









The Art of Video Games Exhibition Checklist


The Art of Video Games exhibition will explore the 40-year evolution of video games as an artistic medium, with a focus on striking visual effects, the creative use of new technologies, and the most influential artists and designers. A website (www.artofvideogames.org) offered participants a chance to vote for 80 games from a pool of 240 proposed choices in various categories, divided by era, game type and platform. Voting took place between February 14, 2011 and April 17, 2011.

The exhibition will be on display at the Smithsonian American Art Museum from March 16, 2012 through September 30, 2012 (www.americanart.si.edu/taovg).






Visit www.americanart.si.edu/visit/enews to sign up to receive updates about this exhibition. Add your name to the exhibition credits by donating \$10 or more. Visit www.americanart.si.edu/credits to find out more.






Era 1: Start!				
System	Image	Genre	Winning Game	Other Nominees
Atari VCS		Action	<i>Pac-Man</i> , 1981, Tōru Iwatani, original concept; adapted by Tod Frye. ™ and © NAMCO BANDAI Games Inc.	<i>Haunted House</i> <i>Tunnel Runner</i>
		Target	<i>Space Invaders</i> , 1980, Tomohiro Nishikado, original concept; adapted by Rick Maurer. © 1978 TAITO CORPORATION. All Rights Reserved.	<i>Missile Command</i> ® <i>Yars' Revenge</i> ®
		Adventure	<i>Pitfall!</i> , 1982, David Crane. Activision Publishing. All trade names and trademarks are properties of their respective parties. All rights reserved.	<i>Adventure</i> <i>E.T. The Extra-Terrestrial</i>
		Tactics	<i>Combat</i> ®, 1977, Joe Decuir, Larry Wagner, Programming and Design. © 1978 Atari Interactive, Inc.	<i>Star Raiders</i> ® <i>Video Chess</i> ®
ColecoVision		Action	<i>Donkey Kong</i> ™, 1982, Shigeru Miyamoto, creator; Garry Kitchen, programmer	<i>Jungle Hunt</i> <i>Smurf: Rescue in Gargamel's Castle</i>

		Target	Zaxxon, 1982, John A. Garcia, design. © SEGA. All Rights Reserved.	<i>Buck Rogers: Planet of Zoom Carnival</i>
		Adventure	<i>Pitfall II: Lost Caverns</i> , 1984, David Crane, adapted by Robert Rutkowski. Activision Publishing. All trade names and trademarks are properties of their respective parties. All rights reserved.	<i>Alcazar: The Forgotten Fortress</i> <i>Gateway to Apschai</i>
		Tactics	<i>Star Trek: Strategic Operations Simulator</i> , 1983 (1984 on Colecovision), Adapted by Sam Palahnuk. © SEGA. © 2009 Paramount Pictures. STAR TREK and related marks and logos are trademarks of CBS Studios Inc. All Rights Reserved.	<i>Artillery Duel Evolution</i>
Mattel Intellivision		Action	<i>TRON: Maze-Atron</i> , 1982, Russ Haft. Intellivision Productions, Inc. Courtesy of Disney.	<i>Microsurgeon</i> <i>Masters of the Universe: The Power of He-Man</i>
		Target	<i>Star Strike</i> , 1981, Hal Finney, Brett Stutz, programmers. Intellivision Productions, Inc.	<i>Space Battle</i> <i>Demon Attack</i>
		Adventure	<i>Advanced Dungeons and Dragons</i> , 1982, Tom Loughry. Intellivision Productions, Inc.	<i>Thunder Castle</i> <i>Swords and Serpents</i>

	Tactics	<i>Utopia</i> , 1981, Don Daglow. Intellivision Productions, Inc.	<i>Armor Battle</i> <i>B-17 Bomber</i>
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Era 2: 8-Bit






System	Image	Genre	Winning Game	Other Nominees
Commodore 64	   	Action Target Adventure Tactics	<i>Jumpman</i> , 1983, Randy Glover. System 3 <i>Attack of the Mutant Camels</i> , 1983, Jeff Minter. Llamasoft <i>The Bard's Tale III: Thief of Fate</i> , 1987, Rebecca Ann Heineman, coder; Kurt Heiden, music. © 2010 Electronic Arts Inc. All trademarks are the property of their respective owners. <i>Pirates!</i> 1987, Sid Meier, programmer and music; Michael Haire, graphics. Image courtesy of 2K Games, Inc, and Take-Two Interactive Software, Inc.	<i>Boulder Dash</i> <i>Impossible Mission</i> <i>Raid on Bungeling Bay</i> <i>Paradroid</i> <i>Wasteland</i> <i>Zak McKracken and the</i> <i>Alien Mindbenders</i> <i>Little Computer People</i> <i>M.U.L.E.</i>
Nintendo Entertainment System		Action	<i>Super Mario Brothers 3</i> , 1990, Shigeru Miyamoto, Takashi Tezuka, Hiroshi Yamauchi, directors; Satoru Iwata, executive producer; Konji Kondo, composer. Nintendo of America, Inc.	<i>Metroid</i> <i>Mega Man 2</i>







		Target	<p>1943: The Battle of Midway, 1988, Yoshiki Okamoto. Capcom Entertainment, Inc.</p>	<p>Top Gun Life Force</p>
		Adventure	<p>The Legend of Zelda, 1987, Shigeru Miyamoto, producer and director; Ten Ten, director and designer; Hiroshi Yamauchi, executive producer; Takashi Tezuka, Satoru Iwata, directors. Nintendo of America, Inc.</p>	<p>Final Fantasy Shadowgate</p>
		Tactics	<p>Desert Commander, 1989, Unidentified artist. Kemco</p>	<p>North and South Archon: The Light and the Dark</p>
SEGA Master System		Action	<p>Marble Madness, 1992, Mark Cerny, Steve Lamb.</p>	<p>Shinobi Mickey Mouse in the Land of Illusion</p>
		Target	<p>After Burner, 1988, Jack Rebbetoy, programmer; Gerard deSouza, Faye Hoffman, graphic artists. © SEGA. All Rights Reserved.</p>	<p>Fantasy Zone Missile Defense 3D</p>






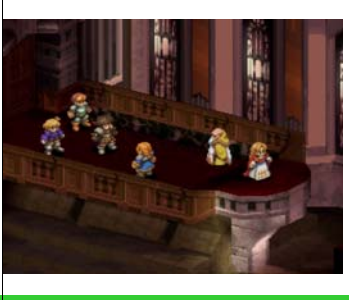
	Adventure	<i>Phantasy Star</i> , 1988, Rieko Kodama, main designer; Yuji Naka, main programmer. © SEGA. All Rights Reserved.	<i>Ultima IV: Quest for the Avatar</i> <i>Heroes of the Lance</i>
	Tactics	<i>Spy vs Spy</i> , 1988, Michael J. Riedel, Yuji Naka, programmers.	<i>Rampart</i> <i>Gain Ground</i>

Era 3: Bitwars!

System	Image	Genre	Winning Game	Other Nominees
SEGA Genesis		Action	<i>Earthworm Jim</i> , 1994, Doug TenNapel, original concept, character designer and voice actor; Tommy Tallarico, composer; Steve Crow, lead artist; David Luehmann, producer. © 1994 Interplay Entertainment Corp. Earthworm Jim, the Earthworm Jim logo, Interplay, the Interplay logo, and "By Gamers. For Gamers." are trademarks of Interplay Entertainment Corp.	<i>Sonic CD</i> <i>Michael Jackson's Moonwalker</i>
		Target	<i>Gunstar Heroes</i> , 1993, Tetsuhiko Kikuchi, cool character creator; Hiroshi Iuchi, background art. © SEGA. All Rights Reserved.	<i>Ranger X</i> <i>Viewpoint</i>
		Adventure	<i>Phantasy Star IV</i> , 1994, T. Yoshida, original story plan. © SEGA. All Rights Reserved.	<i>Flashback: The Quest for Identity</i> <i>Shining Force 2</i>

		Tactics	<p><i>Dune II: Battle for Arrakis</i>, 1993, Christopher D. Yates, executive producer; Aaron E. Powell, David Pokorny, producers</p>	<p><i>Nobunaga's Ambition</i> <i>Herzog Zwei</i></p>
Super Nintendo Entertainment System		Action	<p><i>Super Mario World</i>, 1991, Hiroshi Yamauchi, executive producer; Shigeru Miyamoto, producer; Takashi Tezuka, lead director. Nintendo of America, Inc.</p>	<p><i>Donkey Kong Country</i> <i>Super Star Wars</i></p>
		Target	<p><i>Star Fox™</i>, 1993, Shigeru Miyamoto, designer; Dylan Cuthbert, programmer; Hiroshi Yamauchi, executive producer. Nintendo of America, Inc.</p>	<p><i>Gradius III</i> <i>Super SmashTV</i></p>
		Adventure	<p><i>The Legend of Zelda: A Link to the Past</i>, 1992, Shigeru Miyamoto, producer; Takashi Tezuka, director; Hiroshi Yamauchi, executive producer. Nintendo of America, Inc.</p>	<p><i>Chrono Trigger</i> <i>EarthBound™</i></p>
		Tactics	<p><i>SimCity</i>, 1991, Will Wright, original concept; Hideki Konno, director. © 2010 Electronic Arts Inc. All trademarks are the property of their respective owners.</p>	<p><i>Act Raiser</i> <i>Syndicate</i></p>

Era 4: Transition				
System	Image	Genre	Winning Game	Other Nominees
SEGA Saturn		Action	<i>Tomb Raider</i> , 1996, Jeremy H. Smith, executive producer; Toby Gard, Heather Gibson, Neal Boyd, graphic artists; Jason Gosling, Paul Douglas, Gavin Rummery, programmers. © 1996 SQUARE ENIX CO., LTD. All Rights Reserved.	<i>NiGHTS into Dreams...</i> <i>Clockwork Night</i>
		Target	<i>Panzer Dragoon II: Zwei</i> , 1996, Yukio Futatsugi, Manabu Kusunoki, original design; Kentaro Yoshida, art director. © SEGA. All Rights Reserved.	<i>Black Fire</i> <i>Wing Arms</i>
		Adventure	<i>Panzer Dragoon Saga</i> , 1998, Yukio Futatsugi, designer and director; Katsumi Yokoto, artist. © SEGA. All Rights Reserved.	<i>Blazing Dragons</i> <i>Dark Savior</i>
		Tactics	<i>SimCity 2000</i> , 1995, Will Wright, Fred Haslam, original concept and design. © 2010 Electronic Arts Inc. All trademarks are the property of their respective owners.	<i>Command and Conquer</i> <i>Blazing Heroes</i>
DOS/Windows		Action	<i>DOOM II</i> , 1994, John Carmack, programming. John Romero, level design; Adrian Carmack, Kevin Cloud, artists. id Software, a ZeniMax company.	<i>Deus Ex</i> <i>Unreal</i>
		Target	<i>Diablo II</i> , 2000, Various artists. © 2000 Blizzard Entertainment, Inc. All rights reserved. Diablo is a trademark or registered trademark of Blizzard Entertainment, Inc.	<i>Star Wars: TIE Fighter</i> <i>Crimson Skies</i>

		Adventure	<p><i>Fallout</i>, 1997, Tim Cain, Leonard Boyarsky, Jason Anderson, Jason Taylor, Robert "Scott" Campbell, and Brian Freyermuth, original design; Leonard Boyarsky, art director. Bethesda Softworks, a ZeniMax company.</p>	<p><i>Baldur's Gate II: Shadows of Amn</i> <i>Grim Fandango</i></p>
		Tactics	<p><i>StarCraft</i>, 1998, Various artists. © 1998, Blizzard Entertainment, Inc. All rights reserved. StarCraft is a trademark or registered trademark of Blizzard Entertainment, Inc.</p>	<p><i>Command and Conquer Uplink: Hacker Elite</i></p>
PlayStation		Action	<p><i>Metal Gear Solid</i>, 1998, Hideo Kojima, director; Yoji Shinkawa, artwork director. © 1998 Konami Digital Entertainment.</p>	<p><i>Oddworld: Abe's Oddysee</i> <i>Crash Bandicoot: Warped</i></p>
		Target	<p><i>Einhander</i>, 1998, Tetsuo Mizuno, Tomoyuki Takechi, Shinji Hashimoto, executive producers; Yusuke Hirata, producer; Tatsuo Fujii, director; Yuji Asano, lead design. © 1997, 1998 SQUARE ENIX CO., LTD. All Rights Reserved.</p>	<p><i>Colony Wars III: Red Sun Point Blank</i></p>
		Adventure	<p><i>Final Fantasy VII</i>, 1997, Hironobu Sakaguchi, producer; Yoshinori Kitase, director; Yusuke Naora, art director. © 1997 SQUARE ENIX CO., LTD. All Rights Reserved. CHARACTER DESIGN: TETSUYA NOMURA.</p>	<p><i>Lunar: Silver Star Story Complete</i> <i>Grandia</i></p>
		Tactics	<p><i>Final Fantasy Tactics</i>, 1998, Hiroshi Minagawa, art direction; Hiroshi Ito, game design; Yasumi Matsuno, writer and director; Tetsuo Mizuno, Tomoyuki Takechi, executive producers. © 1997, 1998 SQUARE ENIX CO., LTD. All Rights Reserved.</p>	<p><i>Command and Conquer: Red Alert</i> <i>Carnage Heart</i></p>

Nintendo 64



Action

Super Mario 64, 1996, Hiroshi Yamauchi, executive producer; Shigeru Miyamoto, producer and game director; Satoru Iwata, director. Nintendo of America, Inc.

Banjo-Kazooie
Star Wars: Shadows of the Empire



Target

*Star Fox 64**, 1997, Shigeru Miyamoto, designer and producer; Takao Shimizu, director; Takaya Imamura, art director; Kazuaki Morita, chief programmer. Nintendo of America, Inc.

Goldeneye 007
Pilotwings™ 64

* *Goldeneye 007* was the winning game in this category but cannot be displayed due to copyright restrictions. *Star Fox 64* received the next highest number of votes.



Adventure

The Legend of Zelda: Ocarina of Time, 1998, Hiroshi Yamauchi, executive producer; Shigeru Miyamoto, producer; Toru Osawa, Yoichi Yamada, Eiji Aonuma, Yoshiaki Koizumi, directors. Nintendo of America, Inc.

The Legend of Zelda: Majora's Mask
Paper Mario™



Tactics

Worms Armageddon, 2000, Eric Angelier, producer; Dominique Peyronnet, lead artist; Hubert Nourigat, lead coder. Team 17

Tom Clancy's Rainbow Six
Ogre Battle 64: Person of Lordly Caliber

SEGA Dreamcast



Action

Sonic Adventure, 1999, Yuki Naka, Keith Palmer, producers; Takasi Iizuka, director; Kazuyuki Hoshino, art director. © SEGA. All Rights Reserved.

Crazy Taxi
Jet Grind Radio


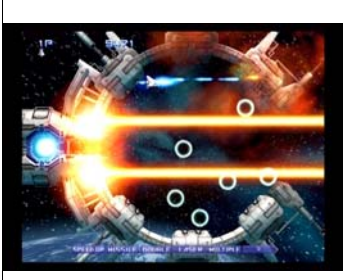











Target






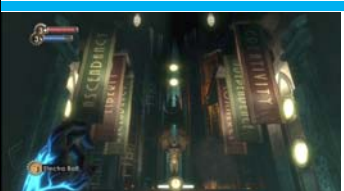
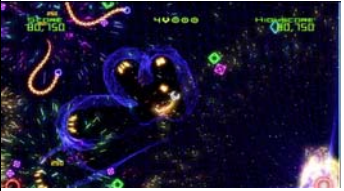

Rez, 2001, Tetsuya Mizuguchi, producer; Jun Kobayashi, director; Katsumi Yokota, art director and lead artist. © SEGA. All Rights Reserved.









The Typing of the Dead
Toy Commander


	Adventure	<p><i>Shenmue</i>, 2000, Yu Suzuki, director and producer; Yoichi Takahashi, designer; Eiji Ogawa, writer. © SEGA. All Rights Reserved.</p>	<p><i>Phantasy Star Online Skies of Arcadia</i></p>
	Tactics	<p><i>ChuChu Rocket!</i>, 2000, Yuji Naka, director; Yuji Uekawa, art director. © SEGA. All Rights Reserved.</p>	<p><i>Rhapsody of Zephyr (The War of Genesis)</i> <i>Panzer Front</i></p>

Era 5: Next Generation				
System	Image	Genre	Winning Game	Other Nominees
PlayStation 2		Action	<p><i>Shadow of the Colossus</i>, 2005, Fumito Ueda, director and game design. Sony Computer Entertainment America LLC</p>	<p><i>God of War</i> <i>Tony Hawk's Underground 2</i></p>
		Target	<p><i>Gradius V</i>, 2004, Osamu Kasai, Yasushi Takano, producers; Hiroshi Iuchi, Atsutomo Nakagaw, game planning. © 2004 Konami Digital Entertainment.</p>	<p><i>Silpheed: The Lost Planet</i> <i>Espgaluda</i></p>
		Adventure	<p><i>Ōkami</i>, 2006, Atsushi Inaba, producer; Hideki Kamiya, director. Capcom Entertainment, Inc.</p>	<p><i>Kingdom Hearts II</i> <i>Final Fantasy X</i></p>
		Tactics	<p><i>Metal Gear Solid 2: Sons of Liberty</i>, 2001, Hideo Kojima, director. © 2001 Konami Digital Entertainment.</p>	<p><i>Armored Core 3</i> <i>Tom Clancy's Rainbow Six: Lockdown</i></p>

Microsoft Xbox		Action	<p><i>Halo 2</i>, 2012, Pete Parsons, executive producer; Marcus Lehto, art director; Joseph Staten, writer and director of cinematics; Jason Jones, project lead. © 2012 Microsoft Corporation. All rights reserved. Used with permission from Microsoft Corporation.</p>	<p><i>Psychonauts</i> <i>JSRF: Jet Set Radio Future</i></p>
		Target	<p><i>Panzer Dragoon Orta</i>, 2003, Various artists. © SEGA. All Rights Reserved.</p>	<p><i>Sniper Elite: Berlin 1945</i> <i>Xyanide</i></p>
		Adventure	<p><i>Fable</i>, 2004, Peter Molyneux, Dene Carter, Ben Huskins, designers; James Leach, Mark Hill, writers; Kiki Wolfkill, art director. © 2012 Microsoft Corporation. All rights reserved. Used with permission from Microsoft Corporation.</p>	<p><i>Indigo Prophecy</i> <i>Shenmue II</i></p>
		Tactics	<p><i>Tom Clancy's Splinter Cell</i>, 2002, Mathieu Ferland, Reid Schneider, senior producers; Hugo Dallaire, art director; Nathan Wolff, lead game designer. © 2010 Ubisoft Entertainment. All Rights Reserved. Splinter Cell, Splinter Cell Conviction, Sam Fisher, the Soldier Icon, Ubisoft, Ubi.com, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries.</p>	<p><i>Sid Meier's Pirates!</i> <i>Steel Battalion</i></p>
Nintendo GameCube		Action	<p><i>Metroid Prime 2: Echoes</i>, 2004, Bryan Walker, producer; Mark Pacini, game director. Nintendo of America, Inc.</p>	<p><i>Prince of Persia: The Sands of Time</i> <i>Eternal Darkness: Sanity's Requiem</i></p>
		Target	<p><i>Star Fox™: Assault</i>, 2005, Satoru Iwata, executive producer; Tsuyoshi Kobayashi, Shigeru Miyamoto, producers; Yoshihiko Arawi, art and storyboard director. Nintendo of America, Inc.</p>	<p><i>Alien Hominid</i> <i>P.N.03</i></p>
		Adventure	<p><i>The Legend of Zelda: The Wind Waker</i>, 2003, Satoru Iwata, executive producer; Shigeru Miyamoto, Takasha Tezuka, producers; Eiji Aonuma, director. Nintendo of America, Inc.</p>	<p><i>Tales of Symphonia</i> <i>Paper Mario™: The Thousand Year Door</i></p>


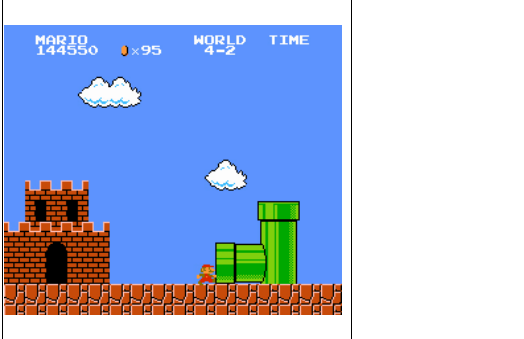
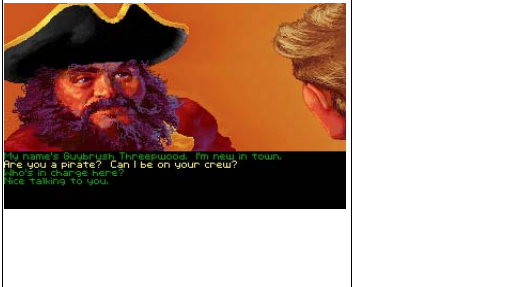
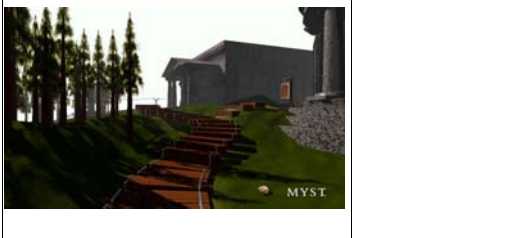
		Tactics	<p><i>Pikmin 2</i>, 2004, Satoru Iwata, executive producer; Shigeru Miyamoto, Takasha Tezuka, producers; Shigefumi Hino, Masamichi Abe, directors. Nintendo of America, Inc.</p>	<p><i>Fire Emblem™ : Path of Radiance</i> <i>Battalion Wars</i></p>
Modern Windows		Action	<p><i>Portal</i>, 2007, Kim Swift, lead developer; Chet Faliszek, Marc Laidlaw, Erik Wolpaw, writers. © Valve.</p>	<p><i>Half Life 2</i> <i>Call of Duty: World at War</i></p>
		Target	<p><i>fIOW</i>, 2006, Jenova Chen, Nicholas Clark, game design. Sony Computer Entertainment America LLC.</p>	<p><i>Shatter</i> <i>Everyday Shooter</i></p>
		Adventure	<p><i>Fallout 3</i>, 2008, Todd Howard, executive producer; Emil Pagliarulo, lead designer; Istvan Pely, lead artist. Bethesda Softworks, a ZeniMax company.</p>	<p><i>World of Warcraft</i> <i>Star Wars: Knights of the Old Republic</i></p>
Microsoft Xbox 360		Tactics	<p><i>Minecraft</i>, 2009, Markus Persson. Copyright Notch Development AB.</p>	<p><i>StarCraft II: Wings of Liberty</i> <i>Age of Empires 3</i></p>
		Action	<p><i>Bioshock</i>, 2007, Ken Levine, creative director and executive producer; Paul Hellquist, lead designer; Dean Tate, senior designer and artist; Scott Sinclair, art director. Image courtesy of 2K Games, Inc, and Take-Two Interactive Software, Inc.</p>	<p><i>Halo 3</i> <i>Gears of War 2</i></p>
		Target	<p><i>Geometry Wars: Retro Evolved 2</i>, 2008, Stephen Cakebread, game design and programming. Bizarre Creations</p>	<p><i>Ikaruga</i> <i>Assault Heroes 2</i></p>
		Adventure	<p><i>Mass Effect 2</i>, 2010, Casey Hudson, director; Mac Walters, Drew Karpshyn, writers; Casey Hudson, producer. © 2010 Electronic Arts Inc. All trademarks are the property of their respective owners.</p>	<p><i>The Elder Scrolls IV: Oblivion</i> <i>Limbo</i></p>

		Tactics	<p><i>Lord of the Rings: Battle for Middle Earth II</i>, 2006, Mike Verdu, Executive Producer; Louis Castle, Executive Producer; Matt J. Britton, Art Director. © 2010 Electronic Arts Inc. All trademarks are the property of their respective owners.</p>	<p><i>Halo Wars Darwinia+</i></p>
Nintendo Wii	   	<p>Action</p> <p>Target</p> <p>Adventure</p> <p>Tactics</p>	<p><i>Super Mario Galaxy 2</i>, 2010, Yoshiaki Koizumi, Shigeru Miyamoto, designers; Takeshi Hayakawa, lead programmer; Koichi Hayashida, director; Kenta Motokura, design director. Nintendo of America, Inc.</p> <p><i>Boom Blox</i>, 2008, Steven Spielberg, creative director; Ken Harsha, art director. © 2010 Electronic Arts Inc. All trademarks are the property of their respective owners.</p> <p><i>The Legend of Zelda: Twilight Princess</i>, 2006, Shigeru Miyamoto, executive producer; Eiji Aonuma, director; Satoru Takizawa, art director; Eiji Aonuma, Satoru Iwata, producers. Nintendo of America, Inc.</p> <p><i>Zack & Wiki: Quest for Barbaros' Treasure</i>, 2007, Hironobu Takeshita, producer; Akihiro Kashimoto, lead programmer. Capcom Entertainment, Inc.</p>	<p><i>Metroid Prime Trilogy</i> <i>Disney Epic Mickey</i></p> <p><i>Sin & Punishment™: Star Successor</i> <i>Blast Works: Build, Trade, Destroy</i></p> <p><i>Super Paper Mario™</i> <i>Monster Hunter Tri</i></p> <p><i>Little King's Story</i> <i>Battalion Wars 2</i></p>
PlayStation 3	  	<p>Action</p> <p>Target</p> <p>Adventure</p>	<p><i>Uncharted 2: Among Thieves</i>, 2009, Amy Hennig, creative director; Robb Ruppel, art direction. Sony Computer Entertainment America LLC</p> <p><i>Flower</i>, 2009, Jenova Chen, creative director; John Edwards, lead engineer. Developed by thatgamecompany, LLC. Sony Computer Entertainment America LLC</p> <p><i>Heavy Rain</i>, 2010, David Cage, writer and director. Sony Computer Entertainment America LLC</p>	<p><i>LittleBigPlanet 2</i> <i>Call of Duty: Black Ops</i></p> <p><i>Super Stardust HD</i> <i>PixelJunk Shooter</i></p> <p><i>Dragon Age: Origins</i> <i>Final Fantasy XIII</i></p>

	Combat/Strategy	<i>Brütal Legend</i> , 2009, Tim Schafer, writer and director. © 2010 Electronic Arts Inc. All trademarks are the property of their respective owners.	<i>Sid Meier's Civilization Revolution</i> <i>Command & Conquer: Red Alert 3 - Commander's Challenge</i>
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Playable Games

Five games will be available for visitors to play for a few minutes. These were not part of the public vote.

Era	Image	Game
Era 1: Start!		<i>Pac-Man (arcade)</i> , 1980, Tōru Iwatani. TM & © NAMCO BANDAI Games Inc.
Era 2: 8-Bit		<i>Super Mario Brothers</i> , 1985, Hiroshi Yamauchi, Executive Producer. Shigeru Miyamoto, Producer and Director. Nintendo of America, Inc.
Era 3: Bitwars!		<i>The Secret of Monkey Island</i> , 1990, Ron Gilbert, Creator, Designer, Writer, and Programmer. Dave Grossman, Tim Schafer, Writers and Programmers. COURTESY OF LUCASARTS, A DIVISION OF LUCASFILM ENTERTAINMENT COMPANY LTD.
Era 4: Transition		<i>Myst</i> , 1995, Rand Miller, Robyn Miller, Designers. Robyn Miller, Chuck Carter, Graphics and Animation. © Copyright 1993, 1994, 1995, 2000 Cyan, Inc. All rights reserved. <i>Myst</i> is a registered trademark of Cyan, Inc.

Era 5: Next Generation



Flower , 2009, Jenova Chen, Creative Director. John Edwards, Lead Engineer. Developed by thatgamecompany, LLC. Sony Computer Entertainment America LLC.

Auxiliary Materials

The exhibition will include a selection of auxiliary materials, including sketches, concept art, and ephemera. These were not part of the public vote.

Description	Game
Fabric map	<i>Map from Ultima IV: Quest of the Avatar</i> , 1985, The Ultima Team at Bioware Mythic, Electronic Arts.
Comic book	<i>Star Raiders Comic Book</i> , 1983, Lent by Michael Mika
Comic book	<i>Yar's Revenge Comic Book</i> , 1981, Lent by Michael Mika
Instruction book	<i>Missile Command Instructions</i> , 1980, Lent by Michael Mika
Publisher portfolio	<i>M.U.L.E Publisher Portfolio</i> , 1983, Lent by Blake Fischer
Publisher portfolio	<i>Bard's Tale III Publisher Portfolio</i> , 1988, Lent by Michael Mika
Game cartridge and box	<i>Halo 2600</i> , 2010, Ed Fries, Lent by Michael Mika and Ed Fries
Sketch	<i>StarCraft Manual Drawing - Zergling (StarCraft)</i> , 1997, Sam "Samwise" Didier, Pencil on paper. © Blizzard Entertainment, Inc.
Sketch	<i>Early Kerrigan Concept (StarCraft)</i> , 1997, Chris Metzen, Pencil on paper. © Blizzard Entertainment, Inc.
Sketch	<i>Northshire Abbey (World of Warcraft)</i> , 2000, Thomas Jung, Ink on paper. © Blizzard Entertainment, Inc.
Sketch	<i>Ironforge Concept (World of Warcraft)</i> , 2000, Bill Petras, Pencil on paper. © Blizzard Entertainment, Inc.
Sketch	<i>Forest Troll Concept (World of Warcraft)</i> , 2000, Chris Metzen, Pencil on paper. © Blizzard Entertainment, Inc.
Sketch	<i>Orc Concept Sketch (World of Warcraft)</i> , 2000, Justin Thavirat, Ink and pencil on paper. © Blizzard Entertainment, Inc.
Sketch	<i>Fallout 3 Concept Sketch</i> , 2005, Adam Adamowicz, Ink and marker on paper. © 2008 Bethesda Softworks LLC, a ZeniMax Media Company. All Rights Reserved.

	Sketch		<i>Fallout 3 Concept Sketch</i> , 2005, Adam Adamowicz, Ink and marker on paper. © 2008 Bethesda Softworks LLC, a ZeniMax Media Company. All Rights Reserved.	
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