Guide to the Scott Gries Papers, 1986-1994 — 124.6403

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Description is written in: English.
Describing Archives: A Content Standard

Brian Sutton-Smith Library and Archives of Play at The Strong

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Table of Contents

Summary Information 3
Biographical Note 4
Collection Scope and Content Note 4
System of Arrangement 5
Administrative Information 5
Controlled Access Headings 6
Collection Inventory 6
Series I: *Habitat* 6
Series II: *Club Caribe* 8
Series III: Advanced D&D online computer games 9
Series IV: Digital files 10

Summary Information

Repository:	Brian Sutton-Smith Library and Archives of Play at The Strong
Source:	Gries, Scott
Title:	Scott Gries papers
ID:	124.6403
ID [aspace_uri]:	/repositories/3/resources/344
Date [inclusive]:	1986-1994
Date [bulk]:	bulk 1986-1989
Physical Description:	0.75 Linear Feet (1 document box, one half document box)
Physical Description:	0.217 Gigabytes (60 folders, 398 files)
Language of the Material:	English
Mixed Materials [box]:	1-2
Computer Disks [digital]:	[Scott Gries papers]
Abstract:	This collection consists of the papers of Scott Gries, computer game project manager and producer for Quantum Computer Services, later America Online, that document the production of *Habitat, Club Caribe,* and Advanced D&D games; *Neverwinter Nights, Pool of Darkness, Dark Queen of Krynn,* and *Treasures of the Savage Frontier.* The materials are dated from 1986 to 1994, with the bulk of the materials from 1986 to 1989. The papers are comprised of articles, correspondence, source code, game development guides, manuals, and more.

Preferred Citation for Publication

Scott Gries papers, Brian Sutton-Smith Library and Archives of Play at The Strong, Rochester, N.Y.

ˆ Return to Table of Contents

Biographical Note

Scott Gries is an Information Technology Project Manager based in Virginia. Gries graduated from Temple University in 1987 with a Bachelor's Degree in Electrical Engineering and in 2008 he graduated from George Mason University with a Bachelor's degree in Physics.

Gries began his career as a producer for Quantum Computer Serivices in 1987. He guided game development and redesigned the beta version of the graphic online multiplayer environment, *Habitat* which launched *Club Caribe.*

In 1989, Quantum Computer Services changed their name to America Online and Gries became the project manager for Services Operations. In that role, Gries managed the design and development of the Advanced D&D game *Neverwinter Nights* for America Online and personally developed version 2.0. Gries stayed at America Online as Project Manager for the Games Channel and System Operations until 1998. As of 2025, Scott Gries continues his career in IT Project Management.

ˆ Return to Table of Contents

Collection Scope and Content Note

This collection consists of the papers of Scott Gries, computer game project manager and producer for Quantum Computer Services, later America Online that document the production of *Habitat, Club Caribe,* and Advanced D&D games *Neverwinter Nights, Pool of Darkness, Dark Queen of Krynn,* and *Treasures of the Savage Frontier.* The materials are dated from 1986 to 1994, with the bulk of the materials from 1986 to 1989. The papers are comprised of articles, correspondence, source code, game development guides, manuals, and more.

The papers document the challenges of developing a multi-user dungeon [MUD] game and the transition from Lucasfilm's and Quantum's *Habitat* to the trimmed down version, *Club Caribe.*

As a project manager, Gries managed the design and development of the America Online versions of computer games from the Advanced D&D series including *Neverwinter Nights, Pool of Darkness, Treasures of the Savage Frontier,* and *Dark Queen of Krynn.*Disks in the collection have been digitized and are detailed in series IV. Digital files are available to onsite researchers.

The Scott Gries papers have been arranged into four series. The physical materials are housed in two boxes. Additional scope and content information can be found in the Collection Inventory section of the finding aid.

ˆ Return to Table of Contents

System of Arrangement

Series I: *Habitat*, 1986-1988

Series II: *Club Caribe* 1987-1990

Series III: Advanced D&D online computer games, 1991-1994

Series IV: Digital files, 1991-1994

ˆ Return to Table of Contents

Administrative Information

Publication Statement

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library@museumofplay.org
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Conditions Governing Access

The collection is open for research use by staff of The Strong and users of its library and archives. Source code is available to onsite researchers only.

Conditions Governing Use

Though the donor has not transferred intellectual property rights (including, but not limited to any copyright, trademark, and associated rights therein) to The Strong, they have given permission for The Strong to make copies in all media for museum, educational, and research purposes.

Immediate Source of Acquisition

The papers were donated to The Strong in November 2024 as a gift of Scott D. Gries. The papers were accessioned by The Strong under object ID 124.6403 and were received in one box.

Processed by

Stephanie Ball, July 2025.

ˆ Return to Table of Contents

Controlled Access Headings

- Habitat (Computer game)
- Role playing
- Role playing games
- Massively multiplayer online role-playing game
- Club Caribe (Computer game)
- Neverwinter Nights (Game)
- Dark Queen of Krynn (Computer game)
- Pools of Darkness (Computer game)
- Advanced Dungeons and Dragons (Game)
- Multi-user dungeons
- Gries, Scott
- America Online, Inc.
- Lucasfilm, Ltd. Computer Division
- SSI (Firm)
- Quicksilver Software, Inc. (Firm)

Collection Inventory

Series I: *Habitat*, 1986-1988 ID [aspace_uri]: /repositories/3/archival_objects/54043 **Series Scope and Content Note** The *Habitat* series consists of a play testers guide, the Official Avatar Handbook, a welcome kit, memos between Lucasfilms and Quantum, and reports, proposals, strategies, and correspondence that documents the transition from *Habitat* to *Club Caribe.*	box 1 digital [Scott Gries papers]

The welcome kit includes a 5 1/4" disk, the Official Avatar Handbook, and an introductory letter. Of note is the Play Testers guide that includes install instructions, bug reporting guidelines, excerpts from the Avatar Handbook, icon proofs, and an anomoly report form.

The series also includes memos between Lucasfilms and Quantum that document the challenges, questions, decisions, and other factors that went into the transition.

Of interest to online gaming historians would be the *GamersWorld* Multi-User Gaming and Information Service manual published by Adventures Unlimited Software, Inc. [AUSI], written by Marc Jacobs.

Title/Description	Instances	
Articles, 1986 September-October ID [aspace_uri]: /repositories/3/archival_objects/55857	box 1	folder 1
GamersWorld manual, 1986 ID [aspace_uri]: /repositories/3/archival_objects/55858	box 1	folder 2
Graphics proofs [copies], circa 1986 ID [aspace_uri]: /repositories/3/archival_objects/55859	box 1	folder 3
Memos - Lucasfilms, 1987-1988 ID [aspace_uri]: /repositories/3/archival_objects/55860	box 1	folder 4
Official Avatar Handbook, 1987 ID [aspace_uri]: /repositories/3/archival_objects/55861	box 1	folder 5
Official Avatar Handbook excerpts, 1986 ID [aspace_uri]: /repositories/3/archival_objects/55862	box 1	folder 6
Official Avatar Handbook proofs, 1986 ID [aspace_uri]: /repositories/3/archival_objects/55863	box 1	folder 7
Play testing guide, 1987 ID [aspace_uri]: /repositories/3/archival_objects/55864	box 1	folder 8
Proposals, correspondence, and status reports, 1988 ID [aspace_uri]: /repositories/3/archival_objects/55865	box 1	folder 9
Welcome kit, 1988 ID [aspace_uri]: /repositories/3/archival_objects/55866	box 1	folder 10
I_01_v1.0 [bad sectors] ID [aspace_uri]: /repositories/3/archival_objects/55937		

	digital [Scott Gries papers]	folder 1

ˆ Return to Table of Contents

Series II: *Club Caribe*, 1987-1990

box 1

ID [aspace_uri]: /repositories/3/archival_objects/54044

digital [Scott Gries papers]

Series Scope and Content Note

This series contains documentation related to *Club Caribe* including the admininstrative manual, guide, articles, maps, printouts of user heads, and more.

Of note is the admininistrative binder that contains game disks, developments notes, GHU [God's Handy Utility] guide draft, printouts of publically available heads, macros, public relations materials [positioning statements, promotional announcements, and marketing stats], and "useful information" such as operations templates, names, holes locations, and more.

The "Admin manual" was originally housed in a black binder but the content was removed for preservation purposes and refoldered with the folder titles reflecting the binder tabs and in the original order.

Title/Description	Instances	
Admin manual - Game disks, 1989 ID [aspace_uri]: /repositories/3/archival_objects/55877	box 1	folder 11
Admin manual - Development notes, 1989 ID [aspace_uri]: /repositories/3/archival_objects/55878	box 1	folder 12
Admin manual - GHU [God's Handy Utility] guide draft, 1987 ID [aspace_uri]: /repositories/3/archival_objects/55879	box 1	folder 13
Admin manual - Public heads, 1989 ID [aspace_uri]: /repositories/3/archival_objects/55880	box 1	folder 14
Admin manual - Macros, 1989-1990 ID [aspace_uri]: /repositories/3/archival_objects/55881	box 1	folder 15
Admin manual - Magical actions support documents, undated [circa 1989] ID [aspace_uri]: /repositories/3/archival_objects/55882	box 1	folder 16
Admin manual - Super Trapezoids guide, undated [circa 1988]	box 1	folder 17

ID [aspace_uri]: /repositories/3/archival_objects/55883		
Admin manual - PR, 1989 ID [aspace_uri]: /repositories/3/archival_objects/55884	box 1	folder 18
Admin manual - Useful info, operations templates, and content, 1989-1990 ID [aspace_uri]: /repositories/3/archival_objects/55885	box 1	folder 19
Articles, 1989-1990 ID [aspace_uri]: /repositories/3/archival_objects/55886	box 1	folder 20
Guide book, 1989 ID [aspace_uri]: /repositories/3/archival_objects/55887	box 1	folder 21
Maps, undated [circa 1989] ID [aspace_uri]: /repositories/3/archival_objects/55888	box 1	folder 22
Marketing, 1986-1988 ID [aspace_uri]: /repositories/3/archival_objects/55889	box 1	folder 23
Puzzler user guide, undated ID [aspace_uri]: /repositories/3/archival_objects/55890	box 1	folder 24
User heads, undated ID [aspace_uri]: /repositories/3/archival_objects/55891	box 1	folder 25
II_Club Caribe (bad sectors) [13 files, 72.8 mb] ID [aspace_uri]: /repositories/3/archival_objects/55932	digital [Scott Gries papers]	folder 2
01_1st copy (bad sectors) [6 files] ID [aspace_uri]: /repositories/3/archival_objects/55935	digital [Scott Gries papers]	folder 1
02_2nd copy (bad sectors) [6 files] ID [aspace_uri]: /repositories/3/archival_objects/55936	digital [Scott Gries papers]	folder 2

ˆ Return to Table of Contents

Series III: Advanced D&D online computer games, 1991-1994

box 2

ID [aspace_uri]: /repositories/3/archival_objects/54045

Series Scope and Content Note

This series consists of source code, graphics files, screen shots, artwork, and master verification disks for the AOL versions of *Neverwinter Nights, Dark Queen of Krynn, Pools of Darkness,* and *Treasures of the Savage Frontier.*

All of the disks have been digitized and are available to onsite researchers in a read-only format.

Title/Description	Instances	
Dark Queen of Krynn IBM source code [4 disks], 1992 May 26 ID [aspace_uri]: /repositories/3/archival_objects/55914	box 2	envelope 1
Pools of Darkness v 1.3 DOS 5 source code [5 disks], 1992 September 23 ID [aspace_uri]: /repositories/3/archival_objects/55915	box 2	envelope 2
Treasures of the Savage Frontier source code [5 disks], 1992 February-March ID [aspace_uri]: /repositories/3/archival_objects/55916	box 2	envelope 3
Neverwinter Nights (Quantum) v 1.0 [5 disks], undated ID [aspace_uri]: /repositories/3/archival_objects/55917	box 2	envelope 4
Neverwinter Nights screenshots and graphics files [3 disks], 1991, 1993, undated ID [aspace_uri]: /repositories/3/archival_objects/55918	box 2	envelope 5
Neverwinter Nights (AOL) v 2.20 [1 disk], 1994 September 7 ID [aspace_uri]: /repositories/3/archival_objects/55919	box 2	envelope 6
Neverwinter Nights (AOL) v 2.1 [5 disks], undated ID [aspace_uri]: /repositories/3/archival_objects/55920	box 2	envelope 7

ˆ Return to Table of Contents

Series IV: Digital files, 1991-1994

ID [aspace_uri]: /repositories/3/archival_objects/55924

digital [Scott Gries papers]

Series Scope and Content Note

This series consists of source code, graphics files, screen shots, artwork, and master verification disks for the AOL versions of *Neverwinter Nights, Dark Queen of Krynn, Pools of Darkness,* and *Treasures of the Savage Frontier.*

The digital files are available to onsite researchers in a read-only format. The digital files correspond to the disks in series III.

Title/Description	Instances
IV_01_Dark Queen of Krynn ID [aspace_uri]: /repositories/3/archival_objects/55938	

	digital [Scott Gries papers]	folder 1	
01_IBM [1 of 1] ID [aspace_uri]: /repositories/3/archival_objects/55945	digital [Scott Gries papers]	folder 1	folder 1
02_IBM source code [1 of 3] ID [aspace_uri]: /repositories/3/archival_objects/55946	digital [Scott Gries papers]	folder 1	folder 2
03_IBM source code [2 of 3] ID [aspace_uri]: /repositories/3/archival_objects/55947	digital [Scott Gries papers]	folder 1	folder 3
04_IBM source code [3 of 3] ID [aspace_uri]: /repositories/3/archival_objects/55948	digital [Scott Gries papers]	folder 1	folder 4
05_disc images ID [aspace_uri]: /repositories/3/archival_objects/55949	digital [Scott Gries papers]	folder 1	folder 5
IV_02_Pools of Darkness ID [aspace_uri]: /repositories/3/archival_objects/55940	digital [Scott Gries papers]	folder 2	
01_*Pools of Darkness* source code [1 of 5], 1992 September 23 ID [aspace_uri]: /repositories/3/archival_objects/55958	digital [Scott Gries papers]	folder 2	folder 1
02_*Pools of Darkness* source code [2 of 5], 1992 September 23 ID [aspace_uri]: /repositories/3/archival_objects/55959	digital [Scott Gries papers]	folder 2	folder 2
03_*Pools of Darkness* source code [3 of 5], 1992 September 23 ID [aspace_uri]: /repositories/3/archival_objects/55960	digital [Scott Gries papers]	folder 2	folder 3
04_*Pools of Darkness* source code [4 of 5], 1992 September 23 ID [aspace_uri]: /repositories/3/archival_objects/55961	digital [Scott Gries papers]	folder 2	folder 4
05_*Pools of Darkness* source code [5 of 5], 1992 September 23 ID [aspace_uri]: /repositories/3/archival_objects/55962	digital [Scott Gries papers]	folder 2	folder 5
06_*Pools of Darkness* disk image [1 of 5], 1992 September 23 ID [aspace_uri]: /repositories/3/archival_objects/55963	digital [Scott Gries papers]	folder 2	item 1
07_*Pools of Darkness* disk image [2 of 5], 1992 September 23	digital [Scott Gries papers]	folder 2	item 2

ID [aspace_uri]: /repositories/3/archival_objects/55964			
08_*Pools of Darkness* disk image [3 of 5], 1992 September 23 ID [aspace_uri]: /repositories/3/archival_objects/55965	digital [Scott Gries papers]	folder 2	item 3
09_*Pools of Darkness* disk image [4 of 5], 1992 September 23 ID [aspace_uri]: /repositories/3/archival_objects/55966	digital [Scott Gries papers]	folder 2	item 4
10_*Pools of Darkness* disk image [5 of 5], 1992 September 23 ID [aspace_uri]: /repositories/3/archival_objects/55967	digital [Scott Gries papers]	folder 2	item 5
IV_03_Treasures of the Savage Frontier ID [aspace_uri]: /repositories/3/archival_objects/55941	digital [Scott Gries papers]	folder 3	
01_Treasures - Art archive compix [1 of 1], 1992 February-March ID [aspace_uri]: /repositories/3/archival_objects/55968	digital [Scott Gries papers]	folder 3	folder 1
02_Treasures - Art archive title wallsets [1 of 1], 1992 February-March ID [aspace_uri]: /repositories/3/archival_objects/55969	digital [Scott Gries papers]	folder 3	folder 2
03_Treasures - Pascal source [2 of 2], 1992 February-March ID [aspace_uri]: /repositories/3/archival_objects/55970	digital [Scott Gries papers]	folder 3	folder 3
04_Treasures - Sprite palettes ibm [1 of 1], 1992 February-March ID [aspace_uri]: /repositories/3/archival_objects/55971	digital [Scott Gries papers]	folder 3	folder 4
05_Treasures - TSFFINAL [1 of 2], 1992 February-March ID [aspace_uri]: /repositories/3/archival_objects/55972	digital [Scott Gries papers]	folder 3	folder 5
06_Treasures - Art archive compix disk image, 1992 February-March ID [aspace_uri]: /repositories/3/archival_objects/55973	digital [Scott Gries papers]	folder 3	item 6
07_Treasures art archive title wallsets disk image, 1992 February-March ID [aspace_uri]: /repositories/3/archival_objects/55974	digital [Scott Gries papers]	folder 3	item 7
08_Treasures pascal source 2 of 2 disk image, 1992 February-March ID [aspace_uri]: /repositories/3/archival_objects/55975	digital [Scott Gries papers]	folder 3	item 8
09_Treasures sprite palettes ibm disk image, 1992 February-March	digital [Scott Gries papers]	folder 3	item 9

ID [aspace_uri]: /repositories/3/archival_objects/55976			
Treasures 1 of 2 - TSFFINAL disk image, 1992 February-March ID [aspace_uri]: /repositories/3/archival_objects/55977	digital [Scott Gries papers]	folder 3	item 10
IV_04_Neverwinter Nights ID [aspace_uri]: /repositories/3/archival_objects/55942	digital [Scott Gries papers]	folder 4	
01_*Neverwinter Nights* graphics files , 1991, 1993, undated ID [aspace_uri]: /repositories/3/archival_objects/55978	digital [Scott Gries papers]	folder 4	folder 1
02_*Neverwinter Nights* sample screenshots, 1991, 1993, undated ID [aspace_uri]: /repositories/3/archival_objects/55979	digital [Scott Gries papers]	folder 4	folder 2
03_*Neverwinter Nights* v1.01 screenshots [software bad], 1991, 1993, undated ID [aspace_uri]: /repositories/3/archival_objects/55980	digital [Scott Gries papers]	folder 4	folder 3
04_*Neverwinter Nights* graphics files disk image, 1991, 1993, undated ID [aspace_uri]: /repositories/3/archival_objects/55981	digital [Scott Gries papers]	folder 4	item 4
05_*Neverwinter Nights* sample screenshots disk image, 1991, 1993, undated ID [aspace_uri]: /repositories/3/archival_objects/55982	digital [Scott Gries papers]	folder 4	item 5
06_*Neverwinter Nights* v1.01 screenshots [software bad] disk image, 1991, 1993, undated ID [aspace_uri]: /repositories/3/archival_objects/55983	digital [Scott Gries papers]	folder 4	item 6
IV_05_Backup ID [aspace_uri]: /repositories/3/archival_objects/55943	digital [Scott Gries papers]	folder 5	
IV_06_MACOSX ID [aspace_uri]: /repositories/3/archival_objects/55944	digital [Scott Gries papers]	folder 6	

˄ Return to Table of Contents