

## Finding Aid to the Paul Reiche III Papers, 1979-2018

### Summary Information

**Title:** Paul Reiche III papers

**Creator:** Paul Reiche III (primary)

**ID:** 118.2627

**Date:** 1979-2018 (inclusive); 1983-1996 (bulk)

**Extent:** 1.65 linear feet

**Language:** This collection is in English.

**Abstract:** The Paul Reiche III papers are a compilation of game design concepts and related documentation for both tabletop role-playing games and video games. The bulk of the materials are dated between 1983 and 1996, though some materials are undated.

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

**Custodial History:** The Paul Reiche papers were donated to The Strong in April 2018 as a gift of Paul Reiche. The papers were accessioned by The Strong under Object ID 118.2627 and were received from Reiche in 3 boxes, simultaneously with Object ID 117.11504 [Toys for Bob collection, 2011-2017] and other Toys for Bob and *Skylanders*-related items.

**Preferred citation for publication:** Paul Reiche III papers, Brian Sutton-Smith Library and Archives of Play at The Strong

**Processed by:** Julia Novakovic, May 2019

### Controlled Access Terms

#### Personal Names

- Akin, Huck
- Ford, Robert (“Fred”)
- Freeman, Jon
- Hennig, Amy
- Otus, Erol
- Reiche, Paul, III
- Westfall, Anne

**Corporate Names**

- Brøderbund Software, Inc.
- Crystal Dynamics, Inc.
- Electronic Arts (Firm)
- Fantasy Art Enterprises
- Free Fall Associates
- SSI (Firm)
- Strategic Simulations, Inc.
- Toys for Bob (Firm)
- TSR, Inc.

**Subjects**

- Computer adventure games
- Computer games
- Dungeons and Dragons (Game)
- Fantasy gamers
- Fantasy games
- Fantasy games -- Information resources
- Game design and development
- Games of strategy
- Role playing
- Role playing games
- Simulation games
- Video games
- Video games industry

**Biographical Note**

Paul Reiche III is an American game designer, notable for working with both tabletop/role-playing and video games.

Reiche became interested in gaming as a teenager, and he joined TSR in 1981 as a game designer. Reiche contributed to various Dungeons & Dragons-related projects at TSR before leaving to work on computer games for Electronic Arts in the 1980s. (He also co-founded Free Fall Associates in 1981 with Jon Freeman and Anne Westfall.) Reiche later established video game developer Toys for Bob with Fred Ford and Terry Falls. At Toys for Bob, Reiche developed several video games for Crystal Dynamics, including *The Horde*, *Pandemonium!*, and *The Unholy War*. Toys for Bob also found great success in the 2010s with the *Skylanders* series.

As of 2019, Reiche is Co-Studiohead at Activision Blizzard.

### Collection Scope and Content Note

The Paul Reiche III papers are a compilation of game design concepts and related documentation for both tabletop role-playing games and video games. This collection includes materials beginning with his creation of Dungeons and Dragons materials in high school, his time at TSR, and his long and distinguished career in video game design leading up to his creation of his work on games about licensed characters, such as *102 Dalmatians*. (These materials precede the development of the *Skylanders* documentation in the [Toys for Bob collection](#).) The bulk of the materials are dated between 1983 and 1996. Additional scope and content information can be found in the Contents List section of this finding aid.

The Paul Reiche III papers are arranged into three series. The materials are housed in three archival document boxes and one separate oversized folder.

### Related Materials

The [Toys for Bob collection](#) in the Brian Sutton-Smith Library and Archives of Play contains video oral histories about Toys for Bob, including interviews with Paul Reiche.

### System of Arrangement

Series I: Personal papers, c. 1980s-2018 and n.d.

Series II: Tabletop/role-playing games, 1979-2018 and n.d.

Series III: Video games, 1983-2018 and n.d.

### Contents List

#### Series I: Personal papers, c. 1980s-2018 and n.d.

**Scope and Content Note:** This series contains assorted notes, drawings, correspondence, and other materials kept by Reiche.

Folder titles are retained as originally labeled by Reiche. Annotations on separate pages, written in 2018, have been provided by Reiche and are included in each folder where applicable.

#### Box 1

- |          |   |
|----------|---|
| Folder 1 | “Personal correspondence and musings” – correspondence, drawings, notes, and game drafts; c. 1980s-2000 |
| Folder 2 | “Ideas” – game design notes, drawings, charts, and correspondence; 1999 and n.d.                        |
| Folder 3 | Letter from Lawrence Schick to Paul Reiche, 1980  |
| Folder 4 | “Art and design contracting” – Brøderbund agreement with Paul Reiche, June 1988                         |
| Folder 5 | “Personal art” – sketches and logo drafts, n.d.   |
| Folder 6 | “Misc. sketches” – drawings [unidentified artist(s)], n.d.  |

#### Oversized

- |          |  |
|----------|--|
| Folder 1 | Various character sketches, Paul Reiche, n.d. [c. 1980s-1990s] |
|----------|--|

**Series II: Tabletop/role-playing games, 1979-2018 and n.d.**

**Scope and Content Note:** This series houses notes, graphics, sketches, game information, index cards, dice, and other materials related to tabletop and role-playing games associated with Paul Reiche. (Of note are the “Cthulhu Chronicle” ‘zines in Folder 8, created by former employees of TSR, Inc. in the 1980s.)

Folder titles are retained as originally labeled by Reiche when possible. This series is arranged in alphabetical order. Annotations on separate pages, written in 2018, have been provided by Reiche and are included in each folder where applicable.

**Box 1**

- Folder 7 “Crime in the Streets” – notes for draft module, c. 1981
- Folder 8 “Cthulhu Chronicle – Published by and for the Secret Membership of The Confederation of TSR Hirelings Undaunted by Leaving the Has-been Unethicaloids” ‘zine, with drawings and correspondence, 1983-1988
- Folder 9 “Dungeon Module X1 – The Isle of Dread,” by David Cook and Tom Moldvay, 1981 [some development work by Reiche]
- Folder 10 Dungeons & Dragons map, Erol Otus, n.d. [photocopy]
- Folder 11 “Fantasy Art Enterprises” – magical item cards, “The Necromican,” and “Geomorphic Mini Dungeon Modules”; 1979-1980
- Folder 12 “Gamma World Mini-Module” – “The Albuquerque Starpoint,” Paul Reiche, n.d.
- Folder 13 “Interplaner” – game notes, module, and game sheets; 1982
- Folder 14 “Interplaner Mêlée” – notes, unit description, and character sheets; c. 1984-1991 and n.d.
- Folder 15 “Shapeshifter” – notes, letter, and reference about Grand Canyon; 1987-1988
- Folder 16 “Star Trek Arena Miniatures” – rules and graphic, n.d. [c. 1980?]
- Folder 17 RPG index cards [hand-drawn/handwritten and TSR-branded], Paul Reiche, n.d. [c. 1980s?]
- Folder 18 RPGs – miscellaneous notes and sketches, n.d. [c. 1980s?]

**Box 2**

- Container 1 Various gaming dice from Paul Reiche, n.d. [c. 1980s?]

**Series III: Video games, 1983-2018 and n.d.**

**Scope and Content Note:** This series holds notes, scripts, sketches, storyboards, design documents, and other materials related to video games associated with Paul Reiche. Companies represented in this series include Electronic Arts, Crystal Dynamics, and SSI.

Folder titles are retained as originally labeled by Reiche. This series is arranged in alphabetical order. Annotations on separate pages, written in 2018, have been provided by Reiche and are included in each folder where applicable. Published games from Toys for Bob are indicated in brackets/italics after the folder title and description.

**Box 2**

- Folder 1 “102 Dalmatians” – notes, storyboards, scripts, and sketches; 2000 [*102 Dalmatians: Puppies to the Rescue*]
- Folder 2 “The Adventures of ELMO in the 4th Dimension” – notes, sketches, storyboards, and flow charts; 1986-1990
- Folder 3 “Archon and Archon Ultra” – notes, design documents, agreements, sketches, and reviews; 1983-1993
- Folder 4 “Gladiosaurs” – letter and agreement, 1984
- Folder 5 “The Horde” – trailer script, notes, memos, design ideas, and invoices; 1993-1999 [*The Horde*]
- Folder 6 “Little Witching Mischiefs” – sketches and note, n.d. [c. 1996] [*Majokko Daisakusen: Little Witching Mischiefs*]
- Folder 7 “Mail Order Monsters” – letters, 1990 and n.d.

**Box 3**

- Folder 1 “Minions” – notes, sketches, schedules, and design documents; 2001-2002
- Folder 2 “Pandemonium Part 1” – notes, sketches, and design documents; 1996 [*Pandemonium!*]
- Folder 3 “Pandemonium Part 2” – notes, sketches, and design documents; 1994-1996 [*Pandemonium!*]
- Folder 4 “Paparazzi” – notes, sketches, and presentation design, n.d. [c. early 2000s?]
- Folder 5 “Sterilizer” – storyboards, graphics, and notes; 2001
- Folder 6 “The Unholy War (Cerberus)” – notes, sketches, and design ideas; n.d. [also some Exterminator] [*The Unholy War*]
- Folder 7 “World Tour Golf” – graphic frame and instruction booklet, 1986 and n.d.