

Finding Aid to the Tom Sloper papers, 1974-2019

Summary Information

Title: Tom Sloper papers

Creator: Tom Sloper (primary)

ID: 121.5953

Date: 1974-2019 (inclusive); 1983-2000 (bulk)

Extent: 15.04 linear feet

Language: Materials in this collection are in English, Italian, and Japanese.

Abstract: This collection documents Tom Sloper's role in the toy and videogame industry, specifically his consultant work and expertise in mah-jongg games. The bulk of materials are dated from 1983-2000.

Repository:

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

Administrative Information

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Conditions Governing Access: Access to media and digital materials requires advance notice. Currently, access to some floppy disks due to formatting is unavailable, it is possible that certain other formats may be inaccessible.

Custodial History: The Tom Sloper papers were donated to The Strong in August 2021 as a gift from Tom Sloper. The papers were accessioned by The Strong under 121.5953. The papers were received from Tom Sloper in 13 boxes.

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Processed by: Processing started by Nicole Pease in September, 2023, and completed by Laura Boland in November, 2023.

Controlled Access Terms

Personal Names

- Sloper, Tom

Corporate Names

- Activision (Firm)
- Atari (U.S.) Corp.
- Atari Games (Firm)
- Game Developers Conference

- Mastiff (firm)
- Nintendo of America, Inc.
- Sega Enterprises, Inc.
- Sennari Games (firm)
- Sloperama Productions (firm)
- Western Technologies (firm)
- Yahoo! Inc.

Subjects

- Atari 2600 (Video game console)
- Computer games
- Computer games—Design
- Computer games—Development
- Computer games industry
- Mah Jongg
- Mah jong
- Nintendo video games
- Shanghai (game)

Biographical Note

Thomas Alan Sloper was born June 25, 1948, in Buffalo, New York and grew up in Rochester, New York. He attended the State University of New York at Fredonia, later studying theater and construction at the University of Cincinnati. Sloper was drafted into the army during the Vietnam War, but was honorably discharged as a conscientious objector. His early career was comprised of theater set and lighting designing as well as model designing.

In 1979, Sloper moved to California where he contributed to the creation of toys and games at Western Technologies, designing LCDs and later designing *Spike* (1983) and *Bedlam* (1982) for the Vectrex game system.

Sloper continued working in the game development industry for Sega Enterprises (1984), Rudell Design (1985-1986), and Atari Corporation (1986-1987) as Director of Product Development where he helped revitalize the 2600 and 7800 game systems following the Atari Crash of 1983. He eventually landed at Activision for 12 years starting as Producer in 1988. There he produced 36 unique game titles winning five awards. He also spent several months living in Tokyo working with Activision's Japanese operation. He produced the *Shanghai* line of mah-jongg games and became regarded as an international expert on the classic Chinese game. After leaving Activision in 2000, Sloper became a freelancer under his company name, Sloperama Productions.

Sloper remains involved in the industry authoring books and articles, teaching at California State University at Dominguez Hills and The Learning Annex, as well as giving presentations and speaking at game conferences. His games and toys have sold over 5.5 million units generating

over \$176 million in sales. His awards include Best Super NES Puzzle Game in 1992 for *Shanghai II: Dragon's Eye* (1990) and Best Simulation Game in 1993 for *MechWarrior* (1993).

Collection Scope and Content Note

Materials in this collection date from 1974 to 2019 with the bulk of content dating from 1983 to 2000. These papers represent Tom Sloper's role in the game industry with many of the papers documenting his role at Activision and as a consultant. Content includes meeting minutes, legal papers, writings, correspondence, newsletters, reports, financial papers, marketing papers, catalogs, magazines, notes, presentations, drawings, maps, photographs, articles, printed materials, game development papers (including rules and manuals), memorandums, stationery, realia, ephemera, floppy disks, compact disc, and cassette tapes.

Collection contents are arranged into twelve series, one of which is further divided into three subseries with series following the timeline of Sloper's employment and consulting business. This collection is housed in 20 document boxes, 1 oversize box, 2 media boxes and 2 card storage boxes.

Related Materials

Trade catalogs, press kits, directories, and conference materials from Tom Sloper are housed in the library stacks of the [Brian Sutton-Smith Library & Archives of Play](#). Additional video game-related materials are available through The International Center for the History of Electronic Games.

System of Arrangement

- Series I: Early Career, 1974-1980
- Series II: Western Technologies, 1979-1983
- Series III: Sega Corporation, 1983-1986
- Series IV: Rudell Design, 1985-2000
- Series V: Atari Corporation, 1984-1992
- Series VI: Activision, 1988-2000
- Series VII: Sloperama Productions (consultant work), 1979-2019
 - Subseries A: General references, 1979-2014
 - Subseries B: Game and toy designs, 1980-2002
 - Subseries C: Consulting work, 1985-2019
- Series VIII: Authorship, 2001-2005
- Series IX: Presentations, 1990s
- Series X: Education (teaching and learning), 2000-2002
- Series XI: Conferences and conventions, 1991-2012
- Series XII: Collected material, 1975-2016

Contents List

Series I: Early Career, 1974-1980

Scope and Content Note: Materials in this series relate to Sloper's early career, prior to his move to California in 1979, specifically focused on model creation. Materials include meeting minutes, legal papers, writings, correspondence, newsletters, a report, and financial papers.

Box 1

- Folder #1 Midwest Technical Inc. – Model designers' meeting minutes, agenda, invention agreement, 1976-1977
- Folder #2 Strictly Fun and Games, Inc. – script, c. 1978
- Folder #3 PEDCo, Inc. – stock certificate, correspondence, newsletters, annual report, agreement, 1978-1980
- Folder #4 "Old jobs" – miscellaneous papers, 1974-1979

Series II: Western Technologies, 1979-1983

Scope and Content Note: Materials in this series relate to Sloper's work at Western Technologies including writings, correspondence, notes, legal papers, photographs, articles, clippings, and newsletters. Of interest, Box 1, Folder #06 contains notes on the 1983 Consumer Electronics Show (CES).

Box 1

- Folder #5 Game ideas, 1982 and n.d.
- Folder #6 Correspondence, notes, agreement, photos, 1979-1983
- Folder #7 Collected materials (articles, clippings, newsletters, folder, company information, personnel policy and procedures), 1979-1982

Series III: Sega Corporation, 1983-1986

Scope and Content Note: Materials in this series are arranged with game development papers alphabetically first with more generic materials after. These materials pertain to Sloper's employment at Sega. Materials include photographs, printed materials, game development papers, notes, correspondence, memorandums, legal papers, articles, ephemera, floppy disks, stationery, and a cassette tape.

See additional Sega related materials in **Series VII, Subseries C: Consulting work** for an interview and correspondence with Takayuki Nanko.

Box 1

- Folder #8 *Congo Bongo* photographs, reviews, image, product spec [in Japanese], Sega folder, c. 1983
- Folder #9 *Congo Bongo II* – proposal and outline, 1980s
- Folder #10 *The Revenge of Congo Bongo* – preliminary specification, revision 1, notes, 1984
- Folder #11 *The Revenge of Congo Bongo* game definition document, 1984
- Folder #12 *Demolition Derby Parking Lot* [based on *Congo Bongo II*] – preliminary spec, 1984
- Folder #13 Game rules – *Up 'n' Down, Tapper*, c. 1984

- Folder #14 Game ideas and notes, 1983-1984 [including ideas from multiple people]
- Folder #15 Game reviews including *Dragon's Lair*, notes, c. 1984
[*Dragon's Lair*, *M.A.C.H. 3*, *Cliff Hanger*, *Astron Belt*, *Bedlam*, *Web Wars*, *3D*
Narrow Escape, *Solar Quest*, *Star Rider*, *Bega's Battle*, *Cube Quest*, *Laser Grand*
Prix, *Inter Stellar*, *Badlands*, *Gambling Games*]
- Folder #16 Memorandums and correspondence, 1984

Box 2

- Folder #1 Employment papers – job descriptions, notes, agreement, correspondence, photo, references, 1983-1986
- Folder #2 Get well cards, c. 1984
- Folder #3 Sega stationery, c. 1984
- Folder #4 Collected materials – Datascan/media conversion papers, articles (copied), 8" floppy disks (7), references, 1983-1984

Box 21

- Object 1 "The Ups & Downs of *Up 'n Down*" [cassette tape], edited orchestrated tunnel music, n.d.

Series IV: Rudell Design, 1985-2000

Scope and Content Note: Materials in this series include game development papers, notes, correspondence, financial papers, legal papers, ephemera, and a photograph. These materials relate to Sloper's work at Rudell Design.

Box 2

- Folder #5 Game rules (for format), c. 1985
- Folder #6 Rudell Design – *Talkback VCR* game scripts, form, notes, letter, references, 1986
- Folder #7 Rudell Design – invoices, timesheets, agreement, cards, photo, 1985-2000
[contains adult content]

Series V: Atari Corporation, 1984-1992

Scope and Content Note: Sloper worked at Atari from 1986 to 1988. Materials in this series relate to his time working there and include financial papers, printed materials, game manuals, correspondence, legal papers, game development papers, memorandums, stationery, articles, and realia.

Of interest, Box 2, Folder #11 contains Sloper's notes about dinner with Mike Katz.

Box 2

- Folder #8 Expense reports, 1986-1987
- Folder #9 Game boxes, sell sheets, catalogs, game manuals, 1986-1987
- Folder #10 Game standards, Atari 2600, Atari 7800 standards, 1984-1987
- Folder #11 Correspondence, agreements, game lists, development papers, memos, phone list, subpoena for *Atari Corp. v. Nintendo*, 1986-1992
- Folder #12 Atari stationery, c. 1987

Box 3

Folder #1 Collected articles, clippings, references, cards, 1987

Box 22

Object 1 Circuit parts, 1987 [Atari 2600 cartridge PCBs, which are uncut/trimmed, ROM chips installed]

Series VI: Activision, 1988-2000

Scope and Content Note: Materials in this series relate to Sloper's employment at Activision from 1988 to 2000. Note that documents suggest Sloper discontinues as a full-time employee in January 1992, but continues as a consultant, aiding the company in the transition moving to Los Angeles. Also note some materials pertain to Mediagenic, the umbrella name used to encompass Activision, Infocom, Gamestar, and Ten Point O after 1988.

Materials in this series are arranged first by game development and related papers alphabetically by title with more generic materials at the end of the series. Materials include game development papers, correspondence, articles, photographs, printed materials, legal papers, financial papers, notes, reports, catalogs, marketing papers, memorandums, timesheets, presentations, and stationery.

Box 3

Folder #2 Activision's Atari 2600 Action Pack – early ideas by Rawson Stovall, c. 1995
 Folder #3 *Alien vs. Predator* (SNES) – correspondence, articles (copied), 1993
 Folder #4 *Leather Goddesses of Phobos 2* – geographical flow charts, photographs, 1990
 Folder #5 *MechWarrior* – correspondence, articles (copied), 1993
 Folder #6 *Shanghai II: Dragon's Eye* – review, ads, game box (copied), c. 1993
 Folder #7 *Shanghai: Great Moments* – development papers, correspondence, and references, 1994-1995 [originally from binder titled "Shanghai III: The Great Wall," possible working title]
 Folder #8 Shanghai game development papers and Activision Development Process, 1995-1996 [working titles: *Popo No Choujou* [Popo's Castle], *Mascot 3D Shanghai*, *Fighting Shanghai*.]
 Folder #9 Shanghai card games – preliminary concept, 1996
 Folder #10 *Shanghai Pocket* – development papers, agreement, correspondence, clipping, references, 1996-1997
 Folder #11 *Shanghai '98 (Shanghai: Dynasty)* – design documents, 1997
 Folder #12 *Shanghai '98 (Shanghai: Dynasty)* – development papers, 1996-1997

Box 4

Folder #1 *Shanghai: Dynasty* – preliminary design document, 1997
 Folder #2 *Shanghai: Dynasty* – development papers, 1996-1998 [folder 1 of 3]
 Folder #3 *Shanghai: Dynasty* – development papers, 1996-1998 [folder 2 of 3]
 Folder #4 *Shanghai: Dynasty* – development papers, 1996-1998 [folder 3 of 3]
 Folder #5 *Shanghai: Second Dynasty* – game design document, 1998

- Folder #6 *Shanghai: Second Dynasty* – contracts, art assets, technical info, cheat codes, design document, 1998-1999 [folder 1 of 2]
 Folder #7 *Shanghai: Second Dynasty* – contracts, art assets, technical info, cheat codes, design document, 1998-1999 [folder 2 of 2]

Box 5

- Folder #1 Shanghai product planning, 1998-2000
 Folder #2 *Super Q*bert* – game concept, correspondence, box proof, related references, 1991-1994
 Folder #3 *Tombs and Treasure* – development papers, 1989
 Folder #4 *Zombie Hunter* and *Predator* (Nintendo) – agreement, invoices, notes, 1988
 Folder #5 Activision product catalog, product sell sheets, price list and order form, 1986
 Folder #6 Project status reports, 1988-2000
 Folder #7 Project history overviews, 1988-2000
 Folder #8 Marketing papers – press releases, sell sheets, catalogs, price lists, stickers, 1993-1999
 Folder #9 Phone lists (Activision and Mediagenic), organization chart, 1991-1994
 Folder #10 Correspondence, memos, quarterly updates, 1988-1999
 Folder #11 Timesheets, 1992

Box 6

- Folder #1 Employment papers – notes, job descriptions, agreements, memos, work reviews, collected, personal letters and papers, 1989-2000
 Folder #2 “Changes at Activision,” (investment) presentation, correspondence, notes, agendas, press release, separation papers, references, 2000
 Folder #3 Expense reports, 1992-2000 [folder 1 of 2]
 Folder #4 Expense reports, 1992-2000 [folder 2 of 2]
 Folder #5 Activision stationery, floppy disk sleeves (empty), n.d.
 Folder #6 Game reviews, clippings, collected references relating to Sloper’s games at Activision, 1990s
 Folder #7 Game reviews, articles, references, 1993-1998
 Folder #8 Collected Activision materials – industry reports, publisher list, NES programming cautions, 1988-1993 and n.d.

Series VII: Sloperama Productions (consultant work), 1979-2019

Scope and Content Note: This series pertains to Sloper’s consulting work and the materials produced through that endeavor. Papers are arranged into three subseries – general references, game and toy designs, and consulting work. Materials include writings, articles, correspondence, catalogs, notes, drawings, catalog, game development papers, game rules, printed materials, legal papers, story boards, realia, and ephemera.

Subseries A: General references, 1979-2014

Scope and Content Note: Materials in this subseries relate to Sloper’s administrative tasks in the pursuit of consulting work in the game industry including resumes as well as references for games.

Materials include writings, articles, correspondence, notes, drawings, catalog, game rules, printed materials, and ephemera.

Box 7

- Folder #1 Sloper resumes, product lists, articles, 1979-1993
- Folder #2 Sloper resumes, c. 2000
- Folder #3 Collected correspondence, 1986-2003
- Folder #4 Trip to Japan, notes, correspondence, maps, 2001
- Folder #5 Unemployment notices, notes, claim form, 2001
- Folder #6 Sloper interview by GDNNet/CONetwork [in Japanese], 2001
- Folder #7 Notebook with game design notes and meetings, 2007-2008
- Folder #8 Notes, 2001-2014 and n.d.

[references]

- Folder #9 Game design references (articles, workshop materials), notes, Association of Videogame Designers correspondence, guidelines, 1982-2001
- Folder #10 Game design templates, drawings, and FAQ document, 1980s-1990s
- Folder #11 Chinese chess references – printed references, drawing translations (game pieces), 1998
- Folder #12 Dice game references, notes, correspondence, packaging, 2000-2002 [note email about Miyamoto rumor of death]
- Folder #13 Go (game) references – instructions, printed references, articles, catalog, correspondence, oekaki games, Chinese chess references, 1991-2000
- Folder #14 Playing card references – correspondence, rules (printed), article, 1988-2003
- Folder #15 Tarot references – European rules (printed), 1998-2000

Box 8

- Folder #1 Tarot references – websites, programs (printed), 1999
- Folder #2 Tarot references – newsgroup posts, correspondence, festival program, 1998-2001

Box 23

- Group 1 Collected business cards (professional and personal), n.d.

Box 24

- Group 1 Collected Rolodex cards, n.d.

Subseries B: Game and toy designs, 1980-2002

Scope and Content Note: Materials in this subseries relate to Sloper's own game and toy designs. Materials are arranged alphabetically by title and include catalogs, printed materials, game development papers, notes, articles, writings, drawing, legal papers, story boards, and realia.

Note that multiple game concepts related to time or time travel, like *Mesozoic* and *The Master of Time*, may possibly be related to the evolution of a game idea.

Box 8

- Folder #3 Arcana tarot – slide deck, catalogs, product design, 1999-2000

- Folder #4 *Cloudwalker/Ghost Wolf 2029* – game concept, notes, references (articles, picture, brochures, book chapter), 1992-2002
- Folder #5 *Fun Factory (Robot Factory)* – game design notes, drawing, design document, n.d.
- Folder #6 *Hanadice* – die face printouts, instructions, trademark search, 2000-2001
- Folder #7 Lazar & Associates – quote for translation, instructions for translation: How to play with...*Hanadice*; *Mah-jongg Dice*, resume, 2001
- Folder #8 *Mah-jongg Dice* – rules, notes, translations, scoring sheets, 2001-2002
- Folder #9 *Mah-jongg Dice* – die face printouts, notes, c. 2001
- Folder #10 *The Master of Time (Time Window)* – game notes, references, 1988-1993 [CDI game/VCR/coin-op]
- Folder #11 *Mesozoic!* – design papers, n.d.
- Folder #12 *Music Game [Rock Video game]* – design documents, newsprint, 1988
- Folder #13 Puppet design correspondence, notes for job opportunity, article, 1985
- Folder #14 *Rally Del Sol* – game design papers, n.d. [for computer]
- Folder #15 *Solarquest (Space War)* – game rules, c. 1980
- Folder #16 *Solarquest (Space War)* – sale and purchase agreement, correspondence, articles, patent (copied), notes, 1980-1981
- Folder #17 *Tarot Dice* – die face printouts, instructions, trademark searches, 2000-2001
- Folder #18 Time Control (Time Warp) – game feature design, notes, 1993

Box 9

- Folder #1 *Trump Dice* – die face printouts, instructions, notes, trademark searches, 2002
- Folder #2 VCR-CADE game machine – design documents, proposal, outline, c. 1988
- Folder #3 “Game ideas worth reconsidering” – notes, clippings, game concepts, 1983-1984

Box 22

- Objects 2-3 Alligator puppets, c. 1985

OS Box 25

- Folder 1 *Mesozoic!* story board, 1988
- Folder 2 *Rally Del Sol* story board, 1988
- Folder 3 *Robot Factory* story board, 1988
- Folder 4 *Rock Out!* story board, 1988

Subseries C: Consulting work, 1985-2019

Scope and Content Note: Materials in this subseries are arranged by company when applicable and client name otherwise in alphabetical order. These materials represent Sloper’s consulting work in the gaming industry. Materials include correspondence, printed materials, notes, presentations, legal papers, articles, marketing papers, game design papers, drawings, maps, photographs, financial papers, memorandum, and realia.

A few notes on the company names: M.C.T. programed games for Sega; Sennari Interactive incorporated as Sennari Games, Inc. circa 2004.

Note that *Top Gun* (2006) game materials can be found under both InterActive Vision and Mastiff LLC. Historically based games of note include *Ludington's Ride*, an educational boardgame about an American Revolutionary War (alleged) heroine Sybil Ludington from New York; and *North Star: Forever Free*, a game design about an enslaved person using the Underground Railroad to escape to freedom.

Box 9

- Folder #4 Abington Ventures Inc. – correspondence re mah-jongg game, 2006
- Folder #5 Aesthetic Science – presentation slides, notes, “SuperStar Avatar Product Summary,” 2002
- Folder #6 Akwen Studios/Banana Games – correspondence, notes, 2001
- Folder #7 Alpine Studios, Inc. – correspondence, agreement, 2001
- Folder #8 “Amusedom” – correspondence re Korean event, newsprint, sell sheet, 2001
- Folder #9 AtGames of America, Inc. – correspondence, invoices, agreement, references, resume, game design documents and story (*KidRacer*, *Cereal Adventure Racing*, *Bao!*), 2002-2004
- Folder #10 AtGames of America – *Mah Jongg Tile-Matching / M.J. Pile-up!* game concept, correspondence, invoice, demo, specifications, agreement, 2003
- Folder #11 AtGames of America – *Night of the Living Dead* game concept, notes, design suggestions, 2003
- Folder #12 Bonus Mobile – *Insult Game (The Dozens)* concept analysis, notes, agreement, invoice, *Dynastic Destiny* game concept, 2004-2005
- Folder #13 CB Productions, Inc. (Chris Brinker) – *Boondock Saints* game and video game correspondence, signed movie sheet, 2005
- Folder #14 CDV Software Entertainment AG – *Codename: Panzers* game instructions and description, correspondence, company profile, presentation note, 2004-2005
- Folder #15 Charles Welty – *Ludington's Ride* game development papers, notes, maps, references, 2002
- Folder #16 Creat Studio LLC – *Morphman* concept, *Smashcars* tech demo, notes, 2001
- Folder #17 David Hall (Dr.) – medical e-learning game agreement, correspondence, references, 2003

Box 10

- Folder #1 DeMaria Studio (Rusel DeMaria) – correspondence re use of photos, company information, 2001
- Folder #2 Dynasty Gaming, Inc. – invoices, correspondence, review of the World Cup of Mahjong tournament materials, agreement, clippings, references, 2006-2007
- Folder #3 Edocero Ltd. Co. – *North Star: Forever Free* design document, agreement, correspondence, 2007
- Folder #4 Encore Technical – Yahoo iTV games – correspondence, clipping, expense reports, notes, 2005-2007

- Folder #5 Farsign Studios, Inc. – *Mojo* game concept and demo, notes, correspondence, 2003
- Folder #6 Flying Fish Works/Implix – *Hellion* or *Mystery of Inquisition* game description and feedback, agreement, notes, 2005
- Folder #7 Four Winds Inc. – *Samurai Spirit Zero* game correspondence, memorandums, invoice, script content, 2003
- Folder #8 Global Star Software, Inc./Phil Mikkelsen – *Deal or No Deal: Lucky Case* mini-game design papers, agreements, correspondence, 2007
- Folder #9 Goodsol Development Inc. – *Pretty Good Mah Jongg* gameplay/design analysis, correspondence, notes, 2002
- Folder #10 Helena Lumme/LifeGames – agreement, correspondence re consulting on game budget planning, 2004
- Folder #11 Howard Peretz/Hoyle Products – *The People’s Court* (board)game development papers, correspondence, notes, references, photographs, 1985
- Folder #12 indy21/Michael Kawahara – *Emperor of Dragons* game concept, correspondence, references, 2003

Box 11

- Folder #1 InterActive Vision – *Top Gun: Touch the Sky* (Nintendo DS) detailed design document, 2005
- Folder #2 Jailed Games, Inc. – agreement, correspondence, invoices, bill, 2003
- Folder #3 Leading Edge Games Ltd. – correspondence, agreements, 2007
- Folder #4 Mastiff LLC – “Dirt Jockey 2” game overview, notes, references, 2004
- Folder #5 Mastiff LLC – game development papers (*Top Gun*, *Duke Nukem DS*), article, notes, references, 2005
- Folder #6 Mastiff LLC – *Top Gun Plug-and-Play* game design document, notes, 2005
- Folder #7 Mastiff LLC – *Top Gun Plug-and-Play* correspondence, invoice, company profile, 2005
- Folder #8 Mastiff LLC – *Top Gun* proofs of packaging and manual, 2005
- Folder #9 Mastiff LLC – *Top Gun* Entertainment Software Rating Board (ESRB) submission packet, 2005
- Folder #10 Mastiff LLC – *Top Gun* – Nintendo submissions, licensing index, correspondence, checklists, memos, 2005
- Folder #11 Mastiff LLC – *Top Gun* approvals by Viacom, 2005
- Folder #12 Mastiff LLC – development agreement, press releases, *Top Gun* correspondence, 2005-2006
- Folder #13 Mastiff LLC – *Nathan’s Famous Hot Dog Eating Contest* concept, correspondence, reference, invoice, 2007
- Folder #14 M.C.T. – invoices, notes, correspondence, expense report, 1986
- Folder #15 MGA Entertainment, Inc. – non-disclosure agreement, product disclosure form, 2004
- Folder #16 Microforte – notes, correspondence, 2001
- Folder #17 Mike Kharrazi – Buchenwald toy (Holocaust toy) - correspondence regarding design, references, 2005

Box 12

- Folder #1 Naked Sky Entertainment, Inc. – agreement and amendments, notes, invoices, 2007-2009
- Folder #2 Pantera Entertainment – *Imagineering* game concept review, invoice, references, 2008
- Folder #3 Phyware, Inc. – *Legend of the Five Rings: Fortunes and Winds* design document, business plan, correspondence, agreement, 2004
- Folder #4 Que/Sams Publishing – agreement, notes, sample, form, and book proposal for *Deconstructing Worms 3D*, 2004
- Folder #5 Quicksilver Software, Inc. (QSI) – *The Game Room* concept, *Chain Lightning* proposal, *X Chess* concept, agreement, correspondence, references, 1998
- Folder #6 Ray Hibanger – notes, correspondence, Uwink company profile, 2006 [contains references to Nolan Bushnell]
- Folder #7 Rehtmeyer Design and Licensing – *Legally Blond 2 – Star Treatment* promo game correspondence, notes, proposal, invoices, references, 2002
- Folder #8 RompMedia/Lee Cutler – mah-jongg market analysis, agreement, invoices, correspondence, notes, references, 2006
- Folder #9 Sega interview – schedule, correspondence, notes, reference, 2002-2003
- Folder #10 Sega Toys – correspondence regarding meeting, 2001 [Takayuki Nanko]
- Folder #11 Sennari Interactive – *Bunco* rules, game design, trademark search, correspondence, conference registration, 2004

Box 13

- Folder #1 Sennari Interactive – *Powerpuff Girls: Chronological Crusaders* – game design documents, 2002
- Folder #2 Sennari Interactive – *Powerpuff Girls: Chronological Crusaders* – game development analysis, notes, schedule, and task list, 2002
- Folder #3 Sennari Interactive The Powerpuff Girls – coloring book with stickers, 2000
- Folder #4 Sennari Games, Inc. – correspondence, printed references, 2004
- Folder #5 Sennari Games, Inc. – *50th Anniversary Corvette Racing Challenge* game design document, notes, printed references, 2004
- Folder #6 Sennari Games, Inc. – correspondence, game concepts (Sloper designs), references, 2004
- Folder #7 Sun Corporation – correspondence, invoice, instructions for *Shanghai Advance*, 2002-2019
- Folder #8 Takara Co., Ltd. – correspondence re marketing toy, business cards, 2001
- Folder #9 Tenyo, Inc./Nintendo Co., Ltd. – correspondence re meeting, invoice with receipts, 2001
- Folder #10 The Corpament – media kit, CD, letter, 2006
- Folder #11 Tidex – notes, article, *ReplicaTrain* script base, rate sheet, correspondence, 2002
- Folder #12 Tidex Systems, Ltd. – agreements, correspondence, 2004
- Folder #13 TikGames, LLC – agreement, notes, invoices, 2005
- Folder #14 Tuttle Publishing – *A Mah Jong Handbook: How to Play, Score and Win* by Eleanor Noss Whitney materials for review, correspondence, 2004
- Folder #15 Universal Innovations – *Mad Dog Truck* project, invoices, expense report, resume, notes, 1986

- Folder #16 Virtual-Tangible Entertainment Technologies – correspondence, presentations, patent, agreement, 2004 [Udi Kra is contact]
- Folder #17 World Mah-Jong Contest Center – “General Rules for the Competition of Chinese Mah-Jong,” development papers and correspondence, 2006 [folder 1 of 2]

Box 14

- Folder #1 World Mah-Jong Contest Center – “General Rules for the Competition of Chinese Mah-Jong,” development papers and correspondence, 2006 [folder 2 of 2]

Series VIII: Authorship, 2001-2005

Scope and Content Note: Materials in this series consist of correspondence, notes, magazine, and writings. They represent works that Sloper contributed his written work towards.

Box 14

- Folder #2 Charles River Media – *The Game Production Handbook* book outline and form, 2005
- Folder #3 Charles River Media – *Introduction to Game Development* by Steve Rabin...
- Folder #4 Charles River Media – *Secrets of the Game Business* book by Francis Dominic Laramee draft articles, correspondence, references, 2001-2002 [folder 1 of 2]
- Folder #5 Charles River Media – *Secrets of Game Business* [folder 2 of 2]
- Folder #6 *Java Developer's Journal* – notes, magazine (with Sloper article), correspondence, article drafts, 2001

Series IX: Presentations, 1990s

Scope and Content Note: Materials in this series relate to presentations that Sloper gave, some at game conventions. These materials include presentations, and notes. Also see **Series XI: Conferences and conventions**, for additional convention materials, especially the roundtable moderated by Sloper in Box 16, Folder #04.

Box 14

- Folder #7 “Keeping the Evergreen Title in Bloom: The Joys and Challenges of being Mr. Shanghai,” presentation content, 1998
- Folder #8 “Game Time & Space-n-counter,” presentation slide deck, n.d.
- Folder #9 Presentation slides and notes of *Spike* (early game design), c. 1990s [GCE – General Consumer Electric?]

Series X: Education (teaching and learning), 2000-2002

Scope and Content Note: Sloper taught at the University of California and those related materials are represented in this series along with materials relating to his other learning and teaching experiences. Materials include correspondence, financial papers, legal papers, printed materials, articles, and notes.

Box 15

- Folder #1 Academy of GET – correspondence, invoices, class materials, resumes, agreement and amendment, 2003-2004
- Folder #2 Academy of GET – lawsuit papers, correspondence, invoices, references, 2003-2004

- Folder #3 California State University – letters of appointment, fliers, letters, 2002
Folder #4 Santa Monica College – articles, notes, enrollment paper, 2000
Folder #5 Correspondence re teaching, 2002

Series XI: Conferences and conventions, 1991-2012

Scope and Content Note: Materials in this series relate to Sloper's attendance or involvement with conferences and conventions with the majority of materials collected during attendance at these events. Materials include printed materials, correspondence, ephemera, newsletters, notes, memorandums, presentations, game rules, maps, catalogs, marketing papers, cassette tapes, and CD.

This series is arranged alphabetically by convention title and then chronologically with generic materials arranged at the end of the series. Note that additional conference materials have been transferred to the library, including conference programs.

Box 15

- Folder #6 ASD/AMD Trade Show (Las Vegas) – catalogs, name tag, 2001
Folder #7 Classic Gaming Expo – program, 2002
Folder #8 Consumer Electronics Show (CES) – collected marketing materials, 1993
Folder #9 CTIA Wireless I.T. and Entertainment 2004 – registration, collected conference materials, 2004
Folder #10 D.I.C.E. Summit (1st annual) – program and newsletter, 2002
Folder #11 Digital Coast Roundtable – program, notes, 2005
Folder #12 Electronic Entertainment Expo (E3) – conference papers, notes, emails, 2001
Folder #13 Electronic Entertainment Expo (E3) – conference materials, 2002
Folder #14 Electronic Entertainment Expo (E3) – conference materials, correspondence, registration, agenda, 2005
Folder #15 Electronic Entertainment Expo (E3) – conference papers, schedule, collected materials, temporary tattoos, 2006
Folder #16 Future Salon LA – presentation slides, memo, article, notes, tickets, 2009-2012

Box 16

- Folder #1 Game Developers Conference (GDC) – conference papers, correspondence, notes, travel papers, 2001
Folder #2 Game Developers Conference (GDC) – conference materials, collected printed materials, 2002
Folder #3 Game Developers Conference (GDC) – notes, 2002
Folder #4 Game Developers Conference (GDC) – “Managing Overseas Developers Effectively,” roundtable moderated by Sloper, 2002-2003
Folder #5 Game Developers Conference – rejected proposal draft and notes, 2005
Folder #6 Game Developers Conference (GDC) – programs, notes, report, references, 2005
Folder #7 Game Developers Conference (GDC) – correspondence, schedule, conference papers, 2006
Folder #8 Game Developers Conference (GDC) – presentation slides, correspondence, collected materials, 2009 [contains Nexon demo CD]
Folder #9 Hong Kong Toys and Games Fair – conference materials, 2002-2003

- Folder #10 Hong Kong Toys and Games Fair – conference materials, notes, correspondence, mah-jongg pictures and discussion topics, 2002
- Folder #11 Internet World – directory, fliers, 2001
- Folder #12 Inventors Forum (UIA) – presentation slides, correspondence, articles, outline, statistics, references, 2006

Box 17

- Folder #1 Korea Game Developers Association (KGD) – conference papers, travel confirmations, correspondence, 2006
- Folder #2 Korea Games Conference (KGC) – correspondence, travel papers, *Go-Stop* rules, 2004
- Folder #3 Korea Games Conference (KGC) – article, conference papers, tickets, receipts, 2005
- Folder #4 Korea Games Conference (KGC) – “Best Production Practices,” presentation slides, program, speaker guide, 2007
- Folder #5 Series Games Summit D.C. – conference papers, slide deck, travel papers, correspondence, 2006
- Folder #6 Tokyo Game Show – conference papers (program, map, catalogs, magazines, ads, stickers, concept books, notes), 2001 [folder 1 of 2]
- Folder #7 Tokyo Game Show – conference papers (program, map, catalogs, magazines, ads, stickers, concept books, notes), 2001 [folder 2 of 2]
- Folder #8 Toy Fair – notes, correspondence, conference papers, articles, 2001 [folder 1 of 2]
- Folder #9 Toy Fair – notes, correspondence, conference papers, articles, 2001 [folder 2 of 2]

Box 18

- Folder #1 Toy & Game Inventor’s Forum (TGIF) – notes, correspondence, travel papers, program, conference papers, 2002 [folder 1 of 2]
- Folder #2 Toy & Game Inventor’s Forum (TGIF) – notes, correspondence, travel papers, program, conference papers, 2002 [folder 2 of 2]

[general]

- Folder #3 Collected convention correspondence, references, and programs, 1993-2004
- Folder #4 Conference notes, 2002-2005 [folder 1 of 2]
- Folder #5 Conference notes, 2002-2005 [folder 2 of 2]
[CTEC, KAWGE, KGDC, AIAS(?), GDC, DICE Summit, E3]
- Folder #6 Notebook with notes on speaker presentations (most likely for a conference), 2011

Box 21

- Object 2 Computer Game Developers Conference (CGDC) – “Humor in Adventure Games”, Steve Meretzky’s speech, February 1991 [cassette tape]
- Object 3 Computer Game Developers Conference (CGDC) – “The Art of Game Balancing”, 1991 [cassette tape]
- Object 4 Computer Game Developers Conference (CGDC) – “The Art of Game Balancing, Part II”, 1991 [cassette tape]

- Object 5 Computer Game Developers Conference (CGDC) – “Please Don’t Let me be Misunderstood”, Computer Game Developers Conference (CGDC), 1991 [cassette tape]
- Object 6 Computer Game Developers Conference (CGDC) – “Designing the Puzzle: A Hands-on Seminar”, 1993 [cassette tape]
- Object 7 Computer Game Developers Conference (CGDC) – “I Had a Dream”, 1993 [cassette tape]
- Object 8 Interactive Entertainment Industry Report, Computer Game Developers Conference (CDGC), 1993 [cassette tape]

Series XII: Collected material, 1975-2016

Scope and Content Note: This series contains generic material or papers collected by Sloper. These materials include reports, articles, writings, printed materials, marketing papers, catalogs, game rules, manuals/instructions, stationery, notes, ephemera, realia, cassette tapes, and floppy disks. These materials are arranged loosely in alphabetical order.

Note that cassettes and floppy disks may relate to work or games produced by Sloper, but do not have significant enough information to be included in another series.

Note that the VCR games referenced in Box 21, Objects 19 and 20, may relate to similarly titled designs by Rudell Games or ones designed by Sloper, both of which can be found in other series. Also note that Box 19, Folder #10 contains a collection of 101 crossword puzzles written by Tom Sloper’s father meant to be published as a book.

Box 18

- Folder #7 Collected resumes, n.d.
- Folder #8 Market analysis report, 1998
- Folder #9 Atlas Mobile, Inc. – website printouts, printed article, 2004
- Folder #10 Atari 2600 cartridge list, Russ Perry, 1993
- Folder #11 Articles (some copied), reviews, and clippings, 1992-2016 and n.d. [folder 1 of 2]
- Folder #12 Articles (some copied), reviews, and clippings, 1992-2016 and n.d. [folder 2 of 2]

Box 19

- Folder #1 Collected puzzles and articles, 1982-1985, n.d.
- Folder #2 Collected game and puzzle articles and ads, 1987-1990 and n.d. [this folder contains adult content]
- Folder #3 Collected game and puzzle catalogs, rules, articles, correspondence, 1997-2001
- Folder #4 Collected game references – catalogs, ads, articles (some printed), rules, correspondence, notes, ephemera, 1975-2003 [folder 1 of 2]
- Folder #5 Collected game references – catalogs, ads, articles (some printed), rules, correspondence, notes, ephemera, 1975-2003 [folder 2 of 2]
- Folder #6 Collected stationery, n.d.

- Folder #7 Commx-pac Communications Exchange Utility Package - users manual, 1983
[was in Atari-branded binder]
- Folder #8 “How to use SPROG (SPRite Oriented Graphics) to make Good Things Happen
for You” by Tom Schneider, 1983-1984
- Folder #9 Kaypro diskette writer – instructions, notes, references, 1983
- Folder #10 Collection of Clarence Sloper’s crossword puzzles, correspondence, 1979-1982

Box 20

- Folder #01 International Playing-Card Society – fliers, pattern sheets, 1993-2003
- Folder #02 Localization/Translation references, guidelines, presentation, correspondence,
1991-2002
- Folder #03 Nintendo licensee indexes, product list, 1993-1995
- Folder #04 Miscellaneous collected correspondence, 1996-2002
- Folder #05 Miscellaneous collected papers, 1984-2002 and n.d.
- Folder #06 Sega third party licensee listings, 1992-1993
- Folder #07 Vectrex – FAQs, correspondence, clippings, references, 1992-1998
- Folder #08 Unlabeled disks (7), c. 1991 [5.25” floppy disks, likely images]

Box 21

- Object 9 Assorted Shtuff II, n.d. [cassette tape]
- Object 10 Edgar Winter - “Pitfall”, n.d. [cassette tape]
- Object 11 Edgar Winter – “Frankenstein” [sic], n.d. [cassette tape]
- Object 12 Edgar Winter, n.d. [cassette tape]
- Object 13 Edgar Winter, n.d. [cassette tape]
- Object 14 Lenny Carlson, 1983 [cassette tape]
- Object 15 National Public Radio “Audio Arcade,” Radio Experience Series, Part 4, 1981-
1982 [cassette tape and case]
- Object 16 Richard Moszkawski Memorial, LA, 1995 [cassette tape]
- Object 17 The Evolution of Taste, n.d. [cassette tape]
- Object 18 The Sound of Summer; Mike Moore from Tom Sloper, n.d. [cassette tape]
- Object 19 VCR Games 1, n.d. [cassette tape]
- Object 20 VCR Games 2, n.d. [cassette tape]

Box 22

- Objects 4-5 Don Bluth animation flip books (*Space Ace*, *Dragon’s Lair*), 1983