

Finding Aid to the Ralph H. Baer Papers, 1968-2010

Summary Information

Title: Ralph H. Baer papers

Creator: Ralph H. Baer (primary)

ID: 2013.baer

Date: 1968-2010 inclusive; 1975-1998 bulk

Extent: 8 cubic feet (physical) and 525 MB (digital)

Language: The materials in this collection are in English, unless otherwise noted.

Abstract: The Ralph H. Baer papers are a compilation of correspondence, game designs, drawings, notes, reference materials, photographs, product descriptions, digital videos, schematics, electronic components, and manuals utilized by Ralph H. Baer throughout his lengthy career in the toy and game industry. The bulk of the materials are from 1975 through 1998.

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 Ralph H. Baer papers were donated to The Strong in four accession lots. The first was in June 2007 (9478), with the second in August 2007 (9534). The first lot pertained specifically to the electronic game Simon. The second lot related to the development of electronic games Maniac and Computer Perfection. The papers were accessioned by The Strong under Object ID numbers 107.1616 and 107.2619, respectively. The third and fourth accession lots were gifted to The Strong in October 2010 (10729) and December 2010 (10805), courtesy of Ralph H. Baer. These two lots of papers, related to various game developments throughout his career, were accessioned by The Strong under Object ID numbers 110.12375 and 110.143.86.

Preferred citation for publication: Ralph H. Baer papers, Brian Sutton-Smith Library and Archives of Play at The Strong

Processed by: Julia Novakovic, April 2013; finding aid completed in May 2013.

Revision Note: This document was updated to denote the passing of Ralph H. Baer in 2014.

Controlled Access Terms

Personal Names

- Baer, Ralph H., 1922-2014
- Orbanes, Philip E., 1947-

Corporate Names

- Marvin Glass & Associates
- Phil Orbanes Productions, Inc.
- Ralph H. Baer Consultants
- Sanders Associates, Inc.
- Smith Engineering, Inc.

Subjects

- Computer Perfection (Electronic game)
- Electronic games industry--United States.
- Electronic games--History.
- Electronics--Patents--United States.
- Game design and development
- Games--Research
- MANIAC (Electronic game)
- Simon (Electronic game)
- Slow-scan television
- Video games--History.

Biographical Note

Ralph H. Baer was born in 1922 in Germany. He and his family immigrated to New York, New York in 1938. Baer used part of his factory wages to enroll in a correspondence course in radio repair from the National Radio Institute. He became a radio service technician upon his course completion in 1940. Baer ran several repair shops, fixing both radios and early television sets. He was drafted in 1943 by the United States Army and served in the military intelligence division during World War II.

Upon his return to the United States, Baer attended the American Television Institute of Technology in Chicago, Illinois. In 1949, he received his Bachelor of Science degree in Television Engineering. For the next seven years, Baer worked as an engineer at several electronics firms on projects ranging from electro-medical equipment to television receivers. He joined Sanders Associates in Nashua, New Hampshire, in 1956. At Sanders, Baer built airborne radar components, clandestine radio equipment, and high-density circuit boards, among other products. He also began work on the first home video game systems, known at Sanders as "TV Games," culminating in 1972's Magnavox Odyssey game console; this is commonly referred to as the first commercial video game console. Baer operated the research and development groups at Sanders, developing video-based training systems, advanced video game technology, and interactive video game systems.

Baer founded Ralph H. Baer Consultants in the mid-1970s, later collaborating with design firms such as Marvin Glass & Associates, Smith Engineering, and Phil Orbanes Productions. He continued to provide independent research and development services to Sanders Associates for the next two decades. In 2006, Baer received the National Medal of Technology. Four years later, he was inducted into the National Inventors' Hall of Fame for his pioneering work with television technologies and video games. Baer passed away at his home in Manchester, New Hampshire, on December 6, 2014.

Collection Scope and Content Note

The Ralph H. Baer papers include correspondence, game designs, drawings, notes, reference materials, photographs, product descriptions, schematics, electronic components, and manuals utilized by Ralph H. Baer throughout his lengthy career in the toy and game industry. The materials in this collection range from 1968 through 2010, with the bulk of the papers dated 1975-1998. Highlights within these papers include information on TV Games (Baer's terminology at the inception of videogames), the electronic game Simon, and extensive documentation of Baer's work on electronic toys and games as the proprietor of Ralph H. Baer Consultants. There are also digital video files and draft chapters of Baer's autobiography. Additional scope and content information can be found within the contents list of this finding aid.

The Ralph H. Baer papers have been arranged into six series, five of which have been further divided into subseries. The physical materials are housed in eleven archival document boxes; there are also a series of digital-only files located on The Strong's network. The labeling of folders in this collection was often taken directly from Baer's original folder names, where applicable.

System of Arrangement

Series I: Baer at Sanders Associates, 1971-2009

Subseries A: TV Games

Subseries B: Various electronic product development

Subseries C: Independent research and development reports

Series II: Baer partnership with Marvin Glass & Associates, 1968-2009

Subseries A: Simon

Subseries B: Maniac

Subseries C: Computer Perfection

Subseries D: Various electronic toy and game development

Series III: Baer partnership with Smith Engineering, 1978-1997

Subseries A: Slow Scan Television (SSTV)

Subseries B: Smarty Bear

Subseries C: Television Interface Modulator (TIM)

Subseries D: Various electronic toy and game development

Series IV: Baer partnership with Phil Orbanes Productions, 1987-2000

Subseries A: Sounds Like Fun recordable books

Subseries B: Various electronic toy and game development

Series V: Ralph H. Baer Consultants toy and game files, 1979-2006

Series VI: Baer autobiographical digital files, 2006-2010

Subseries A: Digital video archive

Subseries B: Autobiographical text documents

Contents List

Series I: Baer at Sanders Associates, 1971-2009

Subseries A: TV Games

Scope and Content Note: This subseries contains information pertaining to the first home videogame systems and Ralph Baer's personal involvement. ("TV Games" was Baer's original name for the videogame system.) The originals of five of the eight Sanders Associated-created TV Games have been donated to the Smithsonian Institute, and various replicas have been built by Baer. Each "manual file" within this subseries details how working replicas of Baer's "TV Games" consoles can be repaired. The "Magnavox" folder holds Baer's narrative on the development of the Magnavox Odyssey game system, also called the "Brown Box." Additional information on this topic and time period can be found in Baer's book *Videogames: In the Beginning*, located in the Brian Sutton-Smith Library and Archives of Play's library stacks.

Box 1

- Folder 1 TV Games historical data, 1971-1976
- Folder 2 TV Game Manual File: Introduction
- Folder 3 TV Game Manual File: TVG #1 file
- Folder 4 TV Game Manual File: TVG #2 file
- Folder 5 TV Game Manual File: TVG #3 file
- Folder 6 TV Game Manual File: TVG #4 file
- Folder 7 TV Game Manual File: TVG #6 file
- Folder 8 TV Game Manual File: TVG #7 Brown Box file
- Folder 9 TV Game Manual File: TVG #7 (Special) Brown Box file
- Folder 10 TV Game Manual File: TVG #8 file
- Folder 11 TV Game Manual File: Magnavox Odyssey 1TL200 file
- Folder 12 Miscellaneous TV Games data

Subseries B: Various electronic product development

Scope and Content Note: This subseries houses notes, correspondence, and drawings pertaining to various projects worked on by Baer while at Sanders Associates. Information on electronic innovations such as news relayed via text over an airing television program (Telebriefs) and an inventive multi-player game experience (Supercade) are included here.

Box 1

- Folder 13 Amaze-A-Tron, 1977-1978
- Folder 14 Castle Toy Co. TV Alarm Clock/Zapper, 1980-1981, 2002
- Folder 15 CATVg, 1975-1980
- Folder 16 CCD Memory, 1984

Box 2

- Folder 1 Dual Image, 1980-1986
- Folder 2 Exercycle data, 1978-1982
- Folder 3 Infodel, 1984-1987
- Folder 4 Instant replay for video games - patent information, 1982, 1996-1999

- Folder 5 Interactive Video Game System (IVGS), 1982-1983
- Folder 6 Panoramic television, 1981-1983
- Folder 7 Software products, 1983-1985
- Folder 8 Stereo demo, 1982-1983
- Folder 9 Sullivan/Kuriloff, 1987-1988
- Folder 10 Supercade, 1973-1990
- Folder 11 Telebriefs, 1978-1979
- Folder 12 Telebriefs, 1978-1979
- Folder 13 Telebriefs - demo equipment, 1978-1980
- Folder 14 Telebriefs, 1980
- Folder 15 Telegames, 1981-1983
- Folder 16 TV Alarm Clock, 1974-1981
- Folder 17 Video disc data nesting, 1984-1985

Subseries C: Independent research and development reports

Scope and Content Note: This subseries holds company status reports, notes, reference materials, correspondence, and work orders relating to Baer's independent research and development efforts while at Sanders Associates.

Box 2

- Folder 18 New charter, 1975-1976
- Folder 19 FY 1977 IR&D, 1976-1977
- Folder 20 FY 1978 IR&D, 1977-1978
- Folder 21 FY 1979 IR&D, 1978-1979
- Folder 22 FY 1981 IR&D, 1980-1981
- Folder 23 FY 1982 IR&D, 1981-1982
- Folder 24 FY 1982 IR&D, 1980-1982
- Folder 25 FY 1983 and 1984 IR&D, 1982-1984
- Folder 26 FY 1985 IR&D, 1984-1985
- Folder 27 FY 1985 IR&D, 1984-1985
- Folder 28 FY 1986 IR&D, 1985-1986
- Folder 29 FY 1987 IR&D, 1986-1987
- Folder 30 FY 1988 IR&D, 1987-1988
- Folder 31 Marketing activities, 1985-1988

Series II: Baer partnership with Marvin Glass & Associates, 1968-2009

Subseries A: Simon

Scope and Content Note: Within this subseries is a synopsis of the development and production of the electronic game Simon, along with a narrative written by Baer about its origin. Patent-related materials are also included. A prototype of Simon resides in the holdings of the International Center for the History of Electronic Games at The Strong.

Box 3

- Folder 1 Simon timeline, 2007
- Folder 2 "The Simon Story," narrative by Ralph H. Baer, 2009
- Folder 3 Simon development-related papers, 1977-1979, 2007
- Folder 4 Simon patent-related papers, 1977-1980

Subseries B: Maniac

Scope and Content Note: Ralph Baer created a timeline with an accompanying numerical key in order to maintain the proper sequence of materials pertaining to his electronic game Maniac. Documents within this subseries are numbered accordingly.

Box 3

- Folder 5 Maniac timeline, 2007
- Folder 6 Maniac, items 1-29, 1977-1978
- Folder 7 Maniac, items 30-54, 1978-1981

Subseries C: Computer Perfection

Scope and Content Note: Similar to the papers contained in the previous subseries, this grouping of Computer Perfection materials contains a timeline with accompanying numerical key and documents ordered sequentially by Ralph Baer. A copy of the U.S. patent application for this “microprocessor controlled game apparatus,” along with a photograph and advertisements for the final product, are also included.

Box 3

- Folder 8 Computer Perfection timeline, 2007
- Folder 9 Computer Perfection, items 4-55, 1974-1978
- Folder 10 Computer Perfection, items 58-92, 1978
- Folder 11 Computer Perfection, items 93-116, 1978-1979
- Folder 12 Computer Perfection patent application and photographs, 1977-1979

Subseries D: Various electronic toy and game development

Scope and Content Note: This subseries includes notes, correspondence, drawings, schematics, reference materials, and some electronic components of projects worked on by Baer during his partnership with Marvin Glass & Associates. This period marked a shift in Baer’s work from strictly television electronics to forays into the electronic toy and game market.

Box 4

- Folder 1 Marvin Glass & Associates agreements and patents, 1978-1983
- Folder 2 Assisted Tape (AT) Board Games, 1972
- Folder 3 Baby Hide-n-Seek/Giggle Doll, 1979
- Folder 4 Bath Minder, 1981
- Folder 5 Bed Time Story System, 1982-1983
- Folder 6 Bowling Game, 1978
- Folder 7 Compu Target, 1978-1979
- Folder 8 Computer Precision Target Shooting, 1971-1981
- Folder 9 Cricket, 1977-1978
- Folder 10 Direct Drive LCD File, 1979-1981
- Folder 11 Doll Nite Lite Dimmer, 1977, 1983
- Folder 12 Dolls: Sleep-n-Wake Doll; Telephone Doll, 1977
- Folder 13 Electronic Rope Skip; Electronic Yo-Yo, 1979-1981
- Folder 14 Fisher-Price Coded Projector, 1978-1979
- Folder 15 Fisher-Price Home Movie Theater, 1980-1981

- Folder 16 Game concepts, 1978-1983
- Folder 17 Game data, 1975-1976
- Folder 18 Handy Phone; Lazy Phone, 1976-1981
- Folder 19 LCD Projector System, 1979-1982
- Folder 20 LED/PPI Color Display, 1974-1979
- Folder 21 Light Pen Game, 1978-1981
- Folder 22 Micro Radio-Controlled (mR/C) Vehicles, 1977-1979
- Folder 23 Mini-Fax, 1983, 1988, 1996
- Folder 24 Miscellaneous Marvin Glass & Associates projects, 1968-1979
- Folder 25 Miscellaneous Marvin Glass & Associates projects, 1979
- Folder 26 Miscellaneous Marvin Glass & Associates projects, 1976-1981
- Folder 27 Miscellaneous Marvin Glass & Associates projects, 1981-1985
- Folder 28 Miscellaneous Ralph H. Baer information, 1990-1998
- Folder 29 Mr. Computer, 1975-1977
- Folder 30 Mystery Shape, 1978-1979
- Folder 31 Optical Bar Code Readers, 1979-1981
- Folder 32 PC/TVg Board Games, 1982
- Folder 33 Preschooler Musical Ball, 1978
- Folder 34 Private Phone, 1977-1979
- Folder 35 R/C Rally Monitor; R/C Speed Check, 1980-1981
- Folder 36 Scanner, 1980
- Folder 37 Simple Simon, 1978
- Folder 38 Slide Trombone, 1976-1977
- Folder 39 Slot Car Racers, 1975-1977
- Folder 40 Sound Dash/Sound Belt, 1978-1979
- Folder 41 Sound Truck Paramedics, 1983, 1989
- Folder 42 Simon II/Super Simon, 1977-1978
- Folder 43 Sword Game, 1978
- Folder 44 Talk Back Telephone, 1978
- Folder 45 Tanning Timer, 1981
- Folder 46 Telephone Lifter/Children's Subscription Telephone, 1983
- Folder 47 Voice Enhanced/Anti-Feedback Wireless Microphone, 1983
- Folder 48 Voice Flipper, 1977-1979, 1993
- Folder 49 Voice Level Sensor/Hot-n-Cold, 1978

Series III: Baer partnership with Smith Engineering, 1978-1997

Subseries A: Slow Scan Television (SSTV)

Scope and Content Note: This subseries holds notes, schematics, drawings, correspondence, and other papers pertaining to Baer's designs for Slow Scan Television (or SSTV) products. This slow-scan technology was also considered for the first video phone systems.

Box 5

- Folder 1 Slow Scan Television (SSTV) color design, 1982, 1988-1990
- Folder 2 Slow Scan Television (SSTV) drawings and schematics, 1988-1990
- Folder 3 Slow Scan Television (SSTV) marketing data, 1988-1990
- Folder 4 Slow Scan Television (SSTV) patent data, 1988

- Folder 5 Slow Scan Television (SSTV) technical data, 1988
- Folder 6 Slow Scan Television (SSTV) - Pic Phone, 1981, 1987
- Folder 7 Slow Scan Television (SSTV) - Pic Phone developer data, 1987-1991

Subseries B: Smarty Bear

Scope and Content Note: This subseries contains notes, drawings, correspondence, photographs, schematics, patent application drafts, and other materials about the Smarty Bear and TV Teddy interactive talking plush bears with associated video cassette systems. Smarty Bear was licensed by Galoob Toys in 1985; it was later used as a basis for TV Teddy, issued by Yes! Entertainment in 1993. The labeling of the folders in this subseries was taken directly from Baer's original folder names.

Box 5

- Folder 8 Charlie/Smarty Bear/Video Bear, 1985-1986
- Folder 9 Smarty Bear/Video Bear, 1986
- Folder 10 Smarty Bear/Bear Video technical information, 1986
- Folder 11 Smarty Bear/Bear Video decoder, 1986-1987
- Folder 12 Interactive Bear Video, 1986-1987
- Folder 13 Smarty Bear/Video Bear encoder and decoder, 1986-1987
- Folder 14 Smarty Bear, 1987
- Folder 15 Smarty Bear/Bear Video patent application drafts, 1986-1989
- Folder 16 Galoob "Bear/Doll Video Box, 1986-1987
- Folder 17 TV Teddy, 1991-1994
- Folder 18 TV Teddy, 1992-1994
- Folder 19 TV Teddy/Smarty Bear, Yes! Entertainment v. CJS Holdings, 1994

Subseries C: Television Interface Modulator (TIM)

Scope and Content Note: Within this subseries are notes, drawings, schematics, correspondence, and other papers relating to the Television Interface Modulator interactive video system products. A prototype for the Wireless Wand, a control unit for the system, is housed in Box 7.

Box 5

- Folder 20 Television Interface Modulator (TIM) / 4 Corners, 1978-1984
- Folder 21 Television Interface Modulator (TIM), 1985-1987
- Folder 22 Television Interface Modulator (TIM) documents, 1985
- Folder 23 Television Interface Modulator (TIM) branding concepts, 1987
- Folder 24 Television Interface Modulator (TIM) / 4 Corners patent data, 1987-1988
- Folder 25 Television Interface Modulator (TIM) - patent prosecution, 1985-1987
- Folder 26 Television Interface Modulator (TIM) - patent prosecution, 1988

Box 6

- Folder 1 Television Interface Modulator (TIM) schematics, 1987
- Folder 2 Television Interface Modulator (TIM) - television transmission data, 1986
- Folder 3 Television Interface Modulator (TIM) - TI documentation and market tests, 1985-1986
- Folder 4 Television Interface Modulator (TIM); Wireless Wand, 1985-1986

Folder 5 Patent search information, 1992

Box 7

Object 1 Wireless Wand prototype, c. 1988

Subseries D: Various electronic toy and game development

Scope and Content Note: This subseries contains notes, correspondence, drawings, schematics, reference materials, patent documentation, and other materials of projects worked on by Baer during his partnership with Jay Smith III at Smith Engineering.

Box 6

Folder 6 Payments, 1983-1996
Folder 7 4 Corners - audio, 1984-1985
Folder 8 4 Corners - demodulator, 1984-1985
Folder 9 4 Corners - encoder (modulator), 1985-1986
Folder 10 4 Corners - technical data, 1984-1985
Folder 11 Audio Modem (NSABB), 1973
Folder 12 Audio Modem (NSABB) - Impulse Buy Detector and Control, 1973
Folder 13 Baby Talk demo, 1987-1989
Folder 14 Backpacks, 1987
Folder 15 CD Barbie v. RHB/JS III Patent, 1993-1997
Folder 16 Crime Line, 1988-1993
Folder 17 Dual Source Tape Control, 1985-1986
Folder 18 Fingertapper, 1991
Folder 19 Hi-Tek R/C, 1986-1988
Folder 20 Interactive Video Training System (IVTS), 1981-1988
Folder 21 Interactive Video Training System (IVTS) schematics, 1981-1983
Folder 22 MASK, 1986-1987
Folder 23 Masters of the Universe - electronic add-ons, 1985
Folder 24 Miscellaneous Jay Smith III product concepts, 1984-1992
Folder 25 Navigating Robot, 1985-1986
Folder 26 Optical Decoders, 1984-1986
Folder 27 Orko's Theater; Ventriloquist, 1983-1986
Folder 28 Programmable Cassette Player, 1985-1986
Folder 29 Tanks, 1986
Folder 30 TI Camera, 1987
Folder 31 TV Barney, 1993
Folder 32 Ultrasonic Figure Recognition, 1987
Folder 33 Various product concepts, 1979-1997
Folder 34 Various product concepts, 1986
Folder 35 Various video-related concepts, 1990
Folder 36 VCR Game Pal, 1987-1992
Folder 37 VCR Games, 1987-1989
Folder 38 VCR Games, 1979, 1989-1991

Series IV: Baer partnership with Phil Orbanes Productions, 1987-2000**Subseries A: Sounds Like Fun recordable books**

Scope and Content Note: This subseries includes correspondence, drawings, notes, patent applications, and other documentation about the Sounds By Me recordable books licensed by Western Publishing/Golden Books. Within Baer's notes, this product is referenced by several different names (e.g., Look Who's Talking, Talk to Me, Sounds Like Fun). The labeling of the folders in this subseries was taken directly from Baer's original folder names.

Box 8

- Folder 1 Sounds Like Fun recordable books, 1992-1995
- Folder 2 Look Who's Talking/Talk to Me Pictures, 1993-1994
- Folder 3 Sounds Like Fun, 1993
- Folder 4 Sight & Sound Sounds Like Fun, 1993
- Folder 5 Sign & Sound Look Who's Talking/Sounds Like Fun, 1993-1994
- Folder 6 Sounds Like Fun - Pitch A, 1993-1997
- Folder 7 U.S. Patent Application, No. 08-106422, 1992-1994
- Folder 8 Sounds Like Fun patent rights recovery, 1993-1997

Subseries B: Various electronic toy and game development

Scope and Content Note: This subseries contains notes, correspondence, drawings, schematics, reference materials, and other documentation of projects worked on by Baer during his partnership with Phil Orbanes Productions. For additional information on Orbanes, please see the Philip E. Orbanes papers in the Brian Sutton-Smith Library and Archives of Play at The Strong.

Box 8

- Folder 9 Various POP toy and game ideas, 1990-1995

Box 9

- Folder 1 Aquarius 2000, 1985-1993
- Folder 2 Baby Grows Up/Teach Me Baby, 1992-1993
- Folder 3 Barbie electronics, 1991-1995
- Folder 4 Bike Max, 1996
- Folder 5 Bike Sound Machine/Bike Blaster, 1997-2000
- Folder 6 Don't Play with Fire/ Fire! Fire!, 1998
- Folder 7 Electronic Lie Detector/Clue: Pet Detective, 1995-1996
- Folder 8 Fun Glasses, 1991
- Folder 9 Gotcha! Slot Car Racing System, 1992-1997
- Folder 10 Hi Tech Helmet, 1992
- Folder 11 Interactive Talking Book with LCD Character, 1994
- Folder 12 Kid Fax II, 1991
- Folder 13 Kid Fax II/Kid Copier, 1991-1992
- Folder 14 Kid Fax II/Kid Copier, 1992-1996
- Folder 15 Kid Pix, 1987-1996
- Folder 16 Lenox, 1993-1995
- Folder 17 Mattel UNO, 1995-1996
- Folder 18 Mom's Lullaby, 1992-1993

- Folder 19 Mommy's Phone, 1996-1997
- Folder 20 My Friendly Filly, 1990-1991
- Folder 21 Pandemonium/Mind Field, 1991-1993
- Folder 22 Pizza Panic, 1992-1995
- Folder 23 Playmates, Inc., 1994
- Folder 24 Sesame Street Sight and Sounds Game, c. 1992
- Folder 25 Sick Puppy/Puppy Doctor, 1991-1996
- Folder 26 Smart N Up, 1998
- Folder 27 Smart Tracks for Hot Wheels, 1985-1991
- Folder 28 Sting, 1995, 1998
- Folder 29 Talking Analog Wrist Watch, 1992-1994
- Folder 30 Talking Magic-8 Ball, 1992-1993
- Folder 31 Talking Pictures Show
- Folder 32 Vacations, 1992
- Folder 33 Virtual Dice, 1998-1999
- Folder 34 Watch proposals, 1992-1994
- Folder 35 Watch-related patents, 1976-1989
- Folder 36 What Did I Say?/For the Record, 1993-1994
- Folder 37 Project plans and correspondence, 1975-1992
- Folder 38 Project plans and correspondence, 1985-1992

Series V: Ralph H. Baer Consultants toy and game files, 1979-2006

Scope and Content Note: This subseries houses various toy and game files created by Ralph H. Baer in his role as proprietor of Ralph H. Baer Consultants. Of note is a handwritten list of all patents issued to Baer, along with a chronology written by Baer of his video technology activities. Box 11 contains electronic equipment for the Kid Vid Voice Module, an accessory that connected to the Atari 2600 and played audio from cassette tapes in sync with the action on the video game screen. A game cartridge and audio cassettes for "Smurfs Save the Day," one of only two released Kid Vid affiliated games, is included here. Additionally, Baer's notes and inventory of his donation to the Smithsonian are housed in Box 3.

Box 10

- Folder 1 Ralph H. Baer, issued patents
- Folder 2 Possible patent infringement, 1989
- Folder 3 2XL, 1998
- Folder 4 Audio Brancher (A-B); Choose-A-Tale, 1979-1985
- Folder 5 Baby Maybe, 1991-1995
- Folder 6 Bow Talkers, 1992-1993
- Folder 7 Branching Audio Story Teller, 1986-1990
- Folder 8 Castle Toy Co., 1980
- Folder 9 Electronic Bulls-Eye, 1988-1990
- Folder 10 "Kid-Vid: An Application Study," 1990
- Folder 11 Ned Strongin product concepts, 1990-1992
- Folder 12 Ralph H. Baer Consultants projects, 1985-1986
- Folder 13 Skeet Shooting, 1984-1986
- Folder 14 Sonax, 1992-1995

- Folder 15 Supersaucer (SS) I, II, III, IV, 1979
- Folder 16 Supersaucer X (SSX), 1979-1984
- Folder 17 Supersaucer X (SSX), 1980-1982
- Folder 18 Word Master, 1986
- Folder 19 Yankee Ingenuity, 1985-1986

Box 11 [contained within Box 10]

- Object 1 Kid Vid Voice Module for Coleco, c. 1983
- Object 2 "Smurfs Save the Day" Kid Vid Talking Video Game Cartridge, 1983
- Objects 3, 4, 5 "Smurfs Save the Day" Kid Vid Sound Story Cassettes #1, #2, #3, 1983

Box 3

- Folder 13 Ralph H. Baer notes on Smithsonian donation and TV Games, c. 2006

Series VI: Baer autobiographical digital files, 2006-2010**Subseries A: Digital video archive**

Scope and Content Note: A digital video archive of 21 video files from 2006 through 2010 comprises this series, which can be accessed via The Strong's network drive. The digital movie files range from 30 seconds to over 26 minutes, with the majority of the files between 1-2 minutes. Files include Baer displaying products and answering interview questions, digitized recorded demonstrations, product commercials, and file footage. File names were kept as originally named by Baer; descriptions of each video are listed below. (Many of these videos are meant to accompany the documents in the following Subseries B: Autobiographical text documents.)

Files include:

- 1.p.2-RHB 3-D Intro to DigBook copy
 - [Introduction by Ralph H. Baer, 01:04]
- 3. NMT RHB Video segment copy 1
 - [Copy of video segment on Ralph H. Baer from National Medals of Science and Technology, 2004 National Medal of Technology Laureates, 02:08]
- 10.Amazatron copy 1
 - [Interviewer asks Baer about history of Amazatron, 01:28]
- 12.The Fat ManGeorge Sanger w_RHB math book copy#6B76
 - [Copy of clip from "The Fat Man" George Sanger, discussing Baer's handwritten math textbook, 03:36]
- 21.Simon demo movie copy
 - [Interviewer asks Baer about history of Simon, 03:17]
- 25.DWB and RHB 1953 Wedding movie copy 1
 - [Digitized home movie footage from Ralph Baer and Dena Whinston's 1953 wedding reception, 04:17]
- 27.Telstar FACE demo copy
 - [Baer demonstrating a Coleco Telstar video game from 1976, 00:30]

- 29.Odyssey Commercial 1 (Telecine) copy 1
 - [Digitized Magnavox Odyssey commercial, c. 1972, 01:05]
- 35.Four -Corners (4-audio tracks) demo copy
 - [Baer discussing four audio track demo, 00:47]
- 38.PACTV demo COMPRESSED copy
 - [Digitized movie footage of Baer introducing Participatory CATV to audience at Sanders Associates, 26:59]
- 39.Monday Nite Football demo copy
 - [Close-up demo of Monday Nite Football video game, 02:38]
- 40.MNFB hardware demo movie
 - [Baer demonstrating Monday Nite Football video game and discussing its history, 02:11]
- 42.LaserCommand movie copy
 - [Interviewer asks Baer about history of M.A.S.K. LaserCommand, 01:09]
- 45.SmartyBear video copy
 - [Baer demonstrates SmartyBear VCR interactive bear, 00:55]
- 47.Baby Talk (Video) Commercial copy
 - [Digitized commercial for Baby Talk Interactive Video System, 02:47]
- 52.Picture Phone movie demo copy
 - [Digitized movie footage of demonstration for Western Technologies Picture Phone development, 01:29]
- 54.David Bateman demo DigVidModem copy
 - [Digitized footage of demonstration of Telebrief-style text for overlay on existing television programs, 01:20]
- 55. Bob Pelowitz' Micro-Memo-Pad & DigVidModem demo copy
 - [Digitized footage of demonstration for Micro Memo Pad, 04:38]
- 60.Shooting at bridge over Patuxent River copy
 - [Digitized file footage of aerial filming over river, 01:18]
- 70.G.I. Joe Electronics demo 1 copy
 - [Digitized movie footage of demonstration of G.I. Joe electronic accessories and transportation, 10:30]
- 95.PIGPEN~1 copy
 - [Digitized movie footage of New England R & D electronic animal sounds pens (Pig Pen, Bull Pen, Sheep Pen, etc.), 01:36]

Subseries B: Autobiographical text documents

Scope and Content Note: This subseries includes 11 Microsoft Word documents with photographic inserts dated from 2008 through 2010, (though each chapter could have been originally drafted as early as 2004). Each document is a section for Baer's eventual autobiography, detailing his childhood, adolescence, family, time in the U.S. Army, working for various companies, and more. Baer envisioned his autobiography to be an interactive document, with videos embedded throughout, occasionally even requiring the use of 3-D glasses for viewing. Photographs, videos, and scanned images of documents are part of each "chapter." File names were kept as originally named by Baer; page quantities are listed below. Some text excerpts appear in German.

Files include:

- 0.BIO- Intro Section
 - [22 pages]
- 1.BIO Ch.1 (Germany)
 - [45 pages]
- 2.BIO Ch.2 (America)
 - [27 pages]
- 3.BIO Ch.3 (Army) copy
 - [102 pages]
- 4.BIO Ch.4 (College)
 - [18 pages]
- 5.BIO Ch.5 (In NY)
 - [31 pages]
- 6.BIO Ch.6 (Transitron)
 - [48 pages]
- 7.BIO Ch.7 (Sanders)
 - [68 pages]
- 8.BIO Ch.8 (On my Own)
 - [18 pages]
- 9.BIO, End Notes
 - [20 pages]
- 10.BIO Appendix, Cast of Characters
 - [15 pages]