logos, n.d. [slides]

**Box 211**

- Roll 1 Art department film strips (fonts, logos), n.d. [negatives]

**Box 212**

- Group 32 Various art, n.d. [transparencies]

Group 33 Various art negatives and transparencies [Janny Wurts; Role Aids], n.d.  
[transparencies]

Group 34 ISBNs [unused?], n.d. [transparencies]

**Box 220**

Folder 1 “Boardgames by Mayfair” designs, n.d.

Folder 2 Card back original design drawing, n.d.

Folder 3 Order forms – paste-ups, 1980s-1990s

Folder 4 “Dare to Compare” promotional work, 1991

Folder 5 “Looking Good!”/“We’re the Other Company” ad work, c. 1980s

Folder 6 Board game ads – paste-ups, proofs, clippings, copies, 1980s-1990s

Folder 7 Role-playing game ads – paste-ups, 1980s

Folder 8 Role Aids – ads – paste-ups, proofs, 1980s

Folder 9 Ad paste-ups, proofs, copies (combined games – roleplaying games, board games), 1980s-1990s

**Box 222**

Folder 1 Various artist samples, n.d.

Folder 2 Various prints (likely Role Aid), n.d.

Folder 3 Original artwork, n.d. (folder 1 of 4)

Folder 4 Original artwork, n.d. (folder 2 of 4)

**Box 224**

Folder 6 Original artwork, n.d. (folder 3 of 4)

Folder 7 Original artwork, n.d. (folder 4 of 4)

**Map Case 8, Drawer 9**

Folder 6 Mayfair logo and stationery design, n.d.

Folder 7 Joe DeVelasco original artwork (some with mats), n.d. [similar to Chill artwork]

Folder 8 Graphic design materials – artwork, maps, paste-ups, prints, counter proof, RPG encounters, n.d.

**Series VII: Production, distribution, and sales, 1981-2007**

**Scope and Content Note:** This series contains materials related to the production, distribution, and sale of games arranged into subseries including production, vendors, sales and distribution. Materials in this series are more generic with materials relating to specific games arranged in [Series V: Game development](#).

Materials include inventories, notes, correspondence, slides, invoices, quotes, price lists, ads, fliers, agreements, reports, ephemera, writings, advertisements, newsletter, and catalogs, and a 3½” floppy disk.

**Subseries A: Production, 1983-2007**

**Scope and Content Note:** This subseries includes materials relating to the production of products, mostly relating to planning. Materials include notes, correspondence, writings, advertisements, newsletter, and catalogs.

**Box 126**

Folder 1	Production planning materials, 1985-1987
Folder 2	Master Production Book – product sheets, newsletter, and catalogs, 1988-1989
Folder 3	Production planning materials, 1989
Folder 4	Production planning materials, 1990
Folder 5	Production planning materials, 1991
Folder 6	Production planning materials, 1993
Folder 7	Production planning materials, 1994
Folder 8	Production planning materials, 1995
Folder 9	Reprint Excel cost sheets, 1995
Folder 10	Production planning materials, 1996
Folder 11	Production planning materials, 2007
Folder 12	Production planning materials, n.d.
Folder 13	ISBN company registration, 1983-1993

**Box 127**

Folder 1	UPC and ISBN assignments, 1984-1993
Folder 2	Miscellaneous production papers and collected papers (by production team), 1986-1989, 1994-1996, n.d.

**Subseries B: Vendors, 1981-1995**

**Scope and Content Note:** This subseries contains materials related to vendors that may have helped with managing printing, packaging, publishing, logistics/shipping. Materials in this subseries are arranged alphabetically by vendor name or product type with more generic materials arranged at the end of the subseries. Contents include correspondence, invoices, quotes, price lists, ads, fliers, agreements, reports, and ephemera.

Patch Products, a company with which Mayfair Games, Inc. contracted to produce many games, also operated as Product Sales International, Inc. (PSI); see related materials in box 196, folder 3. (As of 2016, the company name is PlayMonster.)

Note that some vendor reference materials including kits, samples, and catalogs have been transferred to the library for companies including: Bawden Printing, nc., C.W. Fifield Co., Inc., Chicago Press Corporation, China Sources, Klik!Case, Wordright Enterprises, Inc., Crown Roll Leaf, Inc., Dixon Ticonderoga Company, Don Scott Associates, Inc., ERTL Replicas, Folder Factory, Full Wisdom Enterprise Co., Ltd., Game Parts, Inc., Hampshire Specialty Products, Inc., Hinz Lithography Company, Holaxis Holography, Hoyle, LA Marketing, Inland, J.M.S. Graphics, Inc., KCS Industries, Inc., Keener Rubber Bands, Letterhead Press, Midwest Gold Stampers, Inc. (in Remax folder), Nederlandse Spellenfabriek B.V., Oriental Trading Company, Inc., Osborne Coinage, Regal Images, Stimpson, Summer Metal Products Mfg. Co., Ltd., Tank Shan, The Signery, Trade Winds, Triangle/Expercolor, Universal Elements, Universal Litho, Inc., Visual Horizons, Vultron Incorporated, Western Publishing Company, Inc., and Wicklander Printing.

**Box 127**

- Folder 3 A-Z Offset Printing – invoices, correspondence, 1992-1994
- Folder 4 ABC Business Forms, Inc. – quotes, invoices, correspondence, 1994-1995
- Folder 5 Akers Packaging Service, Inc. – quotes, invoices, correspondence, 1994-1995
- Folder 6 Anle Paper Company, Inc. – invoices, correspondence, 1994
- Folder 7 Berkley Publishing – inventories, 1983-1985  
[see distributor agreement in box 25, folder 3]
- Folder 8 Berkley Publishing – various papers, 1984-1988, 1992
- Folder 9 C&C Color Scanning Service Company (Hong Kong) – correspondence, job requests, 1992-1993, 1995 [also EuroGraphics-Asia]
- Folder 10 Carta Mundi NV – invoices, correspondence, drawing and samples, 1988-1995
- Folder 11 Carta Mundi NV – invoices, correspondence, 1993-1995, n.d.

**Box 128**

- Folder 1 Castle-Pierce Printing Company – quotes, invoices, correspondence, cards, ample, 1994-1996
- Folder 2 Colbert Packaging – invoices, correspondence, 1993 [box wraps]
- Folder 3 The D. B. Hess Company – quotes, correspondence, 1993-1994
- Folder 4 De Lano Service – quotes, invoices, correspondence, 1992-1995
- Folder 5 Diversified Merchandising, Inc. – quotes, invoices, correspondence, 1994-1995
- Folder 6 Dixon Ticonderoga – invoices, correspondence, 1993-1995
- Folder 7 Elfin Enterprises – correspondence re translations, 1992
- Folder 8 Graphic Arts Services – correspondence, purchase orders, requests, 1988-1990
- Folder 9 hc Johnson Press – quotes, company information, invoices, 1993-1995
- Folder 10 Heartland Publishing Services – price lists, invoices, correspondence, 1994-1995
- Folder 11 Koplów Games, Inc. – price list, samples, invoices, 1992-1994
- Folder 12 M & D Printing – quotes, invoices, correspondence, 1992-1995
- Folder 13 Melin Printing – quotes, invoices, correspondence, 1993-1995
- Folder 14 Nusun, Inc. – quotes, invoices, correspondence, 1994-1995
- Folder 15 Pamco Printed Tape & Label Co., Inc. – quotes, samples, invoices, correspondence, 1994-1995
- Folder 16 Par Packaging, Inc. – quotes, invoices, correspondence, 1994-1995

- Folder 17 Patch Products – purchase orders, 1984
- Folder 18 Patch Products – work orders, 1989-1991
- Folder 19 Patch Products – quotes, 1985, 1988-1991
- Folder 20 Patch Products – proof approvals/corrections, 1988-1991
- Folder 21 Patch Products – various correspondence, lists, 1985-1992

**Box 129**

- Folder 1 Skyline Displays – proposal, price lists, correspondence, 1992
- Folder 2 Strife Games Co. – notes and cost analysis, 1981
- Folder 3 United Graphics, Inc. – quotes, correspondence, company information, 1994-1995
- Folder 4 United States Testing Company, Inc. company information, correspondence, 1992
- Folder 5 Backdrop color swatches, 1984, n.d.
- Folder 6 Bag vendor references, 1986-1987, 1992
- Folder 7 Binder vendor references, 1993, n.d.
- Folder 8 Blister card and machine vendor reference, 1983, n.d.
- Folder 9 Box vendor references, 1985-1990
- Folder 10 Card vendor references, 1986-1992, n.d.
- Folder 11 Corrugated boxes – vendor information, purchase orders, 1993-1995
- Folder 12 Crayon purchase orders, 1984-1985
- Folder 13 Customs/trade policy – brochures, legal code, c. 1990
- Folder 14 Dice and token purchase orders, invoices, 1983-1985
- Folder 15 Dice and tokens vendor references, 1984-1991
- Folder 16 Display vendor catalog, 1993
- Folder 17 Game board vendor references, 1992, n.d.
- Folder 18 Molded crayon vendor references, 1992
- Folder 19 Pad vendor references, c. 1986

**Box 130**

- Folder 1 Paper samples including metallics and cards, 1992-1994
- Folder 2 Plastic vendor references, n.d.
- Folder 3 Printer vendor papers – work orders, correspondence, purchase orders, 1984-1992
- Folder 4 Printing vendor references, 1984-1993, n.d.
- Folder 5 Shrink film purchase orders, quotes, correspondence, 1984-1985
- Folder 6 Sticker vendor references, 1993
- Folder 7 Tube game parts and display – purchase orders, catalogs, correspondence, 1992-1993
- Folder 8 Vendor reference materials (correspondence, quotes, ads, samples, fliers, price sheets), 1985-1990
- Folder 9 Vendor reference materials (samples, catalogs, correspondence, quotes, company info, 1989-1992, n.d.  
[companies include: Ad-biz, Inc., Velcro Brand Fastening Systems, Osborne Coinage, Starlight Industries, Inc., Allstate Sign & Plaque, Waldorf Corp., Holografx, Paper Direct, Inc., Edaron, Inc.]

**Box 131**

- Folder 1 Vendor reference materials (correspondence, quotes, agreement, invoices, company information, samples, price sheets), 1993-1995  
[companies include: Aample, Inc., Alphagraphics, Bookcrafters, Chicago Skyline Displays, Inc., Circle International, Cortez Customhouse Brokerage Co., Creekside Printing, Dice & Games, Ltd., E. Besler & Co., Fisher Box Corp., H.C. Miller, Lorenz Spiel Welt, National Data Label Corp., Questar Printing Inc., Rose Printing Co. Inc., Schwarz Paper Co., Service Web Offset Corp., Shen's Art Printing, Shepard Poorman, TCS, Transcontinental Printing, Transparent Container, Tucker Printing, Visual Industries, Vogue Printers, Wallace Press, Wirth]
- Folder 2 Vendor correspondence (various), 1983-1995
- Folder 3 Various purchase orders and quotes (plastics, J hooks, blisters, hang cards, pawns), 1983-1995
- Folder 4 Miscellaneous manufacturing – collected material, samples, 1991-1993, n.d.

**Box 195**

- Folder 12 Production notes, 1995, n.d.
- Folder 13 Berkley Publishing – monthly sales reports, 1985

**Box 196**

- Folder 1 Berkley Publishing – monthly sales reports, 1986
- Folder 2 Berkley Publishing – inventories, 1985-1989 [including Jove Publications]

**Subseries C: Sales, 1982-2007**

**Scope and Content Note:** This subseries contains materials related to the sale of games. Materials include notes, correspondence, financial reports, agreement, advertisements, writings, and 3½” floppy disk.

Floppy disks in this series were imaged in May 2022, and digital files are available upon request for on-site researchers. (Corresponding digital file folders are indicated after each object description; see [Series XIV: Digital files from media](#) for additional details.)

Note catalogs for Product Sales International, Inc. (PSI) have been transferred to the library.

**Box 131**

- Folder 5 Customer list, 1982
- Folder 6 Sales leads from HIA show, 1983
- Folder 7 Mailing list management and related correspondence, 1982-1983
- Folder 8 Sales objectives, financial reports, 1986-1988
- Folder 9 Marketing sales agreement and correspondence, 1987-1988 (Patch Products, Recreational Products Marketing Int.)
- Folder 10 Sales representative correspondence, product release news, agreements, 1990, 1992, n.d.
- Folder 11 Mayfair audio tape for sales reps – creation and transcript, 1992



- Folder 12 Lou Rexing (Director of Sales and Operations) newsletters and correspondence, 1994-1996
- Folder 13 Sales representative lists, n.d.
- Folder 14 Various sales materials, 1985-2007

**Box 196**

- Folder 3 Product Sales International, Inc. (PSI) marketing agreement, correspondence, report, notes, product sheets, 1986-1989

**Box 202**

- Object 14 Retailer list [?], 1988 [3½" floppy disk] [corresponds to digital files Mayfair-06]

**Subseries D: Distribution, 1984-1996**

**Scope and Content Note:** This subseries includes materials related to the distribution of games. Materials include inventories, notes, correspondence, agreement, and slides.

**Box 131**

- Folder 15 German distribution – Games Promotion GmbH, 1988
- Folder 16 Poster distribution materials (Justice League, Chill), 1990
- Folder 17 Inventories – games, parts, 1992-1996
- Folder 18 Distributor lists, n.d.

**Box 132**

- Folder 1 Various distributor papers – terms, correspondence, memorandum, 1988-1995
- Folder 2 Patch Products – inventories and warehousing agreement, 1990-1991
- Folder 3 Warehousing [manual] at Mayfair, 1991-1993

**Box 196**

- Folder 4 Product weights and cubes list, 1984

**Box 206**

- Group 15 Delivery truck, n.d. [possibly delivery of games or products] [slides]

**Series VIII: Marketing and press, 1978-1996**

**Scope and Content Note:** This series contains marketing and press materials including marketing planning; development of catalogs, advertisements, and promotions; press coverage; product marketing; display; and general marketing.

Materials include notes, correspondence, reports, graphic design materials (paste-ups, proofs, tear sheets), writings, transparencies, photos, price lists, advertisements, newsletters, articles, press kits, and slides.

Materials transferred to the library include those from The Trade Show Review, Hobby Merchandiser, and Origins XI 1985 (program book).

Note that marketing materials related to specific game titles are arranged in [Series V: Game development](#) and additional advertisement materials are arranged with [Series VI: Graphic design](#).

**Historical Note:** The “Freedom of Choice” promotional campaign, in box 138, folder 8, was claimed to be in breach of agreement according to the TSR Inc. v. Mayfair Games, Inc. lawsuit, in addition to other products. The campaign started in late 1991 and including non-complying language stating that the Role Aids products “were for use with any role-playing game.” Mayfair Games realized the mistake in April 1992 and promptly stopped using the promotion, however, any attempts at recalling the “Freedom of Choice” materials were viewed as futile. Similarly, Role Aids Witches and Lizardmen also contained similar language not in compliance with the agreement.

**Box 132**

- Folder 4 Marketing intern reports, 1983, n.d.
- Folder 5 Marketing notes, 1984-1988, n.d.
- Folder 6 Mayfair Games marketing planning, 1982-1985
- Folder 7 Mayfair Games marketing planning, 1989-1994, n.d.
- Folder 8 McGladrey & Pullen – marketing planning, 1991
- Folder 9 Marketing meeting agendas, notes, reports and supporting material, 1992, n.d.
- Folder 10 Catalogs and order sheets, drawn order sheet, c. 1982 [noted as “1<sup>st</sup> catalog” and “2<sup>nd</sup> catalog”]
- Folder 11 Catalog paste-up, c. 1983 [catalog is undated]
- Folder 12 Catalog notes, work, and correspondence, 1984-1985, n.d.
- Folder 13 1984 catalog image transparencies, 1984
- Folder 14 1986 catalog – correspondence, notes, 1985
- Folder 15 1987 catalog – paste-up, 1987
- Folder 16 Product catalog – editorial copy, 1988

**Box 133**

- Folder 1 Product catalog – “Karen’s bedtime reading copy” and additional copy, 1988
- Folder 2 Product catalog – correction copy, 1988
- Folder 3 Product catalog – master copy for review of cleanup, 1988

- Folder 4 1990 catalog – process work, 1989-1990 [transferred TSR 1988 catalog]  
Folder 5 1990 consumer catalog – process work, 1990 [1990 summer catalog]  
Folder 6 1991 catalog – process work, negatives, contact sheets, 1990-1991

**Box 134**

- Folder 1 1993 catalog – process work, 1992-1993  
Folder 2 1994 catalog – purchase orders, memorandum, 1994-1995  
Folder 3 Purchase order forms and price lists, 1982-1993  
Folder 4 “Catalog background” – transparencies, photo, n.d.  
Folder 5 *Advance Comics* – advertisements, 1991-1996  
Folder 6 *Adventurers Club* – ad work, 1990  
Folder 7 *The Armory* newsletters, ads, marketing requests, correspondence, 1990-1991  
Folder 8 *Book Reader* – ad work, 1990  
Folder 9 *Boy’s Life* – ad work, 1995, 1990  
Folder 10 *Capital City* newsletters, ads, marketing requests, correspondence, 1990, 1993  
Folder 11 Carstens Publications, Inc. – ads for *Railfan & Railroad* and *Railroad Model Craftsmen*, 1987-1990  
Folder 12 *Challenge Magazine* – correspondence and ads, 1990  
Folder 13 *Chessex* newsletters, ads, marketing requests, correspondence, 1990  
Folder 14 *Comic Buyer’s Guide* – ad work, 1985-1990  
Folder 15 *Comic Buyer’s Guide* – ad work, 1990

**Box 135**

- Folder 1 *Comics Retailer* – ads, 1992  
Folder 2 Comics Scoreboard – ads, 1991-1994  
Folder 3 Diamond Comic ads, marketing requests, correspondence, 1990  
Folder 4 Direct Press – ad work, promotional sheets, 1982, n.d.  
Folder 5 *Dragon Magazine* – ads, correspondence, 1980-1990  
Folder 6 Game Master International – ad work, 1990  
Folder 7 *Game Merchandising* – information requests (sampling), 1981-1983  
Folder 8 *Game Merchandising* – tear sheets, 1981-1983  
Folder 9 *Game News* – information requests (sampling), 1985  
Folder 10 *Games* – advertising and correspondence, 1979-1990  
Folder 11 *Games Review Monthly* – publication information and correspondence, 1989, n.d.  
Folder 12 *Games Trade Monthly* – publication information, rate card, 1988  
Folder 13 *Greenfields Newsletters*, ads, marketing requests, correspondence, 1989-1990  
Folder 14 *The Haunted Sun* – ad work, 1990  
Folder 15 *Hobby Merchandiser* – information requests (sampling), 1982-1985  
Folder 16 Hospital Gift Shop – information requests, 1985  
Folder 17 Interurban Press – correspondence and ads, 1990  
Folder 18 Kalmbach Publishing Co. – ad proofs, 1990  
Folder 19 *The Licensing Book* – advertising forms and information, 1985-1990  
Folder 20 *The Licensing International* – information requests, 1983-1985  
[some Toy & Hobby World]  
Folder 21 *Model Retailer* – information requests (sampling), 1983-1991  
Folder 22 *Model Retailer* – tear sheets, advertisement papers, 1983-1994

**Box 136**

- Folder 1 *Playthings* – information requests, 1984-1985
- Folder 2 *Playthings* – ads, ad work, correspondence, 1985-1990
- Folder 3 *Previews* – advertisements, 1990-1994
- Folder 4 *Shadis Magazine* – ad work, 1990
- Folder 5 *The Toy Book* – advertising correspondence, 1985, 1988, n.d.
- Folder 6 *Toys, Hobbies, and Crafts* – information requests, 1985
- Folder 7 *Toy & Hobby World* – information requests, 1983-1985
- Folder 8 *Toy & Hobby World* – ad work and correspondence, 1985-1990
- Folder 9 *Visions Magazine* – ad work, 1990
- Folder 10 Walthers – ad work, 1990
- Folder 11 *White Wolf Magazine* – advertisements, 1989-1990
- Folder 12 Xeroxed ads, c. 1983
- Folder 13 Swag vendors (chocolate, apparel...), 1986-1987 [retail promotions]
- Folder 14 Bills against ad/promo account, 1986-1988
- Folder 15 Advertisements – tear sheets, 1982-1990
- Folder 16 Advertising “no” file, 1990
- Folder 17 Additional publications for advertising, 1990 [Heroes World, Styx International, Multi-book and periodical]
- Folder 18 Advertisements run in 1991, 1991
- Folder 19 Advertisements – didn’t run, 1992, n.d.

**Box 137**

- Folder 1 Co-op ads, proofs, and instructions, 1983-1984, 1990-1995
- Folder 2 Convention advertisements – marketing requests, 1988-1992
- Folder 3 Advertiser correspondence, 1984-1992
- Folder 4 Ads (xeroxed) by publication, A-H, 1983-1993
- Folder 5 Ads (xeroxed) by publication, L-Z, 1983-1993
- Folder 6 Advertisements – various, 1985-1996

**Box 138**

- Folder 1 Various general advertiser information, 1984-1995 (folder 1 of 2)
- Folder 2 Various general advertiser information, 1984-1995 (folder 2 of 2)
- Folder 3 Comics on campus promotion, Mayfair coupons, 1987
- Folder 4 Promotion programs for the Summer of 1988, 1988
- Folder 5 “Dare to Compare” promotion materials, 1991  
[see additional materials in box 220, folder 5]
- Folder 6 “Early Buy” or “1<sup>st</sup> Quarter” promotion [Toy Fair], 1989-1990
- Folder 7 “Free Module” promotion materials, c. 1988
- Folder 8 “Freedom of Choice” campaign – poster, 1988
- Folder 9 “Santa Clause is Coming to Town” promotion, 1990-1991
- Folder 10 Articles featuring, or written by, Darwin Bromley, bios, and photos of Darwin Bromley, 1980-1991, n.d. [also see box 138, folder 12]
- Folder 11 “An Interview with Darwin Bromley” *Gameplay* article materials, 1983

- Folder 12 Mayfair company profiles and marketing kits, 1980s [contains bios for staff members and additional bios for Darwin Bromley]  
Folder 13 Articles about Mayfair Games, 1990-1991, n.d.  
Folder 14 Public relations firms – information and notes, 1991-1992, n.d.

**Box 139**

- Folder 1 Reviewer correspondence, requests, drafts, 1990  
Folder 2 *Adventure in Learning* newsletter – features, 1987 [also see issue #18 with ad]  
Folder 3 *Chicago Tribune* – mentions, features, 1984-1992  
Folder 4 *Collectible Card Games* by Thomas Owens and Diana Star Helmer, manuscript, 1995 [published as *Inside Collectible Card Games* which is available through the library]  
Folder 5 Comic Buyers Guide – mentions, features, 1986-1996  
Folder 6 CompuServe – GameSIG – correspondence regarding reviews, 1985 [includes reviews from *Electronic Gamer*]  
Folder 7 *Conjure* – features, 1995  
Folder 8 *Different Worlds* – reviews, 1987  
Folder 9 *Dragon Magazine* – features, 1985-1992  
Folder 10 *Gameplay* – features, 1984, 1989  
Folder 11 *The Gamer* – features, 1992-1993  
Folder 12 *Gamers Alliance* – correspondence regarding features and membership, 1988-1996  
Folder 13 *Games* – reviews, mentions, 1982-1992  
Folder 14 *GM [Games Master]* magazine – correspondence regarding featuring of game [artwork], 1988-1990  
Folder 15 *Game Shop News (GSN)* – game reviews, 1992-1993  
Folder 16 *Gateways* – game review correspondence, issue, rate information, features, 1988-1989  
Folder 17 Hobby Industry of America – Mayfair company profile and product sheets, 1984  
Folder 18 *Inquest* – review, 1995  
Folder 19 *Locus* – reviews, 1983, 1992  
Folder 20 *Model Retailer* – references, cover feature, 1987-1989  
Folder 21 PBS – auction participation, press, correspondence, 1990  
Folder 22 *Playboy* – Road to the White House mention, 1992  
Folder 23 *Playthings* – reviews, 1988-1989  
Folder 24 *The Space Gamer* – reviews, 1981-1987  
Folder 25 *The Scroll* – reviews and ads, 1990-1993  
Folder 26 *Toy & Hobby World* – reviews, 1987-1988, 1990  
Folder 27 *White Wolf Inphobia* – reviews, 1995, n.d.

**Box 140**

- Folder 1 General press (features, mentions, reviews), 1978, 1982-1986  
Folder 2 General press (features, mentions, reviews), 1987-1989  
Folder 3 General press (features, mentions, reviews), 1990-1992  
Folder 4 General press (features, mentions, reviews), 1993-1996  
Folder 5 General press (features, mentions, reviews), n.d.

- Folder 6 Product sheets, 1980s-1990s
- Folder 7 Product description forms, 1986-1988, 1996
- Folder 8 Press releases and supporting materials, 1982-1996
- Folder 9 Press release mailing lists, 1992, n.d.

**Box 141**

- Folder 1 Press materials as originally combined, 1983, 1988, 1991
- Folder 2 *Home Improvement* – product placement, 1994
- Folder 3 Product shot negatives and contact sheet, 1992
- Folder 4 Product photos, 1980s-1990s
- Folder 5 “Photo catalog” transparencies, 1995-1996
- Folder 6 Various transparencies (product shots), n.d. [likely for catalogs]
- Folder 7 Various product marketing materials, 1982-1993
- Folder 8 Booth design [for conventions], n.d.
- Folder 9 Boardgames display – transparencies, n.d.
- Folder 10 DC Heroes Superman display – product sheets and photos, 1989, n.d.
- Folder 11 DC Heroes Batman display – product sheets, photos, contact sheet, negatives, 1989
- Folder 12 POP display labels – purchase orders, design, and pricing, 1992-1993
- Folder 13 Stickers for various titles, n.d. [POP display labels]
- Folder 14 Game display diagram (by SouthGame Dist.), n.d.
- Folder 15 “What is adventure gaming?” materials, 1984-1988, n.d.
- Folder 16 Retailer Survival Kit (publication by HIA/GAMA) and inquiries, 1986
- Folder 17 Marketing research, references, and Mayfair statistics, 1987-1988
- Folder 18 Melchior Thompson & Associations – notes, seminar materials “Introduction to Games Merchandising,” 1989

**Box 142**

- Folder 1 Melchior Thompson & Associations – reports and data, 1987-1989
- Folder 2 Melchior Thompson & Associations – correspondence, 1987-1989
- Folder 3 Radio public relations, including transcript, 1991-1996
- Folder 4 Marketing/press – miscellaneous papers, 1985, 1992-1995, n.d.
- Folder 5 Marketing reference materials, 1980-1995

**Box 196**

- Folder 5 1987 catalog cover paste-ups, 1987
- Folder 6 Mayfair catalog layout drafts, notes, and paste-ups, n.d.
- Folder 7 Advertisement proofs, 1995-1996, n.d.
- Folder 8 Advertisement – work and project requests, 1986-1995

**Box 206**

- Group 16 Product images, ads, displays, n.d. [slides]

**Box 212**

- Group 35 Various product shots, n.d. [transparencies]
- Group 36 Game displays – product shots, n.d. [transparencies]

**Box 222**

Folder 5

Product photos (compilations), c. 1980s

**Series IX: Publications, 1975-1994**

**Scope and Content Note:** This series contains materials related to publications that were produced by Mayfair Games, Inc. Content is arranged alphabetically by serial title, then chronologically with additional generalized material at the end of the series. Materials in this series include graphic design papers (paste-ups, proofs), correspondence, resumes, artwork, manuscripts, agreements, articles, advertisements, writings, reports, slides, transparencies, and realia.

Many of the published issues can be located in the library collection (<https://s90001.eos-intl.net/S90001/OPAC/Search/SimpleSearch.aspx>). Note that the many of the manuscripts as part of the *Gameplay* contributor files were likely returned to the authors and were not part of the collection as it was donated.

Note that Crystal Publications, Inc., the publisher of *Gameplay*, papers can be found in [Series XIII, Subseries E: Crystal Publications, Inc.](#)

Publications include:

- *Daily Planet Gaming Supplement* - an advertisement series to support licensed DC Heroes games
- *DC Heroes Newsletter* – 1986-1991 (6 issues)
- *Encounter* – 1983, 1992 (2 issues, published by Mayfair Games in 1992)
- *Gameplay* – 1983-1984 (13 issues)
- *Mayfair Games News* (MGN) – 1988-1993 (10 issues?)

**Box 142**

Folder 6	<i>Daily Planet Gaming Supplement</i> , 1987-1988 [copies]
Folder 7	<i>Daily Planet Gaming Supplement</i> , process work and paste-ups, 1987-1988
Folder 8	<i>DC Heroes Newsletter</i> program planning, c. 1987
Folder 9	<i>DC Heroes Newsletter</i> issues, 1986-1991
Folder 10	<i>DC Heroes Newsletter</i> , January 1990, drafts, paste-ups, final version, 1990
Folder 11	DC Heroes – various character sheets, correspondence, game materials (possibly newsletter related), 1987-1988
Folder 12	<i>Encounter Magazine</i> drafts, 1991-1992 [magazines transferred to Library]
Folder 13	<i>Gameplay</i> paste-up, November 1982
Folder 14	<i>Gameplay</i> paste-ups, January 1983
Folder 15	<i>Gameplay</i> paste-ups, February 1983
Folder 16	<i>Gameplay</i> paste-ups, March 1983
Folder 17	<i>Gameplay</i> paste-ups, April 1983
Folder 18	<i>Gameplay</i> paste-ups, May 1983

**Box 143**

Folder 1	<i>Gameplay</i> paste-ups, June 1983
Folder 2	<i>Gameplay</i> paste-ups, July 1983
Folder 3	<i>Gameplay</i> paste-ups, August 1983
Folder 4	<i>Gameplay</i> paste-ups, October 1983
Folder 5	<i>Gameplay</i> paste-ups, November 1983
Folder 6	<i>Gameplay</i> paste-ups, December 1983



- Folder 7      *Gameplay* paste-ups, January 1984  
Folder 8      *Gameplay* paste-ups, February 1984  
Folder 9      *Gameplay* paste-up, March 1984  
Folder 10     *Gameplay* financial reports, January-October 1983

**Box 144**

- Folder 1      *Gameplay* financial reports, November 1983 – February 1984  
Folder 2      *Gameplay* rate cards, 1990s  
Folder 3      Correspondence and issue requests for *Gameplay*, 1983-1984  
                 [some with responses]  
Folder 4      Sampling of *Gameplay* subscription cards and requests, 1983-1984  
Folder 5      *Gameplay* – paper supplier receipts and invoices, 1983-1984  
Folder 6      *Gameplay* – various materials, 1990s  
                 [forms, correspondence, lists, agreements, manuscripts]  
Folder 7      *Gameplay* author payment lists, 1982-1984  
Folder 8      *Gameplay* notes and contributor lists, c. 1984  
Folder 9      Contributor – Alfonzo Smith, correspondence, resume, 1983, c. 1984  
Folder 10     Contributor – Alfred R. Klosterman, correspondence, artwork, 1984  
Folder 11     Contributor – Allen Hammack, manuscript, c. 1984  
Folder 12     Contributor – Ama Darr Rogan, agreement, manuscripts, correspondence, 1983,  
                 c. 1984  
Folder 13     Contributor – Anne Spitzenberger, correspondence, 1984  
Folder 14     Contributor – Arlen Walker, agreement, manuscripts, correspondence, 1983-1984  
Folder 15     Contributor – Arthur H. Middlekauff, correspondence, 1982, c. 1984  
Folder 16     Contributor – Atanielle Annyn Noel, manuscript, c. 1984-1985  
Folder 17     Contributor – Bill Cassel, correspondence, 1983, c. 1984  
Folder 18     Contributor – Bill Fawcett, manuscripts, c. 1980s  
Folder 19     Contributor – Bill Mikulas, correspondence, 1984  
Folder 20     Contributor – Bill Salvatore, manuscript, c. 1984  
Folder 21     Contributor – Bob McLain, correspondence, writing guidelines, 1984  
Folder 22     Contributor – Brad Hessel, correspondence, c. 1984  
Folder 23     Contributor – Brenda Games Spielman, correspondence, 1982, c. 1984  
Folder 24     Contributor – Brian Pitzer, manuscript, c. 1983-1984  
Folder 25     Contributor – Brian W. Mattimore, manuscript, correspondence, 1982-1984  
Folder 26     Contributor – Bruce Chubb Miller, manuscript, c. 1984  
Folder 27     Contributor – Bruce Hallock, manuscript, correspondence, 1982-1983, c. 1984  
Folder 28     Contributor – Bruce Humphrey, manuscripts, correspondence, 1982-1983, c. 1984

**Box 145**

- Folder 1      Contributor – Bryce R. Hall, correspondence, 1984  
Folder 2      Contributor – Charles Hildebrandt, manuscripts, c. 1984  
Folder 3      Contributor – Chris Many, correspondence, c. 1984  
Folder 4      Contributor – Clyde L. Heaton, manuscript, correspondence, 1982, c. 1984  
Folder 5      Contributor – Cullen Grace, correspondence, 1983, c. 1984  
Folder 6      Contributor – Dana Lombardy, manuscript, correspondence, 1983, c. 1984  
Folder 7      Contributor – David J. Jacobs, correspondence, articles, 1983-1984

- Folder 8 Contributor – David L. Hoof, manuscript, correspondence, 1984
- Folder 9 Contributor – David Rosser, agreement, manuscripts, correspondence, 1982-1983, c. 1984
- Folder 10 Contributor – Derrick Bang, manuscript, correspondence, 1983
- Folder 11 Contributor – Donald Benge, correspondence, 1983, c. 1984
- Folder 12 Contributor – Duane Wilcoxson, correspondence, 1983, c. 1984
- Folder 13 Contributor – Ed Greenwood, agreement, manuscript, correspondence, 1983, c. 1984
- Folder 14 Contributor – Edward N. Matisik, manuscript, correspondence, 1983, c. 1984
- Folder 15 Contributor – Eric F. Lawson, correspondence, 1984
- Folder 16 Contributor – Eugene Borg, correspondence, 1984
- Folder 17 Contributor – Francis X. Feighan, correspondence, 1983, c. 1984
- Folder 18 Contributor – G. Freudenberg, manuscript, c. 1984
- Folder 19 Contributor – Gene Garofalo, correspondence, 1984
- Folder 20 Contributor – Gene O’Neill, correspondence, 1982, c. 1984
- Folder 21 Contributor – Geoffrey Hyatt, correspondence, 1982, c. 1984
- Folder 22 Contributor – Greg Costikyan, correspondence, 1983, c. 1984
- Folder 23 Contributor – Gregory Quinn, correspondence, 1983, c. 1984
- Folder 24 Contributor – Henry C. Robinette, correspondence, 1983, c. 1984
- Folder 25 Contributor – J. Eric Holmes, agreement, manuscript, correspondence, 1982-1983, c. 1984
- Folder 26 Contributor – Jean Lawrence, manuscript, rules for Seejeh, 1975, c. 1984s, n.d.
- Folder 27 Contributor – Jeff Seiken, agreement, manuscripts, correspondence, 1983, c. 1984
- Folder 28 Contributor – Jeff Swycaffer, agreement, manuscripts, correspondence, 1982-1984
- Folder 29 Contributor – Joe Celko, correspondence, 1983, c. 1984
- Folder 30 Contributor – Joe Lee, correspondence, artwork, 1982, c. 1984
- Folder 31 Contributor – Joel Rosenberg, agreements, manuscripts, correspondence, 1982-1983, c. 1984
- Folder 32 Contributor – John C. McKevitt, correspondence, 1983, c. 1984
- Folder 33 Contributor – John Borkowski, correspondence, drawings, 1984
- Folder 34 Contributor – John Jaugilas, purchase agreement, manuscript, notes, 1983
- Folder 35 Contributor – John Moore, correspondence, 1984
- Folder 36 Contributor – John Shanahan, agreement, manuscript, 1983, c. 1984
- Folder 37 Contributor – John T. Sapienza, Jr., manuscript, correspondence, 1983, c. 1984
- Folder 38 Contributor – John W. Genn, correspondence, artwork, 1984
- Folder 39 Contributor – Jon Clemens, manuscripts, c. 1984
- Folder 40 Contributor – Jon Matteson, correspondence, 1983, c. 1984
- Folder 41 Contributor – Julian Ross, correspondence, 1984
- Folder 42 Contributor – Keith E. Houghton, correspondence, c. 1984
- Folder 43 Contributor – Kevin Marzahl, correspondence, 1984
- Folder 44 Contributor – Kiel Stuart, correspondence, drawings, resume, 1982, c. 1984
- Folder 45 Contributor – Kristan Lawson, manuscripts, correspondence, 1983-1984
- Box 146**
- Folder 1 Contributor – Kristine K. Thompson, correspondence, manuscript, 1983-1984

- Folder 2 Contributor – Lawrence H. Harris, correspondence, 1983, c. 1984
- Folder 3 Contributor – Lee Enderlin, manuscripts, correspondence, 1983-1984
- Folder 4 Contributor – Lewis Pulsipher, manuscripts, agreements, correspondence, 1984-1985 (folder 1 of 2)
- Folder 5 Contributor – Lewis Pulsipher, manuscripts, agreements, correspondence, 1984-1985 (folder 2 of 2)
- Folder 6 Contributor – Mark Blumenthal, manuscripts, correspondence, 1983-1984
- Folder 7 Contributor – Mark Gladwin, correspondence, 1983, c. 1984
- Folder 8 Contributor – Martin Wixted, correspondence, 1984
- Folder 9 Contributor – Marvin Kaye, agreement, manuscript, correspondence, article, 1982-1983, c. 1984
- Folder 10 Contributor – Mary Chase Barnich, correspondence, article, 1984
- Folder 11 Contributor – Mary J. Halbig, game idea, correspondence, 1984
- Folder 12 Contributor – Matthew J. Costello, manuscripts, correspondence, 1983, c. 1984
- Folder 13 Contributor – Michael E. Boyce, correspondence, 1983-1984
- Folder 14 Contributor – Michael Sutton, correspondence, 1983, c. 1984
- Folder 15 Contributor – Mike Beeman, correspondence, c. 1984
- Folder 16 Contributor – Mike Cleveland, correspondence, 1982, c. 1984
- Folder 17 Contributor – Mike Drake, agreement, 1983, c. 1984
- Folder 18 Contributor – Mike Vrtis, correspondence, 1984
- Folder 19 Contributor – Neal Zimmerer, correspondence, 1983-1984
- Folder 20 Contributor – Pamela Adams O’Neil, agreement, manuscripts with edits, 1983, c. 1984
- Folder 21 Contributor – Patricia Lenz, manuscript, 1983, c. 1984
- Folder 22 Contributor – Paul B. Taylor, correspondence, 1984
- Folder 23 Contributor – Paul Riddell, correspondence, c. 1984
- Folder 24 Contributor – Ralph T. Williams, Jr., correspondence, 1982, c. 1984
- Folder 25 Contributor – Raymond Schuessler, correspondence, 1984
- Folder 26 Contributor – Redmond Simonsen, manuscript, c. 1984
- Folder 27 Contributor – Ric Heise, correspondence, 1984
- Folder 28 Contributor – Rick Loomis, correspondence, newsletter, 1983-1984
- Folder 29 Contributor – Robert Asprin, manuscript, mockup, memo, c. 1983
- Folder 30 Contributor – Robert L. Hayes, manuscript, correspondence, 1983-1984
- Folder 31 Contributor – Robert Jensen, manuscripts, c. 1984
- Folder 32 Contributor – Robert Plamondon, manuscript, agreement, 1983, c. 1984
- Folder 33 Contributor – Ron Shirtz, correspondence, drawings, 1983, c. 1984
- Folder 34 Contributor – Shulamith Surnamer, correspondence, 1984
- Folder 35 Contributor – Singer Communications, Inc., correspondence, drawings, 1984
- Folder 36 Contributor – Stephen W. Hall, correspondence, c. 1984
- Folder 37 Contributor – Steve Boekloo, correspondence, c. 1984
- Folder 38 Contributor – Steve Jackson, correspondence, 1984
- Folder 39 Contributor – Steve List, manuscript, 1983, c. 1984
- Folder 40 Contributor – Steven D. Howard, game idea, correspondence, 1982, c. 1984
- Box 147**
- Folder 1 Contributor – T.C. Cottingham, manuscript, c. 1984

- Folder 2 Contributor – Tom Armstrong, correspondence, c. 1984  
Folder 3 Contributor – Tom Braunlich, manuscript, correspondence, 1983-1984  
Folder 4 Contributor – Tom Wham, manuscript, c. 1984  
Folder 5 Contributor – Tony Watson, agreement, manuscripts, correspondence, 1983-1984  
Folder 6 Contributor – Walt Mizia, correspondence, 1983, c. 1984  
Folder 7 Contributor – William H. Stoddard, correspondence, 1983, c. 1984  
Folder 8 Contributor materials, 1982-1984 [William Sticker, Larry Bucher, Cathrine Francis, Scott Hampton, Stephan Harvester, Michael J. Kelly, Mike Murphy]  
Folder 9 *Mayfair Games News*, January 1989, drafts, notes, 1988-1989 [unpublished?]  
Folder 10 *Mayfair Games News* issue, August 1988  
Folder 11 *Mayfair Games News* issue, August 1989  
Folder 12 *Mayfair Games News*, February 1990, drafts, paste-ups, final version, correspondence, 1990  
Folder 13 *Mayfair Games News*, March 1990, drafts, paste-ups, final version, correspondence, 1990  
Folder 14 *Mayfair Games News*, June 1990, drafts, final version, process work, 1990  
Folder 15 *Mayfair Games News*, July 1990, drafts, final version, process work, 1990  
Folder 16 *Mayfair Games News*, August 1990, drafts, final version, process work, 1990  
Folder 17 *Mayfair Games News*, September 1990, drafts, process work, final version, 1990  
Folder 18 *Mayfair Games News*, October 1990, drafts, paste-ups, final version, process work, 1990  
Folder 19 *Mayfair Games News*, November 1990, work order, distribution list, final version, 1990  
Folder 20 *Mayfair Games News*, December 1990, drafts, process work, final version, 1990  
Folder 21 *Mayfair Games News* issue, August 1992  
Folder 22 *Mayfair Games News* proofs, 1993-1994

**Box 148**

- Folder 1 Adventure gaming articles, paste-ups, n.d.  
[likely unrelated to *Adventure Gaming* magazine from Tim Kask]  
Folder 2 Newsletter materials – correspondence, press releases, 1984  
Folder 3 Mayfair Games employee bios for use with newsletter, 1984

**Box 196**

- Folder 9 *DC Heroes Newsletter*, Summer 1990, paste-ups, work order, final version, 1990  
Folder 10 *DC Heroes Newsletter*, Autumn 1990, samples and paste-ups, 1990  
Folder 11 *Gameplay* – operation notes, c. 1983-1984  
Folder 12 Contributor – John Zakour, agreement, manuscript, correspondence, 1983-1984  
[*Gameplay*]  
Folder 13 *Mayfair Games News*, June 1990, paste-ups, 1990  
Folder 14 *Mayfair Games News*, August 1990, paste-ups, 1990  
Folder 15 *Mayfair Games News*, September 1990, paste-ups, 1990  
Folder 16 *Mayfair Games News*, November 1990, paste-ups, 1990  
Folder 17 *Mayfair Games News*, December 1990, paste-ups, 1990  
Folder 18 Miscellaneous paste-ups, n.d.

**Box 206**

- Group 17 Catalog image, 1991 [slides]
- Group 18 Catalog images, 1993 [slides]
- Group 19 Catalog images, 1993 [slides]

**Box 212**

- Group 37 Various non-Mayfair games, transparencies, n.d. [transparencies]
- Group 38 Comics image, n.d. [transparencies]
- Group 39 Marvel comics, n.d. [transparencies]

**Box 222**

- Folder 6 *Gameplay* – logo, layout design, 1982

**Series X: Conferences and conventions, 1977-2008**

**Scope and Content Note:** This series contains materials related to conferences and conventions that Mayfair Games, Inc. may have attended, supported, or retained information on. Materials include correspondence, advertisements, brochures, fliers, forms, notes, research, programs, ephemera, photos, slides, negatives, and ephemera.

Collected serials, convention programs and booklets have been transferred to the library, including *The Droid Review of Mystery* newsletters.

**Box 148**

- Folder 4 American Booksellers Association Convention, 1982
- Folder 5 1985 American Booksellers Association Convention, 1984-1985
- Folder 6 American Booksellers Association Convention and Trade Exhibit materials, 1993
- Folder 7 American Booksellers Association Convention and Trade Exhibit, 1994
- Folder 8 AndCon '93 materials, 1993 [Puffing Billy Tournament reference]
- Folder 9 AndCon '94 papers, 1994
- Folder 10 Atlanticon '92, 1992
- Folder 11 Berkley Winter Sales Conference – Mayfair Games product sheets, 1989
- Folder 12 Berkley Game Distributors – Open House, 1996
- Folder 13 Bouchercon XV – collected materials, 1984 [related to Ellery Queen's Mystery Magazine Game]
- Folder 14 Bouchercon XVI, 1985 [related to Ellery's Queen Mystery Magazine Game]
- Folder 15 6th Annual Capital City Sales Conference materials, 1993
- Folder 16 Capital City Retailer Conference 1994 papers, 1993-1994
- Folder 17 Chattanooga Gaming Expo papers, 1994
- Folder 18 Chessex – Midwest 4th Open House, Southwest Grand Opening, 1993-1994
- Folder 19 Chessex – Southwest 2nd Annual Open House, 1996

**Box 149**

- Folder 1 Chicago Comicon, 18th Annual – materials, 1993
- Folder 2 Chicago Comicon, 19th Annual, 1994
- Folder 3 1st Annual Chicago Model and Hobby Show program, 1985
- Folder 4 Chicago Model and Hobby Show materials, 1993
- Folder 5 1993 Chicago Model and Hobby Show committee material, 1992-1993
- Folder 6 Chicago Model and Hobby Show committee material, 1994
- Folder 7 Chicago Wargamers Association – reports and meeting materials, 1979-1982
- Folder 8 [Chicago Wargamers Association] CWA-Con materials, 1980
- Folder 9 [Chicago Wargamers Association] Con pre-registration forms – sampling, 1980
- Folder 10 [Chicago Wargamers Association] CWA Con questionnaires/registration forms – sampling, 1980
- Folder 11 [Chicago Wargamers Association] The Quest for Gromgaru, Keith Kempton and Randy Pacetti, 1980 [official tournament of the 1980 CWA Con]
- Folder 12 [Chicago Wargamers Association] CWA Spring Gamefest pre-registration forms – sampling, 1981
- Folder 13 [Chicago Wargamers Association] CWA Spring Gamefest questionnaires/registration forms – sampling, 1981

- Folder 14 [Chicago Wargamers Association] CWA Con pre-registration forms – sampling, 1981
- Folder 15 [Chicago Wargamers Association] CWA Con questionnaires/registration forms – sampling, 1981
- Folder 16 Chicago Wargamers Association (CWA) accounting records/“no shows,” 1981
- Folder 17 March of Dimes and Chicago Wargaming Association fundraising, Wargaming Tournament, 1981

**Box 150**

- Folder 1 Chicago Wargamers Association – memorial fund, 1981
- Folder 2 Chicago Wargamers Association – notes and research, 1981-1982
- Folder 3 [Chicago Wargamers Association] CWA Con '82 correspondence and programs, 1982
- Folder 4 Chicago Wargamers Association – convention materials, 1982-1983
- Folder 5 Chicago Wargamers Association (CWA) articles, 1981, n.d.
- Folder 6 Coast Con 17 program and materials, 1994
- Folder 7 1994 Concentric convention – program and materials, 1993-1994
- Folder 8 Consumer Electronic Show papers, 1993-1994 [January 6-9, 1994]
- Folder 9 Diamond Comic Distributors, Inc. – 11th Annual Retailers Seminar, 1994
- Folder 10 Dragon Con materials, 1993 [Puffing Billy Tournament references]
- Folder 11 Dragon Con – Handmade Games “Dark Confrontations” (signed by authors) and game cards, 1993 [from Ray Winner files]

**Box 151**

- Folder 1 Dragon Con papers, 1995
- Folder 2 Dragon Con papers and programs, 1994
- Folder 3 Essen Fair materials, 1996
- Folder 4 [The Game Manufacturers Association] GAMA – 7th Annual Retailers’ Seminar and Trade Show, 1992-1993 [March 8-11, 1993]
- Folder 5 [The Game Manufacturers Association] GAMA – 8th Annual Retailers’ Trade and Seminar Show, 6th Annual Game Investors and Manufacturers Conference, 1994
- Folder 6 [The Game Manufacturers Association] GAMA credit information and applications, n.d.
- Folder 7 [The Game Manufacturers Association] GAMA – various correspondence, agreement, Mayfair product sheets, 1983-1994
- Folder 8 [The Game Manufacturers Association] GAMA – survey comments, n.d.
- Folder 9 Gamer’s Con III program, 1996
- Folder 10 Gen Con XI, 1978
- Folder 11 Gen Con XIV materials, 1981
- Folder 12 Gen Con Game Fair event – Empire Builder, 1990
- Folder 13 Gen Con Game Fair, 1991 [post-its retained]
- Folder 14 Gen Con Game Fair programs, 1993
- Folder 15 Gen Con Game Fair exhibit booth correspondence, 1993
- Folder 16 Gen Con Game Fair materials, 1992-1993 [August 19-22, 1993]

**Box 152**

- Folder 1 Gen Con Game Fair papers, 1994
- Folder 2 Gen Con Game Fair materials, 1996
- Folder 3 Genghis Con XIV materials, 1992-1993
- Folder 4 Genghis Con XV papers, 1993-1994
- Folder 5 Heroes Convention materials, 1993
- Folder 6 Heroes World Distribution Co. 5th Annual Sales Conference, 1993
- Folder 7 High Wheeler (NMRA-MWR), 1992-1993 [March 6-7, 1993]
- Folder 8 High Wheeler (NMRA-MWR), 1994-1995 [March 5-6, 1994]
- Folder 9 Hobbycon East – 2nd Annual Original East Coast Hobby Show, 1993
- Folder 10 Hobby Industry of America membership papers, 1981
- Folder 11 [Hobby Industry of America] 41<sup>st</sup> Annual Hobby Industry Convention and Trade Show (Dallas) materials, 1982

**Box 153**

- Folder 1 [Hobby Industry of America] 42nd Annual Hobby Industry Convention and Trade Show (Anaheim) materials, 1983
- Folder 2 [Hobby Industry of America] 42nd Annual Hobby Industry Convention and Trade Show (Anaheim) photos and negatives, 1983
- Folder 3 Hobby Industry of America correspondence, press releases, convention info, 1983-1984
- Folder 4 Inc. Magazine's 6th Annual Growing the Company Conference, 1993
- Folder 5 Inc. Magazine – conference summary by Louis G. Rexing, 1994
- Folder 6 L.A. Con II, 42nd World Science Fiction Convention, 1984
- Folder 7 NANCON – 88 papers, 1994
- Folder 8 13th National Legislative Conference on Small Business, 1995  
[December 5-8, 1995]
- Folder 9 1995 National Model and Hobby Show committee meeting materials, 1994-1995  
[formerly the Chicago Model and Hobby Show] (folder 1 of 2)
- Folder 10 1995 National Model and Hobby Show committee meeting materials, 1994-1995  
[formerly the Chicago Model and Hobby Show] (folder 2 of 2)

**Box 154**

- Folder 1 1996 National Model and Hobby Show committee meeting materials, 1995-1996  
[formerly the Chicago Model and Hobby Show]
- Folder 2 National Model Railroad Association Train Show materials, 1993
- Folder 3 National Model Railroad Association Trade Show papers, 1994
- Folder 4 National Small Business United Leadership Retreat, 1995
- Folder 5 National Stationery Show materials, 1992-1993 [May 15-18, 1993]
- Folder 6 Online Gaming Forum – schedules, 1996
- Folder 7 Origins '81 travel arrangements, 1980-1981
- Folder 8 Origins '82 – program and additional materials, 1982
- Folder 9 Origins '84 – mailing list, 1984
- Folder 10 Origins XI – program and Game Designers' Guild Survey, 1985
- Folder 11 Origins '91 – programs, 1991
- Folder 12 Origins '93 materials, 1993



**Box 155**

- Folder 1 RailCon '95 – 35mm film negatives, 1995
- Folder 2 Rock Con materials, 1993
- Folder 3 San Diego Comic Con papers, 1989
- Folder 4 San Diego Comic Con material, 1993
- Folder 5 Simulation Game Design Seminar and Workshop materials, 1981-1982
- Folder 6 Spiel '93 – International Games Fair, Essen, Germany, 1993
- Folder 7 Star Reach Productions trade show papers, 1986
- Folder 8 Toy Fair – 80th annual papers, 1983
- Folder 9 Toy Fair papers, 1987
- Folder 10 Toy Fair papers, 1990 [some Mayfair Games marketing]
- Folder 11 Toy Fair materials, 1992-1993 [February 12-15, 1993]
- Folder 12 Toy Fair papers, 1994
- Folder 13 1996 Toy Fair – Specialty Retailer, vol.1, no. 3 article, 1995
- Folder 14 Train '96 [Tourist Railway Association] annual convention papers, 1996
- Folder 15 Wargaming Weekends, Games Plus – newsletters, mailing list, 1983

**Box 156**

- Folder 1 The White House Conference on Small Business papers, 1995  
[April 11, 1995]
- Folder 2 White House Conference on Small Business materials, 1995  
[June 11-15, 1995] (folder 1 of 2)
- Folder 3 White House Conference on Small Business materials, 1995  
[June 11-15, 1995] (folder 2 of 2)
- Folder 4 White House Conference on Small Business – conference notebook, 1995  
[June 11-15, 1995]
- Folder 5 White House Conference on Small Business reference materials, 1995

**Box 157**

- Folder 1 1994 supported conventions, 1994 (folder 1 of 2)
- Folder 2 1994 supported conventions, 1994 (folder 2 of 2)
- Folder 3 1994 unsupported conventions, 1994
- Folder 4 February - July 1995 supported conventions, 1995
- Folder 5 August - October 1995 supported conventions, 1995

**Box 158**

- Folder 1 November-December 1995 supported conventions, 1995
- Folder 2 January-March 1996 convention support requests, 1996
- Folder 3 April-June 1996 convention support requests, 1995-1996
- Folder 4 July-September 1996 convention support requests, 1996
- Folder 5 October-November 1996 convention support requests, 1996
- Folder 6 1996 convention support requests, 1996

**Box 159**

- Folder 1 Convention support requests, 1996-1997  
[note states support forms were sent to all requests]
- Folder 2 1997 convention support requests, 1996-1997
- Folder 3 1994-1996 convention event/tournament requests, 1994-1997
- Folder 4 Convention planning – expense ledgers for 1995 and 1996, 1996
- Folder 5 Convention planning – schedules and calendars, 1993-1997
- Folder 6 Convention memo/internal correspondence, 1993, n.d.
- Folder 7 Correspondence regarding conventions/trade show, 1982-1994
- Folder 8 Conference marketing materials, 1991-1996
- Folder 9 Gamer surveys from conventions, 1982-1983, n.d. [templates]
- Folder 10 Conference notes, c. 1986, n.d.
- Folder 11 Darwin and Peter Bromley convention name tags, 1979-1980, n.d.
- Folder 12 Florida Trip – collected papers, 1993 [March 19-29, 1993]
- Folder 13 Various convention materials, 1977-1983 [incl. GEN CON '77 mats]
- Folder 14 Various convention materials, 1985-1987
- Folder 15 Various convention materials, 1988-1993

**Box 160**

- Folder 1 Various convention materials, 1994-1995
- Folder 2 Various convention materials, 1995-1997
- Folder 3 Various convention materials, 2000-2008
- Folder 4 Conference reference materials, 1988, 1996, n.d.

**Box 197**

- Folder 1 American Booksellers Association Convention – Trade Exhibit materials, 1983
- Folder 2 9th Annual Chicago Model and Hobby Show advertising supplement, 1993
- Folder 3 10th Annual Chicago Model and Hobby Show advertising supplement, 1994
- Folder 4 [Chicago Wargamers Association] CWA Con planning materials, 1980-1981
- Folder 5 Chicago Wargamers Association – incorporation and by-law materials, 1979-1982
- Folder 6 [The Game Manufacturers Association] Slide Show notes (for GAMA 1990, Diamond Distribution Show 1988), 1988, 1990
- Folder 7 GEN CON Game Fair schedules and event proposals, 1992 [August 19-22, 1993]
- Folder 8 KingCon '93 – program, 1993
- Folder 9 Toy Show notes and photos, 1983
- Folder 10 1981 Convention planning and registration, 1981

**Box 204**

- Object 5 Kerry L. Johnson [National Model and Hobby Show speaker], 1996 [VHS]

**Box 208****Slide Box J**

- Group 1 RailCon rail tour, Colorado, sampling, 1995 [slides]

**Box 208****Slide Box K**

- Group 1 Convention images [slides]
- Group 2 GAMA, 1993 [slides]
- Group 3 Gen Con, 1995 [slides]

**Box 211**

- Envelope 40 RailCon – rail tour, Colorado, sampling, 1995 [negatives]
- Envelope 41 Miscellaneous event/conference, n.d. [negatives]

**Box 213**

- Group 9 NANCON photos, 1988
- Group 10 RailCon '95 photos, 1995 [also see box 214, group 1]
- Group 11 Various convention photos

**Box 214**

- Group 1 RailCon rail tour photos, Colorado, 1995

**Box 216**

- Object 44 CWA CON '87 1st place ribbon, 1987
- Objects 45-68 Name tags [a sampling has been retained (24)]:
  - American Booksellers Association, 1990
  - Artcon II, Galaxy Fair, 1989 (with pin)
  - Chicago Model Hobby Show, n.d.
  - Chicon IV, Chicago, 1982
  - Comic Book Expo, 1990 (with pins)
  - Comic Book Expo, San Diego, CA, 1992 (with pins)
  - Comic Con, San Diego, 1989 (2)
  - CWA, n.d.
  - Dragon Con, Atlanta Comics Expo, 1993
  - Dragon Con, Atlanta Comics Expo, 1995
  - Dragon Con, 1997 (3)
  - Egyptian Campaign, 1997
  - GAMA, Las Vegas Seminar & Trade Show, n.d.
  - Gamer's Con III button, 1996
  - Gen Con Game Fair, 1990 (with pins)
  - Gen Con Game Fair, 1991
  - Origins '91 (with pins)
  - Origins '94, San Jose, CA, 1994 (with pin)
  - RailCon, 1997
  - Roundcon, 1997
  - The White House Conference on Small Business, National Conference, 1995 (with pins)

**Box 217**

- Object 2 Chicago Wargamers Association corporate seal, n.d.

**Map Case 8, Drawer 9**

Folder 9 Galaxy Fair Artcon III – logo (?) photograph, 1990

Folder 10 Origins' article – original artwork, Timothy Truman, 1983 [*Gameplay Magazine*]

**Series XI: Game tournaments, contests, events, 1988-1996**

**Scope and Content Note:** This series contains materials related to game tournaments, contests, and events hosted by Mayfair Games, Inc. Materials include notes, rules, writings, correspondence, and fliers.

Mayfair Games, Inc. conducted Puffing Billy Tournaments in order to promote new releases of 18XX train games. Additional Puffing Billy Tournament material can be found in [Series X: Conferences and conventions](#), [Series III, Subseries G: General legal](#), and [Series XIII: Subseries A: Supporting material](#). Note that Role-Playing Game Association (RPGA) tournament materials are arranged in [Series XIII: Collected materials](#); [Subseries F: RPGA tournaments manuscripts](#).

**Box 160**

- Folder 5 Cosmic Encounter Tournament rules, scoresheets, notes, 1996, n.d.
- Folder 6 “Create-A-Character” contest, 1989
- Folder 7 Gamer’s Decathlon trivia contest questions and answers, 1990
- Folder 8 Justice League Embassy Contest submissions, address list, response letters (sampling), 1988
- Folder 9 Puffing Billy Tournament hosted by Train Gamers Association, 1992
- Folder 10 Puffing Billy Tournament hosted by Train Gamers Association, 1995-1996
- Folder 11 Store demos – fliers, scoring, correspondence, 1990-1991
- Folder 12 Tournament score sheets, c. 1996
- Folder 13 University of Illinois at Chicago – business game materials and notes, played by students, 1995

**Series XII: Awards, 1987-1995**

**Scope and Content Note:** This series contains award certificates and realia related to awards that Mayfair Games, Inc. received for their games. Note that additional award papers are arranged with relevant game titles in [Series V: Game development](#).

**Box 160**

- Folder 14 Award certificates and related material, 1987-1995
- Folder 15 Road to the White House – Parents’ Choice Award, 1992-1993

**Box 217**

- Object 3 Australian Rails award plaque from GAMA, 1994

**Series XIII: Collected materials, 1965-2017**

**Scope and Content Note:** This series contains a variety of collected materials which includes supporting material related to the function of Mayfair Games Inc., as well as the extracurricular and tangential activities of Darwin and Peter Bromley.

Materials include financial papers, legal papers (by-laws, minutes, lease, incorporation), invoices, receipts, agreements, correspondence, instructions, articles, catalogs, price lists, newsletters, financial records, press releases, notes, 3.5" floppy disks, 5¼" floppy disk, cassette tape, photos, slides, realia, VHS tapes, U-matic tapes, legal papers, contracts, graphic design papers, manuscripts, character sheets, drawings, reports, lists, newsletters, invoices, and forms.

This series is arranged by topic: supporting material, Bromley collected materials, Synergy Team, The Judges Guild, Crystal Publications, Inc., RPGA tournament manuscripts, Model Railroad Industry Association, game collecting, and investments.

**Subseries A: Supporting material, 1965-2017**

**Scope and Content Note:** This subseries contains supporting materials related to the function of Mayfair Games and are arranged by topic: Mayfair-related, Darwin and Peter Bromley collected materials, and game/genre materials. Materials include receipts, correspondence, instructions, articles, catalogs, price lists, newsletters, financial records, press releases, notes, 3.5" floppy disks, 5¼" floppy disk, cassette tape, photos, slides, realia, VHS tapes, and U-matic tapes.

Floppy disks in this series were imaged in May 2022, and digital files are available upon request for on-site researchers. (Corresponding digital file folders are indicated after each object description; see [Series XIV: Digital files from media](#) for additional details.)

Annual reports for MCA, Galoob, Western Publishing Group, Mattel, Tyco Toys, Tonka Corporation, Hasbro, and The Walt Disney Company were transferred to the library.

**Box 160**

Folder 16 Hardware – leases, receipts, agreement, guides, 1982-1996

**Box 161**

Folder 1 Ray Winninger files – collected material (articles, role-playing system, RPG, 1991-1992)

Folder 2 Office space calculations, 1991, n.d.

Folder 3 Photo of company records storage, n.d.

Folder 4 Game research in an education setting, Tom Catherall/University, 1994-1995

Folder 5 Collected materials, 1980s-1990s

Folder 6 Collected material on card games, 1994-1997

Folder 7 Collected train materials – instructions, articles, correspondence, related material, 1983-1992

- Folder 8 Game instructions – translations, 1993-1998, n.d. [non-Mayfair – Auf Achse, Pfusched, Homas Tour, Haithabu, Digging, Neolithibum, Drunter and Drüber, Bungling, Burp]
- Folder 9 Magic: The Gathering general ruling summary, 1995
- Folder 10 Middle-Earth Collectible Card Game, 1996
- Folder 11 Rail Baron – materials and notes, 1977, 1988, n.d.

**Box 162**

- Folder 1 Rails West (Strategic Simulations) materials, n.d.
- Folder 2 Star Trek: The Next Generation Customizable Card Game, 1994 [Decipher Inc.]
- Folder 3 Star Wars Customizable Card Game materials, 1996-2000
- Folder 4 Various rules [not Mayfair], collected c. 1980s [original contents from 1965-1988, n.d.]
- Folder 5 American Game Collectors Association, 1985-1986
- Folder 6 Articles, 1977-1979
- Folder 7 Articles, 1981-1989
- Folder 8 Articles, 1990-1996, 2014, 2017
- Folder 9 Articles, n.d.
- Folder 10 Chicago Wargamers Association collected material, c. 1980-1981
- Folder 11 Collected materials on Game Inventors of America (GIA), c. 1987

**Box 163**

- Folder 1 GAMA membership material, price lists, conference materials, 1981-1995
- Folder 2 Game Room and related articles, 1978-1979
- Folder 3 Interail – modular modeling manual, 1980
- Folder 4 Lake Geneva and Southeastern Railroad Corp. legal papers, 1982-1983
- Folder 5 Rio Grande Games – catalog, price lists, newsletters, 1999-2000
- Folder 6 The Game Exchange newsletters and correspondence, 1984-1987
- Folder 7 Toy manufacturer's financial information, 1989-1990
- Folder 8 Toy manufacturers' financial information, press releases, notes, articles, 1989-1991
- Folder 9 Train Gamers Association materials and Puffing Billy Tournament schedules, 1994-2015
- Folder 10 TSR, Inc. press releases, 1994 [Mayfair acquisition, Dangerous Journeys game system]
- Folder 11 UBIK (novel draft), Philip K. Dick, 1983
- Folder 12 UBIK (novel), Philip K. Dick, 1983

**Box 202**

- Object 16 Mayfair Games v. 3.15, 1996 (disk 1 of 2) [3½" floppy disk] [corresponds to digital files Mayfair-07; Maxiship system]
- Object 17 Mayfair Games v. 3.15, 1996 (disk 2 of 2) [3½" floppy disk] [corresponds to digital files Mayfair-08; Maxiship system]
- Object 18 Mayfair Games v. 3.15.2, 1996 (disk 1 of 2) [3½" floppy disk] [corresponds to digital files Mayfair-09; Maxiship system]

- Object 19 Mayfair Games v. 3.15.2, 1996 (disk 2 of 2) [3½" floppy disk]  
[corresponds to digital files Mayfair-10; Maxiship system]
- Object 20 Mayfair Archive 2, 1997 [compact disc] [corresponds to digital files Mayfair-11;  
contains India Rails, Empire Builder, and additional railroad files]
- Object 21 Empire Builder – Tantalus, Inc. computer game, beta v. W1.5, 1993  
[3½" floppy disk]
- Object 22 Rails West, c. 1983 [SSI game] [5¼" floppy disk]

**Box 203**

- Object 2 Interview with Darwin Bromley; "Fast Forward!" KBCS-FM, Belleure, WA;  
Harry Turtledove, Darwin Bromley, 1988 [cassette tape] [a digital copy and  
transcript of this interview is available on Preservica; corresponds to digital file  
Mayfair-12]
- Object 3 Mayfair Games master, n.d. [U-matic]
- Object 4 On Line – A Music and Art Experience, dub., n.d. [U-matic]
- Object 5 Pronouncing the Tsolyani Language, 1981 [cassette tape]

**Box 204**

- Object 6 Authentic Occultism in Ohio, 1986 [VHS]
- Object 7 E.F.F.O.R.T. HCO, April 30, 1983 [U-matic]
- Object 8 Mayfair Games Inc. master (dub mode), 1982 [U-matic, 15 minutes]
- Object 9 Untitled, n.d. [VHS]

**Box 206**

- Group 20 Miscellaneous images, n.d. [slides]
- Group 21 Images of non-Mayfair games [Dragon Lords, Formula D, Restaurant], n.d.  
[slides]

**Box 208****Slide Box K**

- Group 4 People – some game designers [Fritz Gruber, Luc Martens, Bernard Brunhofer,  
Reiner Knizia], n.d. [slides]
- Group 5 People, 1996 [slides]

**Box 211**

- Envelope 42 Auf Heller und Pfennig – product shots, n.d. [transparencies]
- Envelope 43 Die Hanse – product shot, n.d. [transparency]

**Box 213**

- Group 12 People [including possible employees, Darwin and Peter Bromley, possibly  
related to SimCity and/or Road to the White House] [photos]
- Group 13 Various photos [office, cat, train photos] [photos]

**Box 214**

- Group 2 Various product shots, other [some train related] [photos]



**Box 216**

Objects 80-82 Mayfair Games logo pins (3)

Objects 83-93 Mayfair Games “Master Gamer” pins, keychains, money clip in bronze, steel, copper, pewter, n.d. [these may have been vendor samples] (10)

**Box 217**

Object 4 Guest book, 1990

**Map Case 8, Drawer 9**

Folder 11 Unknown game materials, n.d.

**Subseries B: Bromley collected materials, 1979-1994**

**Scope and Content Note:** This subseries includes materials that were collected by Darwin and Peter Bromley, whether through the course of business or through their extracurricular activities. Materials include agreements, writings, correspondence, notes, ephemera, and realia.

**Box 164**

- Folder 1 Agent of Change – loan agreement with Huntington Museum of Art for railroad exhibit, 1991-1992
- Folder 2 Agent of Change – railroad exhibit at Huntington Museum materials (brochures, photos, negatives), 1991
- Folder 3 Darwin Bromley – memberships, 1981-1982  
[AHIKS, The Nost, NMRA, Chesapeake & Ohio Historical Society, Inc.]
- Folder 4 Darwin P. Bromley calendars, 1982-1984
- Folder 5 Magic: The Gathering – Darwin Bromley collected references, 1993-1994
- Folder 6 Simulation Game Design Seminar materials, 1987 [Peter Bromley]
- Folder 7 Magic: The Gathering – Darwin Bromley collected card lists and related correspondence, 1993-1994
- Folder 8 Peter Bromley – personal materials, 1979-1986
- Folder 9 Political events, fundraising, posters, 1992, n.d.

**Box 197**

- Folder 11 Collected “humorous notes” and cartoons, c. 1980s
- Folder 12 Darwin P. Bromley call lists, “to-do” lists, and notes, c. 1982-1984
- Folder 13 Darwin P. Bromley notes – “Bill Fawcett,” 1988-1989
- Folder 14 Darwin P. Bromley notes – “Demo Program”/program planning, n.d.
- Folder 15 Darwin P. Bromley notes – “Diary Notes 12/89-,” 1989-1990
- Folder 16 Darwin P. Bromley notes – “List of Magazine Runs,” n.d.
- Folder 17 Darwin P. Bromley notes – “To Do notes” and production notes, 1980-1991
- Folder 18 Darwin P. Bromley notes – “Will Bromley,” n.d.
- Folder 19 Darwin P. Bromley various notes, 1981-1990

**Box 216**

- Objects 69-74 Name tags [a sampling has been retained (6)]:  
“Bromley” name tag  
Model Railroad Industry Association, Inc. board Darwin Bromley name tags (3)

“Peter Y. Bromley game and mag collector” name tag  
 Darwin Bromley business card name tag (with pin)

Objects 75-79 Buttons [a sampling has been retained (5)]:

“He who dies with the most toys wins”  
 “Stuck in Darwin’s waiting room”  
 “Darwin”  
 “Darwin Bromley Guest”  
 “ICE 10” pin

Objects 94-95 Political elephant watches

**Box 217**

Object 5 Darwin P. Bromley notary public seal, Cook County, n.d.

**Subseries C: Synergy Team, 1975-1983**

**Scope and Content Note:** This subseries contains materials related to the Synergy Team, which provided convention services and promotion. The Synergy Team was founded to unify a fragmented market and provide expertise, linking sponsors and activities such as conventions by Darwin Bromley (corporate counsel) and Robert Lynn Asprin (president), Walter H. Baric (vice president), and William B. Fawcett (project manager). Materials include notes, correspondence, legal papers, and contracts.

**Box 165**

Folder 1 Contracts for performers at the 1976 Star Trek Convention, 1975  
 [from Synergy Team folder]  
 Folder 2 The Synergy Team, Inc. materials (notes, correspondence, planning papers),  
 1982-1983 [convention services]  
 Folder 3 The Synergy Team and OMNI magazine deal and negotiation papers, 1983  
 Folder 4 The Synergy Team – Festival of the Future planning materials, 1983  
 Folder 5 The Synergy Team meeting materials, 1983

**Subseries D: Judges Guild, 1977-1982**

**Scope and Content Note:** This subseries includes process work for products published by the Judges Guild. Originally published by the Judges Guild, these files may have been used in the development process and eventual publication of the Invincible Overlord line by Mayfair Games with licensing rights from Robert Bledsaw. Materials include graphic design papers and related process work.

Note that on Mayfair Game’s version of the City State of the Invincible Overlord, Robert Bledsaw’s name was incorrectly spelled on the verso page as well as the original licensing contact.

**Box 165**

Folder 6 (Revised) Guide to the City State paste-up and graphic design, 1977  
 [City State of the Invincible Overlord]  
 Folder 7 City State of the World Emperor – Guidebook Map paste-up (book I), 1982  
 Folder 8 City State of the World Emperor – Shops booklet paste-up (book II), 1982

- Folder 9 City State of the World Emperor – City booklet paste-up (book III), 1982  
 Folder 10 Wraith Overlord: Terror Beneath the City State paste-up, 1981

**Box 222**

- Folder 7 City State of the World Emperor cover design process work, c. 1980

**Subseries E: Crystal Publications, Inc., 1982-1984**

**Scope and Content Note:** Included in this subseries are papers related to Crystal Publications, Inc., a corporation founded in 1982 to publish magazines, books, calendars, and related materials. This was under the direction of Darwin P. Bromley, William Fawcett, and Gary L. Jaquet. Crystal Publications, Inc. published Mayfair Games' newsletter, *Gameplay*.

Materials in this subseries include financial papers, legal papers (by-laws, minutes, lease, incorporation), invoices, and receipts.

**Box 166**

- Folder 1 Crystal Publications, Inc. – organizational papers (by-laws, minutes, lease, incorporation), 1982-1986  
 Folder 2 Crystal Publications, Inc. tax papers, 1982-1984  
 Folder 3 Crystal Publications, Inc. employee pay sheets and tax papers, 1983-1984  
 Folder 4 Crystal Publications, Inc. – invoices, bills, receipts, 1982-1984  
 Folder 5 Crystal Publications, Inc. – invoices, bills, receipts (paid), 1982-1984  
 Folder 6 Crystal Publications, Inc. – receipts for samples, 1983-1984  
 Folder 7 Crystal Publications, Inc. – shipping receipts, 1983  
 Folder 8 Crystal Publications, Inc. – receipts for *Gameplay* subscriptions, 1983  
 Folder 9 Crystal Publications, Inc. – travel and reimbursement receipts, 1982-1984  
 Folder 10 Crystal Publications, Inc. – petty cash receipts, 1982-1983

**Box 198**

- Folder 1 Crystal Publications, Inc. lease papers, 1984  
 Folder 2 Crystal Publications, Inc. – accounting notes, reports, lists, 1983-1984  
 Folder 3 Crystal Publications, Inc. banking materials, 1983-1984

**Box 217**

- Object 6 Crystal Publications, Inc. corporate seal, n.d.

**Box 222**

- Folder 8 Crystal Publications, Inc. – accounting, check spreadsheets, 1983

**Subseries F: RPGA tournaments manuscripts, 1982-1993**

**Scope and Content Note:** This subseries contains Role-Playing Game Association (RPGA) tournament manuscripts which were collected by Jay Tummelson, an RPGA judge likely prior to his work with Mayfair Games. He is also author of a few tournament manuscripts along with other recognizable names: Alan Fawcett, Frank Mentzer, Tom Prusa, Donald J. Bingle, and Stephen Bourne.

Materials include manuscripts, character sheets, drawings, and correspondence. Folders are arranged by game title and includes the name of the author.

Note that tournament papers were originally out of order, missing pages, or had pages from unidentified manuscripts. Care was taken to rectify this, however, it may still be evident with some manuscripts. Folder titles include the name of the tournament manuscripts, the author(s), and date, arranged alphabetically by title. Character sheets are included with the manuscripts where possible, but many could not be paired and are in a separate folder.

**Box 167**

- Folder 1 Adrift, Robert Farnsworth, 1992
- Folder 2 Air Plane! Frank Mentzer, 1982 [Gen Con East II]
- Folder 3 An Apprentice's Tale, Jay Tummelson, 1988
- Folder 4 As Good as Gold, Mike and John Cote, 1992
- Folder 5 As the Tables Turn, Steve and Kris Hardinger, 1993
- Folder 6 At the Under-Mountains of Madness, n.d.
- Folder 7 Audition, Tom Prusa, 1991
- Folder 8 Awakenings, Stephen K. Glasgow, n.d.
- Folder 9 Barking Saddles: A Fluffy Roundup, Tom and Lynn Prusa, 1992
- Folder 10 Because you Might Get It, Steve and Kris Hardinger, 1993
- Folder 11 The Bell of St. Thomas, Roman and Michael Przytarski, 1987
- Folder 12 The Bell of Zetar, Dave Schnur, 1988
- Folder 13 Big, Steven A. Hardinger and Kriston K. Pelz-Hardinger, 1990
- Folder 14 Bond, Fluffy Bond, Donald J. Bingle and Richard P. Bingle, 1990
- Folder 15 A Bottle of Djinn, The Valiant Thirteenth Regiment, 1992
- Folder 16 Brothers, Tom Prusa, n.d.
- Folder 17 Bungle in the Jungle, Scott Warnkey, 1987

**Box 168**

- Folder 1 The Camel's Nose, Michael D. Selinker, 1986
- Folder 2 Cataclysm, Michael Slinker, n.d.
- Folder 3 The Center of Madness, Stephen H. Jay, 1992
- Folder 4 Chain of Souls, Mary Konczyk, 1992
- Folder 5 Childsplay, Dan Kramarsky, 1987
- Folder 6 Chill of the Night, M.T. Zalapi, 1991
- Folder 7 Clubs & Diamonds, David J. Radzik, 1992
- Folder 8 Clubs & Hearts, David J. Radzik, 1993 [AndCon '93]
- Folder 9 Coercus Catches Cold, Mike Dever and Jeff Gingsby, 1993 [AndCon '93]
- Folder 10 Comes Now the Comet, Vincent E. Hendricks, 1993
- Folder 11 The Company of Krador, Ken Ritchart, 1988
- Folder 12 Convert, Frank Mentzer, 1985
- Folder 13 Could You Please..., Alan Grimes, 1992
- Folder 14 Counterfeit Dreams, "Skip" Williams and Jean Rabe, 1989

**Box 169**

- Folder 1 The Crying of Trees, Peggy O'Connell and Kevin Kulp, 1993
- Folder 2 Crypt of Kalor (?), n.d.
- Folder 3 A Curse Called Ethel, Michael Selinker, 1991
- Folder 4 The Curse of Valinor (a Lankhmar module), Stephen Bourne, 1985
- Folder 5 Curses! Foiled Again, Michael Selinker, 1989, 1992
- Folder 6 Darkest Before the Dawn, Donald J. Bingle, 1990-1992
- Folder 7 Death and Taxes, Joe Masdon and Sherrie Miller, 1993
- Folder 8 Decathlon, Robert Jones (?), 1990
- Folder 9 Demon Gem, Michael Lach and Rocco Pista, 1994
- Folder 10 Destiny of Kings, Stephen Bourne, 1986
- Folder 11 Dilemma's Tusks, Michael D. Selinker, 1986
- Folder 12 Down and Out in Drydock, Wm. Paul Crum, 1992
- Folder 13 Dragonlance® Team Tournament Adventure: The Day Off or A Pleasant Stroll in the Country and A Chance Encounter, 1987
- Folder 14 Dragonsbane, John Hinkle, 1991
- Folder 15 Easy Money, Jay Tummelson and Lew Wright, 1988
- Folder 16 The Ebon Stone, n.d.
- Folder 17 Emerald Isles, Jean Rabe and "Skip" Williams, 1987

**Box 170**

- Folder 1 The Endless Quest, Keith Polster, 1987
- Folder 2 Escape from Demoncoomb Mountain, Jay Tummelson and Lew Wright, 1987
- Folder 3 Experience Preferred, Thomas Prusa, 1988
- Folder 4 Fair Play, Sean Conry, n.d.
- Folder 5 Fall from Olympus, Michael Selinker, 1988
- Folder 6 Familiarity, Steven A. Hardinger, 1991
- Folder 7 Feedback, John Reynolds, 1991
- Folder 8 First Impressions, Matt and Tom Prusa, 1992
- Folder 9 First Steps, Chris Doyle, 1992
- Folder 10 Fit for a King, Cheryl McNally-French, 1992
- Folder 11 Fluffy Babies, Rick Reid, 1988
- Folder 12 Fluffy Quest V: Fluffy Goes to Heck, Rick Reid, 1986
- Folder 13 Fluffy Quest X – The Last Fluffy Quest, Rick Reid, 1988
- Folder 14 Fluffy Takes the Cake, Rick Reid, 1992
- Folder 15 The Food Vats, Donald J. Bingle, 1987
- Folder 16 For Love of Freedom, Brett Bakke and John Annen, 1990

**Box 171**

- Folder 1 For Love of Uncle Ned, Tom Prusa et. al., 1988
- Folder 2 A Game of Senet, Bob Blake, n.d.
- Folder 3 Gargoyle! Or Gone with the Wings, David Collins and Skip Williams, 1986
- Folder 4 Ghost of a Chance, Jean Rabe, 1993
- Folder 5 Ghost Righters, Jean Rabe, 1988
- Folder 6 Gods Just Want to Have Fun, Keith Polster, n.d.
- Folder 7 Golden Oldies I, II, III, Steven A. Hardinger, 1991

- Folder 8 The Good that Deva's Do, Keith Polster, 1987
- Folder 9 The Guarded Wagon Caravan Company, Tom Prusa, 1991
- Folder 10 The Guardians of North Keep, Mark Hoskins and Ray Davis, 1993
- Folder 11 Gypsy: An Unexpected Adventure, Frank Mentzer, 1986
- Folder 12 The Haunted Mine, Penny Petticord and Skip Williams, n.d.
- Folder 13 The Heard Instinct, Rembert N. Parker, 1992

**Box 172**

- Folder 1 Here Today, "Skip" Williams, 1990
- Folder 2 Hero, Donald J. Bingle and Jay Tummelson, 1989
- Folder 3 Hit Parade, Lew Wright and Jay Tummelson, n.d.
- Folder 4 Honor Guard, Daniel J. Kramarsky, 1986 (folder 1 of 2)
- Folder 5 Honor Guard, Daniel J. Kramarsky, 1986 (folder 2 of 2)
- Folder 6 Hoofbeats, William Burger Jr. and Wayne Straiton, 1988
- Folder 7 Hook, Line, and Sinker, Andrew Bethke, 1987
- Folder 8 How You Gonna Keep 'Em Down on the Farm After They've Seen Scaree?, Linda and Donald Bingle, Jay Tummelson, 1987
- Folder 9 The Hunt, Skip Williams and Steve Hardinger, 1991
- Folder 10 I lost My Heart in San Francisco, Jay Tummelson, et. al., 1988
- Folder 11 Imbroglia, Teeuwynn Woodruff, 1992
- Folder 12 In Defense of Grenlorn, Rembert Parker, 1988

**Box 173**

- Folder 1 In the Village of Martinburgh, Rembert Parker, 1987 [Gen Con Game Fair]
- Folder 2 It's Good to Be King, Tom Prusa, n.d.
- Folder 3 The Ivory Elf, 1989
- Folder 4 J'Adoube (I Adjust), William A. Sherman and Donald J. Bingle, 1991  
[Timemaster]
- Folder 5 Jools!, M. Sean Conry, 1993
- Folder 6 Junk Bonds, 1988
- Folder 7 King of the Hill, Tom Prusa, 1992
- Folder 8 Ladies' Knight, Lew Wright and Jay Tummelson, n.d.
- Folder 9 The Living City Tournament, Adventure I, James Ward, 1987
- Folder 10 The Long Way Home, Jean and Bruce Rabe, 1986
- Folder 11 The Lost Chord, Rembert Parker, 1988
- Folder 12 The Lost Shrine of Bundushatur, Michael D. Wagner, 1987
- Folder 13 Lost Souls, Robert Quillen II, 1992
- Folder 14 Masquerade, Joe Masdon and Nicky Rea, n.d.
- Folder 15 Mayhem, Alan Grimes, n.d.

**Box 174**

- Folder 1 The Meanest City on Earth, Thomas Kane, 1990, 1992
- Folder 2 Minor Magic, Brett and Cyndi Bakke, 1991
- Folder 3 Misfits, Rembert N. Parker, n.d.
- Folder 4 The Mists of Kreoch, Keith Polster, 1987
- Folder 5 The Monster Under the Bed, Theresa and Tom Prusa, 1992

- Folder 6 Moonlight Madness, 1986
- Folder 7 Mystery Island, Kevin Melke, 1987
- Folder 8 Natural Tendencies, Wayne Straiton, 1989
- Folder 9 Needle, Frank Mentzer, 1984 [used at Gen Con XVII]
- Folder 10 Nightfall, Brett Bakke, 1990
- Folder 11 No King Without a Crown, n.d.
- Folder 12 Once Bitten, Tom Prusa, 1991

**Box 175**

- Folder 1 One Night in Lankhmar, Michael S. Dobson, 1985
- Folder 2 One on Every Planet, Tom Prusa, 1992
- Folder 3 The Only Way Out, Joe Masdon and Kirsten Kelley, 1991
- Folder 4 Operation: Butter-Up; Codename: Clambake, Japji Singh Khalsa, 1986
- Folder 5 Operation Opal Eye, George J. Davie, 1987
- Folder 6 The Paper Chase, Brett and Cyndi Bakke, 1992
- Folder 7 The Party's Over, Ed Gibson, 1993
- Folder 8 Paul is Dead, Jay M. Tummelson, Linda M. Bingle, and Donald J. Bingle, 1990
- Folder 9 Player Characters Gone to Take a Bath, Mike Stead, Jim Lockhart, 1994
- Folder 10 The Punishment of Penell, John Hinkle, 1991
- Folder 11 Quest for the Lost Chord, Rembert N. Parker, n.d.
- Folder 12 A Question of Balance, Jim Wade and Michael Selinker, 1990
- Folder 13 Ravager, Jeff Grubb, 1985
- Folder 14 Ravenloft II: The House on Gryphnon Hill, Tracy and Laura Hickman, 1986
- Folder 15 Red Sonja Unconquered!, Skip Williams, Penny Petticord, and Anne McCready, 1986
- Folder 16 Renegade Rats, Kevin Melka, 1992
- Folder 17 Return of the Rats, Steve Mecca and Ken Rolston, 1985

**Box 176**

- Folder 1 The Return of Stezen D'Polarno, James and Debra Lowder, 1992
- Folder 2 The Rise and Fall of the Dulanic McLeod, Bill Sherman and Paul Magee, 1989
- Folder 3 Robber Baron, Lew Wright and Jay Tummelson, 1987
- Folder 4 Robber Baron, Lew Wright and Jay Tummelson, n.d.
- Folder 5 Rod of Seven Parts, Frank Mentzer, 1987
- Folder 6 Romeo and Juliet, Dawn Snell and Sean Conry, 1993
- Folder 7 Scavenger Hunt, Rembert N. Parker, 1993
- Folder 8 A Scrap of Paper, Skip Williams and Jean Rabe, 1988
- Folder 9 Seeds of Destruction, n.d.
- Folder 10 Shhh..., Mary Konczyk, 1991

**Box 177**

- Folder 1 Sisters, Tom Prusa, 1992
- Folder 2 The Six Lions: Shadows of Doubt, Tom Bushnell, Rich Norman, Bill Reed, 1993
- Folder 3 Small Problems, Jeane Rabe and Skip Williams, 1989, 1990
- Folder 4 Sold IV – "Do you take this woman...." Gregg Swedberg and Al Boyce, 1992
- Folder 5 Somewhere in Time, Les Hahn and Keith Polster, 1987

- Folder 6 Spellbound, Tom Prusa, Theresa Prusa, and Jayson Rock, 1993
- Folder 7 Spies and Lies, John Terra, 1993
- Folder 8 Spring Fever, Frank Mentzer, 1985 [Gen Con 18 Game Convention]
- Folder 9 Star III: Round One, Snow Blind, Kevin Nelka and Keith Polster, 1988
- Folder 10 Star V: The Final Chapter, Kevin Melka and Keith Polster, 1990
- Folder 11 The Star of Kolhapur, Michael Selinker, 1988
- Folder 12 Star Trek Five: The Search for Power, Rembert N. Parker, n.d. [missing pages]
- Folder 13 The Straight and Narrow, Wayne Straiton, n.d.
- Folder 14 Sweetwater, John Dunn and Marshall Simpson, 1993
- Folder 15 Tainted Touch, William Paul Crum, 1993

**Box 178**

- Folder 1 Terrible Trouble at Tragidore, Jean and Bruce Rabe, 1987
- Folder 2 Thieves' Honor, Tieck Widallya, 1993
- Folder 3 The Thirteenth Hour, Brett Bakke and Cynthia Donelson, n.d.
- Folder 4 Thirty Seconds and Counting, Donald J. Bingle, 1993
- Folder 5 Till Death Do You Part, Donald J. Bingle, Linda M. Bingle, Jay Tummelson, 1989
- Folder 6 Time Out, Jay M. Tummelson, 1993
- Folder 7 Tinker's Canyon, Frank Mentzer, 1982 [Gen Con East II]
- Folder 8 Torand's Tribulations I, II, and III, William Burger Jr., 1991
- Folder 9 To Tame the Chang Jiang, Michael Selinker, 1987
- Folder 10 The Town of Domdebleur, n.d.
- Folder 11 Trail of Luras, Tom Sievers, n.d.
- Folder 12 Troubles in New Haven, Allan Fawcett, 1989
- Folder 13 The Trouble with Sara, R. Derek Pattison, 1993
- Folder 14 Truce or Consequences, Mike Selinker and Jim Wade, 1994

**Box 179**

- Folder 1 Turkey Feathers, Jan Adamson, 1993
- Folder 2 The Twofold Talisman, Phil Taterczynski, et. al., 1983
- Folder 3 The Valley of Death, William Tracy, 1988
- Folder 4 Weekend in New England, Alan Fawcett, n.d.
- Folder 5 Who'd Want to Kill Us, Brad Warriner, 1993
- Folder 6 With Great Power, Tom Prusa and Robert Jones, n.d.
- Folder 7 Without a Canoe, Martha McCray and Steven A. Hardinger, 1990
- Folder 8 Women of War, Lou Antoni, 1990
- Folder 9 Working for the Wizard, Dan Kramarsky, 1987
- Folder 10 You've lost your Marbles!, Paula Greenspan and Steve Greenspan, 1992
- Folder 11 Various character sheets, 1980s-1990s (folder 1 of 2)
- Folder 12 Various character sheets, 1980s-1990s (folder 2 of 2)
- Folder 13 Blank scoring forms, player summaries, questionnaires, 1980s-1990s

**Box 180**

- Folder 1 Miscellaneous RPG manuscript pages, drawings, 1980s-1990s
- Folder 2 Collected material (correspondence, convention papers, newsletters), 1980s-1990s



**Subseries G: Model Railroad Industry Association, Inc. Board Papers, 1990-1996**

**Scope and Content Note:** This subseries contains Model Railroad Industry Association, Inc. (MRIA) board materials collected by Darwin Bromley while he was a board member in the 1990s. Materials include notes, program, correspondence, newsletters, articles, financial papers, minutes, fliers, legal papers and awards. Note that *Report* issues were transferred to library.

**Historical Note:** The MRIA began in the early 1960s in Los Angeles and focused on improving the model railroad hobby and industry. In the mid-1980s MRIA joined Radio Control and Hobby Trade Association (RCHTA) and co-sponsored The Chicago Model and Hobby Show. In the 1990s, MRIA developed the “World’s Greatest Hobby” program with the purpose of promoting model railroading to families. In 2005, MRIA, RCHTA, and IMMA (International Model Manufacturers Association) merged with Hobby Industry Association (HIA). Additional historical information can be found [here](#).

**Box 180**

Folder 3	Model Railroad Industry Association, Inc. (MRIA) board materials, 1990-1993
Folder 4	Model Railroad Industry Association, Inc. (MRIA) board materials, 1994
Folder 5	Model Railroad Industry Association, Inc. (MRIA) board materials, 1995
Folder 6	Model Railroad Industry Association, Inc. (MRIA) board materials, 1996

**Subseries H: Game collecting (Purchase, sale, and auction of games), 1968-2007**

**Scope and Content Note:** This subseries contains materials related to Darwin and Peter Bromley’s game collecting which began in 1965 and includes games, pieces, counters, miniatures, magazines, books, and other gaming related materials. The Bromleys also facilitated the selling of games at conventions, auctions, and by special request, maintaining lists of games and collectors.

Papers are arranged by topic as denoted in brackets. Materials include reports, lists, newsletters, price lists, correspondence, invoices, receipts, notes, a cassette, and forms. Note that some auction forms have masking tape attached. Notable correspondence with game collectors include Eamon Bloomfield, Bruce Whitehill, Dave Arneson, Alan Moon, and Herb Levy.

**Historical Note:** Some materials relate to The Collector’s Guild, which was an affiliate of the Strategy Gaming Society, which evolved from the American Wargaming Association. The Collector’s Guild furnished a newsletter, certified collections for insurance purposes, hosted mail auctions, bulletin board service, convention events (i.e., exhibits and tournaments), and allowed members to purchase products and volunteer. This was run by William Jaffe and the newsletter was a culmination of discussions with collectors, including the Bromleys, about the need for better communication and activities.

**Box 180**

- Folder 7 Summary of Auction Prices for games compiled from convention auctions, 1978-1979
- Folder 8 Auction forms for games, etc., June 3, 1979

**Box 181**

- Folder 1 Auction forms for games, etc., June 27-28, 1980
- Folder 2 Auction forms for games, etc., c. 1980  
[original folder labeled "Generals"] (folder 1 of 2)
- Folder 3 Auction forms for games, etc., c. 1980  
[original folder labeled "Generals"] (folder 2 of 2)
- Folder 4 Auction forms for games, etc., c. 1980 (folder 1 of 2)
- Folder 5 Auction forms for games, etc., c. 1980 (folder 2 of 2)
- Folder 6 The Charles S. Roberts Auction books – signed by Roberts, written by Peter and Darwin Bromley, 1983 [Darwin and Peter ran the auction]
- Folder 7 Auction materials, 1993, 1986, 1992, n.d.

**Box 182**

- Folder 1 1978-1979 Game Price List – notes, edits, 1980
- Folder 2 Alphabetical list (companies and products), n.d.
- Folder 3 Alphabetical lists (companies and products?), c. 1979
- Folder 4 Comic collection, c. 1990 [see related disk in box 202, object 15]
- Folder 5 Game Collection List, November 1, 1979
- Folder 6 Game Collection List II, May 10, 1980

**Box 183**

- Folder 1 Game list by company, n.d.
- Folder 2 Game list by title, n.d.
- Folder 3 Game list printouts [Darwin's or Mayfair Games] and notes, c. 1980
- Folder 4 Game lists – "needs" by company, n.d.
- Folder 5 Game lists by company, A-F, c. 1980s [denoted as "Needs"]
- Folder 6 Game lists by company, G-P, c. 1980s [denoted as "Needs"]

**Box 184**

- Folder 1 Game lists by company, Q-Y, c. 1980s [Needs]
- Folder 2 Game lists by company, various, international, c. 1980s [denoted as "Needs"]
- Folder 3 Game lists, 1982, n.d. [by topic/type of game?]
- Folder 4 Lists of games for sale – various collected lists, 1980s (folder 1 of 2)
- Folder 5 Lists of games for sale – various collected lists, 1980s, 1990s (folder 2 of 2)

**Box 185**

- Folder 1 List of railroad games, n.d. [also see Huntington Museum loan materials in box 161, folders 5-6]
- Folder 2 Notes/lists – assets, magazines, 1979-1983
- Folder 3 Notes/lists – conventions, mail orders, Lincoln Park Chess & Games, purchases, 1968-1980

- Folder 4 Notes/lists – conventions, purchases, trains, 1980-1981  
Folder 5 Lincoln Park Chess & Games – price lists, correspondence, 1978-1979  
[store folded in July 1979]  
Folder 6 Additional lists, n.d.

**Box 186**

- Folder 1 Game Collector's Guild and newsletter letterhead, c. 1980  
Folder 2 Collectors Guild newsletters, c. 1982  
Folder 3 Collector's Guild correspondence, 1984, 1987  
Folder 4 Jeff Pimper's All the World's Wargames lists and drafts, 1977-1982 [published  
by The Game Collector's Guild of American Wargaming Association]  
Folder 5 Correspondence – collecting, lists, sourcing, 1980-1998  
Folder 6 Correspondence, invoices for sale/purchase of games, 1982-1996  
Folder 7 French games – correspondence and references, 1979-1981

**Box 187**

- Folder 1 Invoices and receipts from conferences, 1993-1995  
Folder 2 Mail order materials, 1981-1982  
Folder 3 Template for sale of game note, n.d.  
Folder 4 Game collecting references (lists, rules, counters, abbreviations, etc.), 1979-1995,  
n.d.

**Box 198**

- Folder 4 DallasCon auction forms, 1989  
Folder 5 Auction purchases from Skinner, Inc. and Antique American Games and related  
material, 1988  
Folder 6 Auction forms, Summer 1981 [CWA Con?]  
Folder 7 Auction notes, 1981, n.d.  
Folder 8 Comic Collection – DC inventory list, purchases, information, correspondence  
and list of comics for sale, c. 1986-1988  
Folder 9 Game inventory, 1980s (folder 1 of 2)  
Folder 10 Game inventory, 1980s (folder 2 of 2)  
Folder 11 Game lists (some conference), Peter Bromley, 1978-1984  
Folder 12 Purchase notes/lists, 1980-1981, 2002, 2007, n.d.  
Folder 13 Various notes including "Railroad Items," 1981-1983, n.d.

**Box 202**

- Object 15 DC Comic Book catalogue, archive, 1990 [originally with comic collection  
materials] [3½" floppy disk]

**Box 203**

- Object 6 Audio from a game auction, n.d. [cassette tape]

**Subseries I: Investments, 1979-2002**

**Scope and Content Note:** This subseries includes legal and financial papers  
which document Darwin and Peter Bromley's investment activities.

**Historical Note:** Arranged with Peter Bromley's personal materials (box 164, folder 8) is a stock certificate for Cards 4 U, Inc., which was founded by William W. Jaffe. This company was one of the entrepreneurial businesses Jaffe started which likely bought and sold board games and Pokémon cards. More information on Bill Jaffe can be found [here](#).

Quarterdeck Games was started by naval wargame designer, Jack Greene, with a loan from Darwin Bromley and Peter Y. Bromley.

**Box 187**

- Folder 5 Articles of Merger and Consents for Iron Wind, Inc. and Liam Corporation of Skokie, 2002 [Peter Bromley as stockholder]
- Folder 6 Critter Commandoes (by Paul Lidberg) development papers, 1988-1989 [also called "Ribbitek," funded by Darwin Bromley]
- Folder 7 Critter Commandoes investment legal papers, 1989
- Folder 8 Dream Park – private placement memoranda, 1992
- Folder 9 Dream Park – company information and stockholder papers, 1992-1996

**Box 188**

- Folder 1 Incorporation of Fantasy Trip Promotions, Inc. and related papers, 1988
- Folder 2 New Infinities Productions, Inc. joint venture papers, 1989-1990
- Folder 3 New Infinities Productions, Inc. papers, 1987-1991
- Folder 4 New Infinities Productions, Inc. bankruptcy papers including deposition of Gary Gygax, 1988-1990
- Folder 5 New Infinities Productions, Inc. collected materials, 1989-1992
- Folder 6 Correspondence regarding the investment in Quarterdeck Games (Jack Greene), 1980-1982
- Folder 7 Investment correspondence, 1979 [McCarty's Computer Game Paradise (store)]

**Series XIV: Digital files from media, 1988-1997**

**Scope and Content Note:** Digital files were migrated in May 2022 from the original 3½” floppy disks and compact disc contained in the collection. The majority of the files are disk image files and require additional applications to be viewed. Several disks may not be openable due to incompatible software or operating systems and are noted as such. These digital files are accessible only to on-site researchers.

**Digital-XIV**

- Mayfair-01 Eurorails – Polish translation (?), 1992
- Mayfair-02 [Grand Prix?] Untitled, n.d.
- Mayfair-03 [Grand Prix] “Mayfair Games – Grids,” Chicago Skyline [disk has errors and may not be openable; Macintosh files], n.d.
- Mayfair-04 Chilled to the Bone [anthology book] [disk has errors and may not be openable; Macintosh files], 1991
- Mayfair-05 Picture Book Game [rules, Macintosh files], 1988 [possibly Nova Game Designs “Secret of Designing Lost Worlds”]
- Mayfair-06 Retailer list [?][Macintosh files], 1988
- Mayfair-07 “Mayfair Games v. 3.15” [Maxiship software], 1996
- Mayfair-08 “Mayfair Games v. 3.15” [Maxiship software], 1996
- Mayfair-09 “Mayfair Games v. 3.15.2” [Maxiship software, updated version], 1996
- Mayfair-10 “Mayfair Games v. 3.15.2” [Maxiship software, updated version], 1996
- Mayfair-11 “Mayfair Archive 2,” 1997 [contains India Rails, Empire Builder, and additional railroad files]
- Mayfair-12 Interview with Darwin Bromley; “Fast Forward!” KBCS-FM, Belleure, WA; Harry Turtledove, Darwin Bromley, 1988 [a digital copy and transcript of this interview is available on Preservica; digitized and transcribed from original cassette in June 2022]