Guide to the Ralph H. Baer Papers

NMAH.AC.0854
Cory Bernat, Alison Oswald, and Sara Wheeler
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Collection Overview

Repository: Archives Center, National Museum of American History
Title: Ralph H. Baer Papers
Identifier: NMAH.AC.0854
Date: 1943 - 2015
Extent: 16 Cubic feet (44 boxes and 1 oversize folder)
Creator: Baer, Ralph H., 1922-2014
Language: English

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 (AC1179)

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.

**Available Formats**

Select materials in Series 2 digitized in 2012, Series 4 digitized in 2006, and select materials from Series 7 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,
Preferred Citation


Restrictions

The collection is open for research use. Gloves must be worn when handling unprotected photographs and negatives.

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 1.2: 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 4.4: TV game development documentation, 1966-1968


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


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

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.


Box 5, Folder 1  "One Inventor's Odyssey: The Life Story of an Engineer and Inventor" unpublished manuscript (hardcopy), 2006 (folder a: page 1-211)

Box 5, Folder 2  Unpublished manuscript (hardcopy), 2006 (folder b: page 212-463)

Box 5, Folder 3  Videogames: In the Beginning, 2005 (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
Image(s): TV Game time line: 1962-1974 (photocopy)


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) WMUR Channel 9 in New Hampshire.
Box 5, Folder 9  "Playing the Game", 2000 May 24
1 videocassettes (vhs) (Duration: 02:57)
WMUR Channel 9 in New Hampshire.

Box 5, Folder 6  "One Inventor's Odyssey" and additional photographs, undated
4 electronic discs (cd)
4 versions

Box 5, Folder 7  Electronic Gaming Monthly, article on Ralph Baer, undated
page 168

Box 5, Folder 8  Ralph Baer Oral History, 2003 April 22-23
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 videotapes (vhs) (Duration: 41:09) 1 electronic discs (dvd) Raw footage. |
Series 2: WW II Small Arms Documents, 1943 - 1953

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

Image(s)

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

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

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 exhibit, 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

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
   Image(s)

Box 6, Folder 2  Notes and Diagrams, including DMV Spec-Schematic #1, MOD IG-62 Block Diagram, MOD IG-62 Outputs, 1966 December , undated
   Image(s)

Box 6, Folder 3  Some Proposed Basic Circuits and TVTYNDB, 1967 January 2
   Image(s)

Box 6, Folder 4  Discussion with R. Solomon, Future Planning-TV Gaming, 1967 February 11
   Image(s)

Box 6, Folder 5  List of Possible Games and Untitled Diagram of Joystick, 1967 February 12
   Image(s)

Box 6, Folder 6  Layout for Gun Electronics in Pocket Radio Shell, 1967 February 19
   Image(s)

Box 6, Folder 7  Second Experiment: Creating various hues from background and screen symbols, 1967 February
   Image(s)

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
   Image(s)

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  

Image(s)

Box 6, Folder 11  
Notes and Diagrams and Switching Functions and untitled documents, 1967 June 1-June 7, undated

Image(s)

Box 6, Folder 12  
Schematics of TVG Game Unit #3, completed August 2, 1967 (3 versions), 1967 July 7-1967 August 2

3 versions

Image(s)

Box 9, Folder 1  
Schematic for early May start of TV Game #2", 1967 May 15

Image(s)

Box 9, Folder 2  
TV Game #2 Updated Schematic, 1967 June 14

Image(s)

Box 6, Folder 13  
"Cludge" Notes and Schematic John Mason's Original Idea, and Random Pulse Gens, Notes, 1967 June, 1967 June 8

Image(s)

Box 6, Folder 14  
Notes and Diagrams, including "Target Shooting," "Test of Resistance Vrs Light", 1967 July 7-24

Image(s)

Box 6, Folder 15  
Notes and Diagrams, including "Chroma Channel" Block Diagram, "One Transistor," "Rifle Electronics", 1967 August 2-September 7

Image(s)

Box 9, Folder 3  
To add color to TV Game #3, Schematic, 1967 September 12

Image(s)

Box 6, Folder 16  
Undated Schematics, undated

Image(s)

Box 6, Folder 17  

Image(s)

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)
Image(s)

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
Image(s)

Box 6, Folder 19  Notes and Diagrams, including "Pool or Billiards Game," "Hockey," "Wall
Bounce", 1967 December 1-20, undated
Image(s)

Map-folder 1  Rusch describes various games, 1967 December 4
4 fold-out sheets

Box 9, Folder 6  Two Untitled Schematics, 1967 December 22
2 drawings (visual works)
Image(s)

Box 6, Folder 20  Untitled Notes and Diagrams, 1967 December 26-1968 January 12
Image(s)

Box 6, Folder 21  Notes and Schematics (and copies), including "Low Freq Multivibrator," "Spot
Gen," "Gun Electronics", 1968 January 17-26 and undated
Image(s)

Box 9, Folder 7  TV Game Unit #4 Ball & Paddle Slicer Circuits adapted for cable, 1968
January 26
Image(s)

Box 6, Folder 22  Untitled Diagrams, 1968 January-1968 February 20
Image(s)

Box 6, Folder 23  Notes and Diagrams, including "Spot size change" and "DMV Voltage
Controlled", 1968 August 11-October 8, undated
Image(s)

Box 6, Folder 24  TVG diagrams, 1968 October 24
Image(s)

Box 6, Folder 25  "TVG List of Games" Notes, 1968 October 26
Box 9, Folder 8  Schematic for TV Game Unit #6, 1968 November 17 , undated
6 drawings (visual works)
Image(s)

Box 6, Folder 26  Notes and Diagrams, including "Game Sequence", 1969 January 2-May 29 , undated
Image(s)

Image(s)

Map-folder 1  Untitled Block Diagram; TVG Schematic, 1969 January 20, undated
Image(s)

Box 6, Folder 28  Notes and Schematics, including "Game Truth Table," "Chroma Gen for Magnavox", 1971 June 10-1971 August 24, undated
Image(s)

Map-folder 1  Unidentified block diagram, undated
Image(s): Unidentified block diagram: undated

Subseries 4.2: Administrative documents, 1966 - 1972

Box 6, Folder 29  Disclosure Document, 1966 September 1
Image(s)

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
Image(s)

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
Image(s)

Box 6, Folder 33  Miscellaneous Ideas for T.V.G., Company Memorandum, 1967 May 10
2 drawings (visual works)
Image(s)

Box 6, Folder 34  Summary of Major Games, 1967 June
Box 6, Folder 35  
Image(s)

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  
Image(s)

Box 6, Folder 37  
**Proposal for Anticipated IR&D Programs and cost estimate FY 68**, 1967 June  
Image(s)

Box 6, Folder 38  
Image(s)

Box 6, Folder 39  
Image(s)

Box 6, Folder 40  
**Sanders Electrical Parts Lists**, 1967 July-1971 March  
Image(s)

Box 6, Folder 41  
**Parts order forms**, 1967 May-1968 February  
Image(s)

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  
Image(s)

**Subseries 4.3: Notebooks, 1966 - 1968**

Box 7, Folder 1  
Image(s)

Box 7, Folder 2  
"**Sanders Associates Engineering Notebook**," authored by William Rusch, 1967 October-November  
Image(s)

Box 7, Folder 3  
"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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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 Amplifier, 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 Plaintiff's Exhibit, Magnavox vs. Mattel, 1967 - 1968
Box 13, Folder 3  Sanders Associates, Inc., Firewatch Map Console, 1968-06 - 1968-06
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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

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  
Inventre Place—National Inventors Hall of Fame Brochure and Guides, 2000

Box 41, Folder 2  
Nolan Bushnell File, 2003 - 2005

Box 41, Folder 3  
Videogame History, 2006

Box 41, Folder 4  
Schedule, Business Cards, and ephemera from trip to Germany, 2006

Box 41, Folder 5  
Trip to Germany itinerary, 2006 - 2007

Box 41, Folder 6  
Purchases and Invoices, 2007 - 2008

Box 41, Folder 7  
Travel Information for Leipzig, 2009

Box 41, Folder 9  
Unknown Drawing, undated

Box 41, Folder 8  
Camp Ritchie 70th Anniversary, 2012

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
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
Box 42, Folder 3    Geoffrey Stern, Starbro and Voice Max, 1995 - 2002
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
Box 42, Folder 8    Gary Carlin, 1998 - 2000
Box 42, Folder 9    Classic Consoles Center- Dieter Koenig, 1998 - 2005
Box 42, Folder 10   Audrey Zekonis, 1999
Box 42, Folder 11   Hans Reutter, 1999
Box 42, Folder 12   Mark Santora, 1999
Box 42, Folder 13   Umma Gumma-Bill Hunter, 1999
Box 42, Folder 14   Gary Kerzner, 1999
Box 42, Folder 15   Fan Mail, 1999 - 2000
Box 43, Folder 1    David Winter, 1999 - 2003
Box 43, Folder 2    Classic Gaming Expo, 2000
Box 43, Folder 3  Digitized Faces Correspondence, 2000
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

**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 4: Interview Requests, 2002 - 2003
- Box 44, Folder 5: Interview and Media Requests, 2001 - 2002
- Box 44, Folder 6: Interview and Media Requests, 2002 - 2005
- 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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