

Finding Aid to the Indie Games Collection, 2002-2018

Summary Information

Title: Indie Games collection

Creator: Super X Studios, Petri Purho, Blendo Games (primary); The Strong (secondary)

ID: 2019.IG

Date: 2002-2018 (inclusive)

Extent: 0.2 linear feet (physical); 13.7 GB (digital)

Language: This collection is in English.

Abstract: The Indie Games collection is an ongoing compilation of materials from independent game developers. Archival materials include development art, game builds, design documents, notes, correspondence, and more. The bulk of the collection is dated between 2003 and 2014.

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 donors have not transferred intellectual property rights (including, but not limited to any copyright, trademark, and associated rights therein), The Strong has permission to make copies in all media for museum, educational, and research purposes.

Conditions Governing Access: At this time, digital files in this collection related to game development are limited to on-site researchers only. It is possible that certain formats may be inaccessible or restricted. Please see The Strong's Digital Games Files Access Policy.

Custodial History: The Indie Games collection was assembled by The Strong using donations from James Thrush of Super X Studios, Petri Purho, and Brendon Chung of Blendo Games. The materials were received from James Thrush in April 2018 (Object ID 118.2722), Petri Purho in May 2018 (Object ID 118.3252), and Brendon Chung in July 2018 (Object ID 118.7555).

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Processed by: Julia Novakovic, May-June 2019

Controlled Access Terms

Personal Names

- Chung, Brendon
- Purho, Petri
- Thrush, James

- Wales, Tynan

Corporate Names

- Blendo Games (Firm)
- Entertainment Technology Corporation (EnTCo) (Firm)
- KlooniGames (Firm)
- Super X Studios (Firm)

Subjects

- Crayon Physics (Game)
- Crayon Physics Deluxe (Game)
- Game design and development
- Independent game designers
- Indie games
- Indie Games Initiative
- Quadrilateral Cowboy (Game)
- Wild Earth (Game)

Historical Note

The Indie Games Initiative at The Strong was established in 2018.

Independent games have an important place in the video game industry, with ongoing technological advances allowing for more people to create and publish games. Collecting and preserving both physical and digital materials from indie game developers highlights the importance of these creators and allows researchers to understand their place in gaming history. The Indie Games Initiative at The Strong seeks to collect and preserve game design materials, publicity, graphics, videos, and other documentation from independent game developers.

Collection Scope and Content Note

The Indie Games Collection at The Strong is an ongoing compilation of game design materials, publicity, graphics, videos, applications, and other documentation from independent game developers as part of the museum's Indie Game Initiative. As of June 2019, this collection contains materials for *Wild Earth* (from Super X Studios), *Crayon Physics Deluxe* (from Petri Purho), and *Quadrilateral Cowboy* (from Blendo Games). Materials include development notes, art, game builds, correspondence, videos, publicity information, and more. Additional historical details and scope and content information can be found in the Contents List section of this finding aid.

The Indie Games collection is arranged into three series. Physical materials are housed in one archival document box, and digital materials are accessible on-site at The Strong.

System of Arrangement

Series I: *Wild Earth*, 2002-2011

Subseries A: Game design and development, 2002-2008

Subseries B: Game publicity, 2003-2011

Series II: *Crayon Physics Deluxe*, 2004-2018

Subseries A: Game design and development, 2004-2018

Subseries B: User-created levels, 2008-2018

Series III: *Quadrilateral Cowboy*, 2012-2018

Subseries A: Digital files, 2012-2018

Subseries B: Physical materials, c. 2012-2014

Contents List

Series I: *Wild Earth*, 2002-2011

Historical Note: *Wild Earth* is a safari video game and motion simulator ride developed by Super X Studios for Xbox and Microsoft Windows. In this game, players explore and photograph African safari environments as a photojournalist in the Serengeti National Park. Later, the game was installed as a motion simulation ride at venues including the San Diego Zoo, Philadelphia Zoo, and Zoo Miami. In 2008, publisher Majesco adapted a related version titled *Wild Earth: African Safari* for the Nintendo Wii platform. *Wild Earth* won the Seumas McNally Grand Prize at the 2003 Independent Games Festival, along with several other awards.

Super X Studios is a Seattle-based independent game studio established in 1998. Their areas of expertise are in 3D game design and development for console platforms and online games. Other popular Super X titles include *Greg Hastings Paintball 2* and *Far Gate*.

Subseries A: Game design and development, 2002-2008

Scope and Content Note: This subseries holds game specs, graphics, screenshots, festival submission documentation, videos, and other information on Super X Studios' *Wild Earth* game and motion simulator ride. (Prototype files, source code, and other applications are available for on-site research use only.)

Digital - IA

- Folder 1 **Folder 01_Spec**
 - 01. *Technical specs*
 - "01. WildEarthSpec_v1" - .PDF ["*Wild Earth* Marketing and Technical Spec, Rev. 2005-03-30"], 2005
 - 02. *Missions*
 - Contains 13 .doc files [mission outlines and comments on game missions (actions and directives)], 2005
 - 03. *Voiceover scripts*
 - Contains 11 .doc files [voiceover scripts for game missions], 2006
- Folder 2 **Folder 02_Concept art**
 - Contains 5 .jpg files [screenshots and concept for user interface], 2005
- Folder 3 **Folder 03_Game builds** [Note: Accessible on-site only.]
 - Contains *Wild Earth UK* release application, 2005
- Folder 4 **Folder 04_Logo**
 - Contains 5 .jpg files [logo graphics], 2005
- Folder 5 **Folder 05_Screenshots**
 - 01. *First prototype*
 - Contains 14 .jpg and .bmp files [screenshot graphics], 2002
 - 02. *Finished game*
 - Contains 28 .jpg files [screenshot graphics], 2006
 - 03. *Independent Games Festival submission*

- Contains 10 .doc, .jpg, and .tiff files [submission entry and graphics for Independent Games Festival], 2002-2006
- Folder 6 **Folder 06_Boxes and manuals**
Contains 9 .jpg and .pdf files [box designs and manuals], 2006-2008
- Folder 7 **Folder 07_Motion simulator ride**
 - 01. *Design docs*
 - Contains 7 .jpg, .gif, and .pdf files [storyboard, flow chart, script], 2003-2005
 - 02. *San Diego Zoo Wild Earth Ride*
 - Contains 22 .jpg, .pdf, and .doc files [photographs of ride at San Diego Zoo, ride announcement], 2003-2005
 - 03. *Videos*
 - Contains 2 video files [pre-show video, news coverage of ride], 2005
 - 04. *WE Ride Installations*
 - Contains 13 .jpg files [photographs of ride at various locations], 2005-2006
 - 05. *IAPPA 2005*
 - Contains 16 .jpg files [photographs of EnTCo booth at IAPPA convention], 2005-2006

Subseries B: Game publicity, 2003-2011

Scope and Content Note: This subseries contains publicity information, text, photographs, and video about the release of *Wild Earth* in both game and simulation ride forms.

Digital - IB

- Folder 1 **Folder 01_Articles-PC game**
Contains 106 .html files [web articles about *Wild Earth* PC game, also article "Point and Shoot" by Cindy Poremba], 2003-2007
- Folder 2 **Folder 02_Articles-Ride**
Contains 31 .html files [web articles about *Wild Earth* simulator ride], 2005-2007
- Folder 3 **Folder 03_Articles-Wii game**
Contains 21 .html files [web articles about *Wild Earth: African Safari* game for Wii], 2008-2009
- Folder 4 **Folder 04_Interviews**
Contains 3 .txt and .doc files [chat and interview questions with James Thrush], 2003
- Folder 5 **Folder 05_Trailer videos**
Contains 4 video files [game trailers], 2004-2011
- Folder 6 **Folder 06_Wild Earth at stores**
Contains 4 .jpg files [photographs of *Wild Earth* games on store shelves], 2006-2007

Series II: *Crayon Physics Deluxe*, 2004-2018

Historical Note: *Crayon Physics Deluxe* (2009) is a 2D physics puzzle video game designed and developed by Petri Purho of KlooniGames. The objective of each level of *Crayon Physics Deluxe* is to guide a ball from a predetermined start point to touch all stars on a particular level; this is achieved by drawing physical objects on the screen and relying on gravity and movement to help complete each puzzle. (The original prototype of the game, *Crayon Physics*, was a free game issued in 2007.) *Crayon Physics Deluxe* won the Seumas McNally Grand Prize at the Independent Games Festival in 2008.

Petri Purho is a Finnish game developer and magician. Many of his games are freeware games, including *The Pluto Strikes Back*, *The Amazing Flying Brothers*, and *A Tribute to the Rolling Boulder*. Purho is also interested in roleplaying games, strategy games, board games, and other forms of play besides video games.

Subseries A: Game design and development, 2004-2018

Scope and Content Note: This subseries holds a substantial amount of digital game design and development files for *Crayon Physics* and *Crayon Physics Deluxe* from Petri Purho of KlooniGames. (Prototype files, source code, and applications are available for on-site research use only.) Assets include graphics, music, in-game sounds, videos, solutions, and more. Also included in this subseries are additional KlooniGames designs from Purho.

Digital - IIA

Folder 1

Folder 01_Materials*01. Narrative and thoughts*

- Contains 2 files ["Design of *Crayon Physics Deluxe*" and notes by Petri Purho], 2009, 2012

02. 100PENTX

- Contains 57 .jpg files [photographs of computer workstation, crayon drawings, planning materials], 2004

03. Crayon Android assets

- Contains 10 .png and .txt files [crayon drawings/screenshots and program info], 2012

04. Crayon drawings

- Contains 46 files [crayon drawings/backgrounds, logo graphic, program info, video of gameplay], 2008-2012

05. Crayon drawings for Niffias

- Contains 17 .jpg files [photographs of crayon note], 2010

06. Crayon Physics Deluxe – Petri Purho [Note: Accessible on-site only.]

- Contains 28 files [crayon drawings/background, program info, program release application, video of gameplay], 2012

07. Crayon Steam assets

- Contains 26 files [crayon drawings/background, program info, manual text, video of gameplay], 2008-2012

08. Level solutions

- Contains 737 .xml files [XML files (solutions to levels?)], 2008
- 09. *Levels during development*
 - Contains 10 folders with 423 files [screenshots of levels, XML files (code for levels?)], 2007
- 10. *Levels usercreated*
 - Contains 5 .png and .xml files [screenshot of drawing, XML files], 2008
- 11. *Samuli*
 - Contains 29 .psd files [logos and in-game graphics], 2008-2012
- 12. *Sounds*
 - Contains 49 audio files [in-game sounds], 2012
- 13. *Textures*
 - Contains 35 graphics files [inspiration/basis for backgrounds], 2007
- 14. *Video*
 - Contains 14 video files [game trailers and videos of users playing the game, with “RivaEncoderSetup” file], 2008-2018
- 15. *Website*
 - Contains 61 files in 7 folders [.html websites, graphics, notes], 2008, 2018

- Folder 2 **Folder 02_Prototype** [Note: Accessible on-site only.]
 Contains 1,636 files in 246 folders [source code and release versions], 2007-2008
- Folder 3 **Folder 03_Releases** [Note: Accessible on-site only.]
 Contains 40,479 files in 960 folders [source code and release versions for iPad, Linux, Mac, PC], 2008-2018
- Folder 4 **Folder 04_Kloonigames** [Note: Accessible on-site only.]
 Contains 3,932 files in 194 folders [other games by Kloonigames], 2007-2018

Subseries B: User-created levels, 2008-2018

Scope and Content Note: This subseries contains more than 10,000 digital images of user-created levels from the online Playground for *Crayon Physics Deluxe*.

Digital - IIB

- Folder 1 **Folder 01_User-created levels**
- Contains 10,202 .PNG files [user-created levels of *Crayon Physics Deluxe*, 2008-2018]

Series III: *Quadrilateral Cowboy*, 2012-2018

Historical Note: *Quadrilateral Cowboy* (2016) is a cyberpunk puzzle adventure video game designed, developed, and published by independent company Blendo Games. Brendon Chung and Tynan Wales worked on this first-person puzzle game, in which the player acts as a 1980s computer hacker overseeing agents executing heists. The game has won multiple awards, including the Grand Jury Award at the 2013 Indiecade Festival and the Seumas McNally Grand Prize and Excellence in Design awards from the 2017 Independent Games Festival.

Founded in 2010 by Brendon Chung, Blendo Games is primarily a one-person studio based in Culver City, California. Other Blendo titles include *Gravity Bone*, *Flotilla*, and *Atom Zombie Smasher*.

Subseries A: Digital files, 2012-2018

Scope and Content Note: This subseries contains digital videos of game development, level walkthroughs, and a screenshot for *Quadrilateral Cowboy*.

Digital - IIIA

- Folder 1 **Folder 01_Videos**
 Contains 11 .avi and .mov files [videos of game development and walkthroughs], 2012-2018
- Folder 2 **Folder 02_Screenshot**
 Contains 1 .png file [screenshot of laptop graphics in space], 2013

Subseries B: Physical materials, c. 2012-2014

Scope and Content Note: This subseries houses hard copies of game development notes and sketches on loose sheets and assorted notepads, as well as a mock-up of a box for this digital game.

Box 1

- Folder 1 *Quadrilateral Cowboy* – game development notes and drawings, n.d. [c. 2012-2014]
- Folder 2 *Quadrilateral Cowboy* – game box mock-up, 2014