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
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 videocassettes (vhs) (Duration: 41:09)  
1 electronic discs (dvd)  
Raw footage.

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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
<table>
<thead>
<tr>
<th>Folder 1</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Japanese Weapons Information, undated</td>
<td></td>
</tr>
<tr>
<td>British War Office technical weapons information, undated</td>
<td></td>
</tr>
<tr>
<td>German Weapons Information, Specifically Infantry, undated</td>
<td></td>
</tr>
<tr>
<td>Course Material, undated</td>
<td></td>
</tr>
</tbody>
</table>

**Subseries 2.3: Drawings and schematics, undated**

<table>
<thead>
<tr>
<th>Folder 1</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rifle Actions, undated</td>
<td></td>
</tr>
<tr>
<td>Schematic charts of machine guns, undated</td>
<td></td>
</tr>
</tbody>
</table>

**Subseries 2.4: Manuals and encyclopedias, 1943 - 1943**

<table>
<thead>
<tr>
<th>Folder 2</th>
<th>Description</th>
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<tbody>
<tr>
<td>Basic Manual on Small Arms, 1943</td>
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<td>Basic Manual on Small Arms, 1943</td>
<td></td>
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</tbody>
</table>

**Box 2, Folder 4**

<table>
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<th>Description</th>
</tr>
</thead>
</table>

**Subseries 2.5: Photographs, 1945 - 1945**

<table>
<thead>
<tr>
<th>Folder 1</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Light machine guns, undated</td>
<td></td>
</tr>
<tr>
<td>Submachine guns, undated</td>
<td></td>
</tr>
<tr>
<td>Automatic pistols, undated</td>
<td></td>
</tr>
<tr>
<td>Rifles, undated</td>
<td></td>
</tr>
</tbody>
</table>

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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  

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

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  

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  TwoUntitled 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)

Box 6, Folder 27  
Schematics, including "Spot Gen," "Summing Amp Modulator & FR Osc.,”  
"Rifle Electronics", 1969 August 21, undated  
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  

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  

Box 6, Folder 39  

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  

Box 7, Folder 2  

Box 7, Folder 3  
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.

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<td>Box 39, Folder 10</td>
<td>List of Video Game Lawsuits, 2008 - 2014</td>
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Series 9: Writings and Notes, 1946 - 1999

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

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
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 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
- **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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