

Finding Aid to the Jane Jensen Papers, 1995-2012

Summary Information

Title: Jane Jensen papers

Creator: Jane Jensen (primary)

ID: 119.4188

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

Extent: 0.25 linear feet (physical); 28.2 MB (digital)

Language: The materials in this collection are in English.

Abstract: The Jane Jensen papers are a collection of game design bibles, scripts, and other documentation on games written and designed by Jensen. The majority of the materials are from 2012.

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, she has given permission for The Strong to make copies in all media for museum, educational, and research purposes.

Conditions Governing Access: Digital files in this collection are available to on-site researchers only.

Custodial History: The Jane Jensen papers were donated to The Strong in October 2019 as a gift of Jane Jensen Holmes. The papers were accessioned by The Strong under Object ID 119.4188.

Preferred citation for publication: Jane Jensen papers, Brian Sutton-Smith Library and Archives of Play at The Strong

Processed by: Julia Novakovic, November 2019

Controlled Access Terms

Personal Names

- Hallahan, Katie
- Holmes, Jane Jensen
- Jensen, Jane

Corporate Names

- Brainfactor Company
- Kickstarter.com
- Pinkerton Road Studio
- Sierra On-Line, Inc.

- Sierra Entertainment, Inc.

Subjects

- Computer adventure games
- Computer games
- Gabriel Knight: Blood of the Sacred, Blood of the Damned (Game)
- Gabriel Knight: The Beast Within (Game)
- Gabriel Knight: The Sins of the Fathers (Game)
- Game design and development
- Gray Matter (Game)
- Moebius (Game)
- Video games -- Authorship
- Women in Games

Biographical Note

Jane Jensen is an American video game designer and author, best known for her adventure games including the *Gabriel Knight* series.

Jensen (born Jane Elizabeth Smith) earned a B.A. in Computer Science from Anderson University in Indiana. After graduation, she initially worked as a software engineer for Hewlett-Packard but was soon hired as a staff writer at Sierra On-Line. Jensen worked on documentation and dialogue for several games at Sierra before co-designing *King's Quest VI: Heir Today, Gone Tomorrow* with Roberta Williams. In 1993, Sierra published Jensen's first solo game, *Gabriel Knight: Sins of the Fathers*, a point-and-click adventure game about a bookstore owner and horror novelist who investigates a series of local murders. The game received high praise from game reviewers, as well as the go-ahead for a sequel at Sierra. *The Beast Within: A Gabriel Knight Mystery* was released in 1995, produced entirely in full motion video. The following year, Jensen began designing the third *Gabriel Knight* title (ultimately the final adventure game to be published by Sierra). Over the next decade, she continued developing games for various companies, including Oberon Media and Zynga.

In 2012, Jensen and husband Robert Holmes established Pinkerton Road Studio to focus on graphic adventure games. They announced a project on Kickstarter to fund the development of two games; following a successful campaign, Pinkerton released their first games (*Moebius: Empire Rising* and a 20th anniversary edition of *Gabriel Knight: Sins of the Fathers*) in 2014.

Jensen has designed, directed, or written more than two dozen video games. She is also an accomplished novelist under the names Jane Jensen and Eli Easton.

Collection Scope and Content Note

The Jane Jensen papers are a compilation of game design bibles, scripts, and other documentation on games written and designed by Jensen. Games include *Gabriel Knight: Sins of the Fathers*, *The Beast Within: A Gabriel Knight Mystery*, and *Gabriel Knight: Blood of the Sacred, Blood of the Damned*, as well as *Gray Matter* and *Moebius*. For additional scope and content information, please see the Contents List section of this finding aid.

The Jane Jensen papers are arranged into two series. The physical papers are housed in one archival document box. The digital files are accessible on-site at The Strong.

System of Arrangement

Series I: Physical game design documentation, 1995-2002

Series II: Digital files, 1995-2012

Contents List

Series I: Physical game design documentation, 1995-2002

Scope and Content Note: This series holds physical copies of documentation on *The Beast Within: A Gabriel Knight Mystery* and *Gray Matter*. (For additional script information on both games, see also Series II.)

Box 1

- Folder 1 “The Beast Within” programmer’s script, chapters 1, 3, 5; 1995-1996
 Folder 2 “Gray Matter: An Interactive Mystery for Online, PC, and Console” presentation and proposal, 2002

Series II: Digital files, 1995-2012

Scope and Content Note: This series contains digital files of game design bibles, scripts, and other documentation on games written and designed by Jane Jensen. Games include *Gabriel Knight: Sins of the Fathers*, *The Beast Within: A Gabriel Knight Mystery*, and *Gabriel Knight: Blood of the Sacred, Blood of the Damned*, as well as *Gray Matter* and *Moebius*.

In 2012, following a successful Kickstarter campaign, Jensen published *Moebius: Empire Rising* and a 20th anniversary edition of *Gabriel Knight: Sins of the Fathers*. Among the tiers of pledges on Kickstarter were copies of game design bibles, which included the files here in this series.

Digital-II

- Folder 1 **Folder 01_Gabriel Knight series** [6 files]
- “01. GK1 20th GDD KS_v0.1_2012” - .doc/.pdf [“Gabriel Knight: Sins of the Fathers, Remake/20th Anniversary Edition, GDD/Game Bible, by Jane Jensen for Activision, Vers 0.1 – Rough Draft, May 1, 2012”], 2012
 - “02. GK1-GDD-BOOK1A_v2.1_2012” - .pdf [“Gabriel Knight: The Sins of the Fathers Game Bible, designed by Jane Jensen, Version 2.1, July 9, 2012”], 2012
 - “03. GK1-GDD-BOOK21_v2.1_2012” - .pdf [“Gabriel Knight #1: The Sins of the Fathers, Game Design Bible: Book II, designed by Jane Jensen, Version 2.1, written 1992, As of 7/9/12”], 2012
 - “04. GK2_GDD_Tech_Script1_v4.0_1995-1996” - .pdf [“The Beast Within D. Script, Version 4.0,” locked/revised dates 1995-1996], 1995-1996
 - “05. GK2-GDD-Film-Script_2012” - .pdf [“The Beast Within, a Gabriel Knight Mystery, Script, by Jane Jensen,” locked/revised dates 1995-1996, 2012], 2012
 - “06. GK3-GDD-DesignBible_2012” - .pdf [“Blood of the Sacred, Blood of the Damned, A Gabriel Knight Virtual Mystery, Design Bible, Written by Jane Jensen,” version 2.0 date May 8, 1997, Kickstarter 2012], 2012
- Folder 2 **Folder 02_Gray Matter** [1 file]
- “01. Gray Matter Bible 4.1_2006” - .doc/.pdf [“Gray Matter: Such Stuff as Dreams are Made Of” game bible, revised v. 4.0, July 2006], 2006

Folder 3

Folder 03_Moebius [1 file]

- “01. Moebius_GameDesignBible_2012” - .pdf [“Jane Jensen’s Moebius, Game #1: Empire Rising, GDD rev 8.0 (final), Dec. 12, 2012”], 2012