Guide to Papers of Richard A. Bartle, ca. 1979-1997 M1410

Finding aid prepared by Charlotte Thai
Dept. of Special Collections & University Archives
Stanford University Libraries.
557 Escondido Mall
Stanford, California, 94305
Repository Email: specialcollections@stanford.edu
May 2014
Title: Richard A. Bartle papers
Identifier/Call Number: M1410
Contributing Institution: Dept. of Special Collections & University Archives
Language of Material: English
Physical Description: 2.0 Linear feet; 1 manuscript box, 1 flat box
Date (inclusive): 1979-1997
Physical Location: Special Collections and University Archives materials are stored offsite and must be paged 36-48 hours in advance. For more information on paging collections, see the department's website: http://library.stanford.edu/spc.
Abstract: There are two main parts to this collection: 1) MUD1 archival materials and 2) MUD1 source code. The MUD1 archival materials include files for “Dungen,” MUDDLE reference manual, maps, design notes, etc. Notes written by Richard A. Bartle are inserted in the first (unnumbered) folder in the manuscript box. These notes provide information about the contents contained in folders that he numbered 1-32, and arranged in chronological order. Folders 1-32 are dispersed between a manuscript box and flat storage box due to variations in document size. The MUD1 source code is available online through the Stanford University Libraries at this location: http://purl.stanford.edu/wh632tj5702
Creator: Bartle, Richard A.
Acquisition Information
This collection was given by Richard Bartle to Stanford University, Special Collections in 2003 and 2014.
Publication Rights
Open for research. Physical boxes can be paged for use through Searchworks. Born-digital files can be downloaded from:
http://purl.stanford.edu/wh632tj5702
Preferred Citation
[identification of item], Richard A. Bartle papers (M1410). Dept. of Special Collections and University Archives, Stanford University Libraries, Stanford, Calif.
Biography
Dr. Richard A. Bartle was born in Ripon, North Yorkshire, England on January 10, 1960. He entered Essex University in 1978, where he acquired a BSc degree in Computer Science (1st Class) and a PhD in Artificial Intelligence. In 1984 he lectured at Essex on the latter subject, becoming the youngest member of the University's academic staff. While an undergraduate at Essex, he met Roy Trubshaw, who was a year above him in school. Roy was interested in designing a multiplayer text adventure game. The game he created was called MUD (Multi-User Dungeon), and Roy devoted his undergraduate academic career to writing it. Roy did not have time to complete the game before he finished his studies, so he gave it to Richard when the programming was about 75% done. Richard added his own enhancements and completed the rest of the game. Programming the first MUD took from 1978-1981.
In order to market MUD, Richard and Roy formed a game company with Simon Dally called MUSE. Simon was a book publisher who commissioned Richard's book, Artificial Intelligence and Computer Games. Meanwhile, Richard continued to experiment with the MUD program, and developed a brand-new system, leading to an updated version of MUD that was called MUD2. MUD2 benefited from having a dedicated programming language, called MUDDLE, which was designed specifically for writing MUD-like games, but was flexible enough to be used for other types of programming. Richard left Essex University in 1987 to work full-time on MUD2. Unfortunately, Simon suffered from manic depression and committed suicide in 1989. MUSE never fully recovered from the impact of this tragedy.
Richard left full-time work at MUSE in 2000, and after a short stint at a start-up company called Gameplay, he became a consultant. During this time he also published Designing Virtual Worlds, the first book about the design of MUDs. Designing Virtual Worlds is widely used as standard text for anyone interested in programming multiplayer online games. Richard returned to Essex University in 2002, to assist with teaching curriculum designed for a newly introduced computer games degree. In 2004 he became a Visiting Professor. He continues to teach, conduct research, and provide consultation related to computer programming and virtual world games.
http://mud.co.uk/richard/cv.htm
Scope and Contents
The collection is comprised of two series.
Series 1: This series contains MUD1 archival material. Notes written by Richard A. Bartle are inserted in the first (unnumbered) folder in the manuscript box. These notes provide information about the contents contained in folders that
he numbered 1-32, and arranged in chronological order. Folders 1-32 are dispersed between a manuscript box and flat storage box due to variations in document size. The manuscript box contains original handwritten design notes, maps, and photocopies of files. The flat box contains lineprinter papers, which consists of a MACRO-10 assembler list output for the final version of MUD version 2, maps, an extent log of a MUD session, along with other oversize documents.

Series 2: The 2014 accession contained a zip file which contained the compressed library of source code files for the online virtual world, MUD1. This digital files are available online through the Stanford University Libraries at this location:

http://purl.stanford.edu/wh632tj5702

Access to Collection
Open for research. Physical boxes can be paged for use through Searchworks. Born-digital files can be downloaded from:

http://purl.stanford.edu/wh632tj5702

Subjects and Indexing Terms
Trubshaw, Roy

Computer games--Design.
Computer games--History.
Computer games--Programming.
Science--History.

Series 1: MUD1 (Multi-User Dungeon) Archival Materials

Physical Description: 2.0 Linear feet1 manuscript box, 1 flat box

Scope and Contents
This series contains MUD1 archival material. Notes written by Richard A. Bartle are inserted in the first (unnumbered) folder in the manuscript box. These notes provide information about the contents contained in folders that he numbered 1-32, and arranged in chronological order. Folders 1-32 are dispersed between a manuscript box and flat storage box due to variations in document size. The manuscript box contains original handwritten design notes, maps, and photocopies of files. The flat box contains lineprinter papers, which consists of a MACRO-10 assembler list output for the final version of MUD version 2, maps, an extent log of a MUD session, along with other oversize documents. This consists of the digital file for the MUD1 source code, which is available online through the Stanford University Libraries at this location: http://purl.stanford.edu/wh632tj5702

Box 1

MUD1 Collection Notes

Scope and Contents
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Box 1, Folder 2
Photocopied Sheets "Database Format for Dungen"

Box 1, Folder 3
Photocopied Sheets "Dungen"

Box 1, Folder 4
Photocopied Sheets "Directory"

Box 1, Folder 7
Photocopied Sheets "MUDDE reference manual"

Box 1, Folder 8
Map area north of the road

Box 1, Folder 9
Original map to the goblin lair

Box 1, Folder 10
Original map to the mine

Box 1, Folder 11
Map used in design for dwarf realm

Box 1, Folder 12
Travel table

Box 1, Folder 13
Map of glade area

Box 1, Folder 14
Sheet of ideas for inclusion in MUD

Box 1, Folder 15
Map of the dragon isle

Box 1, Folder 17
Photocopied Sheets, "A Muse"
| Flat-box 1, Folder 1       | Green lineprinter paper, Sequence #3010 |
| Flat-box 1, Folder 5       | Photocopied lineprinter paper |
| Flat-box 1, Folder 6       | Green lineprinter paper, Sequence #1046 |
| Flat-box 1, Folder 16      | Green lineprinter paper, Sequence #1201 |
| Flat-box 1, Folder 18      | First full map of MUD version 3 |
| Flat-box 1, Folder 20      | White lineprinter paper, Sequence #1100 and #1101 |
| Flat-box 1, Folder 28      | Descriptions of MUD module extension “Valley” |

**Series 2: MUD1 Source Code**

**Physical Description:** 35.0 computer file(s) 777 KB

**Scope and Contents**

Series 2: The 2014 accession contained a zip file which contained the compressed library of source code files for the online virtual world, MUD1. This digital files are available online through the Stanford University Libraries at this location:

[http://purl.stanford.edu/wh632tj5702](http://purl.stanford.edu/wh632tj5702)