

Finding Aid to the Insomniac Games Records, 1998-2005

Summary Information

Title: Insomniac Games records

Creator: Insomniac Games, Inc. (primary)

ID: 119.6337

Date: 1998-2005 (inclusive)

Extent: 2.1 linear feet

Language: The materials in this collection are in English.

Abstract: The Insomniac Games records are a compilation of game design documentation, including notes, descriptions, drawings, and more, for various games created by Insomniac Games. The materials are dated between 1998 and 2005.

Repository:

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

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Custodial History: The Insomniac Games records were donated to The Strong in November 2019 as a gift of John Fiorito, Insomniac Games. The papers were accessioned by The Strong under Object ID 119.6337 and were received from Fiorito in 2 boxes.

Preferred citation for publication: Insomniac Games records, Brian Sutton-Smith Library and Archives of Play at The Strong

Processed by: Julia Novakovic, February 2020

Controlled Access Terms

Personal Names

- Chew, Jacinda
- Fiorito, John
- Hastings, Alex
- Hastings, Brian
- Price, Ted

Corporate Names

- Activision (Firm)
- Insomniac Games, Inc.

- Sony Interactive Entertainment, Inc.

Subjects

- Game design and development
- Girl with a Stick (Video game)
- Monster Knight (Video game)
- Ratchet & Clank (Video game series)
- Ratchet & Clank: Going Commando (Video game)
- Ratchet & Clank: Up Your Arsenal (Video game)
- Resistance: Fall of Man (Video game)
- Sony PlayStation video games
- Sony video games
- Spyro (Video game series)
- Spyro 2: Ripto's Rage! (Video game)
- Spyro 3: Year of the Dragon (Video game)
- Video games

Historical Note

Insomniac Games is an American video game developer based in Burbank, California. The company is best known for several best-selling series of games for Sony PlayStation consoles, including *Spyro*, *Ratchet & Clank*, and *Resistance*, as well as the acclaimed 2018 game *Marvel's Spider-Man*.

Originally founded in 1994 as Xtreme Software by Ted Price, the company was renamed to Insomniac Games the following year. Insomniac released its premier product, a first-person shooter called *Disruptor*, for the PlayStation in late 1996. Soon after, the development team at Insomniac focused on a game concept featuring a family-friendly purple dragon; the end result, *Spyro the Dragon*, found great success after its 1998 release (going on to sell nearly 5 million copies worldwide), and Insomniac had its first big hit. In 2000, Sony released the PlayStation 2, and Insomniac crafted several projects for the new system. Though two concepts were ultimately cancelled (“Monster Knight” and “Girl with a Stick”), Insomniac created a winning duo of characters named Ratchet (a feline humanoid known as a “Lombax”) and Clank (a robot) who went on to star in their own popular science-fiction, universe-traveling, zany-weapon-shooting franchise. Insomniac continued developing games exclusively for Sony consoles (including the *Resistance* series, set in an alternate 1950s timeline) throughout the 2000s.

By 2013, Insomniac had partnered with Electronic Arts to publish a multi-platform game called *Fuse* for the PlayStation 3 and Microsoft Xbox 360. They also crafted games for Microsoft Windows, Xbox One, virtual reality headsets, and mobile platforms. As a second-party studio for Sony, Insomniac introduced its first licensed title, *Marvel's Spider-Man*, for the PlayStation 4 in 2018. The following year, Sony acquired Insomniac Games as one of its first-party developers, which joined the prestigious SIE Worldwide Studios. Insomniac continues to focus on storytelling, creative weapons, and third-person gameplay, while ensuring the creative freedom of its staff members.

Collection Scope and Content Note

The Insomniac Games records contain game design documentation, including notes, descriptions, drawings, concepts, and more, for various games created by Insomniac. Published games represented here are *Spyro 2: Ripto's Rage!* (1999), *Spyro 3: Year of the Dragon* (2000), *Ratchet & Clank: Going Commando* (2003), *Ratchet & Clank: Up Your Arsenal* (2004), *Ratchet & Clank: Deadlocked* (2005) and *Resistance: Fall of Man* (2006). Also included in this collection are game design materials on two cancelled projects (“Monster Knight” and “Girl with a Stick”) and one undeveloped concept. Additional scope and content information can be found in the Contents List section of this finding aid.

The Insomniac Games records have been arranged into one series, which has been further divided into two subseries. The materials are housed in four archival document boxes and one oversized folder.

System of Arrangement

Series I: Game design documentation, 1998-2005

Subseries A: Published games, 1998-2005

Subseries B: Game concepts, 1998-2001

Contents List

Series I: Game design documentation, 1998-2005

Scope and Content Note: In this series are project files on games created by Insomniac. Documentation includes notes, descriptions, drawings, concepts, and more. Published game series represented in this collection include *Spyro*, *Ratchet & Clank*, and *Resistance*.

Materials were removed from original, standard office binders maintained at the Insomniac office. Folders are arranged in chronological order.

Subseries A: Published games, 1998-2005

Scope and Content Note: This subseries holds game design notes, drawings, layouts, and other documentation for published games by Insomniac. Included here are games from the *Spyro* series, *Ratchet & Clank* series, and *Resistance: Fall of Man*.

(Please note: Some materials are undated, but approximate dates were supplied to The Strong by Insomniac staff.)

Box 1

- Folder 1 *Spyro 2: Ripto's Rage!* – game bible/game design document v. 1.1, 1998
- Folder 2 *Spyro 3: Year of the Dragon* – game design documentation and project updates, c. 1999-2000
- Folder 3 *Spyro 3: Year of the Dragon* – game design documentation, Levels 21-44 (partial), c. 1999-2000
- Folder 4 *Spyro* series – concept art and game design documentation sampler [compiled by Insomniac staff], n.d. [c. 1998-2000]

Oversized

- Folder 1 *Spyro 3: Year of the Dragon* – design/level documents, c. 1999-2000

Box 2

- Folder 1 *Ratchet & Clank: Going Commando* – layout and construction concepts, 2003 and n.d. [c. 2002-2003]
- Folder 2 *Ratchet & Clank: Going Commando* – production design drawings for Levels 0-4, 2002-2004
- Folder 3 *Ratchet & Clank: Going Commando* – production design drawings for Levels 5-12, c. 2002-2003
- Folder 4 *Ratchet & Clank: Going Commando* – level layout and production design drawings for Levels 13-20, 2002-2003
- Folder 5 *Ratchet & Clank: Going Commando* – concept and production design drawings, c. 2002-2003

Box 3

- Folder 1 *Ratchet & Clank: Up Your Arsenal* – game design documentation and concept drawings, n.d. [c. 2002-2004] [Part 1 of 2]

- Folder 2 *Ratchet & Clank: Up Your Arsenal* – game design documentation and concept drawings, n.d. [c. 2002-2004] [Part 2 of 2]
- Folder 3 *Ratchet & Clank: Up Your Arsenal* – concept and production design drawings, n.d. [c. 2003-2004]
- Folder 4 *Ratchet & Clank: Up Your Arsenal* – concept drawings and level notes, n.d. [c. 2003-2004]
- Folder 5 *Ratchet & Clank: Deadlocked* – “Dark City” concept drawings, n.d. [c. 2004-2005]
- Folder 6 *Ratchet & Clank* series – art direction sampler [compiled by Insomniac staff], n.d. [c. 2001-2004]
- Folder 7 *Resistance: Fall of Man* – early concept drawings and game notes, 2003-2005

Subseries B: Game concepts, 1998-2001

Scope and Content Note: This subseries holds game design concepts which stalled or were ultimately cancelled. Projects include an untitled concept inspired by Mesoamerican cultures, “Monster Knight,” and “Girl with a Stick” (also referred to as “Project I-5”).

(Please note: Some materials are undated, but approximate dates were supplied to The Strong by Insomniac staff.)

Box 4

- Folder 1 Untitled game concept [Inca/Maya civilizations] – concept drawings and notes, n.d. [c. 1998-1999]
- Folder 2 “Monster Knight” – concept document, 1999
- Folder 3 “Girl with a Stick” (“Project I-5”) – game design documentation, 1999-2000
- Folder 4 “Girl with a Stick” (“Project I-5”) – concept drawings and notes, n.d. [c. 1999-2000] [Part 1 of 2]
- Folder 5 “Girl with a Stick” (“Project I-5”) – concept drawings and notes, n.d. [c. 1999-2000] [Part 2 of 2]
- Folder 6 “Girl with a Stick” (“Project I-5”) – game design documentation, 1999-2001 and n.d.
- Folder 7 “Girl with a Stick” (“Project I-5”) – game guide draft, 2000
- Folder 8 “Girl with a Stick” (“Project I-5”) – game guide draft, 2000