

## Finding Aid to the PlayStation Game Design Papers, 1995-2003

### Summary Information

**Title:** PlayStation game design papers

**Creator:** various video game developers (primary); PlayStation Museum (secondary)

**ID:** 113.5969

**Date:** 1995-2003 (inclusive); 1995-1997 (bulk)

**Extent:** 1 linear foot

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

**Abstract:** The PlayStation game design papers contain design documentation, game scripts, and game demo discs previously owned by the PlayStation Museum. The materials span from 1995 to 2003, with the bulk of the items dated between 1995 and 1997.

**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. Intellectual property rights for materials in this collection may be owned by Sony or other game developers.

**Custodial History:** The PlayStation game design papers were donated to The Strong in January 2014 as a gift from the PlayStation Museum. The papers were accessioned by The Strong under Object ID 113.5969 and received from David O'Connor in one box.

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

**Processed by:** Julia Novakovic, December 2014

### Controlled Access Terms

#### Corporate Names

- Sony Computer Entertainment

#### Subjects

- 1Xtreme (Video game)
- Blasto (Video game)
- Game design and development
- Ghost Rider (Video game)
- Jet Moto (Video game)
- Pac-Man World (Video game)
- PlayStation (Video game console)
- Raw Pursuit (Video game)

- Sony PlayStation video games
- Sony video games
- Steel Reign (Video game)
- Torc (Video game)
- Video games--Specimens

**Historical Note**

Sony first released the PlayStation video game console in North America in 1995. The PlayStation utilized an optical disc format instead of proprietary cartridges; issuing games on CD-ROM allowed for third-party game developers to create games for Sony's system, while competitors Nintendo and Sega relied on in-house staff for development. More than 7,900 game titles exist in the PlayStation software library, thanks to the success of the console and its backwards-compatible successor, the PlayStation 2.

The [PlayStation Museum](#) collects, studies, and interprets the hardware, video games, design, and all related materials regarding the history of the original Sony PlayStation game console. It is an online web resource intent on preserving the history of the Sony PlayStation brand and the efforts of the system's game developers.

**Collection Scope and Content Note**

The PlayStation game design papers contain design documentation, game scripts, and game demo discs created by various game developers for the Sony PlayStation console. These materials, previously owned by David O'Connor of the PlayStation Museum, describe several games which were never released or were cancelled prior to being published. The bulk of the materials are dated between 1995 and 1997. Additional scope and content information can be found in the "Contents List" section of this finding aid.

The PlayStation game design papers are arranged into two series. The collection is housed in two archival document boxes.

**System of Arrangement**

Series I: Game design documents and scripts, 1995-2003

Series II: Demo discs, 1996-1997

## Contents List

### Series I: Game design documents and scripts, 1995-2003

**Scope and Content Note:** This series houses original design documentation for various video games slated for the Sony PlayStation game console. Game developers such as CAPS and Electronic Arts submitted their proposed game designs to publishers and to Sony Interactive for review. Many of the draft games detailed in this series were never released or were cancelled prior to being published.

#### Box 1

- Folder 1 “Game Design Document - PlayStation *Battlefield 96*,” Russell Shanks, Sony Interactive Studios America, February 1997
- Folder 2 “Technical Design Specifications - *Battlefield* for PlayStation,” Russell Shanks, Sony Interactive Studios America; Jim Hicke, Chantemar Creations; April 1997
- Folder 3 “*Captain Blasto* Game Design Document,” unidentified developer, December 1996
- Folder 4 “*Dream Team '96 Basketball* (Version 1.2) Design Concept,” Regal Productions, 1995
- Folder 5 “*Extreme Games* Course Design Document,” Sony Imagesoft, n.d.
- Folder 6 *Gen 13* game design documents, Electronic Arts, 1995
- Folder 7 “*Gen 13: The Video Game* - Preliminary Script: ‘Ton of Bricks,’” Electronic Arts, 1996
- Folder 8 “*Ghost Rider* Game Design Document” and technical preview, Neversoft Entertainment, January 1995
- Folder 9 “*Jet Moto 2124* Design Document,” 989 Studios, n.d.
- Folder 10 “*Jet Moto: SOLAR* Game Design Document 2.4, Project #116100,” SCEA-Red Zone, February 2003
- Folder 11 “*Killwheel* Design Document,” CAPS, Inc., October 1996
- Folder 12 *Pac-Man 3D* game design documents and notes, unidentified developer, April-November 1998
- Folder 13 “*Payback* Sony PlayStation Design Document Version 3.0,” Rabid Entertainment, October 1996

#### Box 2

- Folder 1 “*Raw Pursuit* Design Concept,” Regal Productions, 1995
- Folder 2 *Roller Vixens* game design documents, Red Zone Interactive, 1999
- Folder 3 *Spirit Master* storyboards, unidentified developer, n.d.
- Folder 4 *Steel Reign* game design concept, unidentified developer, n.d.
- Folder 5 “*Thundering Death* Game Design,” Brian Wikiem, Joe Brisbois; Sony Interactive Studios, December 1995
- Folder 6 “*Thundering Death* AI User’s Manual” draft, unidentified developer, February-March 1996

**Series II: Demo discs, 1996-1997**

**Scope and Content Note:** This series holds demo discs featuring game play of video games slated for the Sony PlayStation game console. Of the demos in this series, only *Torc* was released; the other game titles were cancelled.

**Box 2**

- Folder 7 *Dream Team Basketball* demo disc, Anvil, Inc., 1996
- Folder 8 *Gen 13* demo disc, Gray Matter, 1997
- Folder 9 *Kill Wheel* demo disc, Head Games, 1997
- Folder 10 *Spirit Master* demo disc, Probe Entertainment, 1997
- Folder 11 “*Torc* (a.k.a. *Kill Wheel*)” demo disc, Head Games, n.d.