

Finding Aid to the Dan Bunten (Dani Bunten Berry) Papers, 1949-2012

Summary Information

Title: Dan Bunten (Dani Bunten Berry) papers

Creator: Dan Bunten [later Dani Bunten Berry] (primary)

ID: 2013.bunten

Date: 1949-2012 (inclusive); 1983-1995 (bulk)

Extent: 1.75 linear feet (physical); 1.82 GB (digital)

Language: The materials in this collection are in English.

Abstract: The Dan Bunten (Dani Bunten Berry) papers are a compilation of correspondence, notes, game design concepts, game code output, photographs, publicity, and digital material created by or pertaining to Dan Bunten (later known as Dani Bunten Berry or Danielle Paula Berry). The bulk of the materials are from between 1983 and 1995.

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 Access: All materials relating to game sequel concept ideas for *M.U.L.E.* and *Seven Cities of Gold* have been restricted by the donor. These documents will not be open for research use until the year 2060. They are denoted as such in this finding aid and are separated from unrestricted files. At this time, digital files in this collection are limited to on-site researchers only.

Conditions Governing Use: The majority of this collection is open for research use by staff of The Strong and by users of its library and archives. Though the donors have 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.

Custodial History: The Dan Bunten (Dani Bunten Berry) papers were donated to The Strong as a gift of the children of Dan Bunten and accessioned by The Strong under Object ID numbers 110.11705 and 110.12402. The papers were received from Melanie Bunten Stark in September 2010 and October 2010. Staff at The Strong photocopied and scanned many of these documents, then returned the originals to Melanie Bunten Stark.

Preferred citation for publication: Dan Bunten (Dani Bunten Berry) papers, Brian Sutton-Smith Library and Archives of Play at The Strong

Processed by: Tara Winner completed an initial inventory of this collection in November 2010. James Leach created a draft finding aid and tentative arrangement in February 2011. Revised processing and finding aid were done by Julia Novakovic in September 2013.

Controlled Access Terms

Personal Names

- Berry, Dani Bunten, 1949-1998

- Berry, Danielle Paula, 1949-1998
- Bunten, Dan, 1949-1998

Corporate Names

- Electronic Arts (Firm)
- Ozark Softscape, Inc.

Subjects

- Computer games
- Computer games--Design.
- M.U.L.E. (Computer game)
- Seven Cities of Gold (Computer game)
- Video games--History.

Biographical Note

Dani Bunten Berry (born Daniel Paul Bunten) was an American computer game designer and programmer, best known for pioneering multiplayer games. Following gender reassignment surgery, her legal name was changed to Danielle Paula Berry (though she also went by Dani Bunten Berry).

Bunten was born in St. Louis, Missouri, in 1949. Her large family later moved to Little Rock, Arkansas, where Bunten lived for most of her life. She attended the University of Arkansas and graduated in 1974 with a B.S. in Industrial Engineering. Bunten grew interested in creating computer games and in 1978, published a business simulation game called *Wheeler Dealers*. Though that game sold only 50 copies, Bunten realized the social potential of multiplayer games. Bunten co-founded Ozark Softscape a year later, along with brother Bill Bunten, and friends James Rushing and Alan Watson. Ozark operated from the basement of Bunten's Little Rock home, collaborating with larger distribution companies such as Strategic Simulations and Electronic Arts.

In 1983, Ozark released *M.U.L.E.*, a multiplayer strategy game which required users to both compete against and cooperate with one another to colonize a planet. Reviewers lauded *M.U.L.E.*, which sold 30,000 copies across various computer platforms. Ozark's next game, *Seven Cities of Gold* (1984), designated players as explorers for the Spanish Empire in the 15th century. In all, Ozark designed five celebrated PC games for Electronic Arts. The original partnership of Ozark Softscape disbanded in 1993.

Bunten made the decision to undergo gender reassignment surgery in 1992, a transition to which she referred as her "pronoun change." She lived the remainder of her life as Danielle Paula Berry, or Dani Bunten Berry. Bunten Berry continued to consult for game companies and soon reincorporated Ozark Softscape. In 1998, the Computer Game Developers Association conferred upon her their Lifetime Achievement Award. She passed away later that year from lung cancer at the age of 49. Numerous others have honored Bunten Berry, including Will Wright, who dedicated *The Sims* to her memory. The Academy of Arts and Sciences inducted Bunten Berry into their Hall of Fame in 2007.

Collection Scope and Content Note

The Dan Bunten (Dani Bunten Berry) papers contain materials from 1949 through 2012, with the bulk of the documents from 1983 to 1995. This collection comprises personal and business correspondence, game design concepts, corporate agreements, notes, sketches, publicity, photographs, computer code, and other materials created by or pertaining to Dan Bunten (later known as Dani Bunten Berry or Danielle Paula Berry). The papers document both Bunten's personal and professional life, along with the history of Ozark Softscape, Inc., and several of Bunten's well-known computer games. Additional scope and content information is listed under the "Contents List" section of this finding aid.

The Dan Bunten (Dani Bunten Berry) papers are arranged into four series, two of which are further divided into subseries. The physical materials are housed in four archival document boxes, and the digital materials are stored on the internal network of The Strong.

System of Arrangement

Series I: Personal papers, c. 1950-2012

Series II: Ozark Softscape, Inc. materials, 1979-1996

Subseries A: Contracts and agreements

Subseries B: Other company documentation

Subseries C: Computer program codes

Series III: Game design information, 1982-1997

Subseries A: Unrestricted files

Subseries B: Restricted files

Series IV: Digital materials, 1949-1998

Contents List

Series I: Personal papers, c. 1950-2012

Scope and Content Note: This series holds personal papers relating to the life of Dan Bunten (Dani Bunten Berry). Documents within this series include personal writings, photographs, presentations, instructional health care information, published articles, a recorded televised interview, and conference information. Folder 1 also houses Bunten's amended birth certificate and original death certificate.

Box 1

- Folder 1 Biographical documentation, 1974-1998
- Folder 2 Living and holographic wills, 1993-1997
- Folder 3 Danielle Paula Berry résumés, 1992-1995
- Folder 4 Photographs, c. 1950-1985
- Folder 5 Poems, 1971-1985 and n.d.
- Folder 6 Post-operation notes to medical staff, October-November 1995
- Folder 7 Lung cancer informational booklet, American Cancer Society, 1997
- Folder 8 Post-operation instructions, 1997
- Folder 9 Articles by Dan Bunten, 1982-1992 and n.d.
- Folder 10 Interview with Dan Bunten on *CBS Nightwatch*, 1984
- Folder 11 "Designing for Social Interaction" presentation notes and slide printouts, 1996
- Folder 12 Conference information - Computer Game Developers' Conference, 1997
- Folder 13 Biographical article on Dan Bunten, "The Prophet," David Koon, February 2012

Series II: Ozark Softscape, Inc. materials, 1979-1996

Subseries A: Contracts and agreements

Scope and Content Note: This subseries contains various agreements made between partners at Ozark Softscape, Inc. and other electronic game companies. (Many of these documents are photocopies; originals remain with Bunten's family.)

Box 1

- Folder 14 Program development agreement, Ozark and Datascope, 1979
- Folder 15 Agreements, Ozark and Electronic Arts, 1984-1987
- Folder 16 Consultant agreement, Ozark and Broderbund, 1987
- Folder 17 Agreements, Dan Bunten and Strategic Simulations, Inc., 1987
- Folder 18 Agreements, Dan Bunten and Microprose Software, Inc., 1989-1991
- Folder 19 Developers' license agreement, Dan Bunten and Galacticom, Inc., 1990
- Folder 20 Agreements, Danielle P. Bunten and Half the Sky Productions, Inc., 1993
- Folder 21 Consulting services agreement, Danielle Berry and MPath Interactive, 1995-1996

Subseries B: Other company documentation

Scope and Content Note: This subseries includes correspondence, receipts, press clippings, and other documentation from Ozark Softscape, Inc. Folder 3 contains a print-out of Ozark employees, as well as user names and profiles of Ozark game testers. (Many of these documents are photocopies; originals remain with Bunten's family.)

Box 2

- Folder 1 Electronic Arts - Presidents' Award, 1984
- Folder 2 Correspondence, 1989-1994
- Folder 3 Ozark employees, user listings, and profiles, 1991
- Folder 4 Royalty statements from Electronic Arts, 1991
- Folder 5 Receipts, 1987-1991
- Folder 6 Press clippings, 1986, 1991
- Folder 7 Press releases, 1990-1991
- Folder 8 Programming information, Sega 4 Joystick Adaptor for Electronic Arts, 1993
- Folder 9 "Design Concepts for Role Play Games," unknown author, n.d.

Subseries C: Computer program codes

Scope and Content Note: This subseries houses print-outs of early computer program codes used at (and potentially written by) staff at Ozark Softscape, Inc. (Many of these documents are photocopies; originals remain with Bunten's family.)

Box 2

- Folder 10 Computer program code, Apple II, music transcriptions, n.d.
- Folder 11 Computer program code, Applesoft II BASIC, modem file transfer program, "Maxfile1," 1979
- Folder 12 Computer program code, Applesoft II BASIC, single disk copy program, 1984
- Folder 13 Computer program code, Applesoft II BASIC, data export code, 1985
- Folder 14 Computer program code, Applesoft II BASIC, data export code, 1985
- Folder 15 Computer program code, Applesoft II BASIC, untitled program ["TAPAT - Receive data from Apple Program (TP)"], n.d.
- Folder 16 Computer program code, Applesoft II BASIC, font design, n.d.
- Folder 17 Computer program code, Atari 800-Apple 6502 assembly language, Debugger-monitor, "Debug 2," n.d.
- Folder 18 Computer program code, Atari 800-Apple 6502 assembly language, Debugger-monitor [c. 1982-1984]
- Folder 19 Computer program code, Atari 800-Apple 6502 assembly language, Debugger-monitor, n.d.
- Folder 20 Computer program code, Atari 800-Apple 6502 assembly language, Debugger-monitor, n.d.
- Folder 21 Computer program code, Commodore 64 assembly language, Debugger-monitor, 1984
- Folder 22 Computer program code, Commodore 64 assembly language, Debugger-monitor, "Debug1," n.d.
- Folder 23 Computer program code, Commodore 64 assembly language, Debugger-monitor, n.d.

- Folder 24 Computer program code, Commodore 64 assembly language, Symbol table for Monitor/Debugger, 1984
- Folder 25 Computer program code, Higher Text II (Synergistic), font design, n.d.
- Folder 26 Computer program code, RV611 update sheet, n.d.

Series III: Game design information, 1982-1997**Subseries A: Unrestricted files**

Scope and Content Note: This subseries contains unrestricted game design information files from Bunten, featuring notable games such as *M.U.L.E.* (1983), *Seven Cities of Gold* (1984), *Heart of Africa* (1985), *Modem Wars* (1988), *Command H.Q.* (1990), *Global Conquest* (1992), and *Warsport* (1997). Documents include game design notes, sketches, manuals, agreements, development schedules, and more. (Game titles in brackets indicate the draft name utilized in the papers for that specific game. Many of these documents are photocopies; originals remain with Bunten's family.)

Box 2

- Folder 27 *Babysitter Biz* game design notes and reference [c. 1994]
- Folder 28 *Command HQ* game design notes and reference, 1990-1992
- Folder 29 *G.A.M.E.* storyboard draft, 1991
- Folder 30 *Global Conquest* manual, 1992

Box 3

- Folder 1 *Heart of Africa* ["African Adventure"] agreements, 1984
- Folder 2 *Modem Wars* agreements, 1986
- Folder 3 *Modem Wars* shareware release announcement, 1995
- Folder 4 *M.U.L.E.* ["Planet Pioneers"] agreements, 1982-1985
- Folder 5 *M.U.L.E.* game description, 1984
- Folder 6 *Playing House* game design notes, n.d.
- Folder 7 *Red Storm Rising: The War Room* game design notes, 1989
- Folder 8 *Robot Rascals* ["Robot Scavenger Hunt"] agreements, 1985
- Folder 9 *Seven Cities of Gold* agreement, 1983
- Folder 10 *Seven Cities of Gold* scripts [c. 1983-1984]
- Folder 11 *Warlord* original game code (Applesoft II BASIC), n.d.
- Folder 12 *Warlord* font design code (Applesoft II BASIC), n.d.
- Folder 13 *Warsport* ["Sport of War"] graphics proposal, 1995
- Folder 14 *Warsport* ["Stadia"] software design document, 1996
- Folder 15 *Warsport* ["Stadia"] game proposal document, 1996
- Folder 16 *Warsport* ["Stadia"] game design meeting notes, 1996-1997
- Folder 17 *Warsport* ["Stadia"] development schedules, 1996-1997
- Folder 18 *Warsport* introduction notes, 1997
- Folder 19 *Wild Place Story Stones* Safari Research Project, 1994
- Folder 20 *Wild Place Story Stones* scenario notes, 1994
- Folder 21 *Wild Place Story Stones* game proposal document, 1996

Subseries B: Restricted files

Scope and Content Note: These files are closed to researchers until 2060 at the behest of the donor. Materials in this subseries feature concept ideas for sequels to two of Bunten's most successful games, *M.U.L.E.* and *Seven Cities of Gold*. (Originals of these documents remain with Bunten's family.)

Box 4**-RESTRICTED-**

- Folder 1 *M.U.L.E.* - *Son of M.U.L.E.* software development and publishing agreements, 1992-1993
- Folder 2 *M.U.L.E.* - *Son of M.U.L.E.* update, 1993
- Folder 3 *M.U.L.E.* - *Son of M.U.L.E.* art list, 1993
- Folder 4 *M.U.L.E.* - *Son of M.U.L.E.* screenshots [c. 1993]
- Folder 5 *M.U.L.E.* - *Son of M.U.L.E.* resignation letter, 1993
- Folder 6 *M.U.L.E.* - *MULE'R: The Galactic Planeteering Game Show* game proposal document, 1995
- Folder 7 *M.U.L.E.* - *Planeteers: The Planet Pioneering Game* proposal document, 1996
- Folder 8 *M.U.L.E.* - *Planet Prospector* game proposal document, 1996
- Folder 9 *M.U.L.E.* - *Planet Prospector* concept art, 1996
- Folder 10 *M.U.L.E.* sequel, Turner Interactive release form, n.d.
- Folder 11 *Seven Cities of Gold* - *Seven Cities of Gold II* agreements, 1991-1992
- Folder 12 *Seven Cities of Gold* - *Seven Cities of Gold II* preliminary concept document, 1992

Series IV: Digital materials, 1949-1998

Scope and Content Note: This series holds digital images of scanned documents and photographs from Bunten's family, who has possession of the originals. These scanned files include: elementary and high school report cards; a book of poetry; copies of Bunten's professional certificates and diplomas; family pictures; an Ozark Softscape corporate record book; game advertisements and reviews from a portfolio kept by Bunten; sketches, faxes, and other miscellaneous materials.

These digital files are accessible on the internal network of The Strong.

- 01. Bunten - Youth records, 1949-1966
 - 1956 report card (front and back)
 - 1957 report card (front, middle, and back)
 - 1958 report card (front, middle, and back)
 - 1959 report card (front and back)
 - 1960 report card (front and back)
 - 1961 report card (front and back)
 - 1962 report card (front and back)
 - 1963 report card (front and back)
 - 1966 report card (front and back)
 - Photograph of Dan in uniform, n.d. (front and back)
 - Document from St. Mary's Hospital, Obstetrical Department [c. 1949]

- Photograph of Little League baseball team, n.d. (front and back)
- Photograph of teenage group, n.d. (front and back)
- 02. Bunten - Book of poetry, 1970
 - 100 scans of covers and pages of poetry, December 1970
- 03. Bunten - Certificates and diploma, 1974-1998
 - American Institute of Industrial Engineers, member certificate, Daniel P. Bunten, 1975
 - Alpha Pi Mu, Industrial Engineering Honor Society, member certificate, Daniel P. Bunten, 1974
 - Arkansas State Board of Registration for Professional Engineers and Land Surveyors, Professional Engineer certificate, Daniel P. Bunten, 1980
 - University of Arkansas, diploma, Bachelors of Science in Industrial Engineering, Daniel P. Bunten, 1975
 - Arkansas State Board of Registration for Professional Engineers and Land Surveyors, Professional Engineer registration card, Danielle Berry, 1998
- 04. Bunten - Family photographs, c. 1970s-1993
 - Photograph of Daniel Bunten, Jr., 1983
 - Photograph of Bunten child, n.d.
 - Photograph of Bunten wedding, n.d.
 - Five family portraits, c. 1993
- 05. Bunten - Ozark Softscape, Inc. corporate record book, 1995
 - 48 scans of articles of incorporation, by-laws, certificate of stock, employee pension plans, minutes, and exemptions, 1995
- 06. Bunten - Portfolio, c. 1980s-1990s
 - 84 scans of game review articles and advertisements (including *Command H.Q.*, *Heart of Africa*, *M.U.L.E.*, *Robot Rascals*, *Seven Cities of Gold*); interviews with Bunten (as both Dan Bunten and Dani Berry); mounted pages of publicity articles; and other game advertisements.
- 07. Bunten - Miscellaneous, c. 1980s-1990s
 - Folder of ephemera
 - Folder of 10 fax pages containing correspondence and sketches from David Nakasayashi at Link Visual Services to Danielle Berry and Brian Moriarty at MPath, July 1995
 - Folder of 15 scans of graphics/script approval sheets for *Japan Path 2*, 1996
 - Folder of "Miscellaneous Drawings and Art," with 41 scans of graphics by various artists, 1993-1996
 - Folder with flowchart/visual overview for *Wild Place Story Stones* and business cards [c. 1996]
 - Folder of 9 printed/scanned screen shots for unidentified computer game, n.d.