Finding Aid to the
Christy Marx Papers, 1978-2018

Summary Information
Title: Christy Marx papers
Creator: Christy Marx (primary)
ID: 117.5436
Date: 1978-2018 (inclusive); 1990-2002 (bulk)
Extent: 2.5 linear feet (physical); 964 MB (digital)
Language: The materials in this collection are in English.
Abstract: The Christy Marx papers compile the breadth of Marx’s authorship and design across many genres, including video games, books, comics, and both live action and animated television shows. The bulk of the materials are dated between 1994 and 2002.

Repository:
Brian Sutton-Smith Library and Archives of Play at The Strong
One Manhattan Square
Rochester, New York 14607
585.263.2700
library@museumofplay.org

Administrative Information
Conditions Governing Use: This collection is open for research use by staff of The Strong and by users of its library and archives. Though the donor has not transferred intellectual property rights (including, but not limited to any copyright, trademark, and associated rights therein) to The Strong, she has given permission for The Strong to make copies in all media for museum, educational, and research purposes.
Conditions Governing Access: Digital files migrated from the original 3.5” floppy disks in this collection are available to on-site researchers only.
Custodial History: The Christy Marx papers were donated to The Strong in July 2017 as a gift from Christy Marx. The papers were accessioned by The Strong under Object ID 117.5436 and were received from Marx along with additional museum objects (under Activity ID 13239).
Preferred citation for publication: Christy Marx papers, Brian Sutton-Smith Library and Archives of Play at The Strong
Processed by: Primary processing completed by Nicole Pease, April-May 2018; floppy disks imaged by Lauren Phillips, May 2018; additional assistance from Andrew Borman and Julia Novakovic, June-July 2018.

Controlled Access Terms
Personal Names
- Lawrence, Katherine
- Ledger, Peter
- Littlejohn, Randy
- Marx, Christy
Corporate Names
- Brøderbund Software, Inc.
- Sierra On-Line, Inc.
- Stormfront Studios

Subjects
- Animation television programs--Authorship
- Babylon 5 (Television program)
- Comics and graphic novels--Authorship
- Computer adventure games--Design
- Computer games
- Conan the Adventurer (Television program)
- Conquests of Camelot (Video game)
- Conquests of the Longbow (Video game)
- Game design and development
- Hypernauts (Television program)
- Jem and the Holograms (Television program)
- Television scripts
- Video games--Authorship
- Video games--Design
- Women in Games

Biographical Note
Christy Marx (1952- ) is an American screenwriter, author, narrative writer, and game designer. She is best known for her work on various television series (including *Jem*, *G.I. Joe*, and *Hypernauts*), comic books, and computer adventure games.

Marx’s creative career spans several decades and originally stemmed from her obsession with comic books. She grew up in Danville, Illinois, devouring comic books until her parents prevented her from reading these publications due to the perceived bad influence of comics on juveniles during the 1950s; instead, Marx learned to draw her own comic books. After graduating high school, Marx moved to Los Angeles but initially worked in medical insurance instead of the creative fields she aspired to join. Marx began taking night classes on screenplay writing, hoping to break into writing comics, and she became a member of the Comic Art Professional Society. Marx got her first big break when she pitched Marvel Comics a story for *Savage Sword of Conan*. She soon wrote for animated and live action television programs. Marx then landed a role as head writer and developer of *Jem and the Holograms*, a popular 1980s animated series (and subsequent toy line). Marx also collaborated with fellow sci-fi lover, Katherine Lawrence on several shows including *Mighty Max*.

Marx’s first job in games was at Sierra On-Line in Oakhurst, California; she and her husband, Peter Ledger, were hired as a writer/designer team in 1988. Employing her passion for fantasy and strong female characters, Marx wrote and designed Arthurian legend *Conquests of Camelot: The Search for the Grail* (1990) and Robin Hood story *Conquests of the Longbow* (1991). She
won four game design awards for her adventure games. Marx left Sierra in 1998 to pursue other writing positions, and she freelanced for more than a decade. After joining Zynga in 2010 as Principal Game Designer and Narrative Director, she incorporated creative stories into social games such as CastleVille Legends and FarmVille: Tropic Escape.

As of 2018, Marx continues to work as a freelance writer and narrative designer.

Collection Scope and Content Note
The Christy Marx papers contain materials from 1978 through 2018, with the bulk of the papers dated between 1990 and 2002. This collection contains materials related to Christy Marx’s writings for books, comics, and animated and live action television shows, as well as game design. Physical material contents include game design documentation, correspondence, financial papers, writings, clippings, printed material, photographs, and digital media. Floppy disk contents include graphics, scripts, outlines, memos, correspondence, and other design documentation.

The Christy Marx papers have been arranged into five series, one of which has been divided into further subseries. This collection is housed in three archival document boxes, two oversized folders, and one additional archival media box. Digital files imaged from the floppy disks are accessible on-site at The Strong via access hard drive.

Related Materials
The Strong houses action figures, toys, dolls, board games, and ephemera from Christy Marx. The International Center for the History of Electronic Games also holds video games designed by Marx.

System of Arrangement
Series I: Games, 1990-2002, 2010
   Subseries A: Games with contributions from Marx, 1990-2002
   Subseries B: Games judged by Marx, 2010
Series II: Animation/live action television, 1985-2004
Series III: Books/comic books, 1997-2001
Series V: Reference materials and miscellaneous disks, 1986-1997
Series VI: Digital files from floppy disks, 1985-2004
Contents List

Series I: Games, 1990-2002, 2010
Subseries A: Games with contributions from Marx, 1990-2002
Scope and Content Note: This subseries contains materials that document Christy Marx’s role in designing and writing games, including Conquests of Camelot: The Search for the Grail (1990) and Conquests of the Longbow: The Legend of Robin Hood (1991) for Sierra On-Line. Marx also contributed to character writing for the MMORPG Earth & Beyond (2002). This subseries also holds game design documentation for several unproduced games, including “Eternal Blade,” “BattleVision,” and “Who Am I.”

Materials include correspondence, scripts, notes, USB flash drive, and 3½” floppy disks. Floppy disks in this subseries were imaged in May 2018, and digital files are available upon request for on-site researchers. (Corresponding digital file folders are indicated after each object description; see Series VI for additional details.)

Box 1
Folder 1  The Beast Within script, 1995 (folder 1 of 3)
Folder 2  The Beast Within script, 1995 (folder 2 of 3)
Folder 3  The Beast Within script, 1995 (folder 3 of 3)
Folder 4  The Beast Within game design, 1994-1995 (folder 1 of 3)

Box 2
Folder 1  The Beast Within game design, 1994-1995 (folder 2 of 3)
Folder 2  The Beast Within game design, 1994-1995 (folder 3 of 3)
Folder 3  San Francisco Police Department Homicide Case File, Marx working materials, 1995-1996
Folder 5  Into the Fire shooting script, 1999
Folder 6  Into the Fire script notes, 1999

Box 4
Object 1  “Camelot KA1.zip” [Conquests of Camelot], 3½” floppy disk, 1991 [corresponds to digital files Marx-01]
Object 2  “Camelot KA1.zip” [Conquests of Camelot], 3½” floppy disk, 1991 [corresponds to digital files Marx-02]
Object 3  “KA3.zip, KA4.zip, KA5.zip” [Conquests of Camelot], 3½” floppy disk, 1991 [corresponds to digital files Marx-03]
Object 4  “KA6.zip” [Conquests of Camelot], 3½” floppy disk, 1991 [corresponds to digital files Marx-04]
Object 5  “King Arthur” [Conquests of Camelot], 3½” floppy disk, 1990 [corresponds to digital files Marx-05]
Object 6  “1 Robin Hood” [Conquests of the Longbow], 3½” floppy disk, 1990-1991 [corresponds to digital files Marx-06]
Object 7  “2 Robin Hood” [Conquests of the Longbow], 3½” floppy disk, 1991 [corresponds to digital files Marx-07]
Object 8  “3 Robin Hood” [*Conquests of the Longbow*], 3½” floppy disk, 1991 [corresponds to digital files Marx-08]
Object 9  “4 Robin Hood” [*Conquests of the Longbow*], 3½” floppy disk, 1991 [corresponds to digital files Marx-09]
Object 10 “Longbow Pics & PE256 (10/91)” [*Conquests of the Longbow*], 3½” floppy disk, 1991 [corresponds to digital files Marx-10]
Object 11 “Longbow Disk 5” [*Conquests of the Longbow*], 3½” floppy disk, 1991 [corresponds to digital files Marx-11]
Object 12 “Longbow Pics” [*Conquests of the Longbow*], 3½” floppy disk, 1991 [corresponds to digital files Marx-12]
Object 13 “Longbow Pics & Views” [*Conquests of the Longbow*], 3½” floppy disk, 1991 [corresponds to digital files Marx-13]
Object 14 “Battlevision BVWORDS.zip” [*BattleVision*], 3½” floppy disk, 1992-1994 [corresponds to digital files Marx-14]
Object 24 “E&B” [*Earth and Beyond*], 3½” floppy disk, 2002 [corresponds to digital files Marx-22]
Object 25 “E&B” [*Earth and Beyond*], 3½” floppy disk, 2002 [corresponds to digital files Marx-23]
Object 26 “E&B” [*Earth and Beyond*], 3½” floppy disk, 2002 [corresponds to digital files Marx-24]
Object 27 “E&B ACD files” [*Earth and Beyond*], 3½” floppy disk, 2002 [corresponds to digital files Marx-25]
Object 28 “E&B Mordana info, Red dragon info, Monopotamia notes” [*Earth and Beyond*], 3½” floppy disk, 2002 [corresponds to digital files Marx-26]
Object 29 “E&B .doc” [*Earth and Beyond*], 3½” floppy disk, 2002 [corresponds to digital files Marx-27]
Object 30 “Stormfront ‘Firefly’ Eternal Blade #1” [*Eternal Blade*], 3½” floppy disk, 2000 [corresponds to digital files Marx-28]
Object 31 “Stormfront Eternal Blade #2” [*Eternal Blade*], 3½” floppy disk, 2000 [corresponds to digital files Marx-29]
Object 32 “Eternal Blade Disk 3, cinematic scripts” [*Eternal Blade*], 3½” floppy disk, 2000 [corresponds to digital files Marx-30]
Object 33 “Eternal Blade 4 Tx6D, World history, Outline” [*Eternal Blade*], 3½” floppy disk, 2000 [corresponds to digital files Marx-31]
Object 86 “Who Am I?” [*Who Am I/Shakespeare* game draft], 3½” floppy disk, 1993-1994 [corresponds to digital files Marx-84]
Object 87 “Wildsky” [*WildSky game*], 3½” floppy disk, 1996-1997 [corresponds to digital files Marx-85]
Object 88 “Wildspace, Karate Fighters” [*Wild Space, Karate Fighters*], 3½” floppy disk, 1993-1995 [corresponds to digital files Marx-86]
Subseries B: Games judged by Marx, 2010
Scope and Content Note: This subseries holds game scripts judged by Marx in 2010.

Box 2
Folder 7  God of War III script, 2010
Folder 8  Fallout 3 script, 2010
Folder 9  Star Wars – The Force Unleashed II script, 2010

Series II: Animation/live action television, 1985-2004
Scope and Content Note: This series houses 3½” floppy disks containing information on television series and live action television shows on which Marx worked, including Babylon 5, Hypernauts, G.I. Joe, Jem and the Holograms, Conan the Adventurer, and more. Also held within this series are two animation cels from Jem and the Holograms.

Floppy disks in this series were imaged in May 2018, and digital files are available upon request for on-site researchers. (Corresponding digital file folders are indicated after each object description; see Series VI for additional details.)

Oversized
Folder 1  Animation cel of Jem and the Holograms with character attributes, c. 1985
Folder 1  Animation cel from Jem and the Holograms, Pizzazz with garbage, c. 1985

Box 2
Folder 4  Babylon 5 Info-Script, 1998-1999

Box 4
Object 16  “B5 Space Combat Story Outline 9-26-97” [Babylon 5], 3½” floppy disk, 1997 [corresponds to digital files Marx-16]
Object 17  “B5Design HTML 10-7-97” [Babylon 5], 3½” floppy disk, 1997 [corresponds to digital files Marx-17]
Object 20  “Babylon-5 newsletter #1 files genie files” [Babylon 5], 3½” floppy disk, 1992-1994 [corresponds to digital files Marx-20]
Object 21  “B5 Feeder.gif tif & LBM logo” [Babylon 5], 3½” floppy disk, 1993 [corresponds to digital files Marx-21]
Object 22  [removed; no formal Object 22 in this collection.]
Object 23  “Randy B5 _ITF” [Babylon 5], USB flash drive, 1997-2004 [corresponds to digital files Marx-87]
Object 34  “Mighty Max” [Mighty Max], 3½” floppy disk, 1993-1994 [corresponds to digital files Marx-32]
Object 35  “Hypernauts scripts” [Hypernauts], 3½” floppy disk, 1995 [corresponds to digital files Marx-33]
Object 36  “Hypernauts Master Disk 1 of 4 Scripts 101-104” [Hypernauts], 3½” floppy disk, 1995 [corresponds to digital files Marx-34]
Object 37  “Hypernauts Master Disk 2 of 4 Scripts 105-107” [Hypernauts], 3½” floppy disk, 1995 [corresponds to digital files Marx-35]
Object 38  “Hypernauts Master Disk 3 of 4 Scripts 108-110” [Hypernauts], 3½” floppy disk, 1995 [corresponds to digital files Marx-36]
Object 39  “Hypernauts Master 4 of 4 Scripts 111-113” [Hypernauts], 3½” floppy disk, 1995 [corresponds to digital files Marx-37]
Object 40  “Hypernauts #1 Bibles Fax/memo/notes misc.” [Hypernauts], 3½” floppy disk, 1995 [corresponds to digital files Marx-38]
Object 41  “Hypernauts #2 PC” [Hypernauts], 3½” floppy disk, 1995 [corresponds to digital files Marx-39]
Object 42  “Hypernauts #3 PC” [Hypernauts], 3½” floppy disk, 1995 [corresponds to digital files Marx-40]
Object 43  “Hypernauts #4 PC” [Hypernauts], 3½” floppy disk, 1995 [corresponds to digital files Marx-41]
Object 44  “Beast Wars” [Beast Wars], 3½” floppy disk, 1997-1998 [corresponds to digital files Marx-43]
Object 45  “War Planets Disk #1” [War Planets], 3½” floppy disk, 1998 [corresponds to digital files Marx-44]
Object 46  “War Planets Disk #2” [War Planets], 3½” floppy disk, 1998 [corresponds to digital files Marx-45]
Object 47  “Bucky O’Hare Disk #1” [Bucky O’Hare], 3½” floppy disk, 1990-1991 [corresponds to digital files Marx-46]
Object 48  “Bucky #2” [Bucky O’Hare], 3½” floppy disk, 1990-1991 [corresponds to digital files Marx-47]
Object 49  “Word 5.0 Conan 52:19 – SX” [Conan the Adventurer], 3½” floppy disk, 1993 [corresponds to digital files Marx-48]
Object 50  “Word 5.0 Conan 52:30-39 Scripts” [Conan the Adventurer], 3½” floppy disk, 1993 [corresponds to digital files Marx-49]
Object 51  “Conan 52: Marx Files, Bible8, Guides” [Conan the Adventurer], 3½” floppy disk, 1992-1993 [corresponds to digital files Marx-50]
Object 52  “Conan 52: Scripts & outlines” [Conan the Adventurer], 3½” floppy disk, 1993 [corresponds to digital files Marx-51]
Object 53  “Conan: Word 5: 14-19” [Conan the Adventurer], 3½” floppy disk, 1993 [corresponds to digital files Marx-52]
Object 54  “Conan: memos, faxes, etc.” [Conan the Adventurer], 3½” floppy disk, 1992-1993 [corresponds to digital files Marx-53]
Object 55  “Conan: other writers #3” [Conan the Adventurer], 3½” floppy disk, 1992-1993 [corresponds to digital files Marx-54]
Object 56  “Conan/Word 5.0 Zip Files Scripts” [Conan the Adventurer], 3½” floppy disk, 1992-1993 [corresponds to digital files Marx-55]
Object 57  “Conan: Marx SX” [Conan the Adventurer], 3½” floppy disk, 1991-1992 [corresponds to digital files Marx-56]
Object 59  “Conan: Other Writers #1” [Conan the Adventurer], 3½” floppy disk, 1992 [corresponds to digital files Marx-57]
Object 60  “Conan: Other Writers #2” [Conan the Adventurer], 3½” floppy disk, 1992 [corresponds to digital files Marx-58]
Object 61  “Dark Stalkers” [Dark Stalkers], 3½” floppy disk, 1995 [corresponds to digital files Marx-59]
Object 63  “Pocket Dragons “[Pocket Dragon Adventures], 3½” floppy disk, 1993, 1997-1998 [corresponds to digital files Marx-61]
Object 64  “Roswell Conspiracies, X-Men” [X-Men Evolution, Roswell Conspiracies], 3½” floppy disk, 1999-2000 [corresponds to digital files Marx-62]

Series III: Books/comic books, 1997-2001

Scope and Content Note: This series contains 3½” floppy disks containing development files and drafts for several comic book series, as well as one non-fiction biography about Jet Li.

Floppy disks in this series were imaged in May 2018, and digital files are available upon request for on-site researchers. (Corresponding digital file folders are indicated after each object description; see Series VI for additional details.)

Box 4
Object 65  “Elfquest” [Elfquest], 3½” floppy disk, 1997-1998 [corresponds to digital files Marx-63]
Object 66  “Jet Li,” 3½” floppy disk, 2001 [corresponds to digital files Marx-64]
Object 78  “Innocent Blood” [Intruder comic], 3½” floppy disk, 1990 [corresponds to digital files Marx-76]


Scope and Content Note: Materials in this series include clippings, magazines, catalogs, newsletters, correspondence, and invitation. These printed materials showcase Marx’s affiliations with professional groups such as the Animation Writers Caucus, as well as her inclusion in magazines, catalogs, and articles.

Box 3
Folder 1  Magazines and catalog, 1983-2003
Folder 2  Clippings featuring Marx, 2002
Folder 3  Animation Writers Caucus newsletters and invite, 1995-2003
Folder 4  Comic Art Professional Society Catalog, 1978
Folder 5  Computer Game Developers Association newsletters and correspondence, 1996-1997
Oversized
Folder 2  “Comic Relief,” *Sierra Gateway Neighbors*, Volume 3, No. 22, June 21, 2002

Series V: Reference materials and miscellaneous disks, 1986-1997

**Scope and Content Note:** Materials include a slide deck, slides, a photograph, correspondence, an article, a compact disk, and 3½” floppy disks. Materials in this series are related to multi-user games as well as additional projects on which Marx may have worked and disks containing graphics from Marx’s husband, Peter Ledger. Object labels are noted as originally written by Marx.

Floppy disks in this series were imaged in May 2018, and digital files are available upon request for on-site researchers. (Corresponding digital file folders are indicated after each object description; see Series VI for additional details.)

**Box 3**
Folder 6  Materials related to multi-user games, 1994-1996
Folder 7  “WorldsAway” materials, 1995 [LucasArts]

**Box 4**
Object 67  *WorldsAway: An Animated Online Virtual Community*, compact disc, 1995
Object 68  “Worlds Away Windows Client Release A14.3 Disk 1 of 4” [WorldsAway], 3½” floppy disk, 1995 [corresponds to digital files Marx-66]
Object 70  “Worlds Away Windows Client Release A14.3 Disk 3 of 4” [WorldsAway], 3½” floppy disk, 1995 [corresponds to digital files Marx-68]
Object 71  “Worlds Away Windows Client Release A14.3 Disk 4 of 4” [WorldsAway], 3½” floppy disk, 1995 [corresponds to digital files Marx-69]
Object 72  “Centipede (Hasbro)” [Centipede game], 3½” floppy disk, 1998 [corresponds to digital files Marx-70]
Object 74  “Compuserve WINCIM Release v1.4 Disk 1 of 2” [Compuserve application], 3½” floppy disk, 1992-1995 [corresponds to digital files Marx-72]
Object 75  “Compuserve WINCIM Release v1.4 Disk 2 of 2” [Compuserve application], 3½” floppy disk, 1992-1995 [corresponds to digital files Marx-73]
Object 76  “Genie: Gen. files” [various files], 3½” floppy disk, 1994-1995 [corresponds to digital files Marx-74]
Object 77  “Humongoids,” 3½” floppy disk, 1994 [corresponds to digital files Marx-75]
Object 79  “Misc. correspondence, contracts, Word docs, lists, forms,” 3½” floppy disk, 1987-1990 [corresponds to digital files Marx-77]
Object 80  “Misc. writings,” 3½” floppy disk, 1987-1991 [corresponds to digital files Marx-78]
Object 81  “Monkey,” 3½” floppy disk, 1986-1988 [corresponds to digital files Marx-79]
Object 82  “Peter’s graphics,” 3½” floppy disk, 1994-1995 [corresponds to digital files Marx-80]
Object 83  “Ringworld graphics” [*Ringworld: Revenge of the Patriarch*], 3½” floppy disk, 1990-1993 [corresponds to digital files Marx-81]
Object 84  “Peter 1 Ringworld Background” [Ringworld: Revenge of the Patriarch], 3½” floppy disk, 1990-1992 [corresponds to digital files Marx-82]
Object 85  “Peter 2 Ringworld Background” [Ringworld: Revenge of the Patriarch], 3½” floppy disk, 1990-1992 [corresponds to digital files Marx-83]

Series VI: Digital files from floppy disks, 1985-2004, 2018
Scope and Content Note: Digital files were migrated in May 2018 from the original 3½” floppy disks contained in the collection. The majority of the files are text files that can be opened using Microsoft Word or Notepad. Some graphics files require the use of a Sierra Tools application and are noted as such. (Several disks may not be openable due to incompatible software or operating systems and are noted as such.) These digital files are accessible only to on-site researchers.

Digital series
Marx-01  “Conquests of Camelot” [may not be openable], 1991
Marx-02  “Conquests of Camelot” [may not be openable], 1991
Marx-03  “Conquests of Camelot” [may not be openable], 1991
Marx-04  “Conquests of Camelot” [may not be openable], 1991
Marx-05  “Conquests of Camelot” [15 files – letters, hint books, correspondence], 1990
Marx-06  “Conquests of the Longbow” [42 files – correspondence, story design, game timelines], 1990-1991
Marx-07  “Conquests of the Longbow” [24 files – story outlines, story design], 1991
Marx-08  “Conquests of the Longbow” [44 files – story outlines, character development, style sheets], 1991
Marx-09  “Conquests of the Longbow” [47 files - story outlines, timelines], 1991
Marx-10  “Conquests of the Longbow” [graphics files; use Sierra Tools to view], 1991
Marx-12  “Conquests of the Longbow” [graphics files; use Sierra Tools to view], 1991
Marx-13  “Conquests of the Longbow” [graphics files; use Sierra Tools to view], 1991
Marx-16  “Babylon 5” [33 files – scenario development, notes], 1997
Marx-17  “Babylon 5” [2 files - design document, logo], 1997
Marx-19  “Babylon 5” [16 files – development, some graphics for hex editor], 1993-1995
Marx-20  “Babylon 5” [28 files – correspondence, address lists, newsletter files], 1992-1994
Marx-21  “Babylon 5” [6 files – graphics], 1993
Marx-22  “Earth & Beyond” [9 files – text], 2002
Marx-23  “Earth & Beyond” [8 files – text], 2002
Marx-24  “Earth & Beyond” [9 files – text], 2002
Marx-25  “Earth & Beyond” [9 files – text], 2002
Marx-26  “Earth & Beyond” [16 – development], 2002
Marx-27  “Earth & Beyond” [14 files – development, installation], 2002
Marx-28  “Eternal Blade” [24 files – game development, memos], 2000
Marx-29  “Eternal Blade” [7 files – storylines, outlines, development], 2000
Marx-30 “Eternal Blade” [41 files – cinematic and dialogue scripts], 2000
Marx-31 “Eternal Blade” [6 files – story treatment, development], 2000
Marx-32 “Mighty Max” [23 files – script outlines], 1993-1994
Marx-33 “Hypernauts” [Mac disk – may not be openable], c. 1994-1995
Marx-34 “Hypernauts” [Mac disk – may not be openable], c. 1994-1995
Marx-35 “Hypernauts” [Mac disk – may not be openable], c. 1994-1995
Marx-36 “Hypernauts” [Mac disk – may not be openable], c. 1994-1995
Marx-37 “Hypernauts” [Mac disk – may not be openable], c. 1994-1995
Marx-38 “Hypernauts” [54 files – notes, scripts, development], 1994-1995
Marx-39 “Hypernauts” [51 files – notes, scripts, development], 1995
Marx-40 “Hypernauts” [29 files – notes, scripts, development], 1995-1996
Marx-41 “Hypernauts” [26 files – notes, scripts, development], 1995-1996
Marx-44 “War Planets” [37 files – scripts, notes, memos], 1998
Marx-46 “Bucky O’Hare” [18 files – notes, script outlines, development], 1990-1991
Marx-47 “Bucky O’Hare” [32 files – notes, script outlines, development], 1990-1991
Marx-48 “Conan the Adventurer” [41 files – scripts, notes], 1993
Marx-49 “Conan the Adventurer” [22 files – scripts, notes], 1993
Marx-50 “Conan the Adventurer” [28 files – scripts, development, guidelines, notes], 1992-1993
Marx-51 “Conan the Adventurer” [19 files – scripts, notes], 1993
Marx-52 “Conan the Adventurer” [1 file – script], 1993
Marx-54 “Conan the Adventurer” [28 files – scripts, notes, guidelines], 1992-1993
Marx-56 “Conan the Adventurer” [36 files – scripts, notes], 1991-1992
Marx-57 “Conan the Adventurer” [34 files – scripts, notes], 1992
Marx-58 “Conan the Adventurer” [15 files – scripts, notes], 1992
Marx-59 “Dark Stalkers” [9 files – scripts, outlines, notes], 1995
Marx-64 “Jet Li” [31 files – research notes, chapter drafts], 2001
Marx-66 “Worlds Away” [game/application – may not be openable], c. 1995
Marx-67 “Worlds Away” [game/application – may not be openable], c. 1995
Marx-68 “Worlds Away” [game/application – may not be openable], c. 1995
Marx-69 “Worlds Away” [game/application – may not be openable], c. 1995
Marx-70 “Centipede” [5 files – Centipede bible, correspondence, notes], 1998
Marx-72 “Compuserv” [application – may not be openable], c. 1995
Marx-73 “Compuserv” [application – may not be openable], c. 1995
Marx-74 “GENIE gen files” [55 files – miscellaneous correspondence, notes], 1994-1995
Marx-75 “Humongoids” [36 files – drafts, notes, correspondence], 1994

July 2018  Page 11
<table>
<thead>
<tr>
<th>Marx-76</th>
<th>“Innocent Blood” [4 files – drafts], 1990</th>
</tr>
</thead>
<tbody>
<tr>
<td>Marx-77</td>
<td>“Misc. correspondence, contracts, Word docs, lists, forms, etc.” [60 files], 1987-1990</td>
</tr>
<tr>
<td>Marx-78</td>
<td>“Misc. writings” [40 files], 1987-1991</td>
</tr>
<tr>
<td>Marx-81</td>
<td>“Ringworld” [31 files – graphics], 1990-1993</td>
</tr>
<tr>
<td>Marx-82</td>
<td>“Ringworld” [26 files – graphics], 1990-1992</td>
</tr>
<tr>
<td>Marx-83</td>
<td>“Ringworld” [24 files – graphics], 1990-1992</td>
</tr>
<tr>
<td>Marx-84</td>
<td>“Who Am I?” [84 files – drafts, ideas, programming instructions], 1993-1994</td>
</tr>
<tr>
<td>Marx-86</td>
<td>“WildSpace” [31 files – notes, correspondence, drafts], 1993-1995</td>
</tr>
<tr>
<td>Marx-87</td>
<td>“Babylon 5” [2,276 files – notes, drafts, graphics, applications, memos], 1997-2004</td>
</tr>
</tbody>
</table>