Smithsonian
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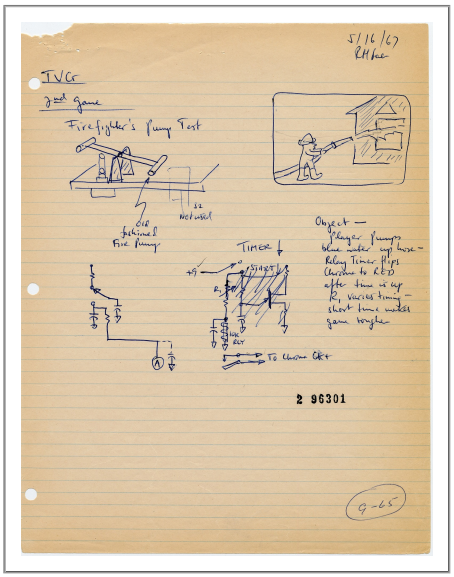
Guide to the Ralph H. Baer Papers

NMAH.AC.0854

Cory Bernat, Alison Oswald, and Sara Wheeler

2003, 2006, 2008, 2017



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Collection Overview

Repository:	Archives Center, National Museum of American History
Title:	Ralph H. Baer Papers
Date:	1943 - 2015
Identifier:	NMAH.AC.0854
Creator:	Baer, Ralph H., 1922-2014
Extent:	16 Cubic feet (45 boxes and 1 oversize folder)
Language:	Collection text is in English.
Summary:	Ralph H. Baer was a German-born ordnance specialist, inventor, and engineer. He was a pioneer of early videogame technology. The papers include autobiographical materials; firearms notes, manuscripts, and photographs; and videogame and television engineering notes, diagrams, schematics, and video documentation.

Administrative Information

Acquisition Information

The collection was donated by Ralph H. Baer in 2003.

Provenance

Working in consultation with Ralph Baer from 2002-2005, David Winter provided important assistance in the discovery, identification, and organization of additional videogame history documentation relating to Ralph H. Baer, held at the Chicago law firm of Leydig, Voit & Mayer.

Separated Materials

The Division of Medicine and Science holds artifacts related to this collection including early video game prototypes and TV Game products.

TV Game Unit #1 (TVG#1); 1966; vacuum tube spot generator with Heathkit IG-62 Generator (See Accession 2006.0102.01)

Heathkit IG-62; used with TVG #1 (See Accession 2006.0102.02)

TV Game Unit #2 (TVG #2), aka the "Pump Unit," 1967; large aluminum chassis with wooden "pump" handle (See Accession 2006.0102.03)

TV Game Unit #7 (TVG#7), aka "Brown Box," 1967/1968; prototype for Magnavox Odyssey (See Accession 2006.0102.04)

Cardboard program cards for use with Brown Box (See Accession 2006.0102.05)

Lightgun, 1967/1968; game accessory for Brown Box (See Accession 2006.0102.06)

TV Game Unit #8, 1968; "de/dt" (velocity responsive) ballgame chassis for use with Brown Box (See Accession 2006.0102.07)

Magnavox Odyssey (Model ITL200) video game unit, 1972; with all accessories in the original carton (See Accession 2006.0102.08)

Milton-Bradley Company SIMON handheld microprocessor-control game, 1978 (See Accession 2006.0102.09)

Ideal Toy Company MANIAC microprocessor-control game, 1979, in original box with game instructions (See Accession 2006.0102.10)

Golf Game accessory, 1968; golf ball mounted on joystick handle for use with Brown Box (See Accession 2006.0102.11

"Brown Box" programming card, target shooting, 1967 (See Accession 2006.0102.12)

Related Materials

Materials at the Archives Center, National Museum of American History

Ralph H. Baer Innovative Lives Presentation , August 15, 2009 (NMAH.AC.1179)

The presentation documents a moderated conversation about Baer's life and work. Baer reenacts, with his partner William Harrison, the first time he played "Odyssey," the first home video game for the consumer market, which he invented, and answers questions from the audience. Materials include original video (born digital), master videos, and reference videos.

Materials at Other Organizations

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

Ralph H. Baer Papers , 1968-2010 inclusive; 1975-1998 bulk

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.

U.S. Ordnance Museum, Fort Lee, Virginia

Materials consist of data on foreign small arms brought back from Europe in 1946 by Ralph H. Baer.

Museum of the Moving Image, Astoria, New York

Holdings include set of seven recreations of "TV game" prototypes originally created between 1966 and 1969, donated by pioneering game developer Ralph Baer. One of Baer's game prototypes, known as the "Brown Box," was licensed by Magnavox and released in 1972 as the Magnavox Odyssey, the world's first commercial home video game console.

University of Texas, Austin, Briscoe Center for American History

Ralph H. Baer "Brown Box" replica, 1952-1983, 2006-2012

The Ralph H. Baer "Brown Box" replica includes a fully-functional replica of Ralph Baer's "Brown Box," the prototype video game console that was used as the basis of the Magnavox Odyssey in 1972. The collection also contains related research materials.

Available Formats

Select materials in Series 2 digitized in 2012; Series 4 digitized in 2006; and select materials from Series 6 were digitized in 2016.

Processing Information

Series 2 processed by Alison L. Oswald, archivist, 2003; Series 3 processed by Tiffany Draut, 2008; Series 1 and 4 processed by Cory Bernat, March 2006; supervised by John Fleckner, archivist; Series 5-12 processed by Sara Wheeler, June 2017; supervised by Alison L. Oswald, archivist.

Preferred Citation

Ralph H. Baer Papers, 1943-2015, Archives Center, National Museum of American History, Smithsonian Institution.

Restrictions

Collection is open for research but is stored off-site and special arrangements must be made to work with it. Contact the Archives Center for information at archivescenter@si.edu or 202-633-3270.

Conditions Governing Use

Collection items available for reproduction, but the Archives Center makes no guarantees concerning intellectual property rights. Archives Center cost-recovery and use fees may apply when requesting reproductions. Copyright held by the Smithsonian Institution.

Accruals

Additional materials were donated by Ralph H. Baer in 2006 and 2008, by Larry Mauksch in 2008, and by Mark Baer in 2016.

Biographical / Historical

Ralph H. Baer (1922-2014) was born in Germany and immigrated to the United States with his family in 1938. A graduate of the National Radio Institute (1940), Baer worked as a radio technician in the New York City area, servicing all types of home and auto radios. During World War II, Baer served in the United States Army, one year stateside, and two years in Europe. He was assigned to Military Intelligence and became an expert on military small arms. Baer returned to the United States with eighteen tons of foreign small arms for use in exhibits at Aberdeen, Maryland; Springfield, Massachusetts Armory; and Ft. Riley, Kansas.

After the war, Baer attended the American Television Institute of Technology in Chicago, graduating with a BS in television engineering. In 1949, Baer joined a small electro medical equipment firm, Wappler, Inc., as their chief engineer. He designed and built surgical cutting machines, epilators, and low frequency pulse generating muscle-toning equipment. In 1951, Baer moved to Loral Electronics of Bronx, New York as a senior engineer, designing power line carrier signaling equipment for IBM. During 1952-1956, Baer worked at Transitron, Inc., in New York City as a chief engineer and later as vice president. In 1956, Baer joined Sanders Associates in Nashua, New Hampshire building airborne radar components. He became manager of the Electronic Design Department at Sanders and eventually Division Manager and Chief Engineer for Equipment Design. Baer retired in 1987.

At Sanders in 1966, Baer began an independent project experimenting with ways for consumers to interact with standard home television sets. Development of interactive TV Game (TVG) ideas became a company-supported project continued by Baer and assisted by William H. Harrison and William T. Rusch (download the TV Game chronology prepared by Ralph Baer in 2006). By mid-1967, ping pong videogames were played inside Sanders, patent disclosures were applied for, and hardware was designed. Baer and his associates called the devices they were developing "boxes" and numbered the various versions one through seven. In 1971, Magnavox became Sanders Associates's first videogame licensee. Between 1972 and 1975, Magnavox produced and sold over 700,000 units of Odyssey, a set of games played on its television receivers. Atari became a licensee in 1976 after the first of many lawsuits won by Sanders in pursuit of patent infringements.

During his tenure at Sanders and thereafter, Baer was a prolific inventor. His creations included many electronic toys and games and other consumer electronic products. Among the better known products based on Baer's work are Milton Bradley's Simon, Galoob's Smarty Bear Video, and Kenner's Laser Command. In 2004 President George W. Bush awarded Baer the National Medal of Technology.

Baer married Dena Whinston in 1952 and they had three children, James, Mark, and Nancy. Ralph Baer died on December 6, 2014, at the age of 92.

Scope and Contents

The Ralph Baer Papers include autobiographical materials and an extended oral history interview. The Papers also include materials about military small arms created by Baer during his World War II service. The largest portion of the collection documents Baer's work on video games.

Arrangement

The collection is arranged into 12 series.

Series 1: Autobiographical Documents, 1962-2006

Subseries 1.1: Manuscript, book and other documents, 1962-2006

Subseries 1.2: Other Media: CDs, VHS videos, periodical, 1991, 2000-2003

Series 2: WW II Small Arms Documents, 1943-1953

Subseries 2.1: Correspondence, 1950-1953

Subseries 2.2: Writings and notes, 1943-1948

Subseries 2.3: Drawings and schematics, undated

Subseries 2.4: Manuals and encyclopedias, 1943

Subseries 2.5: Photographs, 1945

Series 3: Hans Otto Mauksch Materials, 1944-1964

Subseries 3.1: Personal background information, 1944, 1945, 1946, 1964

Subseries 3.2: Instructional materials, 1944-1946, undated

Subseries 3.3: Ft. Riley, Kansas, 1946, 1953

Series 4: TV Game Documents, 1966-1972

Subseries 4.1: Working notes, diagrams and schematics, 1966-1971

Subseries 4.2: Administrative documents, 1966-1972 Subseries 4.3: Notebooks, 1966-1968

Subseries 4.4: TV game development documentation, 1966-1968

Series 5: Sanders Associates, Transitron, and Van Norman Industries, 1952-2003

Series 6: Product Development Documents, 1974-2015

Series 7: Product Guides and Technical Support, 1943-2011

Series 8: Legal and Patent Documents, 1966-2014

Series 9: Writings and Notes, 1946-1999

Series 10: Miscellaneous, 1961-2012

Series 11: Correspondence, 1983-2014

Series 12: Publicity and Awards, 1979-2015

Names and Subject Terms

This collection is indexed in the online catalog of the Smithsonian Institution under the following terms:

Subjects:

Books
Firearms
Games
Inventions -- 20th century
Litigation
Machine guns
Military intelligence
Pistols
Rifles
Television -- History
Toys -- 20th century
Video games
Weapons
World War, 1939-1945

Types of Materials:

Audiocassettes
Audiotapes
CD-ROMs
Correspondence -- 1950-2000
Diagrams
Drawings -- 1940-1950
Interviews -- 2000-2010
Manuals -- 1940-1950
Notes
Oral history -- 2000-2010
Photographs -- 20th century
Photographs -- Black-and-white photoprints -- Silver gelatin -- 1940-1950
Sketches
Videotapes

Container Listing

Series 1: Autobiographical Documents, 1962 - 2006

Scope and Contents: This series provides detailed documentation of Baer's life. An unpublished autobiographical manuscript, "One Inventor's Odyssey: The Life Story of an Engineer and Inventor" (463 pages), is found in hardcopy and, in several versions, as electronic text on a CD. Baer's book, *Videogames: In the Beginning*, 2005 (Rolenta Press, 2005), draws on the manuscript and reproduces many of the documents in Series 4. David Allison, Chair and Curator of the Museum's Division of Information Technology and Communications, was the principal interviewer in an April 2003 oral history with Baer. Lasting approximately three hours, the interview focuses on Baer's work with television video games but also touches on his life history, his other inventions, the invention process, and the legal complexity surrounding his inventions. There are original and reference audio tapes and an abstract and summary of the interview.

Subseries 1.1: Manuscript, book and other documents, 1962 - 2006

Box 5, Folder 1	"One Inventor's Odyssey: The Life Story of an Engineer and Inventor" unpublished manuscript (hardcopy), 2006 Notes: (folder a: page 1-211)
Box 5, Folder 2	Unpublished manuscript (hardcopy), 2006 Notes: (folder b: page 212-463)
Box 5, Folder 3	Videogames: In the Beginning, 2005 Notes: (Rolenta Press, 2005)
Box 5, Folder 4	"Summary of Chassis/Boxes/Models," chart, lists of images, "RHB Firsts", undated
Map-folder 1	TV Game time line, 1962 - 1974 Notes: (photocopy)

Subseries 1.2: Other Media: CDs, VHS videos, periodical, 2000 - 2003, 1991 - 1991

Box 5, Item OV 854.1	"The Story of Computer Games", undated 1 Videocassettes (VHS) (Duration: 51:00)
Box 5, Item RV 854.1	"The Story of Computer Games", undated 1 Videocassettes (VHS) (Duration: 51:00)
Box 5, Item OV 854.2	"Playing the Game", 2000 May 24 1 Videocassettes (VHS) (Duration: 02:57) Notes: WMUR Channel 9 in New Hampshire.
Box 5, Folder 9	"Playing the Game", 2000 May 24

	1 Videocassettes (VHS) (Duration: 02:57) Notes: WMUR Channel 9 in New Hampshire.
Box 5, Folder 6	"One Inventor's Odyssey" and additional photographs, undated 4 Electronic discs (CD) Notes: 4 versions
Box 5, Folder 7	Electronic Gaming Monthly, article on Ralph Baer, undated Notes: page 168
Box 5, Folder 8	Ralph Baer Oral History, 2003 April 22-23 Notes: **Oral History Abstract Summary (overview):** Baer describes his flash of insight about an interactive video game and the memo he subsequently wrote outlining the idea. Baer demonstrates and describes several prototypes, the last of which was the "Brown Box" (eventually produced by Magnavox as the Odyssey). Baer discusses the process of selling this to manufacturers. He demonstrates and/or describes other inventions and innovations, both successful and unsuccessful (including Telstar, Simon, Maniac, Smartybear, Monday Night Football, a talking tape measure). He discusses the processes that led to their creation and efforts to secure contracts from manufacturers. Baer discusses inventing in general: the distinction between doing inventive work and actually thinking of himself as an inventor (pursuing patents, etc.), his own passion for the process of inventing, and his interest in creating financially feasible inventions. He mentions inventors and mathematicians whom he admires. Baer describes experiences of being persecuted in Nazi Germany and the role that these difficulties played in his development. He describes his family's immigration to America, the anti-Semitism he experienced in this country, and his military service. Various portions of the interview touch on Baer's habit of documentation, the many legal disputes concerning his inventions, and the complex relationship between Baer's work at Sanders and his inventive activity.

Box 10, Item OTC 854.1	Ralph Baer Oral History, 2003 April 22-23 1 Cassette tape
Box 10, Item OTC 854.2	Ralph Baer Oral History, 2003 April 22-23 1 Cassette tape
Box 10, Item OTC 854.3	Ralph Baer Oral History, 2003 April 22-23 1 Cassette tape
Box 10, Item OTC 854.4	Ralph Baer Oral History, 2003 April 22-23 1 Cassette tape
Box 10, Item RTC 854.1	Ralph Baer Oral History, 2003 April 22-23 1 Cassette tape
Box 10, Item RTC 854.2	Ralph Baer Oral History, 2003 April 22-23 1 Cassette tape
Box 10, Item RTC 854.3	Ralph Baer Oral History, 2003 April 22-23 1 Cassette tape
Box 6, Folder 43	Ralph Baer Interview, 1991 December 4 2 Videocassettes (VHS) (Duration: 41:09) 1 Electronic discs (DVD) Notes: Raw footage.

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Series 2: WW II Small Arms Documents, 1943 - 1953

Scope and Contents: This series consists primarily of textual information and photographs gathered on European small arms during Baer's military service. The information was used in preparing training courses for military intelligence schools in England and France. One folder of correspondence documents Baer's efforts to publish some of his writings on machine guns and other arms.

Subseries 2.1: Correspondence, 1950 - 1953

Box 1, Folder 1

Subseries 2.2: Writings and notes, 1943 - 1948

Box 1, Folder 2	Machine Guns: A Resume of Their History and Characteristics, 1946
Box 1, Folder 3	Basic Weapons, 1886-circa 1920s
Box 1, Folder 4	World War I Heavy Machine Guns, undated
Box 1, Folder 5	Post World War I Light Machine Guns, undated
Box 1, Folder 6	The German Line, 1920 - 1945
Box 1, Folder 7	Machine Guns, manuscript, undated
Box 1, Folder 8	Multiple Shot Arms, by Mark Dineley, undated
Box 1, Folder 9	Various notes and questions for Mark Dineley, 1945
Box 1, Folder 10	A Brief History on the Development of the Submachine Gun, 1943
Box 1, Folder 11	Aircraft Machine Guns, undated
Box 1, Folder 12	The Machine Gun The Period of Recognition, by Lt. Col. Calvin Goddard, 1943
Box 1, Folder 13	Outline of the Development of the Modern Bolt Operated Service Rifle, 1945
Box 1, Folder 14	Semi-Automatic Rifle notes, undated
Box 1, Folder 15	The Story of the Tommy Gun, 1948
Box 1, Folder 16	German Weapons Information, undated
Box 1, Folder 17	Italian Weapons Information, undated
Box 1, Folder 18	Notes on inventors of various firearms, undated

Box 3, Folder 1	Japanese Weapons Information, undated
Box 3, Folder 2	British War Office technical weapons information, undated
Box 3, Folder 3	German Weapons Information, Specifically Infantry, undated
Box 3, Folder 4	Course Material, undated

Subseries 2.3: Drawings and schematics, undated

Box 2, Folder 1	Rifle Actions, undated
Map-folder 1	Schematic charts of machine guns, undated

Subseries 2.4: Manuals and encyclopedias, 1943 - 1943

Box 2, Folder 2	Basic Manual on Small Arms, 1943
Box 2, Folder 3	Basic Manual on Small Arms, 1943
Box 2, Folder 4	Ian V. Hogg and John Weeks. Military Small Arms of the 20th Century. A Comprehensive Illustrated Encyclopedia of the World's Small Caliber Firearms , undated Notes: (DBI Books, sixth edition)

Subseries 2.5: Photographs, 1945 - 1945

Box 4, Folder 1	Light machine guns, undated
Box 4, Folder 2	Submachine guns, undated
Box 4, Folder 3	Automatic pistols, undated
Box 4, Folder 4	Rifles, undated

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Series 3: Hans Otto Mauksch Materials, 1944 - 1964

Scope and Contents: This series consists primarily of textual documents and photographs describing the military intelligence group activities during World War II in Europe. Hans Otto Mauksch (1917-) and Ralph Baer were assigned to the Military Intelligence Training team (12th Reinforcement Depot) during World War II in Europe. Baer met Mauksch on the Mata Roa, a British freighter while traveling from New York to Liverpool in 1944.

Hans O. Mauksch was the leader of the military intelligence group in England and was the first to conceive of the idea of a military intelligence team to train troops on enemy subjects. Sent to Europe in February 1944, Mauksch led an effort to amass enemy weapons for the purposes of establishing a museum in Tidworth, England, to train officers and enlisted men to handle enemy weapons and to learn quickly their characteristics and capabilities. Ultimately, a small arms museum was established in France and then arms were shipped to the United States to establish small arms exhibits, particularly at Ft. Riley, Kansas.

Subseries 3.1: Personal background information, 1944 - 1964

Box 11, Folder 1	War Department identification card, photographs, certificate of service, citations, correspondence, undated
Box 9, Folder 9	Yank Magazine (British), 1944 November 5
Box 9, Folder 10	The Guidon newspaper, 1946 June 28

Subseries 3.2: Instructional materials, 1944-1946 , undated

Box 9, Folder 2	Pistols and revolvers; submachine guns; rifles; machine guns; and semiautomatic rifles, undated
Box 9, Folder 2	A Brief Outline of the Development of the Modern Bolt Operated Service Rifle, undated
Box 9, Folder 2	Equipment and Arms of the German Armed Forces, Part I, Enemy Small Arms, 1945
Box 9, Folder 3	Drawings and Ballistics of Military Ammunition, 1944
Box 9, Folder 3	A Short History of the Development of the Modern Machine Gun, undated
Box 9, Folder 3	Military Intelligence School, German psychology and background of the Weimar Republic, circa 1945
Box 9, Folder 3	Course in foreign small arms by Hans Otto Mauksch and Ralph H. Baer, undated
Box 9, Folder 4	A Summary of Enemy and Allied Bolt Operated Rifles (partial list), undated

Box 9, Folder 5	A Summary of Enemy and Allied Bolt Operated Rifles (partial list), undated

Subseries 3.3: Fort Riley, Kansas, 1946 - 1953

Box 9, Folder 6	Inventory of small arms exihibit, 1946 June 24
Box 9, Folder 6	The Guidon , 1946 June 28
Box 9, Folder 6	Issue slip from instrument and weapons pool, 1953 June 17
Box 9, Folder 7	Photographs, 1946

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Series 4: Television Game Documents, 1966 - 1972

Scope and Contents: This series consists of records created during Baer's work on interactive television games at Sanders Associates. The records include notes, drawings, engineering schematics, laboratory notebooks, and administrative records created by Ralph Baer, William H. Harrison, and William T. Rusch. Baer retrieved these documents, with the assistance of David Winter, from a Chicago law firm years after they had been assembled for the various legal cases involving his television game inventions. Many of the documents are marked and stamped as trial exhibits. Rusch's notebooks include work on an electric guitar pick-up and other non-television game inventions. They also contain ideas about a wide range of games that might be developed. Because these papers were badly disorganized, the archival staff arranged them in the current order.

The records in Series 4, Subseries 4, consist of copies of records in Subseries 1-3, apparently created before the originals were turned over to legal counsel. These documents are arranged as received from Ralph Baer. They may contain copies of some documents for which originals do not exist.

Subseries 4.1: Working notes, diagrams and schematics, 1966 - 1971

Box 6, Folder 1	Original Schematic, TV Game, 1966 September 6
Box 6, Folder 2	Notes and Diagrams, including DMV Spec-Schematic #1, MOD IG-62 Block Diagram, MOD IG-62 Outputs, 1966 December , undated
Box 6, Folder 3	Some Proposed Basic Circuits and TVTYNDB, 1967 January 2
Box 6, Folder 4	Discussion with R. Solomon, Future Planning-TV Gaming, 1967 February 11
Box 6, Folder 5	List of Possible Games and Untitled Diagram of Joystick, 1967 February 12
Box 6, Folder 6	Layout for Gun Electronics in Pocket Radio Shell, 1967 February 19
Box 6, Folder 7	Second Experiment: Creating various hues from background and screen symbols, 1967 February
Box 6, Folder 8	Notes and Diagrams, including TV Sync Notes, TV Gaming Techniques, To Produce Moveable Dot, and Car Race, 1967 May 2-31
Box 6, Folder 9	TVG 1st Game, 2nd Game, 3rd Game, 4th Game, 5th Game and Mo-W.H., 1967 May 16-17, undated
Box 6, Folder 10	Notes, Diagrams, Schematics, including "Color Receiver," "Remote Unit," Target Game, 1967 May 15-1967 June 16
Box 6, Folder 11	Notes and Diagrams and Switching Functions and untitled documents, 1967 June 1-June 7, undated
Box 6, Folder 12	Schematics of TVG Game Unit #3, completed August 2, 1967 (3 versions), 1967 July 7-1967 August 2

	3 versions
Box 9, Folder 1	Schematic for early May start of TV Game #2", 1967 May 15
Box 9, Folder 2	TV Game #2 Updated Schematic, 1967 June 14
Box 6, Folder 13	"Cludge" Notes and Schematic John Mason's Original Idea, and Random Pulse Gens, Notes, 1967 June, 1967 June 8
Box 6, Folder 14	Notes and Diagrams, including "Target Shooting," "Test of Resistance Vrs Light", 1967 July 7-24
Box 6, Folder 15	Notes and Diagrams, including "Chroma Channel" Block Diagram, "One Transistor," "Rifle Electronics", 1967 August 2-September 7
Box 9, Folder 3	To add color to TV Game #3, Schematic, 1967 September 12
Box 6, Folder 16	Undated Schematics, undated
Box 6, Folder 17	Notes and Diagrams, including "TVG Available Functions," "Utilizing Integrated Ckts," "Modulator Economizing," "Target Shooting," "Dot Disappearance", 1967 October 10-31, undated
Box 6, Folder 18	Notes and Diagrams, including "Rifle Electronics," "Low Free Circulator Movement of Dot," "Method of Voltage Control of Delay Multivibrators," "Black Dot for Golf Putting", 1967 November 1-29 and undated
Box 9, Folder 4	Game Unit #4 Rusch's Slicer Circuits as ball and paddle generators, 1967 November 2 Drawings (visual works)
Map-folder 1	Untitled Notes, 1967 November
Box 9, Folder 5	Block Diagram; Updated Block Diagram; and Untitled Block Diagram, 1967 June 14, 1967 December 12, undated
Box 6, Folder 19	Notes and Diagrams, including "Pool or Billiards Game," "Hockey," "Wall Bounce", 1967 December 1-20, undated
Map-folder 1	Rusch describes various games, 1967 December 4 Notes: 4 fold-out sheets
Box 9, Folder 6	Two Untitled Schematics, 1967 December 22 2 Drawings (visual works)
Box 6, Folder 20	Untitled Notes and Diagrams, 1967 December 26-1968 January 12

Box 6, Folder 21	Notes and Schematics (and copies), including "Low Freq Multivibrator," "Spot Gen," "Gun Electronics", 1968 January 17-26 and undated
Box 9, Folder 7	TV Game Unit #4 Ball & Paddle Slicer Circuits adapted for cable, 1968 January 26
Box 6, Folder 22	Untitled Diagrams, 1968 January-1968 February 20
Box 6, Folder 23	Notes and Diagrams, including "Spot size change" and "DMV Voltage Controlled", 1968 August 11-October 8 , undated
Box 6, Folder 24	TVG diagrams, 1968 October 24
Box 6, Folder 25	"TVG List of Games" Notes, 1968 October 26 Notes: 6 pages
Box 9, Folder 8	Schematic for TV Game Unit #6, 1968 November 17 , undated 6 Drawings (visual works)
Box 6, Folder 26	Notes and Diagrams, including "Game Sequence", 1969 January 2-May 29 , undated
Box 6, Folder 27	Schematics, including "Spot Gen," "Summing Amp Modulator & FR Osc.," "Primary Flip Flop," "Secondary Flip Flop," "Joystick Amps," "Chroma Gen.," "Rifle Electronics", 1969 August 21 , undated
Map-folder 1	Untitled Block Diagram; TVG Schematic, 1969 January 20, undated
Box 6, Folder 28	Notes and Schematics,including "Game Truth Table," "Chroma Gen for Magnavox", 1971 June 10-1971 August 24, undated
Map-folder 1	Unidentified block diagram, undated

Subseries 4.2: Administrative documents, 1966 - 1972

Box 6, Folder 29	Disclosure Document, 1966 September 1
Box 6, Folder 30	Low Cost TV Data Entry Devices-Funding For, Memorandum and Operation of Color TV Set (4 copies), 1966 December 20, 1967 January 4
Box 6, Folder 31	Patent Disclosure Sheet and Description of TV Gaming Device Draft, 1968 January
Box 6, Folder 32	Patent Disclosure Sheet and Detailed Description form, 1968 February 2
Box 6, Folder 33	Miscellaneous Ideas for T.V.G., Company Memorandum, 1967 May 10 2 Drawings (visual works)
Box 6, Folder 34	Summary of Major Games, 1967 June

Box 6, Folder 35	Price List, Cost Estimate, and Power Requirements, 1967 October, 1968 January 17, undated
Box 6, Folder 36	TVG Cost Summary, TVG-DigBox Estimate, and Price/Parts for Hockey ADD ON for TVG, 1969 May 26, 1969 March , undated
Box 6, Folder 37	Proposal for Anticipated IR&D Programs and cost estimate FY 68, 1967 June
Box 6, Folder 38	Independent Research and Development Plan and Special Sales Order, 1967 October 4, 1967 September 15 , 1967-11-07 - 1967-11-07
Box 6, Folder 39	Independent R&D Program Monthly Status Reports, 1968 January, 1967 November
Box 6, Folder 40	Sanders Electrical Parts Lists, 1967 July-1971 March
Box 6, Folder 41	Parts order forms, 1967 May-1968 February
Box 6, Folder 41	Purchase Orders, 1968 October 10-1972 December 12
Box 6, Folder 41	"Stroblite" price list, undated
Box 6, Folder 42	TV Game Data in Chronological Order, folder with lawsuit identification stickers, undated

Subseries 4.3: Notebooks, 1966 - 1968

Box 7, Folder 1	"Sanders Associates Engineering Notebook," authored by William Rusch, 1966 October-1967 October
Box 7, Folder 2	"Sanders Associates Engineering Notebook," authored by William Rusch, 1967 October-November
Box 7, Folder 3	"Sanders Associates Engineering Notebook," authored by William Rusch, 1967 November-1968 March
Box 7, Folder 4	"Engineers' Notebook," authored by William Harrison, 1966 September 11-1967 October 5

Subseries 4.4: Television game development documentation, 1966 - 1968

Box 8, Folder 1	Volume I, Tab 1, TVG Concept Stage, 1966 September 1 to 1967 February 6
Box 8, Folder 2	Volume I, Tab 2, Technology Investigation Stage, 1967 February 11 to May 16
Box 8, Folder 3	Volume I, Box #1 Phase, 1967 May 23 to June 17

Box 8, Folder 4	Volume I, Box #2 Phase, 1967 June 15 to July 21
Box 8, Folder 5	Volume I, Box #3 Phase, 1967 July 28 to 1967 September 29
Box 8, Folder 6	Volume I, Box #4 Phase, 1967 September 29 to 1967 November 20
Box 8, Folder 7	TV Game Development, Volume II, Box #5 (folder a), 1967 November 20 to 1968 September
Box 8, Folder 8	Volume II, Box #5 (folder b), 1967 November 20 to 1968 September
Box 8, Folder 9	Volume II, Box #6, 1968 September 6 to 1968 December 9
Box 8, Folder 10	Volume II, Brown Box #7, 1968 December 10 to 1969 August 21
Box 8, Folder 11	Volume II, TVG Development, Support to Magnavox, 1971
Box 8, Folder 12	TV Game Development, Vol. IV, Licensing Program Files, 1969 - 1970

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Series 5: Sanders Associates, Transitron, and Van Norman Industries, 1952-2003 (bulk 1952-1986)

Scope and Contents: This series consist of records created during Baer's work at Sanders Associates, Transitron, and Van Norman Industries. The records includes memos, drawings, notes, and patent related legal documents.

Box 12, Folder 1	Transitron Inc., Series Gate Modulation System, 1952-06-05
Box 12, Folder 2	Transitron Inc., Operation Instructions Model "500" Linear Power Amplifer, 1953
Box 12, Folder 3	Van Norman Industries Annual Reports, 1953 - 1958
Box 12, Folder 4	Transitron/Van Norman Industries Proposals, 1958 - 1959
Box 12, Folder 5	Van Norman Industries Staff Catalog, 1958 - 1958
Box 12, Folder 6	Transitron, Inc., Standard Operating Procedures, 1958 - 1958
Box 12, Folder 7	Van Norman Industries Design Study on Generator Sweep, 1958-07-22 - 1958-07-22
Box 12, Folder 8	Two-way Radio Communication Proposal, 1958-12 - 1958-12
Box 12, Folder 9	Brandy, 1960 - 1960
Box 12, Folder 10	K-Line Originals, 1962 - 1962
Box 12, Folder 11	K-Line Details, 1962 - 1963
Box 13, Folder 1	Equipment Design -Receivers and RF, 1965 - 1967
Box 13, Folder 2	Copies of Plantiff's Exhibit, Magnavox vs. Mattel, 1967 - 1968
Box 13, Folder 3	Sanders Associates, Inc., Firewatch Map Console, 1968-06 - 1968-06
Box 13, Folder 4	Teleprompter and TV Games, 1968 - 1968
Box 13, Folder 5	TV Game Patents and Related Memos, 1971 - 1986
Box 13, Folder 6	Magnavox-Sanders Associates Agreements and Court Decisions vs. Mattel and Chicago Dynamics, 1971 - 2003
Box 14, Folder 1	Sanders Associates Sales Orders, Work Orders, and Memos, 1972 - 1973
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Box 14, Folder 3	Dual Image, 1972 - 1974
Box 14, Folder 4	Magnavox/Sanders Associates Licensing Agreements, 1972 - 1980
Box 14, Folder 5	Sanders Associates, Inc., Annual Report, 1973 - 1973
Box 14, Folder 6	Cable TV and Odyssey System, 1973 - 1973
Box 14, Folder 7	HV Photo Switch, 1973 - 1973
Box 14, Folder 8	Video Quiz and Audio Modem, 1973 - 1973
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Box 15, Folder 2	Video Tape Annotation Techniques Coin Operated Arcade Game Business, 1973 - 1974
Box 15, Folder 3	Sanders Associates' TV Patents, 1973 - 1986
Box 15, Folder 4	Licensing and TV Game--Patents Data, 1973 - 2003
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Box 15, Folder 6	Sanders Associates Video/TV Game Patent Disclosures and Partnerships, 1974 - 1975
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Box 15, Folder 8	Licensing Settlements and Interrogatories Answers, 1974 - 1977
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Box 16, Folder 2	Miniature Lamps for Bridge-It, 1975 - 1975
Box 16, Folder 3	Audio Cassette Aided TV Game, 1975 - 1976
Box 16, Folder 4	Coleco Annual Report, 1975 - 1976
Box 16, Folder 5	Sanders Associates Product Review, Updates, and Disclosures, 1975 - 1976
Box 16, Folder 6	Video Disc Research, 1975 - 1976
Box 16, Folder 7	Sanders Associates Sales Order, Work Orders, and Memos, 1975 - 1979
Box 16, Folder 8	Correspondence with Coleco, 1975 - 1980

Box 16, Folder 9	Sensors, Voice Shifting Notes, 1976 - 1980
Box 16, Folder 10	Telephone Projects, 1976 - 1978
Box 17, Folder 1	TV Game- Magnavox Support, 1977 - 1978
Box 17, Folder 2	Joy Pad, 1977
Box 17, Folder 3	Music Related Projects- Sound Stage and Bugle, 1977
Box 17, Folder 4	Sanders Associates and Marvin Glass Associates: TV Game Concepts, 1977 - 1978
Box 17, Folder 5	Conversation Dolly/Talk Back Doll, 1979 - 1980
Box 17, Folder 6	Interactive Video Training System Circuit System Proposal, 1979 - 1981
Box 17, Folder 7	Sanders Associates' Interactive Video Training System, 1980
Box 17, Folder 8	Audio Tape Assisted Video Game Patent Research, 1980 - 1985
Box 17, Folder 9	Interactive Video Training System-Military Marketing Data, 1979 - 1981
Box 18, Folder 1	Audio Branching Concept, 1983 - 1984
Box 18, Folder 2	Research and Development of Video Games, 1983 - 1989
Box 18, Folder 3	Audio Branching Player, 1984
Box 18, Folder 4	Sanders Associates and Marvin Glass Associates: Projects, 1986 - 1988
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Box 18, Folder 9	Sanders Associates, Inc., Tank Simulator, 1956 - 1986
Box 18, Folder 10	Transitron's Cathode Followers, 1952 - 1956
Box 18, Folder 11	Transitron Instruction Book for High Voltage Insulation Tester, Model T-4, 1952 - 1956
Box 19, Folder 1	Transitron's Operating and Servicing Instruction for Model T4-S, 1952 - 1956

Box 19, Folder 2	Transitron Inc.'s Performance Brochure, 1952 - 1956
Box 19, Folder 3	Transitron Inc.'s Brochure, 1952 - 1956
Box 19, Folder 4	Microminiaturized Radar Altimeter Technical Propsal, 1956 - 1986
Box 19, Folder 5	Sanders Associates' Certificates and Awards, 1956 - 1986
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Series 6: Product Development Documents, 1974 - 2015

Scope and Contents: The series consists of records related to game and toy concepts researched and developed by Baer for Ralph H. Baer Consultants. The records contain drawings, engineering schematics, notes, proposals, programming specifications, patent research, and advertisements for toys and games for research.

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Box 22, Folder 5	Telephone LSI, 1984
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Box 22, Folder 7	GI Joe Product Concepts, 1985 - 1991
Box 22, Folder 8	Microprocessor Interface Device, 1985 - 1986
Box 22, Folder 9	GI Joe's Pedestal and Machine Gun with Sound and Flash, 1985 - 1991
Box 22, Folder 10	GI Joe Explosion Module, 1985 - 1986
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Box 23, Folder 9	Video Toss and Gaming News, 1989 - 1999
Box 23, Folder 10	Kid Vid, 1990
Box 24, Folder 1	GI Joe Laser Gun Back Pack and Figure Toppler, 1991
Box 24, Folder 2	GI Joe Field Communications System, 1991
Box 24, Folder 3	GI Joe Guided Missile Launcher, 1991
Box 24, Folder 4	GI Joe Mine Sweeping Attachment, 1991
Box 24, Folder 5	GI Joe Battlefield Radar Joe, 1991
Box 24, Folder 6	GI Joe Psy-Ops, 1991
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Box 28, Folder 8	Spatial Concepts, 1998 - 1999
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Box 29, Folder 3	Game and Toy Concept Ideas, 2000 - 2007

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Box 29, Folder 6	Video Toss and Four Quadrant Detection, 2002 - 2005
Box 29, Folder 7	Nerve Networks, 2002 - 2003
Box 29, Folder 8	Lightgun for Brown Box Use, 2002 - 2010
Box 29, Folder 9	Reconstructed Games and Accessories, TV #7 Brown Box Replica, 2003
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Box 30, Folder 19	Roundball Demo Technical Drawings, 2007
Box 30, Folder 20	Flash Card Reader, 2007 - 2010
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Box 31, Folder 19	Talking Ruler Concept Disclosure, 2013
Box 31, Folder 20	PicAxe Cables and Interface, 2013
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Box 31, Folder 22	Thames and Kosmos, 2014 - 2015
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Box 31, Folder 24	Product and Workshop Photos, undated
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Series 7: Product Guides and Technical Specifications, 1943 - 2011

Scope and Contents: This series consists of records of published product guides, assembly manuals, and technical specifications collected by Baer. Many of these documents contain Baer's technical notes related to his research and development inspired by or directly related to the published materials.

Box 32, Folder 1	War Department Technical Manuals, 1943 - 1946
Box 32, Folder 2	Radio Test Set AN/TRM-3, 1956
Box 32, Folder 3	Recording Handbook Prepared for the United States Army, 1964
Box 32, Folder 4	"Applications of Printed Circuit Techniques", 1967
Box 32, Folder 5	"Automotive Tape Cartridge Systems", 1967
Box 32, Folder 6	Telephone Related Products, 1971 - 1977
Box 32, Folder 7	Bucket Brigade Devices and CCD Data, 1972 - 1976
Box 32, Folder 8	Theta-Com Service Information, 1973 - 1974
Box 32, Folder 9	Game Timer Reports and Guides, 1973 - 1977
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Box 32, Folder 11	Fairchild Quad Comparator Specifications, 1975
Box 32, Folder 12	Heathkit GD-1162 Telephone Assembly Manual, 1975
Box 32, Folder 13	GE Miniature Lamps Product Catalog, 1975
Box 32, Folder 14	Bucket Brigade Devices Product Information and Notes, 1976
Box 32, Folder 15	Ultrasonic Product Data, 1976
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Box 33, Folder 2	Bucket Brigade Device Data, 1976 - 1985
Box 33, Folder 3	Coatings and Reflective Materials Guides and Samples, 1980 - 1991
Box 33, Folder 4	Strobe Light Research, 1981
Box 33, Folder 5	Component Details for Hallmark, 1983
Box 33, Folder 6	RF and IR Receivers, 1988 - 2003

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Box 33, Folder 8	VTech, 1991 - 1995
Box 34, Folder 1	ISD Application Guides, 1991 - 1997
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Box 34, Folder 9	Maxim Data Sheets, 2000
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Box 35, Folder 3	Motorola Analog-to-Digital Technique Guide, undated
Box 35, Folder 4	Component Parts Technical Research, undated
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Box 35, Folder 6	Texas Instrument Sales Catalog, undated
Box 35, Folder 7	Regenerative Receiver, undated
Box 35, Folder 8	Thermistor Product Information, undated
Box 35, Folder 9	Heathkit Assembly Manual Solid-State Ignition Analyzer, undated
Box 35, Folder 10	Heathkit Assembly Manual Hi-Fidelity Cassette Tape Deck, undated

Box 35, Folder 11	Heathkit Assembly Manual Vacuum Tube Voltmeter, undated
Box 35, Folder 12	Heathkit Assembly Manual Audio Generator, undated
Box 36, Folder 1	Heathkit Assembly Manual Playmate, undated
Box 36, Folder 2	Heathkit Assembly Manual Band Box, undated
Box 36, Folder 3	Heathkit Assembly Manual SSB Transceiver, undated
Box 36, Folder 4	Heathkit Manual 27" Color TV with Remote Control, undated
Box 36, Folder 5	Heathkit Manual Delux Solid-State Color Television, undated
Box 36, Folder 6	Heathkit Assembly Manual Sine-Square Audio Generator, undated
Box 36, Folder 7	Heathkit Assembly Manual 5-Inch Triggered Sweep Oscilloscope, undated
Box 36, Folder 8	Heath Owner's Manual Laboratory Oscilloscope, undated
Box 36, Folder 9	Heathkit Manual Audio Generator, undated
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Box 36, Folder 11	Heathkit Manual Assembly 8-Channel Digital Proportional Receiver, undated

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Series 8: Legal and Patent Documents, 1966 - 2014

Scope and Contents: This series contains documents relating to patent infringement investigations, licensing agreements, disclosures, and court decisions. Included in these records are materials related to the Atari settlement, Magnavox lawsuits, and lawsuits against Hasboro and Mattel.

Box 37, Folder 1	TVG Disclosure and Back-Up Data, 1966 - 1968
Box 37, Folder 2	Atari Settlement Agreement, 1976
Box 37, Folder 3	Freedom Phone, 1976 - 1978
Box 37, Folder 4	Negotiations, 1977
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Box 37, Folder 7	New York Patent Law Association, 1980
Box 37, Folder 8	Patent Infringement "Video Game Incorporating Digitized Images of Being into Game Graphics", 1987 - 2006
Box 37, Folder 9	Patent Requests and Updates, 1987 - 2012
Box 38, Folder 1	Mutual Agreements and Patents, 1989 - 1990
Box 38, Folder 2	Ralph Baer Consulting Agreement, 1991
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Box 38, Folder 5	Starbro Patent and Agreement Data, 1993 - 1996
Box 38, Folder 6	Patent Licensing, 1993 - 1997
Box 38, Folder 7	Patent Investigations, 1995
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Box 38, Folder 9	Interactive Video Playback System Patent, 1996
Box 38, Folder 10	Patent Database, 1997
Box 38, Folder 11	Disclosure Documents, 1997 - 2007

Box 39, Folder 1	Electronic Coupon Delivery Agreements and Disclosures, 1997 - 2006
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Box 39, Folder 6	Disclosure Document for Video Laser Tag System and Apparatus, 2005
Box 39, Folder 7	Disclosure Document for "Novel Applications of Cell Phones", 2006 - 2007
Box 39, Folder 8	Handheld Digital Stereo Still Picture and Movie Viewer Patent, 2006 - 2007
Box 39, Folder 9	Hasbro Talkin' Tools Royalty Payments, 2008 - 2014
Box 39, Folder 10	List of Video Game Lawsuits, 2008 - 2014

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Series 9: Writings and Notes, 1946 - 1999

Scope and Contents: This series consists of notebooks and published articles by Baer. The notebooks contain Baer's notes from his classes at the American Television Institute of Technology in Chicago and the articles relate to projects he worked on at Transitron and Sanders Associates. Other articles relate to his experience with toy and game development.

Box 39, Folder 11	"The History of Machine Guns" copy, 1946 - 1946
Box 40, Folder 1	Electron Optics in Kinescopes, 1948
Box 40, Folder 2	Industrial Electronics II, 1948
Box 40, Folder 3	Cathode Follower, 1948
Box 40, Folder 4	Physics, 1948
Box 40, Folder 5	Transmission-Lines, Wave Guides, 1948
Box 40, Folder 6	Mathematics, 1948
Box 40, Folder 7	Math IV, 1948
Box 40, Folder 8	Published Articles, 1950 - 1958
Box 40, Folder 9	Assortment of Papers, 1966 - 1983
Box 40, Folder 10	Electrons in Optics in Kinescopes, 1983
Box 40, Folder 11	"How Video Games Invaded the Home TV Set and Other Related Goings-on in the Interactive Video World", 1999
Box 40, Folder 13	"Simon", undated
Box 40, Folder 14	Face- The Story of Digitizing Faces, undated
Box 40, Folder 15	Classification of Electromedical Equipment and Ultrasonic Dosage, undated

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Series 10: Miscellaneous, 1961 - 2012

Scope and Contents: This series consists of undated and unlabeled drawings, travel itineraries and ephemera, and other activities Baer attended or researched. The records include documentation of his travels to Germany, the Camp Ritchie 75th Anniversary, and articles he collected relating to television and video game history.

Box 40, Folder 16	Scientific American Journal, 1961
Box 40, Folder 17	Model T-Club 100, 1993 - 1998
Box 40, Folder 18	Collected Articles Related to Color TV, 1997
Box 41, Folder 1	Inventure Place-National Inventors Hall of Fame Brochure and Guides, 2000
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Box 41, Folder 5	Trip to Germany itinerary, 2006 - 2007
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Box 41, Folder 7	Travel Information for Leipzig, 2009
Box 41, Folder 9	Unknown Drawing, undated
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Box 41, Folder 10	Notebook with Unknown Drawing, undated
Box 41, Folder 11	Unknown Drawing, undated
Box 41, Folder 12	Charlie Sherman Autographed Picture, undated

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Series 11: Correspondence, 1983 - 2014

Scope and Contents: This series consists of letters and emails to and from Baer. The records reflect his correspondence with potential partners for toy and game development, fan mail, and communication with those interested in the history of video games.

Box 41, Folder 13	Hallmark Correspondence, 1983 - 1984
Box 41, Folder 14	Guy Van Duser, 1983 - 1991
Box 42, Folder 1	Britt Corporation, 1984
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Box 42, Folder 4	ICP- Travel Time Frame and Compass, 1996 - 1999
Box 42, Folder 5	Computer Spiele Museum-Andreas Lange, 1997 - 1999
Box 42, Folder 6	General Correspondence, 1997 - 2000
Box 42, Folder 7	Rolenta/Lenny Herman, 1998 - 2000
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Box 42, Folder 9	Classic Consoles Center- Dieter Koenig, 1998 - 2005
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Box 43, Folder 4	Bob Harris, 2000

Box 43, Folder 5	Atari Historical Society- Curt Vendel, 2000
Box 43, Folder 6	Al Alcorn, 2000
Box 43, Folder 7	Huffy Bicycles Tech Center, 2000
Box 43, Folder 8	General Correspondence, 2001
Box 43, Folder 9	Little Golden Books- Anne Pitrone, 2001
Box 43, Folder 10	IEEE Correspondence, 2000 - 2002
Box 43, Folder 11	Good Deal Games- Michael Thomasson, 2000 - 2005
Box 43, Folder 12	ISD, 2002 - 2007
Box 43, Folder 13	Fan Mail, 2003
Box 43, Folder 14	Lenny Herman, 2004 - 2008
Box 43, Folder 15	Video Game History, 2005 - 2007
Box 43, Folder 16	Miscellaneous Correspondence, 2007 - 2008
Box 43, Folder 17	Marvin Goldberg, Interactive Video, 2008 - 2010
Box 43, Folder 18	Miscellaneous Correspondence, 2009 - 2014
Box 43, Folder 19	Stuart Ross, New Potato Technologies, 2009 - 2010
Box 43, Folder 20	Video Game Live Contacts, 2010
Box 43, Folder 21	Austin, TX Meetings and Notes, 2010
Box 43, Folder 22	Xbox, 2014
Box 43, Folder 24	Nolan Bushnell, undated

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Series 12: Publicity and Awards, 1979 - 2015

Scope and Contents: **Series 12: Publicity and Awards, 1979-2015**, consists of interview requests, published articles about Baer, and information about the awards Baer received. The records contain interview, film, and photo requests and release forms, copies of students' research papers on Baer, speaking requests, and interest in his inventions for exhibits. Also included is information about awards Baer received including the Edison Medal and CEA Hall of Fame, the National Medal of Technology, the VGXPO's Life Achievement, and IEEE Awards.

Box 43, Folder 24	Photos for Publicity and Copies of Articles, 1979 - 2001
Box 44, Folder 1	Magazine and Newspapers Articles on Baer and Video Game History, 1989 - 2015
Box 44, Folder 2	Classic Gaming Expo, 1999
Box 44, Folder 3	New Hampshire Daily Newspaper, "Witness to Big Bang of Video Games", 2000
Box 44, Folder 4	Interview Requests, 2002 - 2003
Box 44, Folder 5	Interview and Media Requests, 2001 - 2002
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Box 44, Folder 7	VGXPO's Life Achievement, 2003 - 2004
Box 44, Folder 8	CDs of Photos by Jeff Tinsely, 2003
Box 44, Folder 9	Photo from National Medal of Technology, 2004
Box 44, Folder 10	Joe Grand and Logitech Agreements, 2005 - 2007
Box 45, Folder 1	Student Report and Interview, 2006
Box 45, Folder 2	Discovery Communications/World of Wonder, Photo and Film Release Forms, 2006
Box 45, Folder 3	Orange County Regional History Center, 2007 - 2009
Box 45, Folder 4	Franklin Pierce Law Center, 2007 - 2013
Box 45, Folder 5	"Ralph Baer, the Father of Videogames" DVD, 2011
Box 45, Folder 6	Keynote Address at Utah State Bar Cyber Symposium, 2011
Box 45, Folder 7	Edison Medal and CEA Hall of Fame, 2011 - 2014
Box 45, Folder 8	Ebook Biography Agreement, 2012 - 2013

Box 45, Folder 9	Flying Pictures' Documentary Film, 2012
Box 45, Folder 10	Oral History Project on Ralph Baer, 2013
Box 45, Folder 11	IEEE Awards Program, 2014
Box 45, Folder 12	Canisius College Center for Game Studies-Ralph Baer Exhibit Proposal, undated
Box 45, Folder 13	Collection of Articles on Ralph H. Baer, undated
Box 45, Folder 14	Video Game History Ads and Articles, undated
Box 45, Folder 15	Collection of Articles on Ralph Baer, undated
Box 45, Folder 16	Photos of Ralph Baer and Various Games, undated

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