

Finding Aid to the Sam Dicker Papers, 1980-1983

Summary Information

Title: Sam Dicker papers

Creator: Sam Dicker (primary)

ID: 118.8353

Date: 1980-1983 (inclusive)

Extent: 1.5 linear feet

Language: The materials in this collection are in English.

Abstract: The Sam Dicker papers are a compilation of graphics drafts, source code, a printed manual, and other ephemera related to the Williams Electronics' arcade game *Defender*.

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.

Conditions Governing Access: Due to the nature of the printed source code on perforated, connected printer paper, reference scans of these pages may only be available at the discretion of the library staff. Please see The Strong's Digital Games Files Access Policy.

Custodial History: The Sam Dicker papers were donated to The Strong in February 2021 as a gift of Sam Dicker. The papers were accessioned by The Strong under Object ID 118.8353. The papers were received from Dicker in one box.

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Controlled Access Terms

Personal Names

- Dicker, Sam

Corporate Names

- Williams Electronics, Inc.

Subjects

- Arcades
- Defender (Video game)

- Video arcades
- Video game industry
- Video games--History
- Williams Electronics, Inc.

Biographical Note

Sam Dicker is an American software engineer with more than 40 years of experience in interactive multimedia products.

From 1980 to 1983, Dicker worked at Williams Electronics as a Lead Game Programmer, where he programmed the arcade games *Defender* (1981) and *Sinistar* (1983). He later worked for Amiga, Apple Computer, Crystal Dynamics, Creative Labs, and several other game- and audio-related companies. As of March 2021, Dicker is a Senior Audio Software Engineer at Apple.

Collection Scope and Content Note

The Sam Dicker papers are a collection of graph paper drafts of characters and objects, printed source code, a manual, and other ephemera related to Williams Electronics' *Defender* arcade game, programmed by Sam Dicker.

The Sam Dicker papers are arranged in one series. The collection is housed in one archival flat document box.

System of Arrangement

Series I: Williams Electronics, 1980-1983

Contents List

Series I: Williams Electronics, 1980-1983

Scope and Content Note: This series houses graph paper drafts of characters and objects, printed source code, a manual, and other ephemera related to Williams Electronics' *Defender* arcade game, programmed by Sam Dicker.

Box 1

- Folder 1 *Defender* graphics drafts of characters and objects, n.d. [c. 1980]
- Folder 2 Sam Dicker Williams' ephemera, 1980
- Folder 3 Williams Electronics' *Defender* manual and operator booklet, 1981
- Folder 4 Collection report from Mother's Pinball, Mt. Prospect, Illinois, March 16-21, 1981
- Folder 5 "Big Guns from Chicago," Tony Licata, *Play Meter*, April 1981 [photocopied article]
- Folder 6 *Funky Winkerbean* syndicated comic strips about *Defender*, Tom Batiuk, weeks of July 12, 1982 and July 19, 1982
- Folder 7 "*Defender* sounds, rev. 1.0," source code printout, Sam Dicker, program release 10/31/80, printed August 21, 1982
- Folder 8 "*Defender* 1.0," source code printout, printed April 15, 1983