

## Finding Aid to the Mark Day Papers, 1994-2000

### Summary Information

**Title:** Mark Day papers

**Creator:** Mark Day (primary)

**ID:** 115.430

**Date:** 1994-2000 (inclusive); 1995 (bulk)

**Extent:** 0.75 linear foot

**Language:** The materials in this collection are in English.

**Abstract:** The Mark Day papers are a compilation of game designs, planning materials, drawings, and video game magazines. The bulk of the materials in this collection are dated from 1995.

**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 Mark Day papers were donated to The Strong in March 2015 as a gift from Mark Day. The papers were accessioned by The Strong under Object ID 115.430 and were received from Mark Day in one box.

**Preferred citation for publication:** Mark Day papers, Brian Sutton-Smith Library and Archives of Play at The Strong

**Processed by:** Kelli Emler, October 2015

### Controlled Access Terms

#### Personal Names

- Day, Mark

#### Corporate Names

- Origin Systems, Inc.
- Sony Computer Entertainment

#### Subjects

- Computer adventure games
- Computer games
- Computer games--Design
- Game design and development

- Origin Systems, Inc.
- Silverheart (Video game)
- Sony PlayStation video games
- Wing Commander (Video game)

**Biographical Note**

Mark Day is an American software developer with more than 20 years of experience in the video game industry. He produced games at Electronic Arts for five years before becoming President and Executive Producer at Daylight Productions. He furthered his executive experience at Intific, Inc. (formerly Total Immersion Software) and has consulted on game production for various video game publishers. As of 2015, Day is President of voidALPHA, a startup entertainment development company.

**Collection Scope and Content Note**

The Mark Day papers contain game design documentation, planning documents, scripts, production information, published video game magazines, and other materials. The majority of the collection relates to the planning and creation of the video game *Silverheart*.

The Mark Day papers are arranged into two series. The materials are housed in two archival document boxes.

**System of Arrangement**

Series I: *Silverheart* game plans and designs, 1995, 2000

Series II: Origin Systems game materials, 1994-1998

## Contents List

### Series I: *Silverheart* game plans and designs, 1995, 2000

**Scope and Content Note:** This series contains plans and designs for the video game *Silverheart*. These materials include sketches, printed digital photographs, story line notes, and scripts. (*Silverheart* was meant to combine live-action interactive movie elements with first-person shooter elements in a high-fantasy setting. The game was never officially produced, but a novel about the story line was published in 2000.)

#### Box 1

- Folder 1      Photos and sketches from *Silverheart*, c. 1995
- Folder 2      *Silverheart* game production book and design documents, 1995
- Folder 3      *Silverheart* game production book and design documents, 1995
- Folder 4      *Silverheart* design and story documents, June 6, 1995
- Folder 5      *Silverheart: A Novel of the Multiverse*, Michael Moorcock and Storm Constantine, 2000

### Series II: Origin Systems game materials, 1994-1998

**Scope and Content Note:** This series houses design documents, game research, magazine issues, and background information for *Wing Commander* and *Privateer Online*.

#### Box 1

- Folder 6      *Wing Commander: Prophecy* design specification document, 1997
- Folder 7      *Privateer Online* design documents, 1998

#### Box 2

- Folder 1      *PC Gamer Magazine*, December 1994
- Folder 2      *Computer Gaming World*, October 1997