

Finding Aid to the Ken Fedesna Papers, 1975-2007

Summary Information

Title: Ken Fedesna papers

Creator: Ken Fedesna (primary)

ID: 2019.fedesna

Date: 1975-2007 (inclusive); 1995-2003 (bulk)

Extent: 5 linear feet

Language: The majority of this collection is in English, with some instances of German.

Abstract: The Ken Fedesna papers are a compilation of documentation on various projects from Midway/Williams during the 1990s-2000s, including TouchMaster, the Midway Tournament Network, Infinity System, and more. The bulk of the materials are dated between 1995 and 2003.

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, he has given permission for The Strong to make copies in all media for museum, educational, and research purposes.

Custodial History: The Ken Fedesna papers were donated to The Strong in November 2017 as a gift of Kenneth and Brigitte Fedesna. The papers were accessioned by The Strong under Object ID 117.9829 and were received from Fedesna in six boxes, along with the United Manufacturing Co. records, library materials, and two arcade games.

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

Processed by: Julia Novakovic, February 2019

Controlled Access Terms

Personal Names

- Abbot, Mike
- Booty, Matt
- Crane, Steve
- Davies, Rachel
- Fedesna, Ken
- Fedesna, Kenneth J.
- Foss, Herbert
- Glazman, Marty
- McCaffer, John

- Metke, Tony
- Newcomer, John
- Nicastro, Neil
- Suchocki, Ed

Corporate Names

- Bally Midway Mfg. Co.
- Midway Manufacturing Co.
- WMS Industries, Inc.

Subjects

- Arcades
- Coin-operated machines
- Electromechanical devices
- Electronic games
- Electronic games industry
- Electronic games--History
- Indoor games
- TouchMaster (Game)
- Video arcades
- Video game industry
- Video games--History

Biographical Note

Ken Fedesna is an American executive and manager with more than 40 years' experience in the video and electronic games industry.

After earning his B.S. and Masters degrees in Electrical Engineering from the Illinois Institute of Technology, Fedesna began his career with Motorola. He joined Williams Electronics, Inc. in 1977. Fedesna stayed with the company as it acquired competitors Bally/Midway and Atari and expanded its development of pinballs, video games, video lottery terminals, and other electronic games. During his nearly three decades there, Fedesna served as the Vice President and General Manager of WMS Industries and Executive Vice President and General Manager of Midway Games, where he was responsible for managing the design and engineering of both coin-operated video games and home video games.

After the closure of Midway in 2003, Fedesna founded Cashbox Games, Inc., which manufactured and designed redemption games. He also served as President of White Rabbit Game Studio alongside former colleagues from Bally/Midway and Williams. In 2009, Fedesna joined brothers Frank and Ed Pellegrini at Team Play, Inc. in Chicago, which develops video games, redemption games, and photo booths. As of 2019, Fedesna is COO of Team Play.

Collection Scope and Content Note

The Ken Fedesna papers are a compilation of documentation on various projects from Midway/Williams during the 1990s-2000s, including TouchMaster, the Midway Tournament Network, and Infinity System. Materials include notes, memos, correspondence, business plans, license agreements, reports, statistics, arcade fliers, reference articles, and more. The bulk of this collection is dated between 1995 and 2003.

The Ken Fedesna papers have been arranged into four series, one of which has been further divided into subseries. The collection is housed in ten archival document boxes.

Related Materials

The Strong houses a *TouchMaster Infinity* and a *PlayPortTT* from Ken Fedesna. The Brian Sutton-Smith Library and Archives of Play holds issues of magazines (including *RePlay*, *Play Meter*, and *Vending Times*), *Mortal Kombat* comic books, and the book *The Art of Midway: Before Pixels and Polygons*, also from Fedesna.

System of Arrangement

- Series I: Countertop games, 1989-2004
 - Subseries A: TouchMaster, 1995-2004
 - Subseries B: Midway Tournament Network, 1999-2000
 - Subseries C: Other amusements, 1989-1997
- Series II: Home video games, c. 2001-2003
- Series III: Arcade games, 1975-2003
- Series IV: Reference, 1989-2007

Contents List

Series I: Countertop games, 1989-2004

Scope and Content Note: This series houses materials maintained by Ken Fedesna on several projects at Midway, including TouchMaster and the Midway Tournament Network. Also included within this series are reference and notes on video lottery terminals and other countertop games.

Subseries A: TouchMaster, 1995-2004

Scope and Content Note: This subseries contains Fedesna's personal files on the TouchMaster line from Midway. Materials include correspondence, notes, reports, memos, agreements, reference, and fliers.

This subseries is arranged chronologically. Folders have been retained as originally received from Fedesna, with additional descriptions added to folder titles.

Box 1

- Folder 1 TouchMaster – Countertop notes, memos, reference, and state requirements for product code specifications; 1995-1997
- Folder 2 TouchMaster – Countertop network-related memos, notes, specifications, NANI compatibility, tournament specs, reference brochures, and articles; 1995-1997
- Folder 3 TouchMaster – Germany meeting notes, faxes, and memos; 1995-1998 [some in German]
- Folder 4 TouchMaster – Countertop product notes, development reports, updates, and memos; 1996
- Folder 5 TouchMaster – Countertop-related memos, location checklist, and correspondence; 1996-1998
- Folder 6 TouchMaster – WMS Europe correspondence, sales figures, and notes; 1996-1997 [some in German]
- Folder 7 TouchMaster – Product planning notes, memos, correspondence, and test program information; 1996-2000
- Folder 8 TouchMaster – National Amusement Network, Inc. (NANI) version, memos, and correspondence; 1996-1997
- Folder 9 TouchMaster – Merit Industries memos and reference, 1996-2000
- Folder 10 TouchMaster – Ripley's game removal, memo, and reference article; 1996-1997
- Folder 11 TouchMaster – Promotions/competitors memos, 1996-1998
- Folder 12 TouchMaster – Medalist memo, 1997
- Folder 13 TouchMaster – Countertop competitors (Micro Manufacturing) reference and notes, 1997
- Folder 14 TouchMaster – TouchMaster 3000 correspondence, change notices, and bug reports; 1997
- Folder 15 TouchMaster – Microtouch lab analysis report, memos, and settlement agreement; 1997-1999

Box 2

- Folder 1 TouchMaster – European distributors fax correspondence, 1996-1999

- Folder 2 TouchMaster – Supplier evaluation action plans and correspondence, 1997-1998
- Folder 3 TouchMaster – Touchscreen replacement kits installation instructions and correspondence, 1997-1999
- Folder 4 TouchMaster – TouchMaster 4000 memos and territory requirements, 1998
- Folder 5 TouchMaster – Firestone Financial-related memos, sales charts, and hardware notes; 1998
- Folder 6 TouchMaster – Quiz Wiz title lists and memo, 1998
- Folder 7 TouchMaster – Tetris correspondence, draft contract, brief, and notes; 1998
- Folder 8 TouchMaster – TouchMaster 5500 for DK correspondence and notes, 1998-1999
- Folder 9 TouchMaster – Slingo license and memos, 1998-1999
- Folder 10 TouchMaster – Competitor fliers, memos, and notes; 1998-1999
- Folder 11 TouchMaster – Infinity game specifications document, diagrams, and correspondence; 1998-2001
- Folder 12 TouchMaster – TouchMaster 5000 approval correspondence, 1999
- Folder 13 TouchMaster – TouchMaster 7000 memos, approval correspondence, and notes; 1999
- Folder 14 TouchMaster – Game specifications document, Rev. 1.01, December 1999
- Folder 15 TouchMaster – CPU assembly CAD drawing printout, 1999
- Folder 16 TouchMaster – Mega TouchMaster kit printed email, 1999
- Folder 17 TouchMaster – LCD panel components and correspondence, 1999-2000
- Folder 18 TouchMaster – European touchscreen games memos, reference, correspondence, and statistics; 1999-2000
- Folder 19 TouchMaster – Tournament beta test data, memos, and audit reports; 1999-2000

Box 3

- Folder 1 TouchMaster – LCD TouchMaster presentation drawings, memos, and reference brochures; 1999-2000
- Folder 2 TouchMaster – Tournament memos, reviews, correspondence, schedules, and reference; 1999-2000
- Folder 3 TouchMaster – Tournament audits, notes, memos, research reports, correspondence, and schedules; 1999-2000
- Folder 4 TouchMaster – Trivia game memos, correspondence, reports, presentation, and reference articles; 2000-2001
- Folder 5 TouchMaster – TouchMaster 8000 correspondence, 2000
- Folder 6 TouchMaster – UATX printed emails and memos, 2000
- Folder 7 TouchMaster – Research and notes on Photo Play/Funnet, 2000

Box 4

- Folder 1 TouchMaster – Business proposals, license agreements, notes, correspondence, memos, and reference articles; 2001-2004
- Folder 2 TouchMaster – Various TouchMaster version fliers, 1996-2000

Subseries B: Midway Tournament Network, 1999-2000

Scope and Content Note: This subseries houses planning materials, correspondence, field trial reports, and other documentation relating to the short-lived Midway Tournament Network.

This subseries is arranged chronologically. Folders have been retained as originally received from Fedesna, with additional descriptions added to folder titles.

Box 4

- Folder 3 Midway Tournament Network (MTN) – Website proposals, statements of work, agreements, and correspondence; 1999-2000
- Folder 4 Midway Tournament Network (MTN) – Status reports, 2000
- Folder 5 Midway Tournament Network (MTN) – Action plans, new product estimates, notes, correspondence, and scheduling; 2000
- Folder 6 Midway Tournament Network (MTN) – Network Products Group Planning Session, field trial dial-in reports, correspondence, tournament winners report, notes, and memos; 2000
- Folder 7 Midway Tournament Network (MTN) – “Rush” and “Skins” correspondence, 2000

Box 5

- Folder 1 Midway Tournament Network (MTN) – Infinity MTN notes, correspondence, and tournament trivia game concept; 2000-2001
- Folder 2 Midway Tournament Network (MTN) – Tournament statistics, correspondence, meeting notes, and presentation; 2000-2001
- Folder 3 Midway Tournament Network (MTN) – Game specification documents and product definition documents; 2000-2001
- Folder 4 Midway Tournament Network (MTN) – MTN objectives, project updates, and correspondence; 2001
- Folder 5 Midway Tournament Network (MTN) – “Ken’s Games” correspondence, test location statistics, and charts; 2001

Subseries C: Other amusements, 1989-1997

Scope and Content Note: Within this subseries are memos, notes, reference articles, and other information relating to video lottery terminals and other countertop games.

Box 6

- Folder 1 Video Lottery Terminals (VLTs) – memos and reference articles, 1989-1991
- Folder 2 Video Lottery Terminals (VLTs) – memos and reference articles, 1991
- Folder 3 Countertop games – legal correspondence, state requirements, memos, and reviews; 1993-1997

Series II: Home video games, c. 2001-2003

Scope and Content Note: This series contains notes, printed presentations, reference, and other documentation relating to home video games produced by Midway during the early 2000s.

This series is arranged chronologically. Folders have been retained as originally received from Fedesna, with additional descriptions added to folder titles.

Box 7

- Folder 1 Home video games – “Midway – Delivering Projects on Time” printed presentation, n.d. [c. 2001]
- Folder 2 Home video games – Notes and reference about various home video game titles, n.d. [c. 2001]
- Folder 3 Home video games – “Midway Sports Simulation Evolution Strategy” printed presentation, 2002
- Folder 4 Home video games – Schedules, project updates, presentation notes, memos, agendas, and correspondence; 2002
- Folder 5 Home video games – “Midway Home Entertainment San Diego Internal Development, Product Review Updates, April 10, 2002” binder contents, 2002
- Folder 6 Home video games – GameRankings.com game reviews, 2002
- Folder 7 Home video games – “Our Game Rankings” memos and printed game reviews; 2002-2003 [*Haven, Dr. Muto, Defender*]
- Folder 8 Home video games – Midway Games, Inc. Strategic Planning Survey, mission statement, correspondence, memos, and reference; 2003

Series III: Arcade games, 1975-2003

Scope and Content Note: This series holds documentation on Midway’s Wave Net project and other arcade game development materials. Also included in this series are arcade fliers from Atari, Electra, Midway, Sega, and Williams (in various iterations of each company).

This subseries is arranged chronologically. Folders have been retained as originally received from Fedesna, with additional descriptions added to folder titles. Arcade fliers have been arranged by company name and then alphabetically within each folder.

Box 8

- Folder 1 Wave Net – Notes, meeting minutes, statistics, memos, “Wave Net for Arcades” text; 1996
- Folder 2 Wave Net – Memos, collection summaries, agreements, notes, correspondence, and reference articles; 1996-1999
- Folder 3 Wave Net – S.F. Rush and Mac memos, notes, planning documents, correspondence, and data; 1997-1998
- Folder 4 Wave Net – Business plan, notes, memos, correspondence, legal research, and reference articles; 1998-1999

Box 9

- Folder 1 Wave Net – “Midway Real Time Gaming Project Network Design Proposal,” Nextware Technology, November 28, 2000
- Folder 2 Development files – Memos, correspondence, and data; 2000-2001
- Folder 3 Midway Games West, Inc. – Licensing Statistics Overview product review meetings presentation, June 2003
- Folder 4 Arcade game fliers – Atari, Inc., 1976 [*F-1* (1976), *Sprint 8* (1976)]
- Folder 5 Arcade game fliers – Atari Games Corporation, 1998-1999 [*Gauntlet Legends* (1998), *Road Burners* (1999), *San Francisco Rush 2049* (1999), *War Final Assault* (1999)]
- Folder 6 Arcade game fliers – Electra Games, n.d. [1976] [*Flying Fortress* (1976)]
- Folder 7 Arcade game fliers – Midway Mfg. Co., n.d. [1975-1976] [*280-ZZZAP* (1976), *Gun Fight* (1975), *Sea Wolf* (1976)]
- Folder 8 Arcade game fliers – Midway Manufacturing Co., 1989-1996 [*Omniflex Universal Cabinet* (1996), *2 on 2 Open Ice* (1995), *Cruisin’ USA* (1994), *NBA Hang Time* (1996), *NBA Jam* (1993), *NBA Jam Tournament Edition* (1994), *Revolution X* (1994), *Terminator 2: Judgment Day* (1991), *Total Carnage* (1992), *Tri-Sports* (1989), *War Gods* (1996), *WrestleMania* (1995)]
- Folder 9 Arcade game fliers – Midway Games, Inc., 1996-1999 [*Blitz* (1997), *CarnEvil* (1998), *Cruisin’ World* (1997), *NBA Showtime NBA on NBC* (1998), *NFL Blitz: 2000 Gold Edition* (1999), *Off Road Challenge* (1997), *Sportstation* (1999)]
- Folder 10 Arcade game fliers – Midway Home Entertainment, Inc., 1998-1999 [*Hydro Thunder* (1998), *Offroad Thunder* (1999)]
- Folder 11 Arcade game fliers – Midway Amusement Games, LLC, 1999-2000 [*Arctic Thunder* (2000), *Cart Fury* (2000), *Cruis’n Exotica* (1999), *The Grid* (2000)]
- Folder 12 Arcade game fliers – Midway Games West, Inc., 2000 [*Gauntlet Dark Legends* (2000), *San Francisco Rush 2049: Tournament Edition* (2000), *Skins Game* (2000)]
- Folder 13 Arcade game fliers – Sega of America, n.d. [1976] [*Fonz* (1976), *Road Race* (1976)]
- Folder 14 Arcade game fliers – Williams Electronic Games, Inc., 1988-1990 [*High Impact Football* (1990), *Hit the Ice* (1990), *NARC* (1988)]

Series IV: Reference, 1989-2007

Scope and Content Note: This series houses newsletters, memos, articles, and other reference materials on arcade and home video games retained by Fedesna.

This subseries is arranged chronologically. Folders have been retained as originally received from Fedesna, with additional descriptions added to folder titles.

Box 9

- Folder 15 American Amusement Machine Association (AAMA) – “Loose Change” newsletters and letters, 1993
- Folder 16 European Leisure Software Publishers Association (ELSPA) – “InterAct” newsletter, 2000

- Folder 17 *Game Developer* and other video game-related articles, 1989, 1998-2001
- Folder 18 *Game Developer* and other video game-related articles, 2001 and n.d.

Box 10

- Folder 1 Gamasutra printed articles, 2000
- Folder 2 Gamasutra printed articles, 2001-2003
- Folder 3 Granitar, Inc. – correspondence, 2001
- Folder 4 Super Happy Fun Fun – profile and correspondence, 2001
- Folder 5 Video Games Update – video game software statistics and investment research, 2002-2003
- Folder 6 Multiple Arcade Machine Emulator – FAQ page, printed Bally/Midway/Sente/Williams history, 2003
- Folder 7 Midway/Williams-related video game articles, 2004-2006
- Folder 8 Video game-related articles, 2006-2007
- Folder 9 Other game company marketing materials, 2000-2005 and n.d.