Finding Aid to the
Robert A. ("Bob") Bates Papers, 1979-2010

Summary Information
Title: Robert A. ("Bob") Bates papers
Creator: Robert A. ("Bob") Bates (primary)
ID: 121.1759
Date: 1979-2010 (inclusive); 1986-1994 (bulk)
Extent: 8 linear feet
Language: The majority of materials in this collection are in English, with a few instances of German and Italian.
Abstract: The Robert A. ("Bob") Bates papers contain records from Challenge, Inc., Legend Entertainment, and professional consulting work done by Bates; these files include game development documentation, marketing materials, notes, memos, sketches, floppy disks, and more. The bulk of the materials are dated between 1986 and 1994.
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: Source code and digital files migrated from 5¼" and 3½" floppy disks in this collection are available to on-site researchers only. Please see The Strong's Digital Games Files Access Policy.
Custodial History: The Robert A. ("Bob") Bates papers were donated to The Strong in May 2022 as a gift of Bob Bates. The papers were accessioned by The Strong under Object ID 121.1759 and were received from Bates along with various trade sheets, game guides, manuals, and other ephemera.
Preferred citation for publication: Robert A. ("Bob") Bates papers, Brian Sutton-Smith Library and Archives of Play at The Strong
Processed by: Julia Novakovic, July-August 2022

Controlled Access Terms
Personal Names
- Bates, Bob
- Bates, Robert A. ("Bob")
- Berlyn, Michael
- Crawford, Chris

- Meretzky, Steve
- Verdu, Mike
- Wilt, David

Corporate Names
- Challenge, Inc. (Firm)
- Infocom, Inc.
- Infogrames (Firm)
- Legend Entertainment Company

Subjects
- Arthur: The Quest for Excalibur (Game)
- Computer adventure games
- Computer games
- Computer games industry
- Eric the Unready (Game)
- Game design and development
- Games--software
- Independent game designers
- Sherlock: The Riddle of the Crown Jewels (Game)
- Simulation games
- Spellcasting (Game series)
- Timequest (Game)

Biographical Note

Robert A. ("Bob") Bates (1953-) is an award-winning American game designer, producer, studio head, and author.

Bates grew up in the Washington, D.C. metropolitan area, graduating from high school in Hyattsville, Maryland in 1971. He received his Bachelor of Arts in Philosophy degree from Georgetown University in 1975. After college, he worked as a tour guide in D.C., later founding his own company, Potomac Tours. Bates, also an aspiring writer, began playing the Infocom interactive fiction game *Zork* and saw the format as a way to pursue a writing career by making games. He and friend David Wilt established Challenge, Inc. in 1986 with the goal of creating interactive fiction games built on the Infocom engine, Z-machine. Infocom and Challenge reached a development deal: Bates would design and write games, and the publishing and marketing would be done by Infocom. His first two published games were *Sherlock: The Riddle of the Crown Jewels* (1987) and *Arthur: The Quest for Excalibur* (1989). When Activision shut down the Infocom brand in 1989, Challenge also closed its doors.

Soon after, Bates and Mike Verdu co-founded development studio Legend Entertainment Company, headquartered in Chantilly, Virginia. Legend initially recruited former colleagues from Infocom to program and develop interactive fiction games, and later retained an outside team to develop a new text parser as the engine for Legend's games. Hit products from Legend

included the *Spellcasting* series (1990-1992) designed by Steve Meretzky, *Timequest* (1991), and *Eric the Unready* (1993). Legend also secured licensing deals from traditional publishing houses and shifted from the floppy disk to CD-ROM technology. Their final adventure game release was *John Saul's Blackstone Chronicles* (1998) prior to acquisition of Legend by publisher GT Interactive (later, Infogrames).

Bates left Legend in 2004 to design, write, and produce computer and video games as an independent consultant. He also worked as the Chief Creative Officer for External Developers at Zynga from 2010-2014 before returning to consulting and developing. During his career, Bates has written, designed, or produced more than 40 games. He has twice been Chairperson of the International Game Developers Association (IGDA) and has received various awards throughout his career. As of 2022, Bates continues to write games as well as novels.

Collection Scope and Content Note

The Robert A. ("Bob") Bates papers are a compilation of materials from Challenge, Inc., GameWorks, Legend Entertainment Company, and consulting work produced by Bates during his lengthy career in the video game industry. Materials include game development documentation, financial papers, notes, memos, correspondence, customer support information, reference, and much more.

The Robert A. ("Bob") Bates papers have been arranged into five series, two of which have been further divided into subseries. The materials are housed in 13 archival document boxes and 3 media boxes.

System of Arrangement

  Series I: Challenge, Inc., 1986-1989
     Subseries A: Company records
     Subseries B: Game development documentation
  Series II: GameWorks, 1989-1990
  Series III: Legend Entertainment, 1989-2003
     Subseries A: Company records
     Subseries B: Game development documentation
  Series IV: Consulting work, 1997-2010 and n.d.
  Series V: Reference, 1979-1999 and n.d.

Contents List

Series I: Challenge, Inc., 1986-1989

> **Scope and Content Note:** This series contains files related to Challenge, Inc. created and/or retained by Bates. This includes internal records as well as game development documentation.

> **Subseries A: Company records**
> **Scope and Content Note:** Materials in this subseries include financial papers, corporate agreements, memos, notes, reference clippings, and more. Challenge's partnership with Infocom is represented in files in this subseries.

Box 1

Folder 1	Challenge, Inc. – "Challenge, Inc. Game Plan" – company purpose, industry statistics and company profiles, market structure, future of interactive fiction; n.d. [c. 1986]
Folder 2	Challenge, Inc. – Offering Memorandum, Offering Summary, Contract Summary, and letter; 1987
Folder 3	Challenge, Inc. – Stock share certificates, 1987
Folder 4	Challenge, Inc. – "Writers" data sheet, November 17, 1987
Folder 5	Challenge, Inc. – Robert A. Bates invoices, 1986-1987
Folder 6	Challenge, Inc. – Bob Bates notepad, 1988
Folder 7	Challenge, Inc. – "Computer Game Sig Extravaganza" fliers, 1988
Folder 8	Challenge, Inc. – reference clippings, 1986-1987 and n.d.
Folder 9	Challenge, Inc. – Infocom correspondence, notes, memos, and agreements; 1986-1987 and n.d.
Folder 10	Challenge, Inc. – Infocom reference and notes, 1986-1988 and n.d.
Folder 11	Challenge, Inc. – Infocom staff phone list, September 1987
Folder 12	Challenge, Inc. – Infocom *The Status Line* newsletters, 1986-1989
Folder 13	Challenge, Inc. – Infocom press releases, press kits, and product catalogs; 1987-1988
Folder 14	Challenge, Inc. – Infocom *Infocurrents*, CES Edition, January 1988
Folder 15	Challenge, Inc. – Bob Bates notepad ["Arthur, Abyss, Infocom shutdown, Early Timequest"], 1989
Folder 16	Challenge, Inc. – Bob Bates notepads and loose notes, n.d. [c. late 1980s]
Folder 17	Challenge, Inc. – "OZ" notes and proposal to Infocom, 1988
Folder 18	Challenge, Inc. – "Triviopoly" copyright application, Bob Bates, 1988

Subseries B: Game development documentation

Scope and Content Note: This subseries houses game development papers and materials related to three games created by Challenge, Inc. Papers include notes, sketches, scripts, printed source code, manual drafts, publicity information, reference, and more.

Produced games represented here are *Sherlock: The Riddle of the Crown Jewels* (Infocom, 1987) and *Arthur: The Quest for Excalibur* (Infocom, 1989). These materials are arranged in chronological order.

Also within this subseries are 5¼" and 3½" floppy disks retained by Bates. Original labels are denoted in quotation marks. These disks will be imaged and made accessible on-site only.

Box 2

Folder 1	Challenge, Inc. – *Sherlock: The Riddle of the Crown Jewels* – game development notes, 1987 and n.d.
Folder 2	Challenge, Inc. – *Sherlock: The Riddle of the Crown Jewels* – functional requirements and investor letter, n.d. [c. 1987]
Folder 3	Challenge, Inc. – *Sherlock: The Riddle of the Crown Jewels* – map mock-up and notes, n.d. [c. 1987]
Folder 4	Challenge, Inc. – *Sherlock: The Riddle of the Crown Jewels* – reference and background, 1987
Folder 5	Challenge, Inc. – *Sherlock: The Riddle of the Crown Jewels* – news release, 1987
Folder 6	Challenge, Inc. – *Sherlock: The Riddle of the Crown Jewels* – sell sheets, Infocom, 1987
Folder 7	Challenge, Inc. – *Sherlock: The Riddle of the Crown Jewels* – player feedback, Infocom Product Testing Report Forms, and sales data; 1987-1989
Folder 8	Challenge, Inc. – *Sherlock: The Riddle of the Crown Jewels* – Zil source code hard copy, 1988 [Part 1 of 2]
Folder 9	Challenge, Inc. – *Sherlock: The Riddle of the Crown Jewels* – Zil source code hard copy, 1988 [Part 2 of 2]
Folder 10	Challenge, Inc. – *Sherlock: The Riddle of the Crown Jewels* – printed forum messages, 1988
Folder 11	Challenge, Inc. – *Sherlock: The Riddle of the Crown Jewels* – warranty/registration cards (sampling), n.d. [c. 1987-1988]

Box 3

Folder 1	Challenge, Inc. – *Arthur: The Quest for Excalibur* – Bob Bates notepads, n.d. [c. 1988-1989]
Folder 2	Challenge, Inc. – *Arthur: The Quest for Excalibur* – design script and notes, Bob Bates, n.d. [c. 1988]
Folder 3	Challenge, Inc. – *Arthur: The Quest for Excalibur* – game design sketches, notes, and documentation; 1988-1989 and n.d.
Folder 4	Challenge, Inc. – *Arthur: The Quest for Excalibur* – bug reports, 1988
Folder 5	Challenge, Inc. – *Arthur: The Quest for Excalibur* – game manual draft, 1989

Folder 6   Challenge, Inc. – *Arthur: The Quest for Excalibur* – review draft and publicity, 1989

Box 4

Folder 1   Challenge, Inc. – "The Abyss" – original screenplay, James Cameron, director's revision, August 9, 1988

Folder 2   Challenge, Inc. – "The Abyss" – Bob Bates notepads, 1988 and n.d.

Folder 3   Challenge, Inc. – "The Abyss" – game development summaries, notes, sketches, updates; 1989 [Part 1 of 2]

Folder 4   Challenge, Inc. – "The Abyss" – game development summaries, notes, sketches, updates; 1989 [Part 2 of 2]

Folder 5   Challenge, Inc. – "The Abyss" – game code printouts, 1989

Folder 6   Challenge, Inc. – "The Abyss" – reference and movie stills, 1988 and n.d.

Box 14

Object 1   Challenge, Inc. – "Sherlock: Jewels, Verbs 1.zil, Parser.zil, Game.str (10/13), 10/12/87" [5¼" floppy disk], 1987

Object 2   Challenge, Inc. – "Sherlock: Jewels, F:360, Syms.swg, 10/12/87" [5¼" floppy disk], 1987

Object 3   Challenge, Inc. – "Old Sherlock stuff removed from network, 12-15-87" [5¼" floppy disk], 1987

Object 4   Challenge, Inc. – "[crossed out] Borderzone, Sherlock, Gamma Version, IBM, Infocom 1987" [5¼" floppy disk], 1987

Object 5   Challenge, Inc. – "Archived ZIL Files for Sherlock! 3/24/88, (Challenge Version – not Inf ship version, All but parser.zil & verbs1.zil" [5¼" floppy disk], 1988

Object 6   Challenge, Inc. – "Archived ZIL Files for Sherlock! 3/24/88, (Challenge Version – not Inf ship version, parser.zil & verbs1.zil" [5¼" floppy disk], 1988

Object 7   Challenge, Inc. – "Archive Last Challenge compile of Sherlock before shipping to Infocom" [5¼" floppy disk], n.d. [c. 1988]

Object 8   Challenge, Inc. – "Newsher" [5¼" floppy disk], n.d. [c. 1988?]

Object 9   Challenge, Inc. – "Game.zip, Zip.com, Parser, Verbs1, Sherlock! (IBM AT)" [5¼" floppy disk], n.d. [c. 1987-1988]

Object 10   Challenge, Inc. – "F=1200, Users\Rab\Chal\Sher, *. Zil, (except verbs1 & parser), #2" [5¼" floppy disk], n.d. [c. 1988]

Object 11   Challenge, Inc. – "Infocom, Sherlock zil files, Release Version" [5¼" floppy disk], n.d. [c. 1987-1988]

Object 12   Challenge, Inc. – "Infocom, Sherlock ZIL files, Release Version" [5¼" floppy disk], n.d. [c. 1987-1988]

Object 13   Challenge, Inc. – "Infocom, Sherlock ZIL files, Release Version" [5¼" floppy disk], n.d. [c. 1987-1988]

Object 14   Challenge, Inc. – "Infocom, Sherlock ZIL files, Release Version" [5¼" floppy disk], n.d. [c. 1987-1988]

Object 15   Challenge, Inc. – "4/18/88, Alpha Version Arthur1, *.zil, Parser*.zil, Arthur.zip, zip.exe" [5¼" floppy disk], 1988

Object 16   Challenge, Inc. – "ARTHUR – Amiga, 5-4-88" [3½" floppy disk], 1988

Object 17   Challenge, Inc. – "Pi*.zil 10/17/88, Arthur, F=360" [5¼" floppy disk], 1988

Object 18   Challenge, Inc. – "5-1-89, A/ux cpio, Arthur, 2 of 2, *.zil, .zip, .syms" [3½"
                         floppy disk], 1989
Object 19   Challenge, Inc. – "5-4-89, A/ux cpio, Arthur, 1 of 3" [3½" floppy disk], 1989
Object 20   Challenge, Inc. – "Arthur" [3½" floppy disk], n.d. [c. 1988-1989]
Object 21   Challenge, Inc. – "Arthur B&W" [3½" floppy disk], n.d. [c. 1988-1989]
Object 22   Challenge, Inc. – "Arthur color" [3½" floppy disk], n.d. [c. 1988-1989]
Object 23   Challenge, Inc. – "MacArthur" [3½" floppy disk], n.d. [c. 1988-1989]
Object 24   Challenge, Inc. – "Arthur: working files" [5¼" floppy disk], n.d. [c. 1988-1989]
Object 25   Challenge, Inc. – "[crossed out] ZIL files 8/17, 10/21 Arthur.zip, yzip.exe, 1/18,
                         run.but 10/18" [5¼" floppy disk], n.d. [c. 1988-1989]
Object 26   Challenge, Inc. – "New Arthur Pictures 3/13 IBM" [5¼" floppy disk], n.d. [c.
                         1988-1989]
Object 27   Challenge, Inc. – "IBM YZIP Arthur, F=360" [5¼" floppy disk], n.d. [c. 1988-
                         1989]
Object 28   Challenge, Inc. – "Arthur work zilfiles" [5¼" floppy disk], n.d. [c. 1988-1989]
Object 29a   Challenge, Inc. – "Arthur ZIP source, Disk 1 of 2" [5¼" floppy disk], n.d. [c.
                         1988-1989]
Object 29b   Challenge, Inc. – "Arthur ZIP source, Disk 2 of 2" [5¼" floppy disk], n.d. [c.
                         1988-1989]
Object 30   Challenge, Inc. – "Infocom Arthur" [5¼" floppy disk], n.d. [c. 1988-1989]
Object 31   Challenge, Inc. – "Latest Arthur" [5¼" floppy disk], n.d. [c. 1988-1989]
Object 32   Challenge, Inc. – "The Abyss" [5¼" floppy disk], n.d. [c. 1988-1989]
Object 33   Challenge, Inc. – "Abyss Design Backup" [5¼" floppy disk], n.d. [c. 1988-1989]
Object 34   Challenge, Inc. – "Abyss, 4-10-89" [5¼" floppy disk], 1989

Series II: GameWorks, 1989-1990

> **Scope and Content Note:** This series holds files specifically marked "GameWorks" (a working title before the company became Legend Entertainment) by Bates. These include notes, scripts, stationery, and a presentation.
>
> Also within this subseries are 5¼" and 3½" floppy disks retained by Bates. Original labels are denoted in quotation marks. These disks will be imaged and made accessible on-site only.

Box 5

Folder 1   GameWorks – "GameWorks start-up and parser specifications" – notes, risk factors list, parser script, agreements; 1989-1990

Folder 2   GameWorks – Bob Bates notepad ["Gabrielle 6/21/89"] – notes, 1989

Folder 3   GameWorks – Bob Bates notepad ["Infocom Shutdown Research for New Company Startup…"] – notes, 1989

Folder 4   GameWorks – Pages from Robert A. Bates notepad, n.d. [c. 1989]

Folder 5   GameWorks – Personalized memo paper, n.d. [c. 1989]

Folder 6   GameWorks – Bob Bates notepad ["Timequest & Legend of Arthur"] – notes, 1989-1990

Folder 7   GameWorks – "GameWorks Background Information for April 12, 1990 Meeting with Sierra On-Line," 1990

Box 14

Object 35   GameWorks – "GameWorks Development System Files, Current as of [crossed out dates] 2/9/90 7:15" [5¼" floppy disk], 1990

Object 36   GameWorks – "Game Works Backup" [3½" floppy disk], n.d. [c. 1990]

Object 37   GameWorks – "Artwork for Gameworks" [5¼" floppy disk], n.d. [c. 1990]

Object 38   GameWorks – "GameWorks picture preview system" [5¼" floppy disk], n.d. [c. 1990]

Object 39   GameWorks – "Young Sorcerers in Bondage, Version 0.18.0, 3/30/90, © 1990 GameWorks, Inc. alpha-test-version" [5¼" floppy disk], 1990

Series III: Legend Entertainment, 1989-2003

> **Scope and Content Note:** This series contains files related to Legend Entertainment created and/or retained by Bates. These materials include internal records as well as game development documentation.
>
> **Subseries A: Company records**
> **Scope and Content Note:** Materials in this subseries include financial papers, corporate agreements, memos, notes, publicity, customer support files, and more.
>
> When possible, notepads in this subseries are listed with an annotation in brackets provided by Bates.

Box 5

Folder 8	Legend Entertainment – "Facilities Lease" – notes, memos, agreements, and amendments; 1991-2003
Folder 9	Legend Entertainment – Confidential business memorandum, prepared by Frost Capital Partners, n.d. [c. 1995-1996]
Folder 10	Legend Entertainment – Legend Entertainment Company Investment Information, 1996
Folder 11	Legend Entertainment – "New Developers" – notes, royalty scale, and reference; 1990-1993 and n.d.
Folder 12	Legend Entertainment – "Name Steve's Game!" memo, 1990
Folder 13	Legend Entertainment – Frederick Pohl licensing agreement, 1991
Folder 14	Legend Entertainment – Bob Bates notepad ["Legend Startup parser specifications"] – notes, 1989
Folder 15	Legend Entertainment – Bob Bates notepad ["S101 Naming, Time Quest, Search for Publishing Partnership"] – notes, n.d. [c. 1990?]
Folder 16	Legend Entertainment – "Game System improvements" – statements and notes, 1992
Folder 17	Legend Entertainment – "Game Dev Con Notes," Bob Bates - speech and notes; press release [Develop! 95 Conference at European Computer Trade Show], 1995 and n.d.
Folder 18	Legend Entertainment – GDC proposals, 1996
Folder 19	Legend Entertainment – Reference – Licensing property information and notes, 1994
Folder 20	Legend Entertainment – Reference – Intelligent Games – company information and letter, 1995
Folder 21	Legend Entertainment – Reference – Random Games – company information, 1995
Folder 22	Legend Entertainment – Reference – Ultramind Limited – company information, 1995

Box 6

Folder 1	Legend Entertainment – Customer support – *Spellcasting 101: Sorcerers Get All the Girls* project information, 1990
Folder 2	Legend Entertainment – Customer support – *Timequest* project information, 1991

Folder 3   Legend Entertainment – Customer support – Legend Hint Line scripts for
             Spellcasting 101 and *Timequest*, June 10, 1991
Folder 4   Legend Entertainment – Customer support – Legend Hint Line script and notes,
             October 4, 1991
Folder 5   Legend Entertainment – Customer support – Company Reference Guide, May 5,
             1992
Folder 6   Legend Entertainment – Customer support – *Spellcasting 301: Spring Break*
             project information, 1992
Folder 7   Legend Entertainment – Customer support – *Spellcasting 301: Spring Break* list
             of puzzles and answers for reviewers, n.d. [c. 1992]
Folder 8   Legend Entertainment – Customer support – *Eric the Unready* project
             information, 1993
Folder 9   Legend Entertainment – Customer support – *Mission Critical* project information,
             1995

Box 7
Folder 1   Legend Entertainment – Product box artwork and published sell sheets, 1990-
             1999
Folder 2   Legend Entertainment – Select marketing publications, 1993-1995
Folder 3   Legend Entertainment – "Best of All Possible Worlds" press kit, 1995
Folder 4   Legend Entertainment – Marketing product highlights, 1996 [2 copies]
Folder 5   Legend Entertainment – "Legend Entertainment company Product Highlights"
             reviews and publicity, 1996
Folder 6   Legend Entertainment – "John Saul's Blackstone Chronicles Clip Report,"
             prepared by Strategy Associates, 1998-1999
Folder 7   Legend Entertainment – Computer gaming magazine articles, 1991-1998 and n.d.

Subseries B: Game development documentation

Scope and Content Note: This subseries houses game development papers and materials related to produced games, unreleased games, and game concepts from Legend Entertainment. Of interest to researchers are unproduced game designs from Mike Berlyn, Chris Crawford, and Mike Verdu.

Published games represented in this subseries are *Spellcasting 101: Sorcerers Get All the Girls* (1990), *Timequest* (1991), *Spellcasting 201: The Sorcerer's Appliance* (1992), *Gateway* (1992), *Spellcasting 301: Spring Break* (1992), *Eric the Unready* (1993), *Companions of Xanth* (1993), *Death Gate* (1994), *Superhero League of Hoboken* (1994), *Mission Critical* (1995), *Star Control 3* (Accolade, 1996), *Callahan's Crosstime Saloon* (Take-Two Interactive, 1997), *John Saul's Blackstone Chronicles* (Mindscape, 1998), *The Wheel of Time* (GT Interactive, 1999), and *Unreal II: The Awakening* (Infogrames, 2003). These materials are arranged in alphabetical order, with original folder labels/working titles noted in quotation marks.

Also within this subseries are 5¼" and 3½" floppy disks retained by Bates. Original labels are denoted in quotation marks. These disks will be imaged and made accessible on-site only.

Box 8

Folder	1	Legend Entertainment – "The Blackstone Chronicles" [*John Saul's Blackstone Chronicles*] – artwork, memos, invoices, and notes; 1997-1998 [Part 1 of 2]
Folder	2	Legend Entertainment – "The Blackstone Chronicles" [*John Saul's Blackstone Chronicles*] – artwork, memos, invoices, and notes; 1997-1998 [Part 2 of 2]
Folder	3	Legend Entertainment – "The Blackstone Chronicles" [*John Saul's Blackstone Chronicles*] – game development documentation, memos, schedules, budgets, and notes; 1997 [Part 1 of 2]
Folder	4	Legend Entertainment – "The Blackstone Chronicles" [*John Saul's Blackstone Chronicles*] – game development documentation, memos, schedules, budgets, and notes; 1997 [Part 2 of 2]
Folder	5	Legend Entertainment – "Challenge of the Czar" – submission letters, M. Sean Molley, 1995
Folder	6	Legend Entertainment – *Companions of Xanth* – game concept, proposal, notes, and agreements; 1992-1993
Folder	7	Legend Entertainment – "Deathgate" [*Death Gate*] – game concept, notes, sketches, and development documentation; 1993 and n.d.
Folder	8	Legend Entertainment – "Deathgate" [*Death Gate*] – game design sketches and notes, 1993 and n.d.

Box 9

Folder	1	Legend Entertainment – *Eric the Unready* – Bob Bates notepads and game development notes, 1991-1992 and n.d.
Folder	2	Legend Entertainment – *Eric the Unready* – game development notes and sketches, 1991-1992 and n.d.

Folder 3   Legend Entertainment – *Eric the Unready* – game brainstorming and summaries, 1991 and n.d.
Folder 4   Legend Entertainment – *Eric the Unready* – puzzle/level overview and walkthrough text and notes, 1992 and n.d.
Folder 5   Legend Entertainment – *Eric the Unready* – full game walkthrough text, 1992-1993
Folder 6   Legend Entertainment – *Eric the Unready* – reference photographs [renaissance fair], n.d. [c. 1991-1992?]
Folder 7   Legend Entertainment – *Eric the Unready* – overview design notes and comments, n.d. [c. 1991-1992]
Folder 8   Legend Entertainment – *Eric the Unready* – hint line scripts, n.d. [c. 1993]
Folder 9   Legend Entertainment – *Eric the Unready* – reviewer text input list, n.d. [c. 1993]
Folder 10   Legend Entertainment – *Eric the Unready* – product sheet, 1993

Box 7
Envelope 1   Legend Entertainment – *Eric the Unready* – video, n.d. [S-VHS C, c. 1993]

Box 10
Folder 1   Legend Entertainment – *Gateway* – game design documents, letters, schedules, and notes; 1991-1992
Folder 2   Legend Entertainment – "Hollywood Hot Tubs" – game development notepad, 1988 and n.d.
Folder 3   Legend Entertainment – "Leather II" ["Leather Goddesses of Phobos II"] – game development notes, 1988 and n.d.
Folder 4   Legend Entertainment – "Le Morte d'Arthur" – Chris Crawford – game summary, demo disk (3.5" floppy disk), and sample photographs; 1992
Folder 5   Legend Entertainment – *Mission Critical* – Mike Verdu – game summary, notes, and outline; April 1994
Folder 6   Legend Entertainment – "Monty Python" – licensing requests, correspondence, notes, and reference; 1991-1994
Folder 7   Legend Entertainment – "The Moon is a Harsh Mistress" – Bruce Balfour – game concept, licensing, agreements, memos, correspondence, and notes; 1995-1996
Folder 8   Legend Entertainment – "Runesword/Runemaster" – game proposal, notes, and game development documentation; 1998-1999

Box 11
Folder 1   Legend Entertainment – "Scamware: A Dangerous Software Concept" –Josh Mandel – game summary, April 12, 1995
Folder 2   Legend Entertainment – *Spellcasting 101: Sorcerers Get All the Girls* – game development notes and memos, 1989-1990
Folder 3   Legend Entertainment – *Spellcasting 101: Sorcerers Get All the Girls* – manual drafts, graphics, and notes; 1990
Folder 4   Legend Entertainment – *Spellcasting 101: Sorcerers Get All the Girls* – production memos, projections, and sell sheet; 1990-1991
Folder 5   Legend Entertainment – *Spellcasting 101: Sorcerers Get All the Girls* – hint book drafts, notes, and final version; 1990-1991

Folder 6   Legend Entertainment – *Spellcasting 201: The Sorcerer's Appliance* – concept document and notes, 1990
Folder 7   Legend Entertainment – *Spellcasting 301: Spring Break* – game concept document and notes, 1991 and n.d.
Folder 8   Legend Entertainment – *Star Control 3* (Accolade) – game design documentation and notes, 1995
Folder 9   Legend Entertainment – "Starhome" – Mike Verdu – game concept document, December 21, 1992
Folder 10   Legend Entertainment – *Superhero League of Hoboken* – Steve Meretzky – game design documentation, notes, schedules, floppy disks, and sketches; 1989-1994
Folder 11   Legend Entertainment – "Terminator 1" (Infogrames) – game development notes, schedules, memos, and graphics; 2001

Box 12
Folder 1   Legend Entertainment – *Timequest* – game development documentation, notes, schedules, memos, and text drafts; 1989-1990 [Part 1 of 2]
Folder 2   Legend Entertainment – *Timequest* – game development documentation, notes, schedules, memos, and text drafts; 1989-1990 [Part 2 of 2]
Folder 3   Legend Entertainment – "TQII notes" ["Timequest 2"] – notes, n.d. [c. 1991?]
Folder 4   Legend Entertainment – "Twilight Zone" – development notes and letters, 1993
Folder 5   Legend Entertainment – "Unreal 2" [*Unreal II: The Awakening*] – game development documentation and notes, 1998
Folder 6   Legend Entertainment – "The Waker" – Mike Berlyn – game story, background, objects, and puzzles; n.d. [c. 1993?]
Folder 7   Legend Entertainment – "The Waker" – Mike Berlyn – correspondence with game details and layout diagrams, 1993-1994
Folder 8   Legend Entertainment – "The Waker" – Mike Berlyn – "Schedules and Metagame" notes and planning materials, n.d. [c. 1993]
Folder 9   Legend Entertainment – "The Waker" – Mike Berlyn – "Aliens" – notes and sketches, n.d. [c. 1993]
Folder 10   Legend Entertainment – "The Waker" – Mike Berlyn – "Intro" – notes, n.d. [c. 1993]
Folder 11   Legend Entertainment – "The Waker" – Mike Berlyn – "Nemsa" – notes and sketches, n.d. [c. 1993]
Folder 12   Legend Entertainment – "The Waker" – Mike Berlyn – "Pod" – sketches, n.d. [c. 1993]
Folder 13   Legend Entertainment – "The Waker" – Mike Berlyn – "Sagan" [Spencer] – notes, n.d. [c. 1993]
Folder 14   Legend Entertainment – "The Waker" – Mike Berlyn – "Ship" – notes and sketches, n.d. [c. 1993]
Folder 15   Legend Entertainment – "The Waker" – Mike Berlyn – "Soli" – notes and sketches, n.d. [c. 1993]
Folder 16   Legend Entertainment – "The Waker" – Mike Berlyn – "Taiven" – notes and sketches, n.d. [c. 1993]
Folder 17   Legend Entertainment – *The Wheel of Time* – game development documentation, schedules, updates, and notes; 1998-1999

Folder 18   Legend Entertainment – "Yankee Trader" – Lawrence G. Babu – submission letter, 1995

Folder 19   Legend Entertainment – Steve Meretzky game ideas, n.d. [c. 1990?]

Box 15

Object 1   Legend Entertainment – "Windows.zip, S101main.zip, Build.zip, Archived backups of system used for S101, 9-4-90, S101" [5¼" floppy disk], 1990

Object 2   Legend Entertainment – "S101, Version 1.1, Disk 1" [5¼" floppy disk], n.d. [c. 1990]

Object 3   Legend Entertainment – "S101, Version 1.1, Disk 2" [5¼" floppy disk], n.d. [c. 1990]

Object 4   Legend Entertainment – "S101, Version 1.1, Disk 3" [5¼" floppy disk], n.d. [c. 1990]

Object 5   Legend Entertainment – "S101, Version 1.1, Disk 4" [5¼" floppy disk], n.d. [c. 1990]

Object 6   Legend Entertainment – "Spellcasting 101, Music Development Source" [5¼" floppy disk], n.d. [c. 1990]

Object 7   Legend Entertainment – "Late '90, Early 91, (some) Legend development tools" [5¼" floppy disk], 1990-1991

Object 8   Legend Entertainment – "Time Quest" [5¼" floppy disk], n.d. [c. 1990]

Object 9   Legend Entertainment – "Timequest Design Files" [5¼" floppy disk], n.d. [c. 1990]

Object 10   Legend Entertainment – "Timequest Game Files (\Timegame\menu), Current as of [crossed out dates] 7/26, 6:30 am" [5¼" floppy disk], 1990

Object 11   Legend Entertainment – "Timegame Design Notes & DP files" [5¼" floppy disk], n.d. [c. 1990]

Object 12   Legend Entertainment – "Timegame System Files" [5¼" floppy disk], n.d. [c. 1990]

Object 13   Legend Entertainment – "Timecode.zip" [5¼" floppy disk], n.d. [c. 1990]

Object 14   Legend Entertainment – "Legend Entertainment Company, Spellcasting 201, 1/3" [5¼" floppy disk], n.d. [c. 1991-1992]

Object 15   Legend Entertainment – "Legend Entertainment Company, Spellcasting 201, 2/3" [5¼" floppy disk], n.d. [c. 1991-1992]

Object 16   Legend Entertainment – "Archive: Early Legend Fanmail, TQ, S101 & S201 Fan letters and on-line conferences" [5¼" floppy disk], n.d.

Object 17   Legend Entertainment – "Callahan Code" [3½" floppy disk], n.d. [c. 1997]

Object 18   Legend Entertainment – "Legend Entertainment Company, Call 2 Code" [3½" floppy disk], n.d. [c. 1997]

Object 19   Legend Entertainment – "Legend Entertainment Company, Picture/Music Disk 8" [5¼" floppy disk], n.d.

Series IV: Consulting work, 1997-2010 and n.d.
> **Scope and Content Note:** This series houses notes, scripts, and other papers related to Bates' consulting work.

Box 13
Folder 1   Consulting – Robert A. Bates résumé, n.d. [c. 1997?]
Folder 2   Consulting – "Ride to Hell" game script (Deep Silver), n.d. [c. 2007?]
Folder 3   Consulting – Bob Bates notepad ["Ride to Hell, Critical Thinking for CIA, Time 0, GEOC Board notes"] – notes, 2007-2010 and n.d.
Folder 4   Consulting – Bob Bates notepad ["Spider-Man" (*Spider-Man 3*)] – game designer notes (Vicarious Visions), 2007-2010 and n.d.

Series V: Reference, 1979-1999 and n.d.
> **Scope and Content Note:** In this series are reference guides on computer programming languages, as well as conference programs for CGDC/GDC.
>
> Also within this series are floppy disks with labels that are not immediately identifiable with a game produced by one of Bates' companies. Original labels are denoted in quotation marks. These disks will be imaged and made accessible on-site only.

Box 13
Folder 5   Reference – "The MDL Programming Language," S.W. Galley and Greg Pfister, MIT, 1979
Folder 6   Reference – Programming languages binder [RMode, Z System, LOOK], 1982-1987
Folder 7   Reference – CGDC/GDC conference programs, 1997-1999

Box 15
Object 20   "#1" [5¼" floppy disk], n.d.
Object 21   "#2" [5¼" floppy disk], n.d.
Object 22   "#3" [5¼" floppy disk], n.d.
Object 23   "#4" [5¼" floppy disk], n.d.
Object 24   "Acad252/Rab218/*.*, Acad218/RAB/*.*, Acad218/DEB/*.*, Acad252/RAB/*.*, Acad252/DEB/*.*" [5¼" floppy disk], n.d.
Object 25   "Ballyhoo, Enchanter, Sorceror, Spellbreaker" [5¼" floppy disk], n.d.
Object 26   "Battletech" [5¼" floppy disk], n.d.
Object 27   "Beyond Zork save files 1.2m" [5¼" floppy disk], n.d.
Object 28   "Beyond Zork save files 360k" [5¼" floppy disk], n.d.
Object 29   "Brief, Appendix, Instrut.man, Wizgame" [5¼" floppy disk], n.d.
Object 30   "/Chal/Trin, *tri files" [5¼" floppy disk], n.d.
Object 31   "DBASE Backups from 1987" [5¼" floppy disk], 1987
Object 32   "Demo.exe (zip file), Preview Display.pre, Preview Buffer.pre" [5¼" floppy disk], n.d.
Object 33   "Disk for Bob, Boars, King – MCGA & MAC B&W" [5¼" floppy disk], n.d.
Object 34   "F=360, S=3.3, AT Netware Boot" [5¼" floppy disk], n.d.
Object 35   "F=360, AT Network Boot" [5¼" floppy disk], n.d.

Object 36   "Guild of Thieves" [5¼" floppy disk], n.d.
Object 37   "Hitchhiker's, Mind Forever Voyaging, Moonmist, Planetfall, Starcross, Zak
             McKraken" [5¼" floppy disk], n.d.
Object 38   "Infocom Poll Results" [5¼" floppy disk], n.d.
Object 39   "Journey.dat, Pre-Release Reviewer's Copy, Infocom, Inc." [5¼" floppy disk],
             n.d.
Object 40   "Journey.exe, Pre-Release Reviewer's Copy, Infocom, Inc." [5¼" floppy disk],
             n.d.
Object 41   "J.BAT, YZIP.exe (custom journey), Journey.dat, Journey.zip, Pre-Release
             Reviewer's Copy, Infocom, Inc." [5¼" floppy disk], n.d.
Object 42   "MYM.zip" [5¼" floppy disk], n.d.
Object 43   "New Brief Batch files, Tax five, …" [5¼" floppy disk], n.d.
Object 44   "P: *zil, 7-25-88, F=360" [5¼" floppy disk], 1988
Object 45   "PCPLUS files" [5¼" floppy disk], n.d.
Object 46   "SPA Contracts" [5¼" floppy disk], n.d.
Object 47   "Sketch" [5¼" floppy disk], n.d.
Object 48   "Sorceror save files, 360K" [5¼" floppy disk], n.d.
Object 49   "Spell, Blank formletter" [5¼" floppy disk], n.d.

Box 16
Object 1   "Spinrite for PC Designs 286, Serial #111" [5¼" floppy disk], n.d.
Object 2   "Spinrite disk #3 for PC Designs 286, Serial #111" [5¼" floppy disk], n.d.
Object 3   "The Pawn" [5¼" floppy disk], n.d.
Object 4   "Timecode.zip" [5¼" floppy disk], n.d. [possibly related to *Timequest*]
Object 5   "Timegame Alpha 1.0 3/23/90" [5¼" floppy disk], 1990 [possibly related to
             Timequest]
Object 6   "Trinity, Zork I, Zork II, Zork III, Beyond Zork" [5¼" floppy disk], n.d.
Object 7   "TRSDOS Model III 1.3 System Disk" [5¼" floppy disk], n.d.
Object 8   "TRSDOS Model III 1.3 System Disk Backup #1" [5¼" floppy disk], n.d.
Object 9   "Type: Basica Fifi" [5¼" floppy disk], n.d.
Object 10   "YSIB Demo, B" [5¼" floppy disk], n.d.
Object 11   "YSIB Pictures & Demo" [5¼" floppy disk], n.d.
Object 12   "Zork 0" [5¼" floppy disk], n.d.
Object 13   "Bob's Brief" [3½" floppy disk], n.d.
Object 14   "Colby Design" [3½" floppy disk], n.d.
Object 15   "Image.bak 5/8 6:21a" [3½" floppy disk], n.d.
Object 16   "Interface shots Shann… 7/7/95" [3½" floppy disk], 1995 [possibly related to
             Shannara]
Object 17   "Legend system files Duane" [3½" floppy disk], n.d.
Object 18   "[crossed out] Mission Critical Screen shots, (illegible) 5'96" [3½" floppy disk],
             n.d. [c. 1996?]
Object 19   "MS-DOS Startup" [3½" floppy disk], n.d.
Object 20   "Old Rescue Disk #2" [3½" floppy disk], n.d.
Object 21   "Old Rescue Disk #3" [3½" floppy disk], n.d.
Object 22   "Original adventure" [3½" floppy disk], n.d.
Object 23   "Rescue disk #1, 6/2/96" [3½" floppy disk], 1996

Object 24   "Rescue disk #2, 6/2/96" [3½" floppy disk], 1996
Object 25   "Rescue disk #3, 6/2/96" [3½" floppy disk], 1996
Object 26   "Rescue Disk for Dell P133C, Do not remove or use, old" [3½" floppy disk], n.d.
Object 27   "Shareware Authority Stuff" [3½" floppy disk], n.d.
Object 28   "Shann… *.pp, 8/21/95, *.h, Bob's brief" [3½" floppy disk], 1995
Object 29   "Shann… (illegible) files, C010_4.zip" [3½" floppy disk], n.d.
Object 30   "Windows 95, M.S. Windows 95 Setup Boot Disk (CD)" [3½" floppy disk], n.d.
Object 31   "Windows 95 Start up disk" [3½" floppy disk], n.d.
Object 32   "Windows 98 Startup diskette, Dell Laptop P2 300 3/15/99" [3½" floppy disk], 1999
Object 33   "YSIB Picture backup #1" [3½" floppy disk], n.d.
Object 34   "YSIB Picture backup #2" [3½" floppy disk], n.d.