



Guide to the Point of View Productions Records, 1996-2000 — 123.795

This finding aid was produced using ArchivesSpace on June 30, 2025.

Description is written in: English.

Describing Archives: A Content Standard

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

The Strong

One Manhattan Square

Rochester, NY 14607

Telephone: 585.263.2700

Fax Number: 585.423.1886

library@museumofplay.org

URL: <https://www.museumofplay.org/collections/brian-sutton-smith-library-archives-of-play/>

Table of Contents

Summary Information	3
Historical Note	3
Collection Scope and Content Note	4
System of Arrangement	4
Administrative Information	4
Controlled Access Headings	5
Collection Inventory	6

Summary Information

Repository:	Brian Sutton-Smith Library and Archives of Play at The Strong
Creator:	Point of View Productions
Title:	Point of View Productions records
ID:	123.795
ID [aspace_uri]:	/repositories/3/resources/348
Date [inclusive]:	1996-2000
Physical Description:	0.5 Linear Feet (1 half-size record carton)
Language of the Material:	English
Abstract:	The Point of View records document the development of games including <i>Ready 2 Rumble Boxing</i> , <i>Black Dawn</i> , <i>Criticom</i> , <i>Garfield: Caught in the Act</i> , <i>Golden Nugget</i> , and other unreleased projects. The records consist of notes, design documents, tables, correspondence, 47 CD-ROMs, and a data storage tape. The CD-ROMs contain source assets and other files. The records date from 1996 to 2000 and are housed in one half-size record carton.

Preferred Citation

Point of View Productions records, Brian Sutton-Smith Library and Archives of Play at The Strong.

[^ Return to Table of Contents](#)

Historical Note

Point of View, Inc. was a video game developer founded in 1996 in Irvine, California by Chris Warner, Mark Nausha, and Mike Terlecki. The company released 32 titles for a variety of consoles and worked with many renowned game publishers. They are known for their work with Midway Games on sports games including *Ready 2 Rumble Boxing* and more. The company was dissolved in 2010.

[^ Return to Table of Contents](#)

Collection Scope and Content Note

The Point of View records document the development of games including *Ready 2 Rumble Boxing*, other games such as *Black Dawn*, *Criticom*, *Garfield: Caught in the Act*, *Golden Nugget*, and other unreleased projects. The records consist of notes, design documents, tables, correspondence, 47 CD-ROMs, and a data storage tape. The CD-ROMs contain source assets, audio files, art, demo versions, release versions, and other project development files. The records date from 1996 to 2000 and are housed in one half-size record carton.

[^ Return to Table of Contents](#)

System of Arrangement

The materials are arranged in the original order. CD-ROM titles are recorded in the collection inventory exactly as labeled on the disks.

[^ Return to Table of Contents](#)

Administrative Information

Publication Statement

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

The Strong
One Manhattan Square
Rochester, NY 14607
Telephone: 585.263.2700
Fax Number: 585.423.1886

library@museumofplay.org

URL: <https://www.museumofplay.org/collections/brian-sutton-smith-library-archives-of-play/>

Conditions Governing Access

The Point of View Productions records are available to staff of The Strong and users of its library and archives.

Digital materials may be inaccessible due to availability of playback equipment. Source code materials are accessible in a read-only format to on-site researchers. For access to digital materials contact the archivist.

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 Point of View Productions records were donated to The Strong in February 2023 as an anonymous gift. The papers were accessioned by The Strong under object ID 123.795. The records were received from the donor in one box.

Processed by

Laura Boland, May 2025.

[^ Return to Table of Contents](#)

Controlled Access Headings

- Ready 2 Rumble Boxing (Video game)
- Black Dawn (Video game)
- Criticom (Video game)
- Garfield: Caught in the Act (Video game)
- Golden Nugget (Video game)
- Video games
- Video games industry
- Video games -- Design
- Video games -- Development
- PlayStation (Video game console)
- Sony PlayStation video games
- Nintendo video games
- Nintendo 64 (Video game system)
- Bio F.R.E.A.K.S. (Video game)

- Sports Car GT (Video game)
- Paperboy (Video game)
- Midway Games, Inc.

Collection Inventory

Title/Description	Instances		
<i>Ready 2 Rumble Boxing</i> development documents and notes, 1999 June 1 - September 1 ID [aspace_uri]: /repositories/3/archival_objects/54053	box 1	folder 1	
<i>Ready 2 Rumble Boxing</i> Nintendo 64 sound banks, 1999 ID [aspace_uri]: /repositories/3/archival_objects/54054	box 1	folder 2	
<i>Ready 2 Rumble Boxing</i> final [digital data storage tape], 1999 October 13 ID [aspace_uri]: /repositories/3/archival_objects/54055	box 1	cassette 1	
<i>Ready 2 Rumble Boxing</i> CD-ROMs, 1999 ID [aspace_uri]: /repositories/3/archival_objects/54056	box 1	case 1	
RTR Boxing, undated ID [aspace_uri]: /repositories/3/archival_objects/54058	box 1	case 1	disk 1
R2R archive boxing folder, 1999 September 21 ID [aspace_uri]: /repositories/3/archival_objects/54059	box 1	case 1	disk 2
R2R archive - PSX sounds disk 1 (35_rockt...81_flury), 1999 October 15 ID [aspace_uri]: /repositories/3/archival_objects/54060	box 1	case 1	disk 3
<i>Ready 2 Rumble</i> archive Midway assets disk 6 (09_09), 1999 October 15 ID [aspace_uri]: /repositories/3/archival_objects/54061	box 1	case 1	disk 4
R2R archive Midway disk 1 (1_Boxing\Midway\), 1999 October 14 ID [aspace_uri]: /repositories/3/archival_objects/54062	box 1	case 1	disk 5
R2R archive - PSX release disk 3 (092499...104499p), 1999 October 15 ID [aspace_uri]: /repositories/3/archival_objects/54063	box 1	case 1	disk 6
R2R N64 sound archive sounds and tools (copy 1), 1999 October 13 ID [aspace_uri]: /repositories/3/archival_objects/54064	box 1	case 1	disk 7
R2R archive - PSX release disk 2 (032299...091299), 1999 October 15	box 1	case 1	disk 8

ID [aspace_uri]: /repositories/3/archival_objects/54065			
R2R N64 sound archive sounds and tools (copy 2), 1999 October 13	box 1	case 1	disk 9
ID [aspace_uri]: /repositories/3/archival_objects/54066			
R2R archive - Midway assets disk 7 (09.04, 07, 08), 1999 October 15	box 1	case 1	disk 10
ID [aspace_uri]: /repositories/3/archival_objects/54067			
R2R movie archive disk 3 (Intro_source and MidwayLoss1), 1999 October 13	box 1	case 1	disk 11
ID [aspace_uri]: /repositories/3/archival_objects/54068			
R2R archive - Midway assets #3 (08_04, 08_09, 08_10, 08_13), 1999 October 14	box 1	case 1	disk 12
ID [aspace_uri]: /repositories/3/archival_objects/54069			
Midway disk 2 - R2R archive (Projects\Boxing\Midway), 1999 October 14	box 1	case 1	disk 13
ID [aspace_uri]: /repositories/3/archival_objects/54070			
R2R archive rat folder, 1999 October 13	box 1	case 1	disk 14
ID [aspace_uri]: /repositories/3/archival_objects/54071			
<i>Ready 2 Rumble</i> archive source code and data, 1999 September 22	box 1	case 1	disk 15
ID [aspace_uri]: /repositories/3/archival_objects/54072			
R2R art archive (Boxing\Art\ Folder), 1999 October 14	box 1	case 1	disk 16
ID [aspace_uri]: /repositories/3/archival_objects/54073			
R2R archive - PSX sounds disk 1 (00_selec...03_chin), 1999 October 15	box 1	case 1	disk 17
ID [aspace_uri]: /repositories/3/archival_objects/54074			
R2R source, 1999 June 14	box 1	case 1	disk 18
ID [aspace_uri]: /repositories/3/archival_objects/54075			
R2R archive Midway assets disk 4 (08_16, 25, 27, 30, 31, 09_01, 02, 03), 1999 October 15	box 1	case 1	disk 19
ID [aspace_uri]: /repositories/3/archival_objects/54076			
R2R movies archive disk 1 (Intro: 15fpj, 30 fpj and audio), 1999 October 12	box 1	case 1	disk 20
ID [aspace_uri]: /repositories/3/archival_objects/54077			
R2R archive - PSX release disk 2 (091499...092299p), 1999 October 15	box 1	case 1	disk 21
ID [aspace_uri]: /repositories/3/archival_objects/54078			
R2R movie archive disk 2 (Intro: 15fpj_22klt2, 20fp5_44klt2, Midway Logo 1 and 2), 1999 October 12	box 1	case 1	disk 22

ID [aspace_uri]: /repositories/3/archival_objects/54079			
R2R archive - Midway assets disk 7 (09_13, 10_06, Final Boxers, Tools), 1999 October 15	box 1	case 1	disk 23
ID [aspace_uri]: /repositories/3/archival_objects/54080			
R2R.mov compressed and uncompressed, 1999 July 30	box 1	case 1	disk 24
ID [aspace_uri]: /repositories/3/archival_objects/54081			
Game development CD-ROMs, 1996-1998	box 1	case 2	
ID [aspace_uri]: /repositories/3/archival_objects/54057			
"Commando" PSX milestone 2, 1997 July 15	box 1	case 2	disk 1
ID [aspace_uri]: /repositories/3/archival_objects/54082			
POV C and C data (0206), 1997 May 19	box 1	case 2	disk 2
ID [aspace_uri]: /repositories/3/archival_objects/54083			
"Supreme GT" [working title for <i>Sports Car GT</i>] demo, 1997 July 15	box 1	case 2	disk 3
ID [aspace_uri]: /repositories/3/archival_objects/54084			
"Wet Corpse" Saturn and PSX source, 1997 April 18	box 1	case 2	disk 4
ID [aspace_uri]: /repositories/3/archival_objects/54085			
"Wet Corpse" PC source Garfield project, undated	box 1	case 2	disk 5
ID [aspace_uri]: /repositories/3/archival_objects/54086			
BioFreaks [<i>Bio F.R.E.A.K.S.</i>] PSX source, 1998 June 17	box 1	case 2	disk 6
ID [aspace_uri]: /repositories/3/archival_objects/54087			
BioFreaks [<i>Bio F.R.E.A.K.S.</i>] N64 source, undated	box 1	case 2	disk 7
ID [aspace_uri]: /repositories/3/archival_objects/54088			
<i>Paperboy</i> - Specific artwork and code [High Voltage Software, Inc.], 1998 October 26	box 1	case 2	disk 8
ID [aspace_uri]: /repositories/3/archival_objects/54089			
<i>Paperboy</i> executable [High Voltage Software, Inc.], 1998 October 26	box 1	case 2	disk 9
ID [aspace_uri]: /repositories/3/archival_objects/54090			
POV_0906a <i>Black Dawn</i> PSX source etc., undated	box 1	case 2	disk 10
ID [aspace_uri]: /repositories/3/archival_objects/54091			
<i>Criticom</i> files, undated	box 1	case 2	disk 11
ID [aspace_uri]: /repositories/3/archival_objects/54092			
<i>Criticom</i> project files, 1996 May 1	box 1	case 2	disk 12
ID [aspace_uri]: /repositories/3/archival_objects/54093			
<i>Citicom</i> Japan files (criticom.dsk, criticom.rti, criticom.scp, criticom.map, criticom.toc), 1996 November 6	box 1	case 2	disk 13

ID [aspace_uri]: /repositories/3/archival_objects/54094			
<i>Criticom</i> Saturn models FMV. etc., undated	box 1	case 2	disk 14
ID [aspace_uri]: /repositories/3/archival_objects/54095			
Kronos <i>Criticom</i> PSX data, undated	box 1	case 2	disk 15
ID [aspace_uri]: /repositories/3/archival_objects/54096			
<i>Criticom</i> Japan bad models, 1996 August 7	box 1	case 2	disk 16
ID [aspace_uri]: /repositories/3/archival_objects/54097			
Eye logo revised, 1997 May	box 1	case 2	disk 17
ID [aspace_uri]: /repositories/3/archival_objects/54098			
<i>Golden Nugget</i> PSX (problems with title movie), 1997 June 25	box 1	case 2	disk 18
ID [aspace_uri]: /repositories/3/archival_objects/54099			
<i>Golden Nugget</i> disk 1 PSX (problem last movie doesn't play), 1997 June 12	box 1	case 2	disk 19
ID [aspace_uri]: /repositories/3/archival_objects/54100			
<i>Golden Nugget</i> disk 2 PSX (problem last movie doesn't play), 1997 June 12	box 1	case 2	disk 20
ID [aspace_uri]: /repositories/3/archival_objects/54101			
<i>Golden Nugget</i> bin files, 1997 February 10	box 1	case 2	disk 21
ID [aspace_uri]: /repositories/3/archival_objects/54102			
Nugget test movies, undated	box 1	case 2	disk 22
ID [aspace_uri]: /repositories/3/archival_objects/54103			
G.N. for debug, 1997 July 8	box 1	case 2	disk 23
ID [aspace_uri]: /repositories/3/archival_objects/54104			