Finding Aid to the Jordan Mechner Papers, 1913-2016

Summary Information

    Title: Jordan Mechner papers

    Creator: Jordan Mechner (primary)

    ID: 114.1911

    Date: 1913–2016 (inclusive); 1984–1999 (bulk)

    Extent: 32 linear feet (physical); 922 GB (digital)

    Language: The materials in this collection are primarily in English, though there are instances of French, Spanish, Italian, German, and Japanese.

    Abstract: The Jordan Mechner papers are a compilation of game design documentation, notes, reference materials, drawings, film, video, photographs, source code, business records, legal documents, correspondence, and marketing materials created and retained by Jordan Mechner during his career in the video game industry. The bulk of the materials are dated between 1984 and 1999.

    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 Access: Some materials of financial or legal nature have been restricted by the donor. These documents will not be open for research use until the year 2044. They are denoted as such in this finding aid and are separated from unrestricted files.

    Conditions Governing Use: The remainder of 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, he has given permission for The Strong to make copies in all media for museum, educational, and research purposes.

    Custodial History: The Jordan Mechner papers were donated to The Strong in April 2014 as a gift from Jordan Mechner, accessioned by The Strong under Object ID 114.1911. The papers and audiovisual materials were received from Jordan Mechner in seven large boxes, in addition to donated electronic games and library items. Selected materials were digitized by Preserving the Past, LLC, of Rochester, New York, in May-June 2014. Additional videos were acquired by The Strong in October 2016 from Jordan Mechner, accessioned under Object ID 116.6054, and also digitized by Preserving the Past, LLC.

    Preferred citation for publication: Jordan Mechner papers, Brian Sutton-Smith Library and Archives of Play at The Strong

    Processed by: Julia Novakovic, September 2014, with additional materials added in October 2016

Controlled Access Terms
   Personal Names
- Mechner, Jordan

   Corporate Names
- Brøderbund
- Brøderbund Software, Inc.
- Smoking Car Productions, Inc.

   Subjects
- Brøderbund
- Computer adventure games
- Computer games
- Computer games industry
- Electronic games industry
- Game design and development
- Games--software
- Karateka (Game)
- Last Express (Game)
- Prince of Persia (Game)
- Prince of Persia II (Game)
- Prince of Persia: Sands of Time (Game)
- Smoking Car Productions, Inc.

Biographical Note
Jordan Mechner (1964–) is an American video game designer, author, and filmmaker, best known for creating the *Prince of Persia* video game series.

Jordan Mechner grew up in New York City with a strong interest in both filmmaking and computers. He learned how to code on an Apple II computer and subsequently wrote several short programs and informative articles for the magazine *Creative Computing*. Mechner enrolled at Yale University, supplementing his major studies in psychology with courses in film and computer science.

In 1982, Mechner submitted a game called *Deathbounce* to Doug Carlston at Brøderbund Software; though the game was never released, Mechner and Brøderbund established a good rapport. Two years later, Brøderbund published Mechner's game *Karateka*, a side-scrolling fighting game set in feudal Japan, which eventually sold more than half a million copies worldwide. Mechner utilized his film background to develop realistic animation for the game *Prince of Persia*, released by Brøderbund in 1989. The popular game spawned several successful sequels, a reboot, and ultimately a major motion picture.

Mechner founded independent developer Smoking Car Productions in 1993. Its primary project, *The Last Express*, featured a complex real-time mystery aboard an Art Nouveau rendering of an

Orient Express train. *The Last Express*, released by Brøderbund in 1997, received positive reviews but suffered commercially. As a result, Smoking Car Productions dissolved.

Though no longer programming games, Mechner is involved with the *Prince of Persia* franchise reboot, as well as the adaptation of his other game titles for mobile platforms. He has written several books, graphic novels, and screenplays.

Collection Scope and Content Note
The Jordan Mechner papers are a collection of game design documents, notes, correspondence, development agreements, publicity, magazine articles, photographs, film, digital files, audio-visual media, reference, source code disks, and other materials relating to the career of Jordan Mechner and the creation of his most popular software titles. Some business records for Mechner's Smoking Car Productions firm are also part of this collection. The bulk of the materials are dated between 1984 and 1999. Additional scope and content information can be found within the "Contents List" section of this finding aid.

The Jordan Mechner papers have been arranged into seven series, two of which have been further divided into subseries. The physical materials are housed in 36 archival document boxes. There is also a series of digital-only files, which can be accessed via the internal network of The Strong.

Boxes 12, 13, and 14 have been restricted by the donor and cannot be accessed until the year 2044. Eleven additional folders have been designated as "restricted" and have been separated from the rest of the "open" materials in the collection. Researchers are free to request use of Boxes 1-11 and 15-36 until the donor restrictions have expired.

Related Materials
For related archival materials on Brøderbund Software, see also the Brøderbund Software, Inc. collection in the Brian Sutton-Smith Library and Archives of Play at The Strong. The library also holds graphic novels in the *Prince of Persia* series by Jordan Mechner.

The International Center for the History of Electronic Games has various versions of Mechner's titles *Karateka, Prince of Persia* series*,* and *The Last Express* within its collections. In the same accession, Mechner also donated action figures, posters, and plaques relating to these games.

System of Arrangement
    Series I: Early game designs, 1978–1991
    Series II: Brøderbund games, 1982–2002
          Subseries A: *Karateka* game production
          Subseries B: *Prince of Persia* game production
          Subseries C: *Prince of Persia 2: The Shadow and the Flame* game production
          Subseries D: Financial documentation
    Series III: Smoking Car Productions and *The Last Express*, 1913–2010
          Subseries A: Personnel information
          Subseries B: Financial documentation
          Subseries C: Agreements and contracts
          Subseries D: *The Last Express* game production
          Subseries E: Publicity and marketing materials
          Subseries F: Audiovisual and data materials
    Series IV: Other games in *Prince of Persia* franchise, 1993–2007
    Series V: Publicity and other projects, 1997–2006
    Series VI: Source code and project disks, c. 1984–1997
    Series VII: Digital files, 2014-2016

Contents List

Series I: Early game designs, 1978–1991

        Scope and Content Note: This series contains documentation on Mechner's early forays into computer game programming and design, including his first submission to Brøderbund Software (*Deathbounce*). These folders hold notes, correspondence, journal articles, code printouts, sketches, and Apple II reference materials. (Mechner estimated that he programmed more than 50 games for the Apple II computer between 1979 and 1983.)

        The materials in this series have been digitized, and their corresponding digital file name is noted in brackets following the folder label in the box and folder list.

Box 1

Folder 1   *Creative Computing* articles by Jordan Mechner, with associated correspondence, 1978-1981 [corresponds to digital Mech_Folder_0025]

Folder 2   Apple reference manuals, notes, code printouts, 1979-1980 [corresponds to digital Mech_Folder_0018]

Folder 3   *Asteroids* correspondence, sketches, agreement with Hayden Book Company, 1980-1982 [corresponds to digital Mech_Folder_0021]

Folder 4   Apple II - *Star Castle* sketches and screenshots, n.d. [corresponds to digital Mech_Folder_0047]

Folder 5   Apple II - *Earth* sketches and notes, n.d. [corresponds to digital Mech_Folder_0046]

Folder 6   *Deathbounce* sketches and code printouts, n.d. [corresponds to digital Mech_Folder_0023]

Folder 7   *Deathbounce* correspondence and game description, 1982-1983 [corresponds to digital Mech_Folder_0024]

Folder 8   CompuTeach - *ABsCenes code*, correspondence, software agreements, other information, 1983-1991 [corresponds to digital Mech_Folder_0020]

Folder 9   Apple II - miscellaneous game ideas, notes, sketches, code sheets, c. 1980s [corresponds to digital Mech_Folder_0048]

Folder 10   Apple II S-C Assembler II Disk Version 3.2 manual, © 1978 [corresponds to digital Mech_Folder_0035]

Series II: Brøderbund games, 1982–2002

        Scope and Content Note: This series documents the creation, development, production, and release of three of Mechner's computer games. For the Brøderbund-published *Karateka* (1984) and *Prince of Persia* (1989), Mechner programmed the games on his Apple II computer. Mechner focused on design and direction, rather than coding, for *Prince of Persia 2: The Shadow and the Flame* (1993).

        All files in Subseries D: Financial documentation have been restricted by the donor until the year 2044 and will not be available to researchers at this time; additional restricted files within the remainder of this series are indicated and have been removed from their boxes.

Subseries A: *Karateka* game production

Scope and Content Note: This subseries holds documentation related to the development and release of *Karateka* (1984), Mechner's first published computer game by Brøderbund. Materials here include notes, correspondence, sketches, reference materials, fan mail, published reviews, video, and more. (Of note is a letter to Mechner from a young John Romero, who went on to become a prominent game designer himself.) Also within this subseries are notes and descriptions for a potential sequel to *Karateka*.

Selected materials in this series have been digitized, and when appropriate, their corresponding digital file name is noted in brackets.

Box 1

Folder 11   *Karateka* draft text, notes, storyboard drafts with sketches, tracing paper sketches, c. 1982-1983 [corresponds to digital Mech_Folder_0026]

Folder 12   Brøderbund-Mechner agreement for *Karateka*, 1984

Folder 13   *Karateka*/Brøderbund notes, correspondence, sketches, invoices, press release, 1984-1987 [corresponds to digital Mech_Folder_0045]

Folder 14   *Karateka* draft musical score, notes, correspondence, 1985 [corresponds to digital Mech_Folder_0027]

Folder 15   *Karateka* sell sheets and press release, Brøderbund, 1984-1988

Folder 16   *Karateka* reviews, 1985-2000

Folder 17   *Karateka* third-party conversions correspondence and related reference, 1988-1989 [corresponds to digital Mech_Folder_0044]

Folder 18   Fan mail to Jordan Mechner about *Karateka*, 1988-1989

Folder 19   Letter from John Romero to Jordan Mechner about *Karateka*, March 24, 1985

Box 2

Folder 1   *Karateka II: The Master's Revenge* outline, notes, sketches, n.d. [c. 1985-1986]

Folder 2   *Karateka II* correspondence and game description, 1986 [corresponds to digital Mech_Folder_0043

Folder 3   Brøderbund memorabilia (catalogs, newsletter, articles, "Information for Authors" booklet, Print Shop banner), 1981-1985 [corresponds to digital Mech_Folder_0022]

Box 7

- VHS tape: "Karateka demo," n.d.
- Super 8 film: "K2," n.d. [potentially film research for *Karateka 2* (?); corresponds to digital Mech_Super8_0001]

Box 21

Folder 3   *Karateka* box artwork, n.d.

Subseries B: *Prince of Persia* **game production**
Scope and Content Note: This subseries contains documentation related to the development and release of *Prince of Persia* (1989), Mechner's second published computer game by Brøderbund. Materials here include notes, correspondence, sketches, reference materials, script drafts, contracts, technical documentation, advertisements, press releases, published reviews, photographs, videos, and more. Mechner utilized a rotoscoping process to create life-like movement and animation for his characters in the *Prince of Persia*; the sequenced photographs, as well as the ones in the photograph albums in this subseries, demonstrate this technique.

Selected materials in this series have been digitized, and when appropriate, their corresponding digital file name is noted in brackets.

Box 2
Folder 4   "Apple DRAY and Early *Prince of Persia*" (source code printouts, draft sketches, storyboard notes), n.d. [corresponds to digital Mech_Folder_0034]
Folder 5   *Prince of Persia* story/gameplay notes, text drafts, sketches, 1985-1989 [corresponds to digital Mech_Folder_0036]
Folder 6   *Prince of Persia* traps/gameplay sketches and notes, 1985-1988 [corresponds to digital Mech_Folder_0029]
Folder 7   *Prince of Persia* reference materials, draft storyboard with sketches, notes, photographs, c. 1985-1989 [corresponds to digital Mech_Folder_0028]
Folder 8   *Prince of Persia* rotoscoping notes, script draft, sketches, 1985-1989 [corresponds to Mech_Folder_0030]
Folder 9   *Prince of Persia*/Brøderbund correspondence and contracts, 1985-1986 [corresponds to digital Mech_Folder_0038]
Folder 10   **[RESTRICTED]** Brøderbund-Mechner agreement and addendums for *Prince of Persia*, 1986, 1988, 1989, 1990, 1995 [Note: This is restricted until 2044 and has been removed from Box 2.]
Folder 11   *Prince of Persia*/Brøderbund subcontracting correspondence and agreements, 1986-1990 [corresponds to digital Mech_Folder_0037]
Folder 12   *Prince of Persia* game work logs and notes, 1989 [corresponds to digital Mech_Folder_0033]
Folder 13   *Prince of Persia*/Brøderbund presage-Mac port correspondence, notes, technical reports, graphics estimates, 1990-1992 [corresponds to digital Mech_Folder_0039]
Folder 14   *Prince of Persia* sales and marketing correspondence, 1990-1991 [corresponds to digital Mech_Folder_0016]

Box 3
Folder 1   *Prince of Persia* musical score draft, notes, correspondence, 1989 [corresponds to digital Mech_Folder_0042]
Folder 2   *Prince of Persia* technical information, source code documentation, October 12, 1989 [corresponds to digital Mech_Folder_0031]
Folder 3   *Prince of Persia* draft text for game box, sketches, designs, memos, 1989 [corresponds to digital Mech_Folder_0032]

Folder 4 *Prince of Persia*/Brøderbund third party licensing correspondence, royalty information, notes, sales numbers, licensing, 1989-1993 [corresponds to digital Mech_Folder_0040]

Folder 5 **[RESTRICTED]** *Prince of Persia* third party licensing agreements, 1989-1992 [Note: This is restricted until 2044 and has been removed from Box 3.]

Folder 6 *Prince of Persia*/Brøderbund third party licensing correspondence, manuals, 1992 [corresponds to digital Mech_Folder_0041]

Folder 7 *Prince of Persia* correspondence, development agreement amendments, 1991-1992 [corresponds to digital Mech_Folder_0007]

Folder 8 *Prince of Persia*-related Brøderbund correspondence and quality assurance notes, 1992-1994 [corresponds to digital Mech_Folder_0004]

Folder 9 *Prince of Persia* story and hint book text draft, 1993 [corresponds to digital Mech_Folder_0001]

Folder 10 *Prince of Persia* background information and chronology, 2001

Folder 11 *Prince of Persia* marketing materials and advertisements, c. 1989

Folder 12 Fan mail to Jordan Mechner about *Prince of Persia* series, c. 1990-1997

Folder 13 Fan mail to Jordan Mechner about *Prince of Persia* series, c. 1990-1997

Folder 14 "Breakdown of *Prince 1* frames," Jordan Mechner [reference for frames and sequences in Boxes10 and 11], n.d.

Box 4

Folder 1 *Prince of Persia* still frame photographic negatives, c. 1989 [Note: These images have been digitized, and photographs of these are contained in Boxes 8 and 9.]

Folder 2 *Prince of Persia* awards (photocopies), 1993

Folder 3 Miscellaneous *Prince of Persia* graphics and sketches, n.d.

Folder 4 **[RESTRICTED]** Mindscape-Mechner *Prince of Persia* for Gameboy agreement, 1998 [Note: This is restricted until 2044 and has been removed from Box 4.]

Folder 5 **[RESTRICTED]** Brøderbund-Mechner termination of *Prince of Persia*, 2000-2001 [Note: This is restricted until 2044 and has been removed from Box 4.]

Folder 6 **[RESTRICTED]** *Prince of Persia* intellectual property rights information, 2001 [Note: This is restricted until 2044 and has been removed from Box 4.]

Box 7

- VHS tape: "Prince of Persia footage 10/20/85 - Chappaqua (DM)," c. 1985 [corresponds to digital Mech_VHS_0001]
- VHS tape: "Prince of Persia footage 2/16/87 - San Rafael (DM)," c. 1987[corresponds to digital Mech_VHS_0002]
- VHS tape: "Prince of Persia footage 8/24-25/88 (RC, JM)," c. 1988 [corresponds to digital Mech_VHS_0003]
- VHS tape: "POP - 7/14/89 (TLD)," c. 1989 [corresponds to digital Mech_VHS_0004]
- VHS tape: "Prince of Persia footage 6/3/89 - San Francisco (MJC) ; 8/12/89 - RAC," c. 1989 [corresponds to digital Mech_VHS_0005]
- VHS tape: "Prince of Persia demo Master Copy (6:00)," n.d.
- VHS tape: "Prince of Persia by Jordan Mechner / 6-minute demo (Apple II version)," n.d.

- VHS tape: "Prince of Persia promotional video 2/14/92," c. 1992
- VHS tape: G4TechTV "Icons 314 - Prince of Persia," n.d.
- VHS tape: "Micro Kids no. 35," n.d.

Box 8

[no folder]   Separate photographs taken from film still frames for *Prince of Persia* game production, n.d. [correspond to digital Mech_Photo_0001-0349

Box 9

[no folder]   Separate photographs taken from film still frames for *Prince of Persia* game production, n.d. [correspond to digital Mech_Photo_0350-0461]

Envelope 1   Separate pencil on tracing paper sketches for *Prince of Persia* game production, n.d. [correspond to digital Mech_Sketch_0029-0118]

Box 10

Envelope 1   Sequenced photograph booklet, "Stand jump/land," n.d. [corresponds to digital Mech_Album_0001_001-028]

Envelope 2   Sequenced photograph booklet, "Jumpup Hangdrop," n.d. [corresponds to digital Mech_Album_0002_001-024]

Envelope 3   Sequenced photograph booklet, "Startrun/step," n.d. [corresponds to digital Mech_Album_0003_001-027]

Envelope 4   Sequenced photograph booklet, "Drink," n.d. [corresponds to digital Mech_Album_0004_001-024]

Envelope 5   Sequenced photograph booklet, "Fall & Land," n.d. [corresponds to digital Mech_Album_0005_001-020]

Envelope 6   Sequenced photograph booklet, "Fight 2 Sheathe," n.d. [corresponds to digital Mech_Album_0006_001-022]

Envelope 7   Sequenced photograph booklet, "Fight 1," n.d. [corresponds to digital Mech_Album_0007_001-028]

Envelope 8   Sequenced photograph booklet, "Runturn," n.d. [corresponds to digital Mech_Album_0008_001-020]

Envelope 9   Sequenced photograph booklet, "Draw/Collapse," n.d. [corresponds to digital Mech_Album_0009_001-021]

Envelope 10   Selected grouped photographs, "Climb," n.d. [corresponds to digital Mech_Sel_Frames_0001_001-013]

Envelope 11   Selected grouped photographs, "Climb up," n.d. [corresponds to digital Mech_Sel_Frames_0002_001-010]

Envelope 12   Selected grouped photographs, "Hang," n.d. [corresponds to digital Mech_Sel_Frames_0003_001-021]

Envelope 13   Selected grouped photographs, "Climbing," n.d. [corresponds to digital Mech_Sel_Frames_0004_001-022]

Box 11

Folder 1   Sequenced photographs, taped in order by Jordan Mechner, for *Prince of Persia* game production, n.d. [corresponds to digital Mech_Seq_0001-0015d]

Subseries C: *Prince of Persia 2: The Shadow and the Flame* **game production**
Scope and Content Note: This subseries houses documentation related to the development and release of *Prince of Persia 2: The Shadow and the Flame* (1993), Mechner's third published computer game by Brøderbund. Materials here include notes, correspondence, sketches, reference materials, script drafts, contracts, technical documentation, advertisements, press releases, published reviews, and more.

Selected materials in this series have been digitized, and when appropriate, their corresponding digital file name is noted in brackets.

Box 4

Folder 7   *Prince of Persia 2* notes, sketches, memos, reference, 1987-1990, 1995 [corresponds to digital Mech_Folder_0003]

Folder 8   *Prince of Persia 2* ideas, notes, draft text outline, sketches, 1988-1990 [corresponds to digital Mech_Folder_0017]

Folder 9   *Prince of Persia 2* story sketches, non-interactive sequence descriptions, 1989-1990 [corresponds to digital Mech_Folder_0002]

Folder 10   *Prince of Persia 2* correspondence with Brøderbund, 1990-1991

Folder 11   *Prince of Persia*/*Prince of Persia 2*-related correspondence and overviews with Brøderbund, 1990-1992 [corresponds to digital Mech_Folder_0014]

Folder 12   **[RESTRICTED]** Brøderbund-Mechner agreement and amendments for *Prince of Persia 2*, 1991, 1997 [Note: This is restricted until 2044 and has been removed from Box 4.]

Folder 13   *Prince of Persia 2* schedules, notes, sketches, reference, 1991 [corresponds to digital Mech_Folder_0005]

Box 5

Folder 1   "*Prince of Persia 2* / June 25, 1991 / Work in Progress," Jordan Mechner, 1991 [corresponds to digital Mech_Folder_0008]

Folder 2   *Prince of Persia 2* game design documentation, Jordan Mechner, August 8, 1991, © 1991

Folder 3   *Prince of Persia 2* design notes, schedules, overviews, storyboard text outlines with draft sketches, 1992 [corresponds to digital Mech_Folder_0006]

Folder 4   *Prince of Persia 2* notes, correspondence, product schedules, draft for manual, 1992-1993 [corresponds to digital Mech_Folder_0015]

Folder 5   *Prince of Persia 2* quality assurance notes and memos, 1993 [corresponds to digital Mech_Folder_0009]

Folder 6   *Prince of Persia 2* hint book draft and copied sketches, 1993 [corresponds to digital Mech_Folder_0010]

Folder 7   *Prince of Persia 2* packaging requirements and design ideas, 1993 [corresponds to digital Mech_Folder_0011]

Folder 8   *Prince of Persia 2* product marketing plan, demo disk summary notes, 1993 [corresponds to digital Mech_Folder_0013]

Folder 9   *Prince of Persia 2* displays, photographs, c. 1993

Folder 10   *Prince of Persia 2* reviews and articles, c. 1993 [in Japanese, German, French, and Spanish]

Folder 11   *Prince of Persia 2* qualitative feedback and retail analyses, 1993-1994
                  [corresponds to digital Mech_Folder_0012]

Box 6
Object 1   *Prince of Persia 2* game design documents binder, with design sketches, 1991
                  [corresponds to digital Mech_Binder_0001 files and Mech_Sketch_0001-0028
                  files]

                  Subseries D: Financial documentation [RESTRICTED]
                  Scope and Content Note: These files are closed to researchers until 2044 at the
                  behest of the donor. This subseries holds financial papers and royalty statements
                  on payments issued to Jordan Mechner by Brøderbund between 1984 and 2002.
Box 12
Folder 1   **[RESTRICTED]** Brøderbund-Mechner royalty statements, 1984
Folder 2   **[RESTRICTED]** Brøderbund-Mechner royalty statements, 1985
Folder 3   **[RESTRICTED]** Brøderbund-Mechner royalty statements, 1986
Folder 4   **[RESTRICTED]** Brøderbund-Mechner royalty statements, 1987
Folder 5   **[RESTRICTED]** Brøderbund-Mechner royalty statements, 1988
Folder 6   **[RESTRICTED]** Brøderbund-Mechner royalty statements, 1989
Folder 7   **[RESTRICTED]** Brøderbund-Mechner royalty statements, 1990
Folder 8   **[RESTRICTED]** Brøderbund-Mechner royalty statements, 1991
Folder 9   **[RESTRICTED]** Brøderbund-Mechner royalty statements, 1992
Folder 10   **[RESTRICTED]** Brøderbund-Mechner royalty statements, 1993
Folder 11   **[RESTRICTED]** Brøderbund-Mechner royalty statements, 1994
Folder 12   **[RESTRICTED]** Brøderbund-Mechner royalty statements, 1995
Folder 13   **[RESTRICTED]** Brøderbund-Mechner royalty statements, 1996
Folder 14   **[RESTRICTED]** Brøderbund-Mechner royalty statements, 1997
Folder 15   **[RESTRICTED]** Brøderbund-Mechner royalty statements, 1998
Folder 16   **[RESTRICTED]** Brøderbund-Mechner royalty statements, 1999
Folder 17   **[RESTRICTED]** Brøderbund-Mechner royalty statements, 2000
Folder 18   **[RESTRICTED]** Brøderbund-Mechner royalty statements, 2001
Folder 19   **[RESTRICTED]** Brøderbund-Mechner royalty statements, 2002
Folder 20   **[RESTRICTED]** Brøderbund-Mechner compiled sales and royalty data, 1984-
                  1991
Folder 21   **[RESTRICTED]** Brøderbund-Mechner audit, notes and correspondence, 1993-
                  1998

Series III: Smoking Car Productions and *The Last Express*, 1913–2010
> **Scope and Content Note:** This series documents the creation, development, production, and release of *The Last Express* (1997). Mechner founded Smoking Car Productions in 1993 as an independent game developer, whose main project would be *The Last Express*.
>
> All files in Subseries A: Personnel information; Subseries B: Financial documentation; and Subseries C: Agreements and contracts have been restricted by the donor until the year 2044 and will not be available to researchers at this time; additional restricted files within the remainder of this series are indicated and have been removed from their boxes.
>
> **Subseries A: Personnel information [RESTRICTED]**
> **Scope and Content Note:** These files are closed to researchers until 2044 at the behest of the donor. This subseries houses human resources materials pertaining to Smoking Car Productions between 1994 and 1997.

Box 13
Folder 1   **[RESTRICTED]**Smoking Car Productions Personnel Manual, December 1994
Folder 2   **[RESTRICTED]**Smoking Car Productions personnel files, 1994-1997
Folder 3   **[RESTRICTED]**Smoking Car Productions - human resources issues and offer letters, 1994-1997
Folder 4   **[RESTRICTED]***The Last Express* project bonus plan correspondence and agreements, 1995

> **Subseries B: Financial documentation [RESTRICTED]**
> **Scope and Content Note:** These files are closed to researchers until 2044 at the behest of the donor. This subseries contains financial papers, project expenditures, sales data, and royalty statements pertaining to Smoking Car Productions and *The Last Express* project.

Box 13
Folder 5   **[RESTRICTED]***The Last Express* project financial expenditures and related information, 1993-1997
Folder 6   **[RESTRICTED]***The Last Express* project financial expenditures and related information, 1997
Folder 7   **[RESTRICTED]**Smoking Car Productions - loan from Jordan Mechner details, 1995-1997
Folder 8   **[RESTRICTED]***The Last Express*/Brøderbund sales data, 1997
Folder 9   **[RESTRICTED]**Brøderbund-Smoking Car Productions royalty statements, 1997-1999
Folder 10   **[RESTRICTED]**Royalties paid, *The Last Express* staff, 2000
Folder 11   **[RESTRICTED]**Intrada royalty statement, *The Last Express* soundtrack, 2000
Folder 12   **[RESTRICTED]**Interplay royalty statements, *The Last Express* game, 2000-2003

Subseries C: Agreements and contracts [RESTRICTED]
Scope and Content Note: These files are closed to researchers until 2044 at the behest of the donor. This subseries holds contractor and licensing agreements, along with patent applications, legal correspondence, and other contracts related to *The Last Express*.

Box 13

Folder 13   **[RESTRICTED]** *The Last Express* project correspondence and agreements, 1994-1997

Folder 14   **[RESTRICTED]** Trogus Adventures/Smoking Car Productions contractor agreement, 1993

Box 14

Folder 1   **[RESTRICTED]***The Last Express* original pitch to Brøderbund, 1995

Folder 2   **[RESTRICTED]**Brøderbund/*The Last Express* agreements, amendments, and termination, 1995-1999

Folder 3   **[RESTRICTED]**Smoking Car Productions/Last Express Productions Memorandum of Understanding, 1995

Folder 4   **[RESTRICTED]**Softbank/*The Last Express* licensing agreements, 1995-1996

Folder 5   **[RESTRICTED]***The Last Express* copyright registration and related information, 1996

Folder 6   **[RESTRICTED]**Softbank/*The Last Express* project legal correspondence, 1997

Folder 7   **[RESTRICTED]**U.S. Patent Application No. 08/813,859 correspondence, 1997

Folder 8   **[RESTRICTED]**Patent application information and legal correspondence, Smoking Car Productions and Michael J. Hughes Intellectual Property Law, 1997-1999

Folder 9   **[RESTRICTED]**Brøderbund/*The Last Express* termination and correspondence, 1995-1998

Folder 10   **[RESTRICTED]**Mindscape/*The Last Express* termination and correspondence, 1996-1999

Folder 11   **[RESTRICTED]**Phoenix Licensing/Smoking Car Productions agreement for *The Last Express*, 1999

Folder 12   **[RESTRICTED]**Phoenix Licensing/Intrada Partners, *The Last Express* soundtrack agreements, 2000

Folder 13   **[RESTRICTED]**Phoenix Licensing/Interplay Entertainment licensing agreement and correspondence for *The Last Express*, 1999, 2002

Subseries D: *The Last Express* **game production**
Scope and Content Note: This subseries houses documentation related to the development and release of *The Last Express* (1997), Mechner's fourth published computer game. Materials here include research materials, notes, correspondence, sketches, script drafts, reference journals, technical documentation, film production binders, advertisements, press releases, published reviews, photographs, and more. (Staff from Smoking Car Productions visited two existing Orient Express trains in Budapest and Athens in order to replicate the train's interior/exterior for the computer game.)

Box 15

Folder 1   Orient Express locomotive research notes and correspondence, c. 1993
Folder 2   Orient Express floor plans (photocopies) and notes, n.d.
Folder 3   *The Last Express* research correspondence and reports, 1994
Folder 4   **[RESTRICTED]** *The Last Express* research notes and script reference checks, 1995-1996 [Note: This is restricted until 2044 and has been removed from Box 15.]
Folder 5   *The Last Express* reference photocopies and photographs, c. 1913-2010
Folder 6   **[RESTRICTED]** Background information on *The Last Express* graphics, Donald Grahame, Grahame-Harding Productions, c. 1995-1997 [Note: This is restricted until 2044 and has been removed from Box 15.]
Folder 7   *The Last Express* linear screenplay, Jordan Mechner and Tomi Pierce, draft, July 8, 1994
Folder 8   *The Last Express* linear screenplay, July 8, 1994, © 1994 Smoking Car Productions
Folder 9   *The Last Express* cast résumés and pictures, 1994
Folder 10   *The Last Express* production - AVID book, Marc Netter, c. 1995
Folder 11   *The Last Express* soundtrack notes and correspondence, Elia Cmiral, 1995-1999
Folder 12   *The Last Express* recording sessions, March 1996
Folder 13   *The Last Express* recording sessions, May 1996

Box 16

Folder 1   *The Last Express* Fast Forward/Vox 4 script notes, 1996
Folder 2   *The Last Express* script notes, Jordan Mechner, "Vox Rec. 1-2-3-4," 1994-1996
Folder 3   *The Last Express* game production translation services, 1996
Folder 4   *The Last Express* gameplay log, October 12, 1996
Folder 5   *The Last Express* beta test gameplay notes, 1997
Folder 6   "Documents for Grabface" outline and documentation, c. 1994-1996
Folder 7   Smoking Car master EDL disk with frame list, April 13, 1994
Folder 8   *The Last Express* production transparencies for presentation [Northern Lights?], n.d.
Folder 9   *The Last Express* sketches and sample graphics, n.d.
Folder 10   *The Last Express* sketches/transparencies, "NIS [Non-Interactive Sequences] 1630, 1631, 1634," n.d.
Folder 11   *The Last Express* sketches/transparencies, "NIS [Non-Interactive Sequence] 1903," n.d.
Folder 12   *The Last Express* sketches/transparencies, "1904 - Border & Smash," n.d.

Folder 13   *The Last Express* sketches/transparencies, "Misc.," n.d.
Folder 14   Animation design documentation, "Firebird/Whistle," 1996
Folder 15   "Firebird" concept designs for *The Last Express*, John Punsalam, c. 1995-1996
Folder 16   "Firebird" concept designs for *The Last Express*, Lawrence Hamashima, c. 1995-1996
Folder 17   "Firebird" concept designs for *The Last Express*, Guido Muzzarelli, 1996
Folder 18   "Firebird" concept designs for *The Last Express,* "ENB," 1996

Box 17
Object 1   *The Last Express* script notes, film shoot notes, rotoscoping notes, September 19, 1994-October 10, 1994 [large black binder]
Object 2   *The Last Express* cast catalog with photographs of hair/makeup/costumes, October 1994 [black binder]
Object 3   *The Last Express* lined screenplay binder, voice recordings, June 29, 1994-July 2, 1994 [blue binder]

Box 18
Object 1   *The Last Express* cast makeup photos and notes, Joeann Edmonds, October 1994 [black binder]
Object 2   *The Last Express* "Nicole's Character Book" binder, Nicole Tostevin, 1994 [black binder]
Object 3   **[RESTRICTED]** *The Last Express* project weekly updates binder, September 1995-July 1996 [blue binder] [Note: This is restricted until 2044 and has been removed from Box 18.]
Object 4   *The Last Express* "Editor's Notes" binder*,* April 1995 [blue binder]

Box 19
Envelope 1   Orient Express photographs, Athens/Budapest, c. 1993-1994
Envelope 2   Orient Express photographs, Athens/Budapest, c. 1993-1994
Envelope 3   Orient Express photographs, Athens/Budapest, c. 1993-1994
Folder 1   Album, "Misc. Orient Express Photos (Athens)," n.d. [c. 1993-1994]
Folder 2   *The Last Express* production set photographs, c. 1994-1995
Folder 3   *The Last Express* production team slides, n.d. [c. 1994-1997]
Folder 4   Orient Express film negatives, Athens/Budapest, c. 1993-1994
Folder 5   Model train shoot film negatives, n.d.

Box 20
Object 1   Orient Express photographs mounted on pages in album, Athens/Budapest, c. 1993-1994 [black album]
Object 2   Orient Express photographs arranged in album, Athens/Budapest, c. 1993-1994 [gray album]

Box 21
Folder 5   *Fabergé Eggs: Imperial Russian Fantasies*, Darlene Geis (ed.), Harry N. Abrams Publisher, © 1995
Folder 6   *Page folles,* 21 juin 1914 ["Funny Pages," June 21, 1914; newspaper in French]

Folder 7　　　Five issues of *L'Illustration - Journal universel hebdomadaire* ["The Illustration - Weekly Newspaper," 1913-1914; newspapers in French]
- 5 juillet 1913 [July 5, 1913]
- 2 mai 1914 [May 2, 1914]
- 4 juillet 1914 [July 4, 1914]
- 11 juillet 1914 [July 11, 1914]
- 18 juillet 1914 [July 18, 1914]

Folder 8　　　*The Last Express* project illustrations and sketches, 1995-1997

Subseries E: Publicity and marketing materials
Scope and Content Note: This subseries contains publicity materials from Smoking Car Productions as well as press releases and published reviews about *The Last Express*. Also in this subseries are marketing strategies for the Brøderbund release of *The Last Express* in 1997 and later the Interplay release of the title.

Box 22
Folder 1　　　Jordan Mechner at Smoking Car Productions bio, c. 1997
Folder 2　　　Smoking Car Productions stationery and business card designs, c. 1996
Folder 3　　　*The Last Express* marketing strategies and information, Brøderbund, 1996-1997 [some in French and Spanish]
Folder 4　　　Publicity information for *The Last Express* release, 1997
Folder 5　　　*The Last Express* clipped reviews and user comments, through Brøderbund, 1997-1999
Folder 6　　　*The Last Express* reviews and publicity, c. 1997-1998
Folder 7　　　*The Last Express* promotional flyers, 1997 [in English and Spanish]
Folder 8　　　*The Last Express* animation stills for publicity, c. 1997
Folder 9　　　Fan mail to Jordan Mechner about *The Last Express*, 1999
Folder 10　　*The Last Express* marketing strategies and information, Interplay, 1999-2000

Box 21
Folder 4　　　Smoking Car Productions stationery logo print negatives, c. 1996

Subseries F: Audiovisual and data materials
Scope and Content Note: This subseries houses various types of film, videotape, audio recordings, and data tape utilized during the production of *The Last Express*. Film and tape labels listed below match the original labels.

Box 23
Object 1　　　16mm film: Smoking Car Productions, "Express," 10-25-95, Reels 1, 2; 1995
Object 2　　　16mm film: Smoking Car Productions, "Express," 9-19-94 and 9-20-94, Reels A2, A3, A4; 1994
Object 3　　　16mm film: Smoking Car Productions, "Express," 9-21-94, Reels A5, A6, A7; 1994
Object 4　　　16mm film: Smoking Car Productions, "Express," 9-22-94, Reels A8, A9, A10; 1994
Object 5　　　16mm film: Smoking Car Productions, "Express," 9-23-94 and 9-24-94, Reels A11, A12, A13, A14, A15; 1994

Object 6   16mm film: Smoking Car Productions, "Express," 9-26-94, Reels A16, A17, A18;
               1994
Object 7   16mm film: Smoking Car Productions, "Express" [no date specified], Reels A23-
               A25, A26-A28; c. 1994

Box 24
Object 1   16mm film: Smoking Car Productions, "Express," 10-4-94, Reels A29, A30, A31;
               1994
Object 2   16mm film: Smoking Car Productions, "Express," 10-5-94, Reels A32, A33, A34,
               A35; 1994
Object 3   16mm film: Smoking Car Productions, "Express," 10-6-94, Reels A36, A37; 1994
Object 4   16mm film: Smoking Car Productions, "Express," 10-6-94, Reels A38, A39, A40;
               1994
Object 5   16mm film: Smoking Car Productions, "Express," 10-6-94 and 10-7-94, Reels
               A41, A42, A43, A44; 1994
Object 6   16mm film: Smoking Car Productions, "Express," 10-7-94 and 10-8-94, Reels
               A45, A46, A47, A48; 1994

Box 25
Object 1   16mm film: Smoking Car Productions, "Express," 10-11-94, Reels A50, A51;
               1994
Object 2   16mm film: Smoking Car Productions, "Express," 9-20-94, Reels B1, B2; 1994
Object 3   16mm film: Smoking Car Productions, "Express," 9-21-94, Reels B3, B4; 1994
Object 4   16mm film: Smoking Car Productions, "Express," 9-23-94 and 9-24-94, Reels
               B6, B7, B8, B9; 1994
Object 5   16mm film: Smoking Car Productions, "Express," 9-26-94, Reels B10, B11; 1994
Object 6   16mm film: Smoking Car Productions, "Express," 9-27-94, Reels B12, B13, B14;
               1994

Box 26
Object 1   16mm film: Smoking Car Productions, "Express," 9-19-94, Reel A1; 1994
Object 2   16mm film: Smoking Car Productions, "Express," 9-11-94, Reel #2; 1994
Object 3   16mm film: Smoking Car Productions, "Express," 9-27-94, Reel A19; 1994
Object 4   16mm film: Smoking Car Productions, "Express," 9-27-94, Reel A20; 1994
Object 5   16mm film: Smoking Car Productions, "Express," 9-28-94, Reel A21; 1994
Object 6   16mm film: Smoking Car Productions, "Express," 9-29-94, Reel A22 [?]; 1994
Object 7   16mm film: Smoking Car Productions, "Express," 10-8-94, Reel A41-A49; 1994
Object 8   16mm film: Smoking Car Productions, "Express," 10-11-94, Reel A52; 1994
Object 9   16mm film: Smoking Car Productions, "Express," 10-10-94, "Smoking Car Grid
               Test"; 1994
Object 10   16mm film: Smoking Car Productions, "Express," 9-22-94, Reel B5; 1994
Object 11   16mm film: Smoking Car Productions, "Express," 9-28-94, Reels B15, B16; 1994
Object 12   16mm film: Smoking Car Productions, "Express," 9-29-94, Reel B17; 1994
Object 13   16mm film: Smoking Car Productions, "Express," 9-30-94, Reel B18; 1994

Box 26

- Betacam SP tape: "Test Footage 9/6/95," 1995
- Betacam SP tape: Smoking Car Productions, "Express, BCSP from VHS, Audio: MOS, TRT 7:30, 3/19/96," 1996
- VHS tape: "The Last Express" [in Japanese], n.d.
- VHS tape: "Last Express Selected Interviews, Aug. 3rd 1996, RT 12 minutes," 1996
- VHS tape: "Making of Express, 9/19 - 10/10," n.d.
- VHS tape: Smoking Car Productions, "Models O-E 1914, DUB: 8/12/95," 1995
- VHS tape: Smoking Car Productions, "Modern Train Tests, Athens Sleeping Car Summer '93, DUB: 8/12/95," 1995
- VHS tape: Smoking Car Productions, "Restaurant Car, Budapest 7/1/93, DUB: 8/12/95," 1995
- VHS tape: Brøderbund Software/Smoking Car Productions, "'The Last Express' Trailer 2:00, Behind the Scenes Footage 10:00, DUB: 2/10/97," 1997

Box 27

- U-matic tape: [1] Smoking Car Productions, "'Express' 1st cut/AVID, Part 1; Director: Jordan Mechner; Editors: Terry Schwartz, Claire Calvino; Producer: Mark Netter; MASTER," 1995
- U-matic tape: [2] Smoking Car Productions, "'Express' 1st cut/AVID, Part 2; Director: Jordan Mechner; Editors: Terry Schwartz, Claire Calvino; Producer: Mark Netter; MASTER," 1995
- U-matic tape: [3] Smoking Car Productions, "'Express' 1st cut/AVID, Part 3 (revisions); Director: Jordan Mechner; Editors: Terry Schwartz, Claire Calvino; Producer: Mark Netter; MASTER," 1995
- U-matic tape: [4] Tape unlabeled, cover marked "Smoking Car," n.d.
- U-matic tape: Tape and cover marked "Smoking Car," n.d.
- D-1 tape ("4:2:2"): Smoking Car Productions, "4/13/94 Test, Select Edits + Disentangled, Edited Master, TRT: 5:56 + 2:58, 04/13/94," 1994
- D-1 tape ("4:2:2"): Smoking Car Productions, "Smoking Car Test #002, 16mm neg transfer, TRT: 20 mins, 04/07/94," 1994
- U-matic tape: Smoking Car Productions, "'Express' Linear Dub, Part 1, TRT 60:00, 03/02/95, Edited Master," 1995
- U-matic tape: Smoking Car Productions, "'Express' Linear Dub, Part 2, TRT 60:00, 03/02/95, Edited Master," 1995

Box 28

- Oversized D-1 tape ("4:2:2"): Smoking Car Productions, "Express, 16mm final color, TC HR: 1:00:00:00, Audio: MOS, D1 Film Transfer, 09/14/94," 1994 [Tape case is 8" by 14.25".]
- Oversized D-1 tape ("4:2:2"): Smoking Car Productions, "Express, 16mm final color, Tape #2, TC HR: 3:00:00:00, Audio: MOS, D1 Film Transfer, 09/23/94," 1994 [Tape case is 8" by 14.25".]

Box 29
- Oversized D-1 tape ("4:2:2"): Smoking Car Productions, "Express, 16mm final color, Tape #3, TC HR: 5:00:00:00, Audio: MOS, D1 Film Transfer, 09/26/94," 1994 [Tape case is 8" by 14.25".]
- Oversized D-1 tape ("4:2:2"): Smoking Car Productions, "Express, 16mm final color, Tape #4, TC HR: 7:00:00:00, Audio: MOS, D1 Film Transfer, 09/30/94," 1994 [Tape case is 8" by 14.25".]

Box 30
- Oversized D-1 tape ("4:2:2"): Smoking Car Productions, "Express, 16mm final color, Tape #5, TC HR: 9:00:00:00, Audio: MOS, D1 Film Transfer, 10/05/94," 1994 [Tape case is 8" by 14.25".]
- Oversized D-1 tape ("4:2:2"): Smoking Car Productions, "Express, 16mm final color, Tape #6, TC HR: 11:00:00:00, Audio: MOS, D1 Film Transfer, 10/10/94," 1994 [Tape case is 8" by 14.25".]

Box 31
- Oversized D-1 tape ("4:2:2"): Smoking Car Productions, "Express, 16mm final color/B-roll, TC HR: 1:00:00:00, Audio: MOS, D1 Film Transfer, 09/20/94," 1994 [Tape case is 8" by 14.25".]
- Oversized D-1 tape ("4:2:2"): Smoking Car Productions, "Express, Selective Segment Comp Reel, TRT: 90:00, Audio: MOS, Edited Master, 11/01/94," 1994 [Tape case is 8" by 14.25".]

Folder 1   Smoking Car Productions Segment Comp Reel time code documentation, 1994
Folder 2   Smoking Car Productions vendor receipts [Varitel and Fast Forward], 1998

Box 32
Envelope 1   Audiocassettes, including:
- "The Last Express by Elia Cmiral / NIS 700 Cues"
- "Music by Elia Cmiral: The Last Express NIS cont."
- "Express Orchestra - Cassette Master"

Envelope 2   8mm tapes - Hi-8 data tapes, including:
- "Net Test 01/10/94"
- "NIS/CRS Master"
- "Pandora final"

Envelope 3   8mm tape - Video8 data tape, "Smoking Car Test #2"
Envelope 4   8mm tape - "Supertape" data tape, "Backup Sound Recording PAT Reels 3"
Envelope 5   8mm tape - "Exatape" data tapes, including:
- "Ragnarok final complete 9/4/97"
- "Technical documentation data set, copyright 1996, 1997 Smoking Car Production"

Envelope 6   Microcassettes - MC60 cassettes, including:
- [unlabeled]
- "10 mai/4 juin"
- "8 mai"

- "4 juin"

Envelope 7   Data tapes - DAT, marked "Can't Play," including:
- "1- Express Sodon bup 11/23/95"
- "Smoking Car retro Adr"
- "Smoking Car final concert w/noise"
- "Smoking Car EFX 3-0"
- "Express 5-1 ADR"

Envelope 8   Data tapes - DAT, marked "Can't Play," including:
- "Smoke ADR 5-3 NU"
- "Smoke ADR 5-7"
- "12/21 Express/final.22"
- "Express 5-2 ADR"
- "Express- 6/3 nis final 44.1"

Envelope 9   8mm tape - Hi-8 data tape marked "Can't Play," "Roto tests, video tape-week2"

Bin 1   Data tapes - DAT and DDS, includes:
- "1. Smoking Car: Express, Dialogue Tape 1, Original Master"
- "2. Smoking Car: Express, Dialogue Tape 2, Original Master"
- "3. Smoking Car: Express, Dialogue Tape 3, Original Master"
- "4. Smoking Car: Express Tape 4"
- "5. Smoking Car: Express, Dialogue Tape 5, Original Master"
- "6. Smoking Car: Express, Dialogue Tape 6, Original Master"
- "7. Smoking Car: Express, Dialogue Tape 7, Original Master"
- "8. Smoking Car: Express, Dialogue Tape 8, Original Master"
- "9. Smoking Car: Express, Dialogue Tape 9, Original Master"
- "10. Smoking Car: Express, Dialogue Tape 10, Original Master"
- "The Last Express - 7000 cues Master"
- "Express - 7000 cues 5/7/96 digital copy, Safety Copy #2"
- "Smoke Final NIS"
- "Elia Cmiral The Last Express: Soundtrack Demo, Stereo 44.1 kHz, 44 min."
- "Express - Orchest. Cues, 1st digital copy, 44.1 kHz"
- "1- Nice Assetts 7/17/96"
- "2- Nice Assetts, 07/17/96"
- "Titanic Final Backup 5/13/94 (Hrdwr Cmp)"
- "2-Babel, 07/19/96"
- "Jordan Mini-Back up 5/2"
- "Hopey - All Archive Seq 1"
- "Hopey - All Archive Seq 2"
- "Hopey - Archive Seq 1, 8 Nov 94"
- "Mac Archive, 29 Dec 94"
- "Smoking Car NIS Files Retrospect Backup"
- "3/28/96 - Express/SFX backup"
- "Express -> NIS Files NU 5/20/95"
- Undercover Records, "Music for Mark Netter 1/12/95"

- Smoking Car Productions, "Jordan Backup 10/10/95 Delivery"
- "1. Avid Audio omf 4/20/95"
- "2. Avid/Media 4/11/95"
- "3. Avid/Media 4/11/95"
- "4. Avid/Media 4/11/95"
- "5. Avid/Media 4/11/95"
- "7. Avid/Media 4/11/95"
- "8. Avid/Media 4/11/95"
- "9. Avid/Media 4/11/95"
- "10. Avid/Media 4/11/95"
- "Fascista 3/up 5/7"
- "JM Backup 5/19/96 Babel"
- "Babel 6/6/96"
- "Jordan Backup 5/5/96"

Series IV: Other games in *Prince of Persia* franchise, 1993–2007

> **Scope and Content Note:** This series contains information on later titles within the *Prince of Persia* franchise, including *Prince of Persia 3D* (1999) and *Prince of Persia: The Sands of Time* (2003). Also within this series are documents drafted for other potential *Prince of Persia* sequels.
>
> Restricted files within this series are indicated and have been removed from their boxes.

Box 33

Folder 1   **[RESTRICTED]** Brøderbund-Smoking Car Productions correspondence about "Prince of Persia 3," 1993-1994 [Note: This is restricted until 2044 and has been removed from Box 33.]

Folder 2   **[RESTRICTED]** Red Orb-Mechner negotiation for *Prince of Persia 3D*, 1997 [Note: This is restricted until 2044 and has been removed from Box 33.]

Folder 3   *Prince of Persia 3D* reviews, 1999 [in French]

Folder 4   *Prince of Persia 3D* fold-out poster, 1999 [not in English]

Folder 5   *Prince of Persia 3D* displays at convention, c. 1999

Folder 6   Sales estimates, all titles/formats of *Prince of Persia* series, 1989-2001

Folder 7   *Prince of Persia: The Sands of Time* press clippings, 2003

Folder 8   *Prince of Persia: The Sands of Time* press clippings, May-September 2003

Folder 9   *Prince of Persia: The Sands of Time* reviews, 2003

Folder 10   Héroes des Jeux Vidéo [Video Game Heroes] postage stamps, France, 2005 [corresponds to digital Mech_Folder_0019]

Folder 11   "Prince of Persia" storyboard sketches for untitled sequel, 1999

Folder 12   "Prince of Persia: The Seal of Suleyman," text draft by Jordan Mechner, n.d.

Folder 13   Other *Prince of Persia* title reviews, 2005, 2007

Box 7

- VHS tape: "Prince of Persia 3D - Real-time Game Play Demo / Making of Prince of Persia 3D, Copyright Red Orb/ Brøderbund Software, Inc., 1998," c. 1998

Box 21

Folder 1   *Prince of Persia: The Sands of Time* style guide with attached CDs, UbiSoft, 2003 (2 copies)

Folder 2   "Jerry preps game plan for 'Sands,'" Cathy Dunkley and Jonathan Bing, *Variety*, March 4, 2004 [*Prince of Persia: The Sands of Time* film adaptation]

Box 36

Object 1   "POP LA VOX Feb. 19, 2003, Tape 01" - Mini-DV cassette, *Prince of Persia: The Sands of Time,* 01:01:41;12 [corresponds to digital Mech_MINI_DV_0001]

Object 2   "POP LA VOX Feb. 19, 2003, Tape 02" - Mini-DV cassette, *Prince of Persia: The Sands of Time,*01:01:53;25 [corresponds to digital Mech_MINI_DV_0002]

Object 3   "POP LA VOX Feb. 19, 2003, Tape 03" - Mini-DV cassette, *Prince of Persia: The Sands of Time,* 00:40:59;19 [corresponds to digital Mech_MINI_DV_0003]

Object 4   "POP LA VOX Feb. 19, 2003, Tape 04" - Mini-DV cassette, *Prince of Persia: The Sands of Time,*00:42:30;16 [corresponds to digital Mech_MINI_DV_0004]

Object 5   "POP LA VOX Feb. 19, 2003, Tape 05" - Mini-DV cassette, *Prince of Persia: The Sands of Time,* 01:01:59;17 [corresponds to digital Mech_MINI_DV_0005]

Object 6   "POP LA VOX Feb. 19, 2003, Tape 06" - Mini-DV cassette, *Prince of Persia: The Sands of Time,*01:02:33;04 [corresponds to digital Mech_MINI_DV_0006]

Object 7   "POP LA VOX Feb. 19, 2003, Tape 07" - Mini-DV cassette, *Prince of Persia: The Sands of Time,*00:58:17;29 [corresponds to digital Mech_MINI_DV_0007]

Object 8   "POP LA VOX Feb. 19, 2003, Tape 08" - Mini-DV cassette, *Prince of Persia: The Sands of Time,*00:58:20;05 [corresponds to digital Mech_MINI_DV_0008]

Object 9   "POP LA VOX Feb. 19, 2003, Tape 09" - Mini-DV cassette, *Prince of Persia: The Sands of Time,*00:16:05;20 [corresponds to digital Mech_MINI_DV_0009]

Object 10   "POP LA VOX Feb. 19, 2003, Tape 10" - Mini-DV cassette, *Prince of Persia: The Sands of Time,* 00:53:57;18 [corresponds to digital Mech_MINI_DV_0010]

Series V: Publicity and other projects, 1997–2006

> **Scope and Content Note:** This series houses published interviews about Jordan Mechner and his various projects and a copy of Mechner's documentary film *Chavez Ravine: A Los Angeles Story* (2003). Additional publicity information can be found along with the published game reviews within previous series.

Box 33

Folder 14   Published interviews with Jordan Mechner, 1997-1999 [in English and French]

Folder 15   "Creating a PC Game," Tomi Pierce, *Newsweek*, Winter 1997 [article on Jordan Mechner and creation of *The Last Express*]

Folder 16   Excerpt from *Game Design: Theory & Practice*, Richard Rouse III, Chapter 18 interview with Jordan Mechner, 2002

Folder 17   "Game On," John Gaudiosi, *The Hollywood Reporter*, March 8-14, 2005 [article on video game developers in Hollywood]
Folder 18   "The Hollywood Trap," Jordan Mechner, *Wired*, April 2006
Folder 19   *Chavez Ravine: A Los Angeles Story*, Jordan Mechner, Independent Television Service, TRT: 26:46, 2003 [VHS]

Series VI: Source code and project disks, c. 1984–1997

>   **Scope and Content Note:** This series contains source code, back-up files, and other software files on various Mechner projects, including both early and published games. The disk names below match the original disk labels. Disk types include 5.25" floppy disks and 3.5" floppy disks.

Box 34
Bin 1   Floppy disks: 86 - 5.25" floppy disks [with note "5.25" floppies converted to DFI image files via Discferret by Jason Scott, jason@textfiles.com"], includes:

- *Karateka*, Brøderbund, for Apple II
- "Deathbounce / Asteroid:
- *Stepping Stones* Level 1, Compu-Teach, Disk #2, 1987 for Apple II
- *Stepping Stones* Level 1, Compu-Teach, Disk #1, 1987 for Apple II
- "120-blank"
- "121-MI"
- "122"
- "123"
- "124"
- "125"
- "126-Figures / Figures-2 Backup"
- "127-kara8 / Karate disk 8"
- "128-kara9 / Karate 9"
- "129-IJ4"
- "131-figures / Figures-1 Backup"
- "132-IJ3"
- "133-IJ4"
- "134-KY"
- "135-IJ1"
- "136-Karateka"
- "137-Badguy"
- "138-KZ"
- "139-IJ0"
- "140-Pix1"
- "141-kara2 / Karateka 2"
- "142-backwards / Backwards Kitty"
- "143-kitty / Karateka Kitty"
- "144-karacheat / Karateka 'Cheat' Broderbund"
- "145-K2"
- "146-smootch / Smootch / Katang dead / Standup / Dead bird"

- "147-KZ bkup"
- "148-IJ-3 backup 4/27/86"
- "149-IJ-4 backup 4/27/86"
- "150-IJ-2 bkup"
- "151-IJ-1 bkup 4/27/86"
- "QUADRIS"
- "Karateka play-test copy / 004-karateka-errs"
- "Karateka, protected, Final Version / 055-karateka-errs / Oct. 20, 1984"
- "Prince of Persia 6/12/87 - Working Copy © 1987 Jordan Mechner / 042-pop-errs"
- "Prince of Persia 8/31/88 © 1988 J. Mechner / DO NOT COPY / Game boot / 095-pop-errs"
- "Super-Text II / ST / 026-st-errs"
- "028-am-errs"
- "GAME / 096-game-errs / 6/24/88, 18 sec, buggy"
- "Prince of Persia levels 3/27/90 / 036-persia-errs Apple"
- [unlabeled]
- "Prince of Persia palace editor / 3/27/90 / 038-palace ed-errs Apple"
- "039-Master-pop-errs / Prince of Persia master"
- "040-boot-errs / Game boot"
- "070-POP music errs"
- "053-asm-errs"
- "130-Karateka-errs/ Karateka © 1984 Jordan Mechner / Apple][/][+ / IIe 48"
- "POP Level Editor 8/10/89 / Side A - Dungeon / Side B - Palace / 066-popa-errs / 066-popb-errs"
- "Prince of Persia 2/26/88 © 1988 Jordan Mechner / Please do not copy / 097-pop-errs"
- "Prince of Persia Dungeon Editor, created 7/8/89, copyright 1989 Jordan Mechner / 068-ded-errs"
- "POP Demo Master 8/21/89 / 069-popdemo-errs"
- "POP Master data disk 8/10/89 / 154-pop-master-080189-errs"
- "Game boot 9/29/88 / © 1988 Jordan Mechner / 094-gb-errs / (Last w4 thick floor)"
- "Prince of Persia / Bill / Beta 0.3 7/7/89 / Copyright 1989 Jordan Mechner / 072-pop-errs"
- "Prince of Persia © 1989 J Mechner DO NOT COPY! 8/18/89 / 071-pop-errs"
- "POP Master 8/21/89 / 155-pop-master-082189-errs"
- "Prince of Persia master Data Disk / 153-pop-master-errs"
- "Xfer / Backup / 117-xfer-errs"
- "Karateka protected, final version / 152-kara-final-errs / Oct. 20, 1984"
- "Prince of Persia Builder, Arch 2/8/89, Copyright 1989 Jordan Mechner / 087-popbuild-errs"
- [unlabeled]

- "Prince of Persia / November 17, 1988 / Master disk / 093-pop-errs / <return> for Editor / © 1988 Jordan Mechner"
- "Builder / 098-builder-errs / 4/28/87 / 1/6/88"
- "Prince of Persia master disk / 092-pop-errs / 12/1/88 (Black Jaws)"
- "12/21/1988 Prince of Persia (w/ music) / 091-pop-errs"
- [unlabeled]
- "Prince of Persia builder JM/H 2/18/89, Copyright 1989 Jordan Mechner, 083-popbuild-errs"
- "Game/Type 1 / 100-game-errs / 4/28/87 / 1/6/88"
- "Game boot, 18-sector, 2/21/87 / 101-game-errs"
- "Prince of Persia builder JM 2/16/89, Copyright 1989 Jordan Mechner, 086-popbuild-errs"
- "Prince of Persia, Egghead, Debye Leahy 6/28/89, Copyright 1989 Jordan Mechner, 073-pop-errs"
- "Game test disk w/builder / c. 3/8/89? / 084-game-errs"
- "Prince of Persia game disk 3/25/89 , Copyright 1989 Jordan Mechner, 083-pop-errs"
- "Prince of Persia / Beta 0.2 6/22/89 Archives / 074-pop-errs / © 1989 Jordan Mechner / Please do not copy!"
- "Prince of Persia / Beta 0.1 6/7/89 / Copy 5 (for Archives) / 075-pop-errs / © 1989 Jordan Mechner"
- "Game disk - Prince of Persia 6/1/89 (copy to Bill McD for CES) / © 1989 Jordan Mechner / 076-gd-errs"
- "Prince of Persia - 5/17/89 / GARY (Level editor on back) / Please do not copy! / © 1989 Jordan Mechner / 077-pop-errs / 077-ed-errs"
- "Prince of Persia Game Disk 5/11/89 (w/ Shadowman on Level 3) / Copyright 1989 Jordan Mechner / 078-pop-errs"
- "POP Data 1 5/1/89 / 079-popdata-errs"
- "Prince of Persia Builder 4/5/89 / Copyright 1989 Jordan Mechner / 080-popbuild-errs"
- "Prince of Persia Arch 3/29/89 'Level 1 (for pub mtg)' / Copyright 1989 Jordan Mechner / 081-poplvl1-errs"
- "POP Builder Disk 3/25/89 / 082-popbuild-errs"

Bin 2   Floppy disks: 66 - 5.25" floppy disks and 6 - 3.5" floppy disks (in case), includes:
- Copy II Plus, Central Point Software, Inc., n.d.
- "001-Misc games (JM)"
- "002-Bagdad Test Disk 11/25/86 / Mod. 12/17/86"
- "003-Karateka / Karateka © 1984 Jordan Mechner, Apple II- Joystick w/2 buttons"
- "005-Music / Music Transfer Disk"
- "006-Music / Music System II"
- "007-Music / More Music for MSII"
- "008-Music / Music System II"
- "009-Espanol / ABsCenes - Español, Jordan Mechner 4/16/84"

- "010-Backup / Karateka Backup"
- "011-Misc / Misc. old junk"
- "012-Figures / Figures-1 5/30"
- "013-MIJ / M-I-J current"
- "014-Figures / Figures-2 5/30"
- "015-Scenes / Scenes 5/30"
- "016-Top / TOP 5/30"
- "017-KY/ K,Y 5/30"
- "018-MIJ/ M-I-J 5/30"
- "019-Karateka / Karateka © 1984 Jordan Mechner, Apple II Joystick w/2 buttons"
- "020-Alpha / Alphabet Source"
- "021- ABS / ABsCenes"
- "022-espanol / ABsCenes Español Source code"
- "023-Karateka / Karateka 8/31"
- "024-Karateka / Karateka 8/28"
- "025-TOP / TOP-'generate' / Bombed files / Hires, Hires data"
- "027-Alf / Alf music"
- "029-hires / HIRES PIX"
- "030-hires / HIRES PIX-1"
- "031-hires / HIRES PIX-2"
- "032-misc / Misc. games"
- "033-misc / Misc."
- "034-kara-src / Karateka Level 0 Source Code 25 Feb 85"
- "035-bkup / IJ-0 Bkup I. 4/27/86"
- "041-wc / unprotected working copy"
- "043-segments / Segments" [Post-it: "Karateka Source Code"]
- "044-karateka / Karateka 10/18 unprotected"
- "045-bkup / KtR Lev0 2/25/85 bkup"
- "047-IJ1 / IJ-1"
- "048-IJ2 / IJ-2"
- "049-IJ3 / IJ-3"
- "050-IJ4 / IJ-4"
- "051-KZ / KZ"
- "052-DiskMkr / Diskmaker 2 / 3.3 / Builder"
- "054-SCM / S-C Macro"
- "056-DB / Deathbounce source code"
- "057-DB / Deathbounce copyright 1982 Jordan Mechner, All rights reserved / Apple II 48K DOS 3.3"
- "058-DB / Deathbounce source code scratch"
- "059-DB / Deathbounce Copyright 1983 Jordan Mechner Apple II/II+ 48K" [Post-it: "Deathbounce"]
- "060-rhythm / Rhythm source code"
- "061-misc / Misc."

- "062-rhythm / Rhythm"
- "063-DB3 / Deathbounce (version 3) Copyright 1982 J. Mechner"
- "064-earth / Earth Game"
- "065-DB / Deathbounce"
- "088-TD2 / Bagdad Test Disk 11/25/86 (Basic animation)"
- "089-TD1 / Bagdad Test Disk 11/5/86 (Rough run and jump)"
- "103-corresp / Correspondence"
- "104-karateka / Karateka (PFS)"
- "105-school / Schoolwork and misc. (PFS)"
- "106-turbo / TURBO"
- "107-window-errs / Magic Window"
- "108" *ComputerEyes System Software*, © 1984 by Digital Vision
- "109-PFSwrite / PFS:write / Mechner"
- "115-versawriter / Versawriter"
- "118-top / TOP"
- "119-hypertyper / HyperTyper"
- Plastic case containing 3.5" floppies, labeled "Apple II stuff," includes:
  - "/POP Prince of Persia Source Code (Apple) © 1989 Jordan Mechner (original)"
  - "Prince of Persia 2/23/90"
  - "POP Disk Stuff Source Code 5.25"-copy protection/ 3.5"-RW1835"
  - "Asteroids, Deathbounce, Birdbounce, Karateka (orig.) 12"
  - "/A POP protection stuff track zero source 'M' makes track zero"
  - "Prince of Persia / Brian/ Apple 1.0 (3.5") / 2/5/90 / 2/23/90 Special"

Object 1   Plastic case containing 3.5" floppies, labeled "/Hard1/Code Prince Backup Set #2, 6/6/90," includes:
- "Backup.01 (Rodime) 6/6/90"
- "Backup.02 (Rodime) 6/6/90"
- "Backup.03 (Rodime) 6/6/90"
- "Backup.04 6/6/90"
- "Backup.05 6/6/90"

Box 35

Floppy disks: 14 - 3.5" floppy disks from Box 18, Object 4, *The Last Express* "Editor's Notes Binder" production AVID book, "EDL Backup" section, includes:
- "1. NIS Project XPRESS, Avid 5.11 film comp. avr 1e, editor: Claire Calvino"
- "2. NIS Project XPRESS, Avid 5.11 film comp. avr 1e, editor: Claire Calvino"
- "3. NIS Project XPRESS, Avid 5.11 film comp. avr 1e, editor: Claire Calvino"

- "4. NIS Project XPRESS, Avid 5.11 film comp. avr 1e, editor: Claire Calvino"
- "X-Salon OTIS, Avid 5.11 film comp. avr 1e, editor: Claire Calvino"
- "X-WALKS corridor, Avid 5.11 film comp. avr 1e, editor: Claire Calvino"
- "X-FIGHTS, Avid 5.11 film comp. avr 1e, editor: Claire Calvino"
- "X-COMP FRAMES, Avid 5.11 film comp., editor: Claire Calvino"
- "X-COMPWIN/OTIS, Avid 5.11 film comp. avr 1e, editor: Claire Calvino"
- "X-CATH, Avid 5.11 film comp. avr 1e, editor: Claire Calvino"
- "X-Walks SALON, Avid 5.11 film comp. avr 1e, editor: Claire Calvino"
- "X-CORROTIS, Avid 5.11 film comp. avr 1e, editor: Claire Calvino"
- "NIS edl XPRESS, final version, avid, film composer 5.11, avr 1e"
- "RESTOTIS edl, final version, avid, film composer 5.11, avr 1e"

Floppy disks: 9 - 3.5" floppy disks from Box 18, Object 4 , *The Last Express* "Editor's Notes Binder" production AVID book, "Project Backup" section, includes:
- "X-SALON WALKS OTIS, Avid 5.11 film comp. avr 1e, editor: Claire Calvino"
- "Composite edl XPRESS, final version, avid, film composer 5.11, avr 1e"
- "FIGHTS edl XPRESS, final version, avid, film composer 5.11, avr 1e"
- "REALITY edl XPRESS, final version, avid, film composer 5.11, avr 1e"
- "COMPOTIS edl XPRESS, final version, avid, film composer 5.11, avr 1e"
- "CATH edl XPRESS, final version, avid, film composer 5.11, avr 1e," n.d.
- "CORROTIS edl XPRESS, final version, avid, film composer 5.11, avr 1e".
- "CORRWALK edl XPRESS, final version, avid, film composer 5.11, avr 1e"
- "Restwalk edl XPRESS, final version, avid, film composer 5.11, avr 1e,"

Floppy disks: 8 - 3.5" floppy disks previously with boxes of film for *The Last Express*, includes:
- Smoking Car Productions, "Jordan Backup 10/10/95 Delivery"
- "Smoking Car NIS Files, Storage Set, 6/1/95"
- "Smoking Car NIS Files NV 6/20/95"
- "3/28/96 - Express/SFX Storage Set"
- "1. Avid Audio omf 4.20.95 Retrospect storage set"
- "Avid/Media 4-11-95 Retrospect storage set"
- "1. Poolside 8/16/95"
- "2. Poolside 8/16/95"

Series VII: Digital files, 2014-2016

             Scope and Content Note: All digital files correspond to hard-copy materials within this collection; when possible, the corresponding digital file name is noted with the original material within the "Contents List" section of this finding aid. The majority of these scanned images, documents, and video relate to the production and design of *Karateka* and *Prince of Persia*. Recordings of character voices for the *Prince of Persia: Sands of Time* video game were added to this collection in 2016.

             These digital files, created in 2014 (unless otherwise indicated as being created in 2016), are accessible on the internal network of The Strong.

- ALBUMS [scanned as 150dpi JPGs and 300dpi/600dpi TIFFs]
  - Mech_Album_0001 - files _001-0028
  - Mech_Album_0002 - files _001-0024
  - Mech_Album_0003 - files _001-0027
  - Mech_Album_0004 - files _001-0024
  - Mech_Album_0005 - files _001-0020
  - Mech_Album_0006 - files _001-0022
  - Mech_Album_0007 - files _001-0028
  - Mech_Album_0008 - files _001-0020
  - Mech_Album_0009 - files _001-0021
- BINDER [scanned as 150dpi JPGs, 600dpi TIFFs, and PDFs]
  - Mech_Binder_0001_Loosepgs - files 0001-0008
  - Mech_Binder_0001_Tab_0000 - files 0001-0010
  - Mech_Binder_0001_Tab_0001 - files 0001-0017
  - Mech_Binder_0001_Tab_0002 - files 0001-0005
  - Mech_Binder_0001_Tab_0003 - files 0001-0019
  - Mech_Binder_0001_Tab_0004 - files 0001-0004
  - Mech_Binder_0001_Tab_0005 - files 0001-0002
  - Mech_Binder_0001_Tab_0006 - files 0001-0003
  - Mech_Binder_0001_Tab_0007 - files 0001-0003
  - Mech_Binder_0001_Tab_0008 - files 0001-0017
  - Mech_Binder_0001_Tab_0009 - files 0001-0006
  - Mech_Binder_0001_Tab_0010 - files 0001-0002
  - Mech_Binder_0001_Tab_0011 - files 0001-0024
  - Mech_Binder_0001_Tab_0012 - files 0001-0007
  - Mech_Binder_0001_Tab_0013 - files 0001-0007
  - Mech_Binder_0001_Tab_0014 - files 0001-0002
  - Mech_Binder_0001_Tab_0015 - files 0001-0014
  - Mech_Binder_0001_Tab_0016 - files 0001-0005
  - Mech_Binder_0001_Tab_0017 - files 0001-0004
  - Mech_Binder_0001_Tab_0018 - files 0001-0004
  - Mech_Binder_0001_Tab_0019 - files 0001-0002
  - Mech_Binder_0001_Tab_0020 - files 0001-0010
  - Mech_Binder_0001_Tab_0021 - files 0001-0002

- o Mech_Binder_0001_Tab_0022 - files 0001-0035
- FOLDERS [scanned as 150dpi JPGs, 600dpi TIFFs, and PDFs]
  - o Mech_Folder_0001 - files 0001-0073
  - o Mech_Folder_0002 - files 0001-0058
  - o Mech_Folder_0003 - files 0001-0087
  - o Mech_Folder_0004 - files 0001-0022
  - o Mech_Folder_0005 - files 0001-0090
  - o Mech_Folder_0006 - files 0001-0157
  - o Mech_Folder_0007 - files 0001-0064
  - o Mech_Folder_0008 - files 0001-0134
  - o Mech_Folder_0009 - files 0001-0006
  - o Mech_Folder_0010 - files 0001-0044
  - o Mech_Folder_0011 - files 0001-0005
  - o Mech_Folder_0012 - files 0001-0011
  - o Mech_Folder_0013 - files 0001-0045
  - o Mech_Folder_0014 - files 0001-0049
  - o Mech_Folder_0015 - files 0001-0058
  - o Mech_Folder_0016 - files 0001-0012
  - o Mech_Folder_0017 - files 0001-0100
  - o Mech_Folder_0018 - files 0001-0083 + booklet_001 - files 0001-0020
  - o Mech_Folder_0019 - files 0001-0006
  - o Mech_Folder_0020 - files 0001-0062
  - o Mech_Folder_0021 - files 0001-0028
  - o Mech_Folder_0022 - files 0001-0134 + booklets_001-005
  - o Mech_Folder_0023 - files 0001-002 + papers_001-002
  - o Mech_Folder_0024 - files 0001-0023
  - o Mech_Folder_0025 - files 0001-0028
  - o Mech_Folder_0026 - files 0001-0086 + sketches_001-020
  - o Mech_Folder_0027 - files 0001-0020
  - o Mech_Folder_0028 - files 0001-0065
  - o Mech_Folder_0029 - files 0001-0127
  - o Mech_Folder_0030 - files 0001-0039
  - o Mech_Folder_0031 - files 0001-0028
  - o Mech_Folder_0032 - files 0001-0024
  - o Mech_Folder_0033 - files 0001-0033
  - o Mech_Folder_0034 - files 0006-0061 _ papers_001-002
  - o Mech_Folder_0035 - booklet_001_01-44
  - o Mech_Folder_0036 - files 0001-0151
  - o Mech_Folder_0037 - files 0001-016
  - o Mech_Folder_0038 - files 0001-0057
  - o Mech_Folder_0039 - files 0001-0025
  - o Mech_Folder_0040 - files 0001-0088
  - o Mech_Folder_0041 - files 0001-0091
  - o Mech_Folder_0042 - files 0001-0017
  - o Mech_Folder_0043 - files 0001-0010
  - o Mech_Folder_0044 - files 0001-0016

- o Mech_Folder_0045 - files 0001-0136
- o Mech_Folder_0046 - files 0001-0007
- o Mech_Folder_0047 - files 0001-0006 + photos_001-006
- o Mech_Folder_0048 - files 0001-0030
- PHOTOS [scanned as 150dpi JPGs and 300dpi/600dpi TIFFs]
  - o Mech_Photos_0001-0461
- SEL_FRAMES [scanned as 150dpi JPGs and 300dpi/600dpi TIFFs]
  - o Mech_Sel_Frames_0001 - files 001-013
  - o Mech_Sel_Frames_0002 - files 001-010
  - o Mech_Sel_Frames_0003 - files 001-021
  - o Mech_Sel_Frames_0004 - files 001-022
- SEQUENCES [scanned as 150dpi JPGs and 300dpi/600dpi TIFFs]
  - o Mech_Seq_0001
  - o Mech_Seq_0001a
  - o Mech_Seq_0002
  - o Mech_Seq_0002a
  - o Mech_Seq_0003
  - o Mech_Seq_0003a
  - o Mech_Seq_0003b
  - o Mech_Seq_0003c
  - o Mech_Seq_0004
  - o Mech_Seq_0004a
  - o Mech_Seq_0004b
  - o Mech_Seq_0004c
  - o Mech_Seq_0005
  - o Mech_Seq_0005a
  - o Mech_Seq_0005b
  - o Mech_Seq_0005c
  - o Mech_Seq_0005d
  - o Mech_Seq_0006
  - o Mech_Seq_0006a
  - o Mech_Seq_0006b
  - o Mech_Seq_0007
  - o Mech_Seq_0007a
  - o Mech_Seq_0007b
  - o Mech_Seq_0007c
  - o Mech_Seq_0007d
  - o Mech_Seq_0008
  - o Mech_Seq_0008a
  - o Mech_Seq_0008b
  - o Mech_Seq_0009
  - o Mech_Seq_0009a
  - o Mech_Seq_0009b
  - o Mech_Seq_0010
  - o Mech_Seq_0010a
  - o Mech_Seq_0010b

- o Mech_Seq_0010c
- o Mech_Seq_0011
- o Mech_Seq_0011a
- o Mech_Seq_0011b
- o Mech_Seq_0011c
- o Mech_Seq_0011d
- o Mech_Seq_0012
- o Mech_Seq_0012a
- o Mech_Seq_0012b
- o Mech_Seq_0012c
- o Mech_Seq_0013
- o Mech_Seq_0013a
- o Mech_Seq_0013b
- o Mech_Seq_0013c
- o Mech_Seq_0013d
- o Mech_Seq_0014
- o Mech_Seq_0014a
- o Mech_Seq_0014b
- o Mech_Seq_0014c
- o Mech_Seq_0015
- o Mech_Seq_0015a
- o Mech_Seq_0015b
- o Mech_Seq_0015c
- o Mech_Seq_0015d
- SKETCHES [scanned as 150dpi JPGs and 300dpi/600dpi TIFFs]
  - o Mech_Sketch_0001-0118
- Super8 [digitized as Mpeg4 and ProRes]
  - o Mech_Super8_0001
- VHS [digitized as Mpeg4 and ProRes]
  - o Mech_VHS_001
  - o Mech_VHS_002
  - o Mech_VHS_003
  - o Mech_VHS_004
  - o Mech_VHS_005
- Mini-DV [digitized as Mpeg4 and ProRes]
  - o Mech_MINI_DV_0001
  - o Mech_MINI_DV_0002
  - o Mech_MINI_DV_0003
  - o Mech_MINI_DV_0004
  - o Mech_MINI_DV_0005
  - o Mech_MINI_DV_0006
  - o Mech_MINI_DV_0007
  - o Mech_MINI_DV_0008
  - o Mech_MINI_DV_0009
  - o Mech_MINI_DV_0010