

NATIONAL
DIARY FOR
1963

Counting House Calendar for 1963

| | S | M | T | W | T | F | S | Week No. |
|------|----|----|----|----|----|----|----|----------|
| | | | 1 | 2 | 3 | 4 | 5 | 1 |
| | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 2 |
| JAN. | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 3 |
| | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 4 |
| | 27 | 28 | 29 | 30 | 31 | | | 5 |
| | | | | | | 1 | 2 | 5 |
| | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 6 |
| FEB. | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 7 |
| | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 8 |
| | 24 | 25 | 26 | 27 | 28 | | | 9 |
| | | | | | | 1 | 2 | 9 |
| | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| MAR. | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 11 |
| | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 12 |
| | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 13 |
| | 31 | | | | | | | 14 |
| | | 1 | 2 | 3 | 4 | 5 | 6 | 14 |
| APR. | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 15 |
| | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 16 |
| | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 17 |
| | 28 | 29 | 30 | | | | | 18 |
| | | | | 1 | 2 | 3 | 4 | 18 |
| MAY | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 19 |
| | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 20 |
| | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 21 |
| | 26 | 27 | 28 | 29 | 30 | 31 | | 22 |
| | | | | | | | 1 | 22 |
| | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 23 |
| | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 24 |
| JUNE | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 25 |
| | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 26 |
| | 30 | | | | | | | 27 |
| | 31 | | | | | | | |

| | S | M | T | W | T | F | S | Week No. |
|-------|----|----|----|----|----|----|----|----------|
| | | 1 | 2 | 3 | 4 | 5 | 6 | 27 |
| | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 28 |
| JULY | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 29 |
| | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 30 |
| | 28 | 29 | 30 | 31 | | | | 31 |
| | | | | | 1 | 2 | 3 | 31 |
| | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 32 |
| AUG. | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 33 |
| | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 34 |
| | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 35 |
| | | | | | | | | |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 36 |
| | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 37 |
| SEPT. | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 38 |
| | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 39 |
| | 29 | 30 | | | | | | 40 |
| | | | 1 | 2 | 3 | 4 | 5 | 40 |
| | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 41 |
| OCT. | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 42 |
| | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 43 |
| | 27 | 28 | 29 | 30 | 31 | | | 44 |
| | | | | | | 1 | 2 | 44 |
| | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 45 |
| NOV. | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 46 |
| | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 47 |
| | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 48 |
| | | | | | | | | |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 49 |
| | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 50 |
| DEC. | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 51 |
| | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 52 |
| | 29 | 30 | 31 | | | | | 53 |

160
135

1963

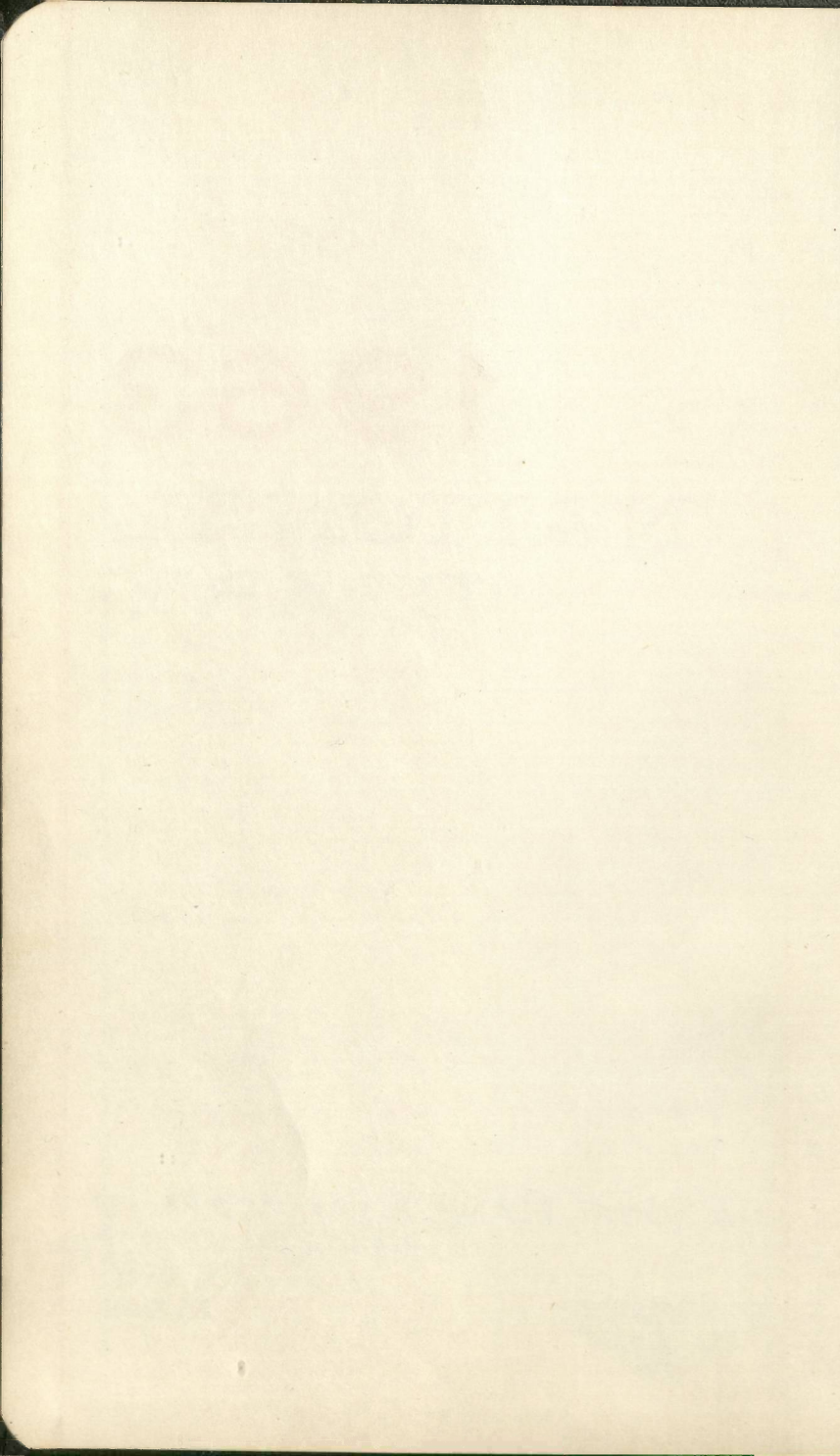
NATIONAL DIARY

NATIONAL BLANK BOOK COMPANY
HOLYOKE, MASSACHUSETTS

MADE IN U.S.A.

55-046





NAME

223 ADDRESS

TEL.

NAME

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Hobby, C.R. - Cincinnati

1963

In day - See date to come

HEAT THERM. PLATINUMS SEPT. 1962, NEW, DEC. 1962.
 20 CLIPPING. 200
 TOY TOWN, BIG TOWN, SPORTS AREA
 FOR 3, 11, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100, 101, 102, 103, 104, 105, 106, 107, 108, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118, 119, 120, 121, 122, 123, 124, 125, 126, 127, 128, 129, 130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 149, 150, 151, 152, 153, 154, 155, 156, 157, 158, 159, 160, 161, 162, 163, 164, 165, 166, 167, 168, 169, 170, 171, 172, 173, 174, 175, 176, 177, 178, 179, 180, 181, 182, 183, 184, 185, 186, 187, 188, 189, 190, 191, 192, 193, 194, 195, 196, 197, 198, 199, 200, 201, 202, 203, 204, 205, 206, 207, 208, 209, 210, 211, 212, 213, 214, 215, 216, 217, 218, 219, 220, 221, 222, 223, 224, 225, 226, 227, 228, 229, 230, 231, 232, 233, 234, 235, 236, 237, 238, 239, 240, 241, 242, 243, 244, 245, 246, 247, 248, 249, 250, 251, 252, 253, 254, 255, 256, 257, 258, 259, 260, 261, 262, 263, 264, 265, 266, 267, 268, 269, 270, 271, 272, 273, 274, 275, 276, 277, 278, 279, 280, 281, 282, 283, 284, 285, 286, 287, 288, 289, 290, 291, 292, 293, 294, 295, 296, 297, 298, 299, 300, 301, 302, 303, 304, 305, 306, 307, 308, 309, 310, 311, 312, 313, 314, 315, 316, 317, 318, 319, 320, 321, 322, 323, 324, 325, 326, 327, 328, 329, 330, 331, 332, 333, 334, 335, 336, 337, 338, 339, 340, 341, 342, 343, 344, 345, 346, 347, 348, 349, 350, 351, 352, 353, 354, 355, 356, 357, 358, 359, 360, 361, 362, 363, 364, 365, 366, 367, 368, 369, 370, 371, 372, 373, 374, 375, 376, 377, 378, 379, 380, 381, 382, 383, 384, 385, 386, 387, 388, 389, 390, 391, 392, 393, 394, 395, 396, 397, 398, 399, 400, 401, 402, 403, 404, 405, 406, 407, 408, 409, 410, 411, 412, 413, 414, 415, 416, 417, 418, 419, 420, 421, 422, 423, 424, 425, 426, 427, 428, 429, 430, 431, 432, 433, 434, 435, 436, 437, 438, 439, 440, 441, 442, 443, 444, 445, 446, 447, 448, 449, 450, 451, 452, 453, 454, 455, 456, 457, 458, 459, 460, 461, 462, 463, 464, 465, 466, 467, 468, 469, 470, 471, 472, 473, 474, 475, 476, 477, 478, 479, 480, 481, 482, 483, 484, 485, 486, 487, 488, 489, 490, 491, 492, 493, 494, 495, 496, 497, 498, 499, 500, 501, 502, 503, 504, 505, 506, 507, 508, 509, 510, 511, 512, 513, 514, 515, 516, 517, 518, 519, 520, 521, 522, 523, 524, 525, 526, 527, 528, 529, 530, 531, 532, 533, 534, 535, 536, 537, 538, 539, 540, 541, 542, 543, 544, 545, 546, 547, 548, 549, 550, 551, 552, 553, 554, 555, 556, 557, 558, 559, 560, 561, 562, 563, 564, 565, 566, 567, 568, 569, 570, 571, 572, 573, 574, 575, 576, 577, 578, 579, 580, 581, 582, 583, 584, 585, 586, 587, 588, 589, 590, 591, 592, 593, 594, 595, 596, 597, 598, 599, 600, 601, 602, 603, 604, 605, 606, 607, 608, 609, 610, 611, 612, 613, 614, 615, 616, 617, 618, 619, 620, 621, 622, 623, 624, 625, 626, 627, 628, 629, 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1357, 1358, 1359, 1360, 1361, 1362, 1363, 1364, 1365, 1366, 1367, 1368, 1369, 1370, 1371, 1372, 1373, 1374, 1375, 1376, 1377, 1378, 1379, 1380, 1381, 1382, 1383, 1384, 1385, 1386, 1387, 1388, 1389, 1390, 1391, 1392, 1393, 1394, 1395, 1396, 1397, 1398, 1399, 1400, 1401, 1402, 1403, 1404, 1405, 1406, 1407, 1408, 1409, 1410, 1411, 1412, 1413, 1414, 1415, 1416, 1417, 1418, 1419, 1420, 1421, 1422, 1423, 1424, 1425, 1426, 1427, 1428, 1429, 1430, 1431, 1432, 1433, 1434, 1435, 1436, 1437, 1438, 1439, 1440, 1441, 1442, 1443, 1444, 1445, 1446, 1447, 1448, 1449, 1450, 1451, 1452, 1453, 1454, 1455, 1456, 1457, 1458, 1459, 1460, 1461, 1462, 1463, 1464, 1465, 1466, 1467, 1468, 1469, 1470, 1471, 1472, 1473, 1474, 1475, 1476, 1477, 1478, 1479, 1480, 1481, 1482, 1483, 1484, 1485, 1486, 1487, 1488, 1489, 1490, 1491, 1492, 1493, 1494, 1495, 1496, 1497, 1498, 1499, 1500, 1501, 1502, 1503, 1504, 1505, 1506, 1507, 1508, 1509, 1510, 1511, 1512, 1513, 1514, 1515, 1516, 1517, 1518, 1519, 1520, 1521, 1522, 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1689, 1690, 1691, 1692, 1693, 1694, 1695, 1696, 1697, 1698, 1699, 1700, 1701, 1702, 1703, 1704, 1705, 1706, 1707, 1708, 1709, 1710, 1711, 1712, 1713, 1714, 1715, 1716, 1717, 1718, 1719, 1720, 1721, 1722, 1723, 1724, 1725, 1726, 1727, 1728, 1729, 1730, 1731, 1732, 1733, 1734, 1735, 1736, 1737, 1738, 1739, 1740, 1741, 1742, 1743, 1744, 1745, 1746, 1747, 1748, 1749, 1750, 1751, 1752, 1753, 1754, 1755, 1756, 1757, 1758, 1759, 1760, 1761, 1762, 1763, 1764, 1765, 1766, 1767, 1768, 1769, 1770, 1771, 1772, 1773, 1774, 1775, 1776, 1777, 1778, 1779, 1780, 1781, 1782, 1783, 1784, 1785, 1786, 1787, 1788, 1789, 1790, 1791, 1792, 1793, 1794, 1795, 1796, 1797, 1798, 1799, 1800, 1801, 1802, 1803, 1804, 1805, 1806, 1807, 1808, 1809, 1810, 1811, 1812, 1813, 1814, 1815, 1816, 1817, 1818, 1819, 1820, 1821, 1822, 1823, 1824, 1825, 1826, 1827, 1828, 1829, 1830, 1831, 1832, 1833, 1834, 1835, 1836, 1837, 1838, 1839, 1840, 1841, 1842, 1843, 1844, 1845, 1846, 1847, 1848, 1849, 1850, 1851, 1852, 1853, 1854, 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2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 220

TEL.

TUESDAY 1 JANUARY

Happy New Year—Circumcision

1963

1st day - 364 days to come

WENT THRU PLAYTHINGS SEPT., OCT., NOV., DEC. 1962
AD CLIPPINGS FOR:

TOY TOWN; BIG TOWN; SPORTS AREA.
PRO BOWLING (MB)

HIT 'N RUN BASEBALL GAME (KENNER)

CO-ORDINATION (BRUMBERGER)

SEVEN KEYS; KING ZOR; STUMP THE STARS (IDEAL)

STRATEGIC COMMAND GAME; FRISKY FROG; TOTEM GAME;

U.S. AIR FORCE GAME (TRANSOGRAM)

TOP SHUFFLEBOARD (FORD)

~~PE~~ PETECCA (BRAZILIAN GAME SIMILAR TO BADMINTON ~~SHUFFLEBOARD~~)

MEDICARE (JAYAR)

MAGIC MIDWAY GAME (CADACO-ELLIS)

COLLEGE BOWL (LOWELL)

BLACK-BALL EXPRESS; CHICKEN; SQUARES; SHAKE (SHAPE)

SEEN IN JAN. 1963 PLAYBOY

NEW FRONTIER-OLA (A SPOOF ON BOTH POLITICS & BOARD GAMES)

EINHORN-VICTOR PRODUCTIONS

7027 W. GREENLEAF, NILES, ILLINOIS (\$3.95 PLUS 25¢ POSTAGE)

WEDNESDAY 2 JANUARY

1963

2nd day - 363 days to come

LETTER FROM MARTIN GARCONER TO BOB ABBOTT - Oct. 22, 1962

--- You've worked out a fine game (Matrix) but ---
 whenever a board game involves complicated moves, it is impossible to get people to play it. Someone who wants the stimulation of a mathematical board game will take up checkers or chess because he knows he'll find other players, and because the games have a long tradition, literature, etc. If he wants to venture off the track a bit, there is Go, Japanese chess, and so on. He'll try a new game only if it is very simple, and very novel. Hex for example. But even here, Parker's attempt to sell Hex was a dismal failure.

Complex games on the 8x8, with new pieces, are legion. Twenty years ago when I worked in the toy department at Marshall Fields, in Chicago, the store tried to push a beautiful game called Polygon. A girl trained by the inventor demonstrated it for two Xmas seasons. Results: nil. Like Matrix, it was essentially a type of Fairy Chess. Matrix may be, intrinsically, better than chess, but you'll never get anyone to play it. I'm putting it strongly, because I think you waste your talents when you work on this type of game.

I wonder if you realize how much thought has gone into the devising of unusual chess pieces? The list runs into the hundreds. Among the spookiest: (1) The rabbit; moves once per game, by spawning a square of other rabbits all around, then it vanishes. (2) The Kibitzer; hops onto same square as enemy piece, cutting down its powers. (3) The Blinker; goes off board on one side, reappears on the other. And so on and so on. There are as many gimmicks for the board itself. Do you know about the turntable? The center four squares can be rotated at various times during the game. Then there is the time traveling piece that can go forward and backward along the game's time track. Fairy chess has its ardent devotees (even a periodical, the Fairy Chess Review, but the general public just isn't interested).

Another letter to Bob from Fred Galvin - 840 Algonquin Ave.
 (Dated Oct. 14, 1922) St. Paul 19, Minnesota

Mentions the game "Gops" or "goofspiel." (q.v.)
 taken from the book "GAMES AND DECISIONS" by Luce and Raiffa
 "Gops" is a game of using cards for bidding on other cards. This is close to any independent original idea of mine - close enough so that my idea is superceded.

THURSDAY 3 JANUARY

Alaska Proclaimed 49th State 1959

1963

3rd day - 362 days to come

CALL FROM BOB ABBOTT:

MENTIONED VARIATION OF ELEUSIS SENT TO HIM BY
PRINCETON PROFESSOR CALLED "DELPHI" (SEE 1-11-63)

MENTIONED SIMPLE BUT INTERESTING GAME OF WITHDRAWING
ALSO SENT TO HIM. (SEE 1-8-63)

MENTIONED LETTER FROM ISRAEL CONTAINING GAME IDEAS
& A U.S. PATENT. (SEE 1-8-63) (SEE 1-11-63)

(WILL SEND ME THESE ITEMS TO LOOK AT & I WILL
WRITE TO PERSON FROM ISRAEL)

TOLD HIM OF MY ADAPTION OF "AGON" (^{AMBERSTONE} ARTHUR
~~ALBERTSON'S~~ GAME - ~~PR~~ 3-3189) TO A QUADRILLE BOARD.
AMBERTSON PR

FRIDAY 4 JANUARY

1963

4th day - 361 days to come

SENT CHECK FOR "NEW FRONTIER-OLA" (1-1)-(1-17)

SATURDAY **5** JANUARY

5th day - 360 days to come

1963

5th day - 360 days to come

SUNDAY **6** JANUARY

Feast of the Epiphany

1963

6th day - 359 days to come

MONDAY 7 JANUARY

1963

7th day - 358 days to come

8th day - 357 days to come

Letter from Max Heston - (copy - filed in WSC, Game Theory)
 Mentions his game of "BAC CHICKEN"
 Checkers with 2 queens.
 Possible "FANTASY" variation.
 Patent on "DESIGN" strategy.
 Possible "ELEGANT" variation.
 Tower of Hanoi variation.
 Manna is a game with promotions

Game by Max Heston, 415 Old Ocean Ave, Swamp, Texas

1. The board is set up as in the illustration.
2. Move one square horizontally, vertically, or diagonally.
3. The opposing piece moved away from is captured.
4. If a player cannot capture an opposing piece, he forfeits his turn.
5. The game ends when neither player can move without making a capture (a.c).
6. The winner is the one with the most pieces remaining on the board.

(Bob says the game is
 idiotic. Forwards
 multiple captures &
 move has to start
 with would help to
 make a game of it.)

| | | | |
|---|---|---|---|
| W | B | W | B |
| B | W | B | W |
| B | W | B | W |
| B | W | B | W |

TUESDAY 8 JANUARY

1963

8th day - 357 days to come

Rcd. letter from Bob Abbott with part of info mentioned (1-3-63).

Letter from Haar Hoolim - Israel (copy - filed in misc. Game Correspondance)

Mentions his game of "BALL CHECKERS".

Checkers with 2 Queens.

Possible "Fanorona" variation.

Patent on "Design Squares".

Possible "ELEUSTS" variation.

"Tower of Hanoi" variation.

"Mancala" game with promotions.

Game by Maxey Brooke, 912 Old Ocean Ave., Sweeny, Texas

1. The board is set up as in the illustration.
2. pcs. move one square horizontally, vertically, or diagonally.
3. The opposing piece moved away from is captured.
4. If a player cannot capture an opposing piece, he forfeits his turn.
5. The game ends when neither player can move without making a capture (sic).
6. The winner is the one with the most pieces remaining on the board.

| | | | | | | | |
|--|--|---|---|---|---|--|--|
| | | | | | | | |
| | | | | | | | |
| | | B | W | B | W | | |
| | | W | B | W | B | | |
| | | B | W | B | W | | |
| | | W | B | W | B | | |
| | | | | | | | |
| | | | | | | | |

(Bob says the game is idiotic. Perhaps multiple captures & move pcs. to start with would help to make a game of it.)

Rules of AGON as played 1/11/63.

Play on board 21×21 . Each player has 30 pcs.
Each player places his pcs. in one continuous figure (touching either orthogonally or diagonally) with as many branches as he wishes.

Choose for first play.

A move consists of taking a pc. from any part of a figure & placing it on an end. It must touch only one pc. which in turn touches only ~~one~~ one pc.

If a player has two or more ~~fig~~ separate figures he may make two moves using 2 of the figures.

No pc. may be placed where it is illegal at that time but also no pc. can be placed where it would have been illegal at the start of the player's turn.

A pc. may be placed that joins two or more of a player's figures provided that the move is legal in respect to the figure from which it was removed.

A capture may not be made on a joining move. (Not sure if this is required.)

A capture is made by legally placing a pc. so that it touches one or more of the opponent's pcs. These are removed from the game. However if all the pcs. in a player's group are so captured they are changed to the capturing player's color instead of being taken off.

Win by eliminating opponent.

GAME IDEA - CLAUDE SOULI - (BY PHONE)

36 CARDS NUMBERED FROM 1 TO 36.

FOR MORE THAN 2 PLAYERS.

DEAL OUT EQUALLY.

PLAY IN TRICKS - LOW CARD TAKES TRICK.

PLAYER WINNING TRICK PICKS ONE CARD FOR HIS SCORE

& OTHERS GO BACK INTO HIS HAND.

WHEN NO PLAYER'S HAVE CARDS

AT END OF PLAY (WHEN IS PLAY FINISHED?) PLAYERS ADD

THEIR SCORED CARDS. EACH PLAYER IS CREDITED WITH

THE DIFFERENCE BETWEEN THEIR COUNT & ^{THE} ~~THE~~ PLAYERWITH THE NEXT HIGHEST ^{COUNT} ~~SCORE~~. THUS THE PLAYER WITH

THE HIGHEST TOTAL CANNOT SCORE.

BERNICE SAW 2 NEW CHECKER TYPE GAMES PUT OUT
BY REMCO. (SEE 1-21-63)

PLAYED WITH BOB ABBOTT:-

FOCUS:- 3 games played pointed up necessity for
changing starting position so as to avoid control of red
squares by one player & black by other.

AGONY:- Played on 21x21 board using 30 pcs. per player.
Worked out fairly well.

Bob brought copy of "Delphi" ~~patent~~ game by Martin
D. Kruskal. (on book shelf 1)

Also brought copy of patent by Haqr Hoolim # 2,881,537
"Means Used in Designing Patterns" - (also mentions
use as a game).

Also brought "Q-BICLES" a three dimension version of
"Boxes." (FILED in "Misc. Games" Folder)

SATURDAY 12 JANUARY

1963

12th day - 353 days to come

PLAYED "FOCUS" with Lillian Barrasch and used this starting position which worked well.

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| | | X | X | Z | B | | |
| | B | B | B | Z | B | Z | |
| X | X | X | X | Z | B | Z | B |
| B | B | B | B | Z | B | Z | B |
| A | X | A | X | A | A | A | A |
| A | X | A | X | Z | Z | Z | Z |
| | X | A | X | A | A | A | |
| | A | X | Z | Z | | | |

THIS 4 HAND VERSION THOUGHT
OF LATER IN EVENING

| | | | | | | | |
|--|---|---|---|---|---|---|--|
| | A | Z | A | Z | A | Z | |
| | A | Z | A | Z | A | Z | |
| | Z | A | Z | A | Z | A | |
| | Z | A | Z | A | Z | A | |
| | A | Z | A | Z | A | Z | |
| | A | Z | A | Z | A | Z | |

2 HANDED VERSION AS PLAYED
WITH LILLIAN.

SUNDAY **13** JANUARY

First Sunday after Epiphany

1963

13th day - 352 days to come

ORDERED 25 PATENTS.

GOT PATENT FILES ALMOST COMPLETELY CAUGHT
UP TO DATE, ON THOSE RECEIVED.

TRANS
ROUND THE WORLD

MONDAY 14 JANUARY

1963

14th day - 351 days to come

1963

15th day - 350 days to come

Rcd. from England:

STOCKS & SHARES (Same as Win-A-Lot)THE CAR GAMETRAINSROUND THE WORLD

Two oracle scores according to the spread between the guessing players.

Example: - 5 handed game - 4 guessing players

Maximum possible score: $10 - 10 + 25 - 5 - 5 - 0$ (Total by guessing)

Difference: $8, 15, 17, 3, 5$ (Minimum possible score)

Variation from optimum difference: $0 - 2, -5, -7, -7, -5 = -26$

Start of 10 chips for Oracle: ORACLE STARTING NO. 48

$-26 \leftarrow$

$22 \leftarrow$ Oracle's score

Other players' score their no. of chips.

Optimum difference for different no. of guessing players:

| |
|--------|
| 2 - 10 |
| 3 - 12 |
| 4 - 10 |
| 5 - 8 |
| 6 - 7 |
| 7 - 6 |
| 8 - 5 |
| 9 - 5 |

Starting No. for Oracle is 48 + total number of players.

No auction is reqd. since the oracle's score is in line with the other players.

An oracle may end up with a minus score.

WEDNESDAY **16** JANUARY

1963

16th day - 349 days to come

Rcd. patent #979,642 - seems like an excellent
card-word game called REALIZATION.

THURSDAY 17 JANUARY

Benjamin Franklin—Born 1706

1963

17th day - 348 days to come

Rcd. "NEW FRONTIER-OLA". This is a gag rather than a game.

Called Bob Abbott to tell him my new scoring for "Delphi" (see 1/11/63).

Turn 4 cards up without guessing - leaving 48 cards to be guessed upon.

The "Oracle" scores according to the spread between the guessing players.

Example:- 5 handed game - 4 guessing players

| | | | | | | | |
|---|----|-----|-----|----|----|----------------------------|--|
| MAXIMUM POSSIBLE SCORE | 48 | -40 | -25 | -8 | -5 | -0 | No. of chips held by guessing players. |
| Difference | 8 | 15 | 17 | 3 | 5 | | MINIMUM POSSIBLE SCORE |
| Deviation from optimum difference of 10 - loss for Oracle | -2 | -5 | -7 | -7 | -5 | = -26 | |
| | | | | | | ORACLE'S STARTING NO. → 53 | |
| | | | | | | -26 | |
| | | | | | | 27 ← Oracle's score | |

Other player's score their no. of chips,

| | |
|--|--------|
| Optimum difference for different no. of guessing players | 2 - 16 |
| | 3 - 12 |
| | 4 - 10 |
| | 5 - 8 |
| | 6 - 7 |
| | 7 - 6 |
| | 8 - 5 |
| | 9 - 5 |

Starting No. for Oracle is 48 + total number of players.

No question is req'd. since the oracle's score is in line with the other players.

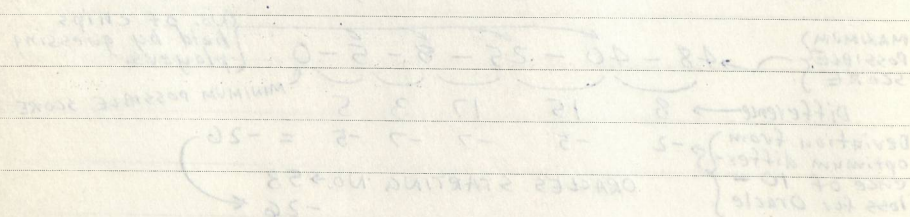
An oracle may end up with a minus score.

FRIDAY 18 JANUARY

1963

18th day - 347 days to come

18th day - 347 days to come



Other players' score from no. of chips

| Optimum difference for | different no. of guessing players |
|------------------------|-----------------------------------|
| 5 - 10 | 3 - 10 |
| 3 - 15 | 4 - 10 |
| 2 - 8 | 5 - 10 |
| 1 - 1 | 6 - 10 |
| 0 - 1 | 7 - 10 |
| 0 - 1 | 8 - 10 |
| 0 - 1 | 9 - 10 |

Starting no. for Oracle is 48 + total number of players

No action is read, since the Oracle's score is in line with the other players. An Oracle may end up with a minus score.

SATURDAY 19 JANUARY

Robert E. Lee—Born 1807

1963

19th day - 346 days to come

GAME IDEA BY CLAUDE SOULI- AS PLAYED AT HIS HOUSE
36 CARDS NUMBERED 1 TO 36.
DEAL OUT EQUALLY (REMOVE "36" FOR 5 PLAYERS)
PLAYERS IN TURN PLAY A CARD ANNOUNCING THE TOTAL.
THE TRICK CAN BE TAKEN BY PLAYING A CARD THAT EITHER
EQUALS THE TOTAL OR DIVIDES EQUALLY INTO IT.
A PRIME TOTAL CAN BE TAKEN BY ANY PRIME NUMBER.
THE 1 CARD CAN TAKE A TRICK AT ANY TIME (IN THE PLAYER'S
TURN) SINCE IT DIVIDES INTO ANYTHING & IT IS PRIME.
SCORING WAS BY THE TOTAL OF ALL CARDS TAKEN.
TALKED ABOUT COUNTING TRICKS AS WELL.
THE PLAYER TAKING A TRICK LEADS TO THE NEXT.
WHEN ~~THE~~ A PLAYER IS OUT OF CARDS HE IS SKIPPED, WHEN
A TRICK IS COMPLETED & ONLY ONE PLAYER HAS CARDS
LEFT, THOSE ARE ELIMINATED.

Second Sunday after Epiphany

1963

20th day - 345 days to come

(GAME IDEA BY CLAUDE COWLEY - AS PLAYED AT HIS HOUSE)
 30 CARDS NUMBERED 1 TO 30.
 DEAL OUT EQUALLY (REMOVE '30' FOR 2 PLAYERS)
 PLAYERS IN TURN PLAY A CARD ANNOUNCING THE TOTAL.
 THE TRICK CAN BE TAKEN BY PLAYING A CARD THAT EITHER
 REACHES THE TOTAL OR DIVIDES EQUALLY INTO IT.
 A PRIME TOTAL CAN BE TAKEN BY ANY PRIME NUMBER.
 THE 1 CARD CAN TAKE A TRICK AT ANY TIME (IN THE PLAYER'S
 TURN) SINCE IT DIVIDES INTO ANYTHING & IT IS DIVINE.
 SCORING WAS BY THE TOTAL OF ALL CARDS TAKEN.
 TAKEN ABOUT COUNTING TRICKS AS WELL.
 THE PLAYER TAKING A TRICK LEADS TO THE NEXT.
 WHEN ~~THE~~ PLAYER IS OUT OF CARDS HE IS SKIPPED WHEN
 A TRICK IS COMPLETED & ONLY THE PLAYING THIS CARDS
 LEFT, THOSE ARE CUMULATED

MONDAY 21 JANUARY

Stonewall Jackson, Born 1824

1963

21st day - 344 days to come

RCD, OCT, 1962 "R.M.M."

RCD JANUARY 1963 "PLAYTHINGS"

REMO 1963:- FASCINATION POOL:- MAZE GAME OPERATED
BY TILTING.

FASCINATION CHECKERS

MATTEL 1963:- FLIP-FLOP-GO:- Seems like Reversi, with chip scoring (SEE 4/13/63)

MUSINGO:- Musical Bingo Game.

BRADLEY 1963:- THE MATCH GAME:- another T.V. game

IDEAL 1963:- THE NURSES GAME:- Patterned on that TV.
series

STANDARD TOYKRAFT 1963:- THE BEVERLY HILLBILLIES GAME.
Based on that T.V. series

TUESDAY

22

JANUARY

1963

22nd day - 343 days to come

SENT LETTER TO MARTIN KRUSKAL WITH MY SCORING FOR DELPHI.
ALSO A CARBON COPY TO MARTIN GARDNER.

WEDNESDAY (23) JANUARY

1963

23rd day - 342 days to come

CALLED MARTIN GARDNER TO ASK ABOUT NOEL SPAN - (PHONE
DISCONNECTED) - HE HAS NO INFO. HE MAY USE SOME
OF MY GAMES IN A COLUMN.

LOOKED SOMewhat LIKE A CHINESE CHECKER BOARD WITH
HOLES TO PLACE PEGS. THE PEGS WHEN PLACED IN THE HOLES
MAKE A MUSICAL NOTE.

RCD. 22 PATENTS FROM YEAR 1912. NOT MUCH OF VALUE.
ORD. 12/31/62

THURSDAY

24

JANUARY

1963

24th day - 341 days to come

FRIDAY 25 JANUARY

Conversion of St. Paul

1963

25th day - 340 days to come

PETE TOLD ME ABOUT AN OBJECT HE SAW AT THE ANTIQUE
SHOW LABELED A MUSICAL GAME.

LOOKED SOMEWHAT LIKE A CHINESE CHECKER BOARD WITH
HOLES TO PLACE PEGS. THE PEGS WHEN PLACED IN THE HOLES
MAKE A MUSICAL NOTE.

RCD. 22 PATENTS FROM YEAR 1914. NOT MUCH OF VALUE.
ORD. 12/31/62

WORKED OUT NOTATION FOR FOCUS & ANNOTED A GAME I
WATER BY MYSELF.

SATURDAY

26

JANUARY

26th day - 339 days to come

1963

26th day - 339 days to come

MAKE A MUSICAL NOTE.
HOODS TO PLACE BEES. THE BEES WHEN PLACED IN THE HOODS
LOOKED SOMEWHAT LIKE A CHINESE CHECKER BOARD WITH
STRAW LABELED A MUSICAL GAME.
PETER TOLD ME THAT HE SAW AT THE ANTIQUE

RED. 25 PATENTS FROM YEARS 1911. NOT MUCH OF VALUE.
DOD 12/1/62

SUNDAY **27** JANUARY

Third Sunday after Epiphany

1963

27th day - 338 days to come

PHONE CONVERSATION WITH CLAUDE
RECONSTRUCTED CHAPERONE.

USE 6 CARDS 3, 8 HEARTS 14, 59 SPADES

3 PLAYERS - ONE IS CHAPERONE - ONE IS ODD, ONE EVEN

EACH PLAYER IS DEALT 2 CARDS.

EACH PLAYS A CARD AT THE SAME TIME. IF TWO REDS
ARE PLAYED CHAPERONE LOSES. IF NOT ADD THE NUMBERS

& EVEN OR ODD LOSE DEPENDING ON PARITY OF TOTAL.
EACH PLAYER TAKES THE CARD PLAYED BY PLAYER ON HIS
RIGHT & THE GAME CONTINUES.

THE POSITION OF THE PLAYERS (CHAPERONE ETC.) MUST
CHANGE (OTHERWISE CHAPERONE COULD ALWAYS WIN
BY HOLDING ON TO A RED ~~CARD~~ CARD) BUT DIDN'T
REMEMBER THE PROGRESSION.

WORKED OUT NOTATION FOR FOCUS & ANOTED A GAME I
PLAYED BY MYSELF.

MONDAY 28 JANUARY

1963

28th day - 337 days to come

RECONSTRUCTED CHAPERONE
THOSE CONVERSATION WITH CHAPONE

USE 2 CARDS 38 MEN 1929 SPANES
3 PLAYERS - ONE 12 CHAPERONE - ONE 12 CARD ONE OTHER
EACH PLAYER 12 DEBIT 2 CARDS.
EACH PLAY A CARD AT THE SAME TIME IF TWO MEN
ARE PLAYED CHAPERONE LOSES IF HE HAS THE NUMBER
EVEN SO FOR DEBITING ON BASIS OF TOTAL
EACH PLAYER TAKES THE CARD PLAYED BY PLAYER ON HIS
RIGHT & THE CHAPERONE CHAPERONE
THE POSITION OF THE PLAYERS (CHAPERONE ETC.) MUST
CHAPERONE (CHAPERONE CARD) ALWAYS WIN
BY HOLDING ON TO A RED CARD) BUT DID NOT
REMEMBER THE PROCEEDINGS

WORKED ON MATHS FOR FEELS & WOULD A GAME 1
PART BY MISCLE

TUESDAY 29 JANUARY W

1963

29th day - 336 days to come

PATENTS CASE - OKD 1/19/63 - FROM 1914 & 1915

WEDNESDAY

30

JANUARY

F. D. Roosevelt—Born 1882

1963

30th day - 335 days to come

Bob called:- Told me of "ESQUIRE BOOK OF GAMBLING".
Told me of Fascination Checkers: Variation of
solitaire board for 2 players.

THURSDAY 31 JANUARY

1963

31st day - 334 days to come

Bought "ESQUIRE BOOK OF GAMBLING". Contains POKE & mentions my name as a contributor.

24 PATENTS CAME - ORD 1/14/63 - FROM 1914 & 1915

FRIDAY **1** FEBRUARY

1963

32nd day - 333 days to come

SATURDAY 2 FEBRUARY

Groundhog Day
Purification B. V. Mary

1963

33rd day - 332 days to come

Thought of variation for solitaire type jumping game. Use checker board & 64 pcs. of three different colors. Place checkers haphazardly, one or more checkers are removed (to be worked out). Players in turn jump as many as they can (orthogonally only or diagonally too to be worked out). Whenever a player wishes he can refuse his turn & say "Take it away" and other player continues as long as he can. This player is penalized for all checkers left. Tentative value of checkers: - white - 1, red - 2, blue - 3. Penalties are 5 or 10 (to be worked out) times as high.

At party played game of breaking balloon between couples & the game of player making up his own story by asking questions. (From "playboy")

SUNDAY 3 FEBRUARY

Transfiguration (Lutheran)

Fourth Sunday after Epiphany

1963

34th day - 331 days to come

4

35th day - 330 days to come

LETTER FROM MARTIN CARDNER WITH GAME PLAYED WITH
BLOCKS ☒ ON CHECKBOARD (SEE FILE) CALLED
MARTIN TO SPEAK ABOUT IT.

1963

36th day - 329 days to come



Saw FASCINATION CHECKERS: (REMCO)

| | | | | | | | | | |
|---|---|---|---|--|--|---|---|---|---|
| ○ | ● | ○ | ● | | | ● | ○ | ● | ○ |
| ● | ○ | ● | ○ | | | ○ | ● | ○ | ● |
| ○ | ● | ○ | ● | | | ● | ○ | ● | ○ |
| ● | ○ | ● | ○ | | | ○ | ● | ○ | ● |
| | | | | | | | | | |
| ● | ○ | ● | ○ | | | ○ | ● | ○ | ● |
| ○ | ● | ○ | ● | | | ● | ○ | ● | ○ |
| ● | ○ | ● | ○ | | | ○ | ● | ○ | ● |
| ○ | ● | ○ | ● | | | ● | ○ | ● | ○ |

ORTHAGONAL MOVES ONLY.

IN TURN JUMP OVER
OPPONENT'S PC. OR
PCS. & REMOVE
FROM BOARD.NOT COMPELLED TO
JUMP AS MUCH AS
POSSIBLE.IF PLAYER CANNOT JUMP
LOSES TURN UNTIL
HE CAN OR GAME IS
OVER.WHEN NO JUMPS ARE
POSSIBLE ONE WITH
MOST PCS. ON BOARD
IS WINNER.

BROUGHT DATA TO LOWELL TOY CO. TALKED TO MR.
COOPER WHO IS THE INVENTOR OF "PATHEINDER", "INTRIGUE",
"BANG", "FLASH", "THE STOCK MARKET GAME" (GABRIEL) & MANY OTHERS,
LEFT DATA WITH HIM.

LETTER FROM MARTIN GARDNER WITH GAME PLAYED WITH
BLOCKS   ON CHECKERBOARD (SEE FILE), CALLED
MARTIN TO SPEAK ABOUT IT.

CORRESPONDANCE

1963

37th day - 328 days to come

RCD, 2 PATENTS ORDERED 12/31/62.

#1,110,905 - "ZEIT" IS INTERESTING.

Try playing that score for each factorable total.
 e.g.: 26 (2×13) scores 2; 24 (4×6) scores 4;
 25 (5×5) scores 5; 27 scores nothing.

1963

38th day - 327 days to come

TO DEPARTMENT STORES!

Bought THE KENNEDY'S at Macy's.Saw STRATEGIC COMMAND again.

Upright board with quadrille map. Spinner at bottom.
11 magnetic pcs. each (4 tanks, 3 ships, 3 planes
& 1 "headquarters".)

Tanks move only on land, ships on water, planes on both.
All pcs. have definite start except one plane can be
placed anywhere on player's side.

Headquarters stays where put.

Pcs. move orthogonally or diagonally and may change
direction. Move can be split between pcs.

Each spins @ beginning. High spins for both for
remainder of game. Each moves that number, the
spinner first.

When a pc. is moved into a space opposite an oppon-
ent's it is pushed out by magnetism & is captured.
The moving is stopped at this space & opponent
naturally tries to reach the space to capture
that pc.

Game is won by capturing the enemy "Headquarters".

SAW Fascination Pool.

Small replica of pool table with 6 pockets
& a maze. Start with 6 different colored
marbles in center. Try to maneuver each into
its proper pocket of matching color. 2 marbles in
a pocket voids it and wrong color counts nothing.
Count one for each correct. If all correct go again,
play to some definite score.

FRIDAY 8 FEBRUARY

1963

39th day - 326 days to come

Working on Focus for Printing

SATURDAY

9

FEBRUARY

1963

40th day - 325 days to come

SUNDAY 10 FEBRUARY

Septuagesima

1963

41st day - 324 days to come

Working on Focus for printing.

MONDAY **11** FEBRUARY

Thomas Alva Edison, Born 1847

1963

42nd day - 323 days to come

Sent for 24 patents.

Working on focus for printing

Georgia Day

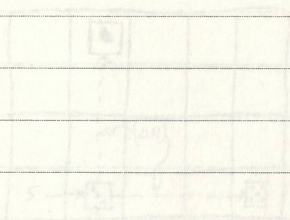
Abraham Lincoln, Born 1809

1963

43rd day - 322 days to come

GAME IDEA - DICE CHESSE

Use dice as chess type piece. Each number
 of each in two colors. A pc. can move as many
 spaces as the number on top. Can move or less in
 any direction it rolls over and side in the direction it
 is moving.



Some provision must
 be made for a start
 which can be stuck
 in the center without
 being able to move.

can also be used for a race type game.

can also be used as a golf game.

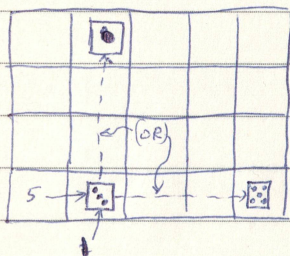
WEDNESDAY **13** FEBRUARY

1963

44th day - 321 days to come

GAME IDEA - DICE CHESS.

Use dice as chess type pcs. Same number for each in two colors. A pc. can move as many spcs. as the number on top (not more or less). In moving it rolls over one side in the direction it is moving.



Some provision must be made for a 5 or 6 which can be stuck in the center without being able to move.

can also be used for a race type game.

can also be used as a golf game.

FRIDAY **15** FEBRUARY

1963

46th day - 319 days to come

SATURDAY 16 FEBRUARY

1963

47th day - 318 days to come

Letter from Martin Krussel about his scoring system
for Deland. Filed in "New York City" folder.

Phone call from Bob Albertson. He is going to see Dennis
Albertson (Agony) tomorrow & asked if I wanted
to go.

Called Miss Stringer of S&K. To call again at begin-
ning of April.

Eike got back data from Lowell.

SUNDAY **17** FEBRUARY

Sexagesima

1963

48th day - 317 days to come

MONDAY **18** FEBRUARY

1963

49th day - 316 days to come

Letter from Martin Kruskal about my Scoring System for DELPHI. Filed in "Misc. Game Correspondance".

Phone call from Bob Abbott. He is going to see ARMUR Albertson (Agon) tomorrow & asked if I wanted to go.

Called Miss Stringer of S&R. To call again at beginning of April.

Ilka got back Data from Lowell.

TUESDAY

19

FEBRUARY

1963

50th day - 315 days to come

TRIED TO REACH ARTHUR AMBERSTON BY PHONE. (1-3-63)
MUST HAVE WRONG NUMBER.

Bought "BOWL-A-CARD" (Ed-u-cards - 1963) in Klein's.
Nothing of value.

WEDNESDAY 20 FEBRUARY

1963

51st day - 314 days to come

50 card deck - 4 players - deal 13 to each
 Play in tricks - high card takes trick - no trump.
 (First player to be stuck with 4 diamonds has been
 "thrown to the wolves")

All scoring cards taken in tricks are placed in front
 of the player as soon as won (others discarded)

All ~~scoring~~ scoring cards are passed to the player
 on his left. The cards remaining in his hand are
 shuffled and dealt out to the other players (they may
 not divide equally)

After the player is "thrown to the wolves" the game con-
 tinues until all the cards are played. If some
 players have cards left while others don't the odd
 cards go into the last complete trick but they
 don't count towards taking the trick.

cards count as follows:

Diamonds - 100

Jack, Q, J - 10

10 - - - - 200

} cards can score as each
 (i.e. 10♦ is worth 300)

Game is 2500 points.

With 5 players player 2 "thrown" with 4 diamonds

THURSDAY

21

FEBRUARY

1963

52nd day - 313 days to come

AT 42ND ST. GAME PLAYING ESTABLISHMENT GOT INSTRUCTIONS
FOR "POWER CNESS", (FILED IN "BOARD GAME" FOLDER).

George Washington—Born 1732

1963

53rd day - 312 days to come

At Claude's played a new card game of his
"THROW MARY TO THE WOLVES"

52 card deck - 4 players - deal 13 to each.

Play in tricks - high card takes trick - No trump.
 Winner of one trick leads to next.

{ First player to be stuck with 4 diamonds has been
 "thrown to the wolves".

{ All scoring cards taken in tricks are placed in front
 of the player as soon as won (others discarded).
 → All ~~cards~~ his scoring cards are passed to the player
 on his left. The cards remaining in his hand are
 shuffled and dealt out to the other players (they may
 not divide equally).

After the player is "thrown to the wolves" the game con-
 tinues until all the cards are played. If some
 players have cards left while others don't the odd
 cards go into the last complete trick - but they
 don't count towards taking the trick.

Cards count as follows:-

Diamonds - 100

A, K, Q, J - 10

10 - - - - 200

} cards can score as each
 (i.e. 10♦ is worth 300)

Game is 2500 points.

With 5 players player is "thrown" with 3 diamonds.

SATURDAY **23** FEBRUARY

1963

54th day - 311 days to come

Bought "QUEST." (Lakeside 1962) at Newberry's in New Jersey.

Saw "THE MATCH GAME," another home version of a TV game. It is quite similar to "Kopy Kat," except that only members of a team score together.

SUNDAY 24 FEBRUARY

Shrove Tuesday

Quinquagesima

1963

55th day - 310 days to come

Working on Focus all day.
Sent for 24 patents.

MONDAY (25) FEBRUARY

St. Matthias, Apostle (from Feb. 24)

1963

56th day - 309 days to come

Bought book "THE ROXBURY POINT BIDDING SYSTEM OF CONTRACT BIDDING" at Strand Book Store.

Ordered the Game "MAKE-A-PLAY FOR EVERYONE" - Claude
Saw advertised in Village Voice & I got info by
phone today. (Box 402
V.V. SHERIDAN SQ.)

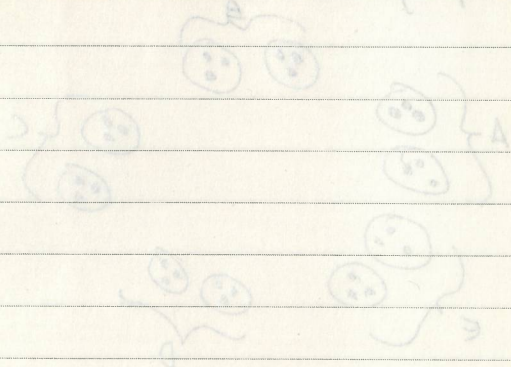
TUESDAY 26 FEBRUARY W

Shrove Tuesday

Mardi Gras (Ala., Fla., La.)

1963

57th day - 308 days to come



~~Each player has two saucers with 3 nuts in each.~~
~~When a saucer is "emptied" one nut is always left in it (unlike Mancala).~~
~~Each player in turn empties first his right and then his left saucer - in a clockwise direction, when the last nut lands in a saucer with one nut, the two are captured.~~
~~With these rules the results are, of course, predetermined.~~

~~One woman suggested getting in touch with foreign department stores to get games~~

WEDNESDAY **27** FEBRUARY

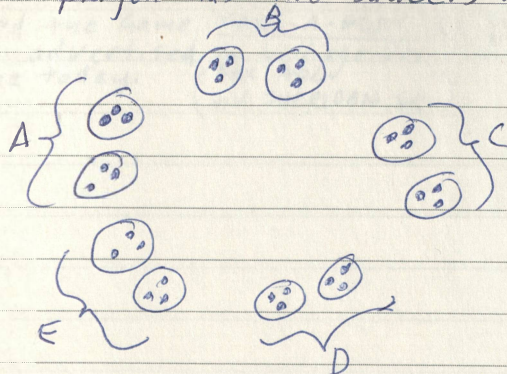
Ash Wednesday

1963

58th day - 307 days to come

Exhibited Foreign games at hobby show at P.S. 121.
Ruth Snell told me of Jewish game played at
holidays similar to a simplified Mancala.

Each played has two saucers with 3 nuts in
each.



~~Starting with first player each empties, except~~
~~leading one~~

When a saucer is "emptied" one nut is always left
in it (unlike Mancala).

Each player in turn "empties" first his right and then
his left saucer - in a clockwise direction. When the last nut
lands in a saucer with one nut the two are captured.

With these rules the results are, of course, prede-
termined.

One woman suggested getting in touch with foreign
department stores to get games.

THURSDAY **28** FEBRUARY

THURSDAY FEBRUARY 28 - 1963

1963

59th day - 306 days to come

FRIDAY 1 MARCH 1963

1963

60th day - 305 days to come

Planning with first major machine...
...a cylinder is...
...a clockwise direction...
...the results are, of course, produced...
...One woman suggested getting in touch with foreign...
...department stores to get goods...

SATURDAY **2** MARCH

Texas Independence Day on 80

1963

61st day - 304 days to come

SUNDAY **3** MARCH 1963

First Sunday in Lent

1963

62nd day - 303 days to come

WED MONDAY 4 MARCH

1963

63rd day - 302 days to come

Saw Alice & Felicia. They received my first check from
RUB for High School. My cut was \$544.67.

Played two games of Othello. They liked it very much.

Talked about a new game they received "EVOLUTION
STRATEGY" for study.

TUESDAY

5

MARCH

1963

64th day - 301 days to come

WEDNESDAY

6

MARCH

Ember Day

1963

65th day - 300 days to come

Saw Alice & Felicia. They received royalty check from M.B. for High Spirits. - my cut was \$544.67.
Played two games of Datq. They liked it very much.


Took home a new game they received "BLOCKADE STRATEGY" for study.


THURSDAY 7 MARCH

1963

66th day - 299 days to come

Spoke to Bob Abbott. He told me of two more game ideas by Arthur Ambertston.

35. played on plain black board with 9 red & nine gold toothpicks. Object to get 3 configurations with 3 touching ends such as .

Piece between two enemy is taken off but player to whom it belongs can put it down again. 
This is just a very rough idea.

60. variation. Play with 19 men each. In a turn can either place a man or move a man already placed any distance orthogonally. Pcs. captured can be used by the capturer.

FRIDAY 8 MARCH

Ember Day

1963

67th day - 298 days to come

Received Playthings directory.

Received 22 patents ordered 2/11/63.
Some seem interesting.

SATURDAY

9

MARCH

Ember Day

1963

68th day - 297 days to come

PLAYED FOCUS (4 HANDED) WITH THE ABBOTS & ONE HAND
OF DELPHI.

SUNDAY **10** MARCH

Second Sunday in Lent

1963

69th day - 296 days to come

ORDERED 24 PATENTS,

BOB ABBOTT CALLED, TOLD ME OF HUNT TYPE GAME. MARTIN
GARDNER SENT HIM - TAKEN FROM A DUTCH BOOK.

MONDAY **11** MARCH

1963

70th day - 295 days to come

TUESDAY 12 MARCH

1963

71st day - 294 days to come

FILED LOCKS (+30) & AVERAGE STRATEGY (+20) both at WHICH
I saw at D/S Unit

WEDNESDAY **13** MARCH

1963

1963

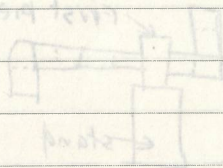
72nd day - 293 days to come

THURSDAY 14 MARCH

1963

73rd day - 292 days to come

FILED LOCKS (430) & BLOCKADE STRATEGY (700) both of which I saw at I/s Unltd.



FRIDAY 15 MARCH 1963

1963

74th day - 291 days to come

Went to Toy Fair.

Bought "JORKEY." and promised to send G.M. Hegranes a copy of "Focus". He is the sales manager. (Address in box with Jorkey)

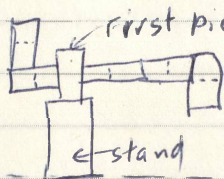
Spoke to president of Dadan company and ordered CHET HUNT-LEYS NEWS GAME: They have a file of financial game patents and offered to let me use them.

Spoke to Saalfeld company and they are coming out with a simplified GO game next year.

Bought "DIAMOND CASINO" from Cristoid plastics. They may be interest in Carré. Ordered some checkers in 4 colors (which I never recieved).

Saw TOSS WORDS: a scrabble type word game played on a board that had blacked out spaces similar to a cross word puzzle. By Cardinal

Saw ZOOMINOES by Lakeside. Dominoes played vertically.



Object: to bring the line down to the table on your side of the stand. Can play either to help

yourself or play on opponent's side to hinder. Must play by matching on end of either line. A double can be matched at any point on a line.

Dominoes have colors rather than number & are grooved to stay together.

Fairly complete idea.

SATURDAY 16 MARCH

1963

75th day - 290 days to come

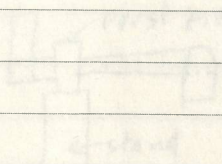
22 patents came - ordered 2/25.

17

1963

76th day - 289 days to come

2515 10/28/10 - SWAS 210929 S
3 copies, 1 original and 2 originals to each of the 3
a copy of the same to the sales manager. The copy in
the book is the original.
Spoke to president of each company and asked them to
send your names they have a bill of material and what
and offered to let me use them.
I am to be a part of the project and they are to be
with a view to the project.



WED MONDAY 18 MARCH T

1963

77th day - 288 days to come

18th day - 288 days to come

Get back two sample copies of SAFETY from plant spec
but no instructions
Filed General comments (1963).

TUESDAY **19** MARCH

St. Joseph

1963

78th day - 287 days to come

WEDNESDAY (20) MARCH 1963

1963

79th day - 286 days to come

Got back two sample copies of CARRÉ from Noel Span
but no instructions.
Filed ROYAL GAMBIT (630).

THURSDAY (21) MARCH 1963

First Day of Spring

1963

80th day - 285 days to come

Filed 80th day (1963)
put no instructions
back the sample
copy of 1963, from 1961, 1962

FRIDAY 22 MARCH 1963

1963

81st day - 284 days to come

ARENA (103)

TRUCK (101)

SATURDAY (23) MARCH

1963

82nd day - 283 days to come

AT PARTY @ RUTH SNELL'S PLAYED CHARADES. ~~ALSO~~
ALSO PSYCHOANALYSIS. (PLAYBOY MAG. PARTY GAMES)

SUNDAY **24** MARCH

Fourth Sunday in Lent

1963

83rd day - 282 days to come

FILED:-

ARENA • (303)

TREK • (542)

MONDAY **25** MARCH

Kuhio Day (Hawaii)

Annunciation B. V. Mary

1963

84th day - 281 days to come

Filed:-

TICKER TAPE • (920)

WALL STREET • (560)

BISMARCK • (650)

QUEST • (700)

JOCKEY • (314)

TUESDAY 26 MARCH WED

1963

85th day - 280 days to come

Alice called. Minnesota Mining has put out 3 games for testing in the mid west. They are interested in more. Someone will be in town next week.

Tried to get CARRÉ rules typed up but BB & I both too tired.

Sent for 24 patents.

WEDNESDAY

27

MARCH

1963

86th day - 279 days to come

BB TYPED CARRÉ RULES. I WORKED ON IT & BOX FOR VACATION;

RECIEVED 24 PATENTS ORDERED 3/11/63.

THURSDAY 28 MARCH

1963

87th day - 278 days to come

RECEIVED AD FROM AVALON HILL WITH FOLLOWING GAMES

STALINGRAD.

WORD POWER.

IMAGINATION.

WHAT TIME IS IT.

DOLL HOUSE.

TRUCKS, TRAINS, BOATS & PLANES.

CHILDREN'S
GAMES

FILED IN
AD CLIPPINGS
FOLDER

RECEIVED AD FROM D. VAN NOSTRAND CO.

120 ALEXANDER ST.

PRINCETON, N.J.

FOR BOOK

FILED IN
AD CLIPPINGS
FOLDER

MATHEMATICAL DIVERSIONS.

by J. A. H. Hunter & Joseph S. Madachy

FINISHED CARRÉ. PACKAGING.

FRIDAY 29 MARCH

1963

88th day - 277 days to come

RECEIVED GREAT DEAL OF MATERIAL FROM HAAR HOOLIM IN ISREAL
- IN DUPLICATE.

RECEIVED NBC-TV GAME FROM DANDAN, INC.
WITH CHET HUNTLEY

PLAYED RED LETTER WITH THE FREDERICK'S.

GOT MARTIN GARDNER'S COLUMN FOR MARCH '63.

SAW APRIL GOL. - HUMEROUS PUZZLES (THEY WANT TO KEEP THIS)

TO 1/5 TO BRING THEM CARRÉ & VACATION; BORROWED
RULES FOR YACHT RACE.

SATURDAY 30 MARCH

Seward's Day (Alaska) 409

1963

89th day - 276 days to come

~~RECEIVED 24 PATENTS ORDERED 3/11/63.~~

PLAYED 3 GAMES OF FOCUS WITH PHIL. (HE WON 2).

SUNDAY

31

MARCH

Passion Sunday

1963

90th day - 275 days to come

MONDAY 1 APRIL

1963

91st day - 274 days to come

AT 1/2 MET MR. CARLSON FROM SM CO. ASSESSMENT WORKERS
WHO WANTED ACTION MATHEMATICS. DATA NO END WORK FROM SM CO.

DATA
CARE
SENT FOR FREE TRIAL PERIOD ON MATHEMATICS. VACATION

MR CARLSON TOLD ME OF THEIR GAMES & WILL SEND ME
COPIES?

1) TWIXT
2) A WORD GAME
3) A HAND MANICURE VARIATION

RECORDED COMPLETE YACHT RACE GAME

* TWIXT - PLAYED ON REG BOARD 20 YRS. OBJECT TO FORM
A PATH FROM ONE SIDE TO OTHER - PLAYER IN ONE DIRECTION
IN OTHER. CORNER HOLES DO NOT COUNT AS NEARLY.
PLAYERS IN TURN PLACE A PIECE OF THEIR COLOR
IN ANY FREE HOLE. IN ANY MOVE THEY CAN REMOVE
ONE MORE PIECE WHICH BEARS OF THEIR COLOR.
THESE PIECES SIMILAR TO A BRIGHT MOVE
IN CHESS.

(Variation of BRIDGIT)

TUESDAY 2 APRIL

1963

92nd day - 273 days to come

AT 1/5 MET MR. CARUSON FROM 3M CO. ALSO LARRY WINTERS.
WHO INVENTED AUCTION BLOCK.
PLAYED AUCTION BLOCK.

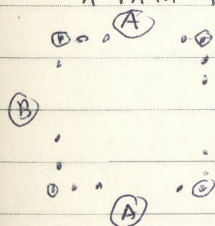
DATA.
CARRE.
COPADE.
VACATION.

MR. CARUSON TOLD ME OF THEIR 3 GAMES & WILL SEND ME COPIES:-

- 1) TWIXT.*
- 2) A WORD GAME
- 3) A 4 HAND MANCALA* VARIATION

BORROWED COMPLETE YACHT RACE* GAME.

* TWIXT. - PLAYED ON PEG BOARD 20 X 20. OBJECT TO FORM A PATH FROM ONE SIDE TO OTHER - PLAYER (A) IN ONE DIRECTION (B) IN OTHER. CORNER HOLES DO NOT COUNT AS GOALS. PLAYERS IN TURN PLACE A PEG OF THEIR COLOR IN ANY FREE HOLE. IN ANY MOVE THEY CAN ADD ONE OR MORE PCS. LINKING PEGS OF THEIR COLOR. THESE PCS. SPAN SIMILAR TO A KNIGHT MOVE IN CHESS.



(Variation of BRIDGIT.)

WEDNESDAY

3

APRIL

1963

93rd day - 272 days to come

SPOKE TO ALICE

MR. CARUSON LIKES VACATION.
WANTS MORE WORK DONE ON DATA.

SENT FOR FREE TRIAL PERIOD ON MATHEMATICAL DIVERSIONS. (3/28/63)

THURSDAY

4

APRIL

1963

94th day - 271 days to come

(Continuation of BRIDGIT)

FRIDAY 5 APRIL 1963

Palms & cacti - 1000 - 1100

1963

95th day - 270 days to come

First reg. Focus with Dad

SATURDAY

6

APRIL

5001 to 5000 000-000 000

1963

96th day - 269 days to come

SUNDAY **7** APRIL OM

Palm Sunday 100° 72° 48°

1963

97th day - 268 days to come

Proot read FOCUS with Dad.

MONDAY 8 APRIL

Monday in Holy Week

1963

98th day - 267 days to come

TUESDAY

9

APRIL

Tuesday in Holy Week

1963

99th day - 266 days to come

WEDNESDAY 10 APRIL

Wednesday in Holy Week

1963

100th day - 265 days to come

~~REC-12 APR 15 1963 ORDERED 3/26/63~~

~~ORDERED 3-4~~

THURSDAY 11 APRIL

Maundy Thursday

1963

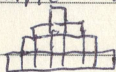
101st day - 264 days to come

RE'O. 12 PATENTS, OF 24 ORDERED 3/26/63.

ORDERED 24 PATENTS.

At Gimbel's saw:

LAST ONE IN:- A simple "Nim" game with pencil & paper



SKIX:- Combination game set - 6 games - by Emenee.

THE NURSES:- by Ideal. 4 concentric squares to be traversed - representing the four years of nursing school.

At Macy's saw:

HAVE THE FREIGHT:- by Bar-Zim (tied in with Yale transport).

Board with paths leaving New York & traveling to various cities in U.S. Eastern part of country shaded gray - remainder white.

There are some 30 to 40 destination cities and there is a spinner with a number for each. Players spin to get their destination. If spin a number taken already take the next in clockwise order.

There is a reward connected with each destination.

In addition there are spaces for drawing luck cards (more lost than won - I believe) to win or lose money.

There are also spaces (including destination cities other than one headed for) which allow purchase of stock at par value. At ~~the~~ the end of the game the stock is worth double par value. If must sell to raise money - sell at half price. There is a limited number of stocks ~~to move~~ and when they are gone you can try to buy shares you are entitled to from another player at a mutually agreeable price.

Each time land on a stock purchase space may buy 1 to 10 shares.

When moving a player uses two dice unless in the eastern (gray) area, when use only one die. When throw too many to reach destination move just one space & continue one space at a time until reach destination.

After reaching destination return to New York by throw of dice (or die). When reach spin a new destination. If reach by even throw can choose a destination instead of spinning.

When all destinations have been reached & returned cash in stock - and player with most money wins.

Bob & Ruth Abbott over. Played

DATA:- Trying new ideas. Each player chooses a ~~data~~ data field to try for ~~to~~ to avoid. Collects or pays chips to player processed by his success or failure. Also had a master card in each field which when gained thru processing could be put down with others of that field & ~~the~~

(Continued next page)

Easter Even

Thomas Jefferson—Born 1743

1963

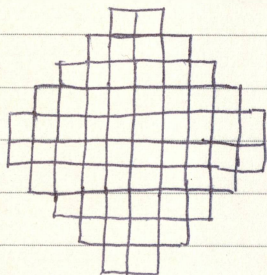
103rd day - 262 days to come

~~TAKE DATA AS FOLLOWS:~~

~~EACH PLAYER GETS~~

SAW "FLIP FLOP GO!" (Mattel)

Same as REVERSI with different shape board.



Each player has 30 pcs. with his color on top. 2 of these have "double" on both sides. One has "stop" on the side of his opponent's color.

When turning a row of opponent's color over and turn "stop" must stop & turn back those already turned.

Score 1 point for each pc. in each row turned. Include the sandwiching pcs. in the

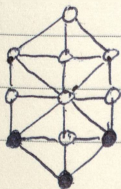
length of the row (not sure of this). "Double" in row doubles its value, 2 "doubles" redouble value, Etc. At end add one point for each of your color showing. Most points wins.

There is a Scorer that registers the score for each player.

~~that could not be taken~~ (Cont. from last page)
could not be taken on that round. (Didn't work.)

Also played VACATION. Worked beautifully.

Bob showed me a letter from ~~Bob Abbe~~ Martin Gardner with the following game:



Black has three pcs. started on spaces shown.

White has one pc. started as he pleases.

Black moves first.

Black can move forward or to side on any line — one space.

White can move one space in any direction.

Black wins by trapping white at the upper space.

From Dutch book by F. Schuh

WONDERLYKE PROBLEMEN:

Martin also remembers seeing it in the 4th volume of RECREATIONS MATHEMATIQUE by LUCAS (he has the other 3).

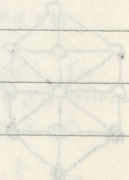
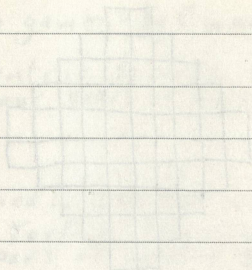
SUNDAY 14 APRIL

1963

Easter Day

104th day - 261 days to come

Working on FOCUS diagrams,



MONDAY 15 APRIL

1963

105th day - 260 days to come

TUESDAY

16

APRIL

1963

106th day - 259 days to come

Saw book GAMES, GODS & GAMBLING

by Davis

(Publ. by Hafner)

Mainly a history of the mathematics of probability.
Some illustrations of gaming material.

WEDNESDAY 17 APRIL 1963

Wednesday, April 17, 1963

1963

107th day - 258 days to come

THURSDAY 18 APRIL

1963

108th day - 257 days to come

Saw book *Gilgish, Gilgish*

by *David*

(Publ. by *David*)

Some illustrations of *James*

FRIDAY 19 APRIL 1963

Patriots' Day (Me., Mass)

1963

109th day - 256 days to come

Placed DIAMOND CASINO with REXSPARK, 1963 & no picture
had.

Finished pasting up Focus.

SATURDAY

20

APRIL

1963

110th day - 255 days to come

Working on FOCUS diagrams.

SUNDAY

21

APRIL

First Sunday after Easter

1963

111th day - 254 days to come

Played "DIAMOND CASINO" with BB, kids, dad & Ika. Not
bad.

Finished pasting up FOCUS:

MONDAY **22** APRIL

1963

112th day - 253 days to come

Felicia called. CARRÉ came back from Cristloid. - No.
Brought FOCUS to printer.

23

APRIL

113th day - 252 days to come

WEDNESDAY

24

APRIL

1963

114th day - 251 days to come

Called Miss Stringer of S. & R. - Postponed visit till
after Labor Day.

THURSDAY

25

APRIL

St. Mark, Evangelist

1963

115th day - 250 days to come

RECEIVED MATHEMATICAL DIVERSIONS.

by J. A. H. Hunter & Joseph S. Madachy
FOR 10 day trial period.

FRIDAY 26 APRIL

1963

116th day - 249 days to come

PICKED UP FOCUS FROM PRINTER (\$44).

SATURDAY (27) APRIL 1963

1963

117th day - 248 days to come

Played DATA with Claude & Anne. New ideas with chips & award points works very well.

SUNDAY **28** APRIL

Second Sunday after Easter

1963

118th day - 247 days to come

MONDAY 29 APRIL

1963

119th day - 246 days to come

Received letter from Bill Carson. They like VACATION.
but no decision until middle of May.

ORDERED 24 PATENTS.

TUESDAY

30

APRIL

1963

120th day - 245 days to come

Spoke to Felicia about Carson's letters.

Talked about the game THE KENNEDYS and article
in recent New Yorker about it.

Also mentioned another game THE FIRST FAMILY.

Met Martin Gardner & Bob Abbott for long lunch.

Gave them both copies of FOCUS.

WEDNESDAY

1

MAY

Sts. Philip and James, Apostles

1963

121st day - 244 days to come

CALLED ARTHUR AMBERSTONE, HE'LL COME HERE AFTER
I GET BACK FROM PARKER BROS.
SENT HIM COPY OF FOCUS!

THURSDAY

2

MAY

1963

122nd day - 243 days to come

FRIDAY 3 MAY SATURDAY

1963

123rd day - 242 days to come

To 1/5. Got TWIXT, OH-WAH-REE, & PHLOUNDER. Played the first 2 with Alice. Gave them Focus and played with Alice. Felicia particularly liked it.

SATURDAY 4 MAY

1963

124th day - 241 days to come

Bought BEVERLY HILLBILLIES GAME,

Filed BEVERLY HILLBILLIES GAME.

OH-WAH-REE.

PHLOUNDER.

YACHT RACE.

TWIXT.

NBC-TV NEWS GAME.

DIAMOND CASINO.

RETURNED MATHEMATICAL DIVERSIONS (4-25-63)

PLAYED FOCUS with Ruth & Hy Snell. BB & Hy won a game that looked like it was going to be a draw,

SUNDAY 5 MAY

Third Sunday after Easter

1963

125th day - 240 days to come

Filed THE KENNEDYS

Prepared list of games seen @ Parker Archives.
(Filed in "Misc. Game Lists [22])

MONDAY 6 MAY

1963

126th day - 239 days to come

ARRIVED @ PARKER'S ABOUT 2 P.M. TOOK GAMES TO HOTEL
TO WORK ON IN EVENING.

GAVE COPIES OF Focus to Mr. Paparella, Mr.
Green & some of the girls.

TUESDAY

7

MAY

1963

127th day - 238 days to come

All day at Parker. Took games to hotel in evening.

Mr. Paparena told me of some changes they were making on with B&E.

Play a headed game - each player gets 50 armies. They have to take turns playing them out of a time in any order desired. Once a player has a pc, it is a 50% the other cannot get any there. After all 50 are placed start the counter game.

They are a/c considering using this for all games regardless of number of players. If they do the 50 armies shown on the table will lose their function for starting play. As a substitute they consider using bonuses for trading in a card that has a special player controls.

As the armies given for trading in cards increase there comes a point where the continent bonuses become insignificant. Doubling the value of the continent bonuses at some definite point is being considered.

WEDNESDAY

8

MAY

1963

128th day - 237 days to come

All day at Parker. Took games to hotel in evening.

THURSDAY 9 MAY 1963

1963

129th day - 236 days to come

All day at Parker.

Mr. Paperella told me of some changes they were working on with RISK.

For 2 handed game - each player gets 50 armies to start with & take turns placing them one at a time in any areas desired. Once a player has a pc. in a space the other cannot put one there. After all 50 are placed start the regular game.

They are also considering using this for all games regardless of number of players. If they do the ~~map~~ map spaces shown on the cards will lose their function for starting play. As a substitute they consider giving bonuses for trading in a card that has a space the player controls.

As the armies given for trading in cards increased there comes a point where the continent bonuses become insignificant. Doubling the value of the continent bonuses at some definite point is being considered.

FRIDAY

10

MAY

THUR

1963

130th day - 235 days to come

1963

131st day - 234 days to come

Made date with Arthur Amberstone - here - May 29.
He tried FOCUS & found the 2nd player can
ape the 1st with ~~mirror~~ rotational symmetry.
This can be easily fixed by blocking off some
squares on side only, or by starting by each player
switching one pc. with one of opponent, the second
player not being allowed to make a symmetrical
switch.

He suggested using a board with an odd number
of spaces.

He liked the game however.

SUNDAY 12 MAY

Mother's Day

Fourth Sunday after Easter

1963

132nd day - 233 days to come

MONDAY 13 MAY

1963

133rd day - 232 days to come

Sent Martin Kruskal a copy of FOCUS.

TUESDAY

14

MAY

1963

134th day - 231 days to come

Wrote to Mrs. Herrick @ Parker. Asked for a copy of page 7 of ~~la Vie de~~ "LA JEU DE LA VIE ET DU MAZARD" which I either lost or did not get.

WEDNESDAY 15 MAY THUR

1963

135th day - 230 days to come

~~Sent copies of~~

MOORE'S GAME

WITNESS'S GAME

GIDNEY'S GAME of RATTLES

Learned the Verbal of magazine article about
commercial arithmetic games

Patricia called. 3rd has sent money to hold Vacation
Question Block for a longer time.

Copyright on Focus was refused - on wrong page.

Sent copies to Haav Hoolim & Bill Carson. Sent Slam to Haav Hoolim also.

Felicia called. Asked my opinion of "INVESTOR'S CLUB". Has a copy for me. Told her it was one of the poorer Stock market games now out.

Wrote to Representative Fino asking if he could do anything about the copyright.

1963

137th day - 228 days to come

Visited Barney Rich. He has made up sets of DOZEN DIAMONDS on cups using nos. from 1 to 12. Tried a few throws. It is much easier to get a slow. Told him of the idea of throwing the dice, leaving them for all to see & bidding for the right to play them.
Gave him copy of Focus. Played 2 games. He played very poorly.

Gave me folder advertising "MATHEMATICAL RECREATIONS AND ESSAYS" by Walter William Rouse Ball. Mentions three Nim variations:
MOORE'S GAME
WYTHOFF'S GAME
DUDENEY'S GAME OF KAYLES.

Loaned me reprint of magazine article about commercial arithmetic games.

Felicia called. 3M has sent money to hold VACATION & AUCTION BLOCK for a longer time.

SATURDAY 18 MAY 1963

Armed Forces Day

1963

138th day - 227 days to come

SUNDAY 19 MAY 1963

Rogation Sunday

1963

139th day - 226 days to come

Played DATA with Bernice & Marilyn. The new rules seem to work quite well.

At University Place Bookstore Sam Bull's back (official)
 OUBCHER'S GAME OF KAYES
 0 0000000000 starting layout.
 Take one or 2 pieces adjoining last in
 take pieces wins.
 Take for a winning game
 Have different colored chips. Pile into
 piles horizontally. Can take all those of the same color
 on the top of piles.
 Can also be made into a solitaire and game.
 Pile into four overlapping columns



Start by taking all of one suit that are on top to
 keep for self. Then must take suit with most showing
 for opponent. And so on. Win if have more cards than
 opponent.

WYTHOFF'S GAME - 2 piles of various numbers. Can take
 1 or 2 from one or two piles or both (if both were
 take same from both). Last to take wins.
 (This is approximate)

MONDAY **20** MAY

Rogation Day

1963

140th day - 225 days to come

At Honig's bought How to Succeed in Business without Really
Trying - MR

Saw DOG FIGHT - MB

THE LUCY GAME - TRANSLOGRAM

HAWAIIAN ~~HAWAIIAN~~ EYE - LOWELL

~~THE~~ COMBAT - IDEAL

Recd. 21 patents ordered 4/29/63.

At University Place bookstore Saw Ball's book (5/17/63)
DUDENEY'S GAME OF KAYLES.

0 00000000000 ← starting layout.

Take one or 2 pieces adjoining. Last to
take pieces wins.

Idea for a Nim-type game

Have different colored chips. Pile into
piles haphazardly. Can take all those of the same color
on the top of piles.

Can also be made into a solitaire card game.
Pile into five overlapping columns.



etc.

Start by taking all of one suit that are on top to
keep for self. Then must take ~~one~~ suit with most showing
for opponent. And so on. Win if have more cards than
opponent.

WYTHOFF'S GAME - 2 PILES of various numbers. Can take
1 or 2 from one or the other or both (if both must
take same from both). Last to take wins.

(This is approximate)

TUESDAY 21 MAY WEDNESDAY

Rogation Day

1963

141st day - 224 days to come

Rcd. DEC. 1962 issue of RECREATIONAL MATHEMATICS MAGAZINE.

Rcd. Page 7 of rules for LE JEU DE LA VIE ET DU HASARD.
nice letter from Constance Herriick.

Rcd. 3 patents ordered 4/29/63. (All patents now
have been recieved, that I have sent for.)

Rogation Day

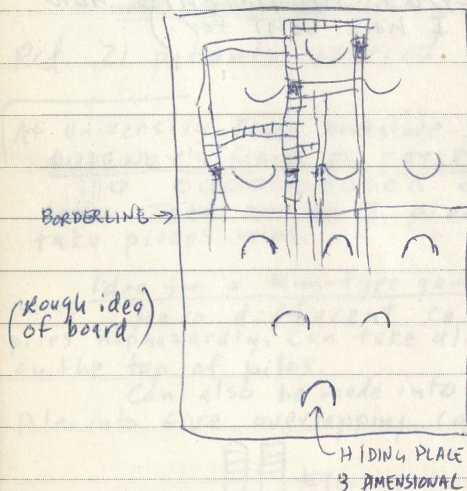
1963

142nd day - 223 days to come

Letter from Fing that he has contacted the Register of Copyrights.

BAMBOOZLE. (M.B.)

(Continued from next page)



Each played has 8 pcs.



At beginning a screen is placed on the borderline & each player places his 8 pcs. in the 6 hiding places. As many as desired can be placed in one hiding place & not all need be used.

Choose for first player. He starts by removing one pc. & starting at the star next to the hiding place, move as many spaces as there are bars on the piece. (i.e. 1-2 or 3). Can move in any direction but cannot reverse on one move.

After a pc. is out a player may move it or move another out. when a player can land a piece by even count on an opponent's pc. that pc. is captured and out of the game.

when a player lands a pc. on an opponent's starred space that player if he has a pc. hidden in that hiding place, must bring it out. If it is a one it captures.

object to get 10 or more pts. (bars on pcs.) across the border into opponent's territory. If both players lose enough pcs. to make 10 pts impossible the game is over when each has all his remaining pcs. across the border. One with most pts. wins.

Saw at Macy's

P.T.109. (Ideal) Same as Battleships.

WORD POWER. (A.H.)

(See picture & remarks in "Ad Clippings" folder)
Board with spaces marked "Play synonyms", "Play Antonyms", "Play Synonyms & Antonyms", "Collect Royalties", "Copy right Infringement", "Shortcut" spaces in three corners, "Start" space in 4th corner. 4 numbered spaces for putting cards in center.

Decks of cards with a keyword on top & four words below one of which is either a synonym or antonym of the keyword.

Get 4 cards & \$10,000 at start. Move by throw
(continued May 25)

(Continued from Next page)

This game is somewhat similar to my "LAST WORD." Obviously it would be better for each player to work secretly on his own pad simultaneously, using the same letters as spun. The rules as given were somewhat unclear.

Saw at Gimbel's

SCRIBBAGE • (Lowe) 13 letter cubes with numbers on the letters - higher for harder letters. Ordinary cross word type - scoring point value of all words formed and subtracting for letters not used. Minute glass (or 3 minute?) included.

TOSS-WORDS • (cardinal) Board with black squares similar to a cross-word puzzle but more irregular. 15 dice with letters on them. Throw dice & form words that must completely fill spaces between black spaces. (Not clear whether they must be cross-words or can be separated.) Score for words formed according to value of letters printed on board.

MUSINGO • (Mattel) Bingo type game. Individual boards for the players with free space in center & different colored musical notes in each of the other 24 spaces (about 4 or 5 different colors). Also a path and tokens for each player to be moved by throw of one die. Some spaces on path blank. Landing there ends move. Some have & on them. Landing there ~~gets~~ gets a coin. Others have monkey. Landing there gets coin and another throw. Some have organ grinder. Landing there gives the opportunity to put a coin in an organ grinder figure, if you have a coin. The figure has a window where two colored notes are turned up (like a slot machine). Player may cover ~~any~~ any space with the color of each note (two covers on a turn - unless one or both colors are completely covered). Object five in a row.

CHIT-CHAT • - T.V. game with Hugh Downs name on it. Didn't see rules. (M.B.)

AROUND THE WORLD • - (M.B.)

Quiz type with a mechanical gadget for checking answers. Board with map of world. Move along path for answering questions correctly.

(Continued on Previous Page)

144th day - 221 days to come

1963 144th day - 221 days to come

A+ Klein's saw
SET BACK (The Beverly Hillbillie's Game) M.B. 1963
42 card deck consisting of

SET BACK (The Beverly Hillbillie's Game) M.B. 1963
42 card deck consisting of

1* 2 3 4 5 6 7 8 9* 10 11 12 ← Always Trump

* THESE ARE "SET BACK" CARDS.

Game is similar to OH-HELL. Deal out

3, 4 players - 10 cards each.

5 " - 8 " 1.

6 " - 7 " 1

7 " - 6 " "

8 " - 5 "

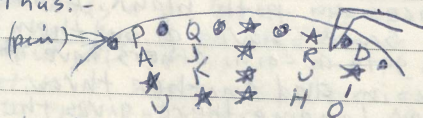
Bid no. of tricks intend to take. Each puts 3 chips into pot. Play in tricks. A trick taken by the 1st or 9th can either be kept or given to any player.
If do not make bid deduct 3 chips from pot.

If do not make bid exactly put as many chips as bid into pot. If make it exactly take out no. bid. Also score the no. bid on a score sheet.
First to get 10 points wins.

First to get 10 points exactly wins the pot and ends the game. High chips wins. If a player has, for example, 8 points, he may not bid more than 2 since more would put him over 10.

SPIN-A-WORD RA-CE CO. 1962

word game, Spinner with about 20 different combinations thus:-



Also playing sheets with large quaddrille spaces
about 10x15 and about 20 scattered about colored
yellow.

Players in turn spin the wheel and ~~in~~ write down the four letters spun (* can be used as any letter) so as to get a maximum score.

The first spin must be written so as to use a yellow square. Succeeding spins must be joined crossword fashion or start at other yellow squares. A single that cannot be joined to a crossword group must be put in a yellow square if they are used up. Then they are lost.

score 2 points for each letter in each word formed on turn, including those lengthened - even by S. Score 1 point for each letter put down not in a word.

When a player cannot use even 1 letter he is thru. After next to last is out the last gets one more spin. Most points wins.

(continued on previous page) ~~(see p. 1)~~

1963

145th day - 220 days to come

played FOCUS with Jack (& Renee) Clark.

Played DATA with Jack, Renee, Marilyn, & BB. New "EFFICIENCY LEVEL" chart worked well.

Idea for game:- On "BRAX" type or "RIDE-A-RAY" type board player has pcs. of different colors. A pc. can only move along a line of its own color but pcs. can be piled and then can move along a line of the color of any pc. in pile. Pcs. that can reach an opponent score depending on the type of pc. or pcs. in the pile. Do not actually move but score for each pile that could be reached.
Rough idea.

Bought Feb. 1963 Argosy with GIN RUMMY SOLITAIRE.
(Filed in Misc. Card Games)

(continued from page May 22)

of a die. When land on a space "Play Synonyms" play as many synonyms as wish on center of board in space determined by the position of the correct word from the top (i.e. 1-2-3 or 4). Similar with "play Antonyms" or "play Synonyms & Antonyms". publish ~~books~~ by playing cards to the center so that all four spaces have at least one card (when they are all ~~taken~~ taken up & discarded), or by playing all four cards at one time, or by going around the board to "start".

When play cards replenish the hand to 4.

One space calls for passing of cards around (which allows for getting rid of cards you don't know the correct word of).

When reach ~~to~~ "start" can take a royalty instead of publishing a book. Also when land on "Royalty" collect money depending on number of books published.

When land on "Copyright Infringement" pay money to other players.

First to publish 10 books or get \$100,000 wins.

Sent away for 24 patents.

SUNDAY **26** MAY

Sunday after Ascension

1963

146th day - 219 days to come

MONDAY 27 MAY TUE

1963

147th day - 218 days to come

items of prob. TTS - verb, dB&T

visited by Claude, Bob & Ruth, Arthur & Wald Amberstone & Terry.

To printer about having 1st page of Focus reprinted.

Played 3 games invented by the Amberstones:-
RATIONAL SOLITAIRE (Filed in card file) (180)
POINTS (619)
CHANGE (680)

Played my game of TREMINO GO
 & Bob's game WHAT'S THAT ON MY HEAD.

The Amberstones also mentioned
NOVA (Similar to GO on same board as POINTS)
ENGLESURE (Similar to TREMINO GO)
THREES.

TUESDAY (28) MAY

1963

148th day - 217 days to come

WEDNESDAY

29

MAY

THUR

1963

149th day - 216 days to come

Visited by Claude, Bob & Ruth, Arthur & Wald Amberstone & Terry.

To printer about having 1st page of FOCUS reprinted.

→ Played 3 games invented by the Amberstones:-
RATIONAL SOLITAIRE. (Filed in card file) (180)
POINTS. (610)
GHANA. (.. ..) (640)

Played my game of TROMINO GO.
& Bob's game WHAT'S THAT ON MY HEAD.

The Amberstones also mentioned
NOVA. (Similar to GO - on same board as POINTS)
ENGLOSURES. (Similar to TROMINO GO)
THREES.

THURSDAY 30 MAY

Memorial Day

1963

150th day - 215 days to come

FRIDAY 31 MAY

1963

151st day - 214 days to come

PLAYED RATIONAL SOLITAIRE. Good.

1963

152nd day - 213 days to come

Filed THE INVESTMENT CLUB (560)
HOW TO SUCCEED IN BUSINESS WITHOUT REALLY TRYING (500)

Filed SWIFTIES in party game folder.

Filed SPARE-TIME PRODUCTS ~~FILED~~ AD IN "AD CLIPPINGS" folder.
Contains KISMET & other games.

Filed PHILLIPS PUBLISHERS AD IN "AD CLIPPINGS" folder.
Contains TAKE 12 & other games.

At Klein's Westchester saw:-

HAWAIIAN EYE - (Lowell) - Play in tricks to ~~win~~ clue cards
that allow you to move on board. Very rough
idea. Will buy.

MC HALE'S NAVY - (Trans) - Couldn't see rules.

DOG FIGHT - (MB) Board game about air combat in 1st world war.
Will buy.

Played DATA with Phil & Annette. Worked very well.

SUNDAY

2

JUNE 10 M

Whitsunday

1963

153rd day - 212 days to come

3

1963

Picked up new pages for Focus.

TUESDAY 4 JUNE WEDNESDAY

4

Tuesday in Whitsun Week

1963

155th day - 210 days to come

THE JAILHOUSE FIGHT GAME - Game of balance
occurs on 3 different landing pads without
spilling them. (Rough idea) (M.B.)

COMBAT - Ideal - simple war type game. made on
pinboard. Captured by landing and placed
in prison compound. can release prisoners by reach-
ing space next to the prison. (Rough idea)

WEDNESDAY 5 JUNE 1963

Ember Day

1963

156th day - 209 days to come

Picked up new pages for pages

THURSDAY 6 JUNE 1963

1963

157th day - 208 days to come

In Gimbel's saw:-

THE JETSON'S FUN PAD GAME:- Game of balancing spaceships on 3 different landing pads without tipping them. (Rough idea). (M.B.)
COMBAT. (Ideal). Simple war type game. Move by spinner. Capture by landing and place in prison compound. Can release prisoners by reaching space next to the prison. (Rough idea).

CHESS. (An undeveloped idea of Bob's)

Each player has a number of checkers half of which move 1 space side to side, the other half can move 1 space forward or back. Pcs. can be piled by legal force of same player. The pile moves as the king of the pcs. Piles can be broken down. The move is determined by the pcs moved.

Found in his copy of WFF 3rd pegaf. which is for the first game, is different from mine

copy writer who is writing a novel in which
 335 East 4th St.
 W-7-0426

On phone Bob told me of idea for poker type game:
25 cards are dealt face up in a 5x5 layout.
Each player has a token which is started in opposite corners. Move as far as desired in original direction & take the card landed on. As game progresses it is permissible, and may be desirable, to land on an empty space so as to be in position to reach a desired card.

A token may not jump over an opponent's token, which allows for blocking.

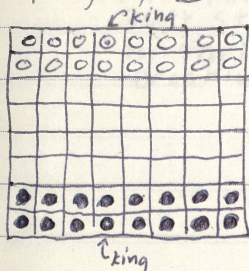
The game is finished when the 2nd player to move has 8 cards. Best poker hand of 5 cards wins.

(Can be extended to 2, 3, or even more players by increasing the number of cards in the layout.)

Bob later played 4-handed using 6x6 layout. This resulted in coalitions which formed & then shifted continuously. Worked well - he said. (See 7/4)

At Ruth Abbott's house played POWER with Bob & Ruth, BB & I, Wald, and Margerie Camp* (who heard Arthur & Wald on WBAY). Arthur & Terry sat out the game.

The Amberstones made up PLAIN CHESS after playing FOCUS.



Use 16 checkers each with one specially marked as the King.

Plain checkers move as pawns in chess with one addition. They may land on another checker or checkers on their side. A pile of 2 checkers moves as a knight, 3 checkers moves as a bishop, 4 checkers moves as a rook. Piles are formed by landing by a legal move on pcs. of own color. (I.E. - knight landing on

pawn becomes bishop).

Pawns when reach opposite row are promoted (to queen?). Piles once formed cannot be broken down.

Play to checkmate King.
(Probably would be better using 24 checkers started in 1st 3 rows.)

VECTOR CHESS. (an undeveloped idea of Bob's)

Each player has a number of checkers half of which can move 1 space side to side, the other half can move 1 space forward or back. Pcs. can be piled by legal move (only of same player). The pile moves as the vector sum of the pcs. Piles can be broken down and the move is determined by the pcs. moved.

Bob loaned me his copy of WFF 'N PROOF, which, except for the first game, is different from mine.

* An advertising copy writer who is writing a novel in which a game figures 330 East 46th St.
MU 7-0426

9

1963

160th day - 205 days to come

MONDAY 10 JUNE

1963

161st day - 204 days to come

Played 2-handed DATA with BB using a dummy hand. Worked beautifully.

called YMCA about teaching FOCUS. They'll call me.

Mr. Frank Mullen
34th St. & 9th Ave LA 4-8900
Mr. Faelchle (Feilchlee) SO 8-7100
Brooklyn

TUESDAY

11

JUNE

St. Barnabas

Kamehameha Day (Hawaii)

1963

162nd day - 203 days to come

YMCA called. Get in touch with them in September. Right now they are tied up with camp. (This happened Wednesday June 12).

Worked on DATA material.

Spoke to Alice. Bill Carason ~~said~~ phoned her to say they want to make changes in VACATION to cut costs and will send a letter explaining the changes so as to get my O.K.

Bought Go magazine published in Japan. Put on shelf 1.

WEDNESDAY 12 JUNE THURSDAY

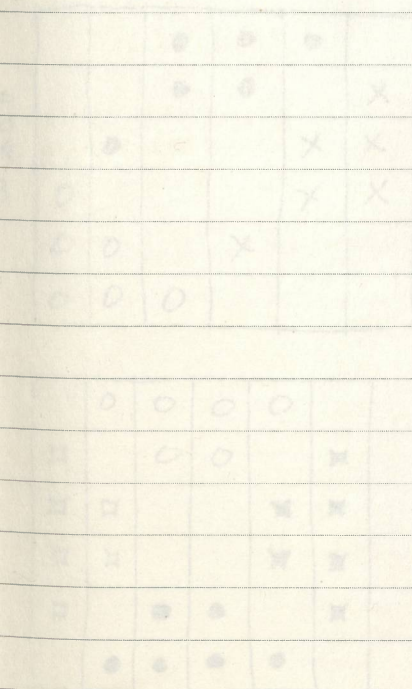
1963

163rd day - 202 days to come

Went to PAL about teaching FOCUS. They will contact me.

Worked on DATA material.

Position for starting with 3 players
for JUNE-A; SCORE (marked out previously)



USE BOARD NO. C303

USE W.D.S. 1, 2, 3, 4, 5, 10

Place them at random in the starting positions as shown. (Place face down & then turn up).

Move orthogonally the number determined by adding the nos. of all the pcs. on a space plus the number on the board. Remove multiples of 5 so that move is either 1, 2, 3, 4 or 5.

Max. number of pcs. on a space is 4.

It is possible that a K. or pcs. on a space with a 4 or 5 move cannot move at all, and this happens with 4 on a space they are frozen for the duration of the game.

Score by landing on a space with one or more of opponent's pcs. in it. Add all of opponent's pcs. in the square plus the pc. of yours making the move. (do not include pcs. of your own already in the space and the board number)

FOR 4 (FOR 2 USE ONLY 2 OPPOSITE)

Round the score out to the nearest 5.
Play to 100 pts. and must be a certain number added to win (such as 2 handed-25, 3 handed-20, 4 handed-15). If not that much added when reach 100, continue playing till some player achieves this

THURSDAY **13** JUNE WEDNESDAY

Corpus Christi

1963

164th day - 201 days to come

Worked on DATA material.

Spoke to Alice. Bill Corcoran gave money for to call cost and will send a letter explaining the change in working.

Bought 60 magazine published in Japan for a gift.

Played 5 handed DATA. with BB, Dana, Felicia & Alice.

Showed Alice:-

JUMP-A-SCORE.

SHORT AIRLINE.

MOVEMENT.

Position for starting with 3 players
for JUMP-A-SCORE. (worked out previously.)

| | | | | | | |
|---|---|---|---|---|---|---|
| | | | ● | ● | ● | |
| F | | | ● | ● | | X |
| O | | ● | | | X | X |
| R | 0 | | | | X | X |
| 3 | 0 | 0 | | X | | |
| | 0 | 0 | 0 | | | |

USE BOARD IN [56]

USE NO'S. 1, 2, 3, 4, 5, 10

Place them at random in the starting positions as shown. (Place face down & then turn up).

Move orthogonally, the number determined by adding the nos. of all the pcs. on a space plus the number on the board. Remove multiples of 5 so that move is either 1, 2, 3, 4 or 5.

Max. number of pcs. on a space is 4.

It is possible that a pc. or pcs. on a space with a 4 or 5 move cannot move at all, and if this happens with 4 on a space they are frozen for the duration of the game.

Score by landing on a space with one or more of opponent's pcs. in it. Add all of opponent's pcs. in the square plus the pc. of yours making the move (do not include pcs. of your own already in the space and the board number)

FOR 4 (FOR 2 USE ONLY 2 OPPOSITE)

and round the score out to the nearest 5.

Play to 100 pts, and must be a certain number ahead to win (such as 2 handed-25, 3 handed-20, 4 handed-15). If not that much ahead when reach 100, continue playing till some player achieves this.

SATURDAY 15 JUNE 1963

1963

166th day - 199 days to come

Bought HAWAIIAN EYE (Lowell)

Position for starting with 3 players
for JUMP-A-SCORER
use board in [unclear]
VSE NO. 1, 2, 3, 4, 5, 10
Place them at random in
the starting position as
shown (place face down &
then turn up)
More orthodox will be
number determined by adding
the sum of all the pips on the
a space plus the number on the
board. Remove multipliers of
2 so that there is either 1 or
4 or 5.
Max. number of pips on a
space is 4.
It is possible that a player
has on a space with a 2 or 3
he cannot move at all, and
if this happens with 4 on
a space then the board for
the duration of the game
score by landing on a space
with one or more of opponent's
pips in it. Add on of
opponent's pips in the square
plus the pips of your own
the move (do not include pips
of your own already in the
space and the board number
and round the score out to the nearest 2.
Plan to lose 2's and must be a certain number
ahead to win (such as a handicap of 5, a handicap of 10,
& handicap of 15) if not that much ahead when game
begins, continue playing till some player achieves this.

SUNDAY 16 JUNE

1963

167th day - 198 days to come

Father's Day

First Sunday after Trinity

At March 2nd High Court (Chancery) - 1710
(see picture in March 1st (Chancery) - 1710)
Each player has four paces he must move along the
paces starting with the one on the right and finally
touching the white "high gear".
Players in turn place a peg in the gear at "start"
and then spin the spinner at top of the drive gear which
every number is spun can be "dialled" on the drive gear
by putting finger in that number on either side of gear and
moving the gear to a rest (on far side that gear not
shown up in picture). A player may dial less than the number
again.
When after dialing a peg is on a tooth (or rest) that is
directly lined up with the next gear (see gear 1 for
in picture) the peg advances to the next gear. It is on
opponent's peg is in this gear it is sent back to start
if player's own is there it is skipped and next space
to either side used. If an opponent's peg on a
higher gear is lined with a lower it goes back but the
moving player does not have to. Opponent's pegs
in a position to be moved forward must be.
In case with a player starts a peg if there is any
in start.
Areas on the spinner allow an extra turn with a
maximum of 2 extra turns; the choice of turning the
"high gear" instead of the drive gear. When the
drive gear is turned the blue gear turns with the
red gear and the position of the planetaries is
not changed - while turning the high gear changes.
this relationship; the choice of holding a clutch on
the blue gear causing the planetaries to move.
Once a peg is on the high gear, it cannot be sent
back. It does not block entrance of other pegs however
and is moved to make room.

At Macy's saw HIGH GEAR (Matter!)

(See picture in March '63 Playthings)

Each player has four pegs he must move along the gears, starting with the one on the right and finally reaching the white "high gear."

Players in turn place a peg in the gear at "start" and then spin the spinner on top of the drive gear. Which ever number is spun can be "dialed" on the drive gear by putting finger in that number on either side of gear and moving the gear to a post (on far side that does not show up in picture). A player may "dial" less than the number spun.

When after dialing a peg is on a tooth (or root) that is directly lined up with the next gear (see gear 1 & 2 in picture) the peg advances to the next gear. If an opponent's peg is on this space it is sent back to start, if player's own is there it is skipped and next space to either side used. If an opponent's peg on a higher gear is lined with a lower it goes back, but the moving player does not have too. Opponent's pieces in a position to be moved forward must be.

In each turn a player starts a peg if there are any in start.

Areas on the spinner allow an extra turn, with a maximum of 2 extra turns; the choice of turning the "high gear" instead of the drive gear, (When the drive gear is turned the blue gear turns with the red gear and the position of the planetaries is not changed - while turning the "high gear" changes this relationship); The choice of "holding a clutch" on the blue gear causing the planetaries to move.

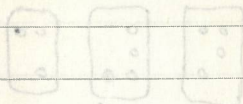
Once a peg is on the "high gear" it cannot be sent back. It does not block entrance of other pegs however and is moved to make room.

TUESDAY 18 JUNE 1963

1963

169th day - 196 days to come

WORKING ON DATA EQUIPMENT.



Working on DATA equipment.

WEDNESDAY

19

JUNE

1963

170th day - 195 days to come

Thinking about game idea by Phil:
Cards with markings as follows:



ETC.

To be played on
a quadville board.

His original idea was for a GO type game. I'm just
kicking the idea around.

Working on DATA equipment.

THURSDAY

20

JUNE

1963

171st day - 194 days to come

Ad for FOCUS appeared in Village Voice. Filed in MISCELLANEOUS [22]. Had Copyright Form A notarized.

Sheldon Siegenfeld
2370 Brown Ave.
Brooklyn, New York

John O'Connor
1832 Spruce St.
Phila. 3, Penna.

Played FOCUS with Phil, BB & Annette

Received 18 patents ordered 5/22/62.

FRIDAY **21** JUNE

Secred Heart

1963

172nd day - 193 days to come

Mailed Focus copyright form.

SATURDAY **22** JUNE 1963

First Day of Summer

1963

173rd day - 192 days to come

RECEIVED ORDERS FOR FOCUS from

Sheldon Siegenfeld }
2370 Ocean Ave. }
Brooklyn, New York }

John O'Connor }
1832 Spruce St. }
Phila. 3, Penna. }

Played FOCUS with Phil, BB & Annette.

Received 18 patents ordered 5/23/63.

Finished DATA. packaging & instructions at 2 p.m.

Thought of idea for 2 handed skill CARRÉ:

(cont. from ^{next} ~~previous~~ page)

A player dealt an Accident card must get rid of it. After it is played he must move only one space on a turn regardless of the number on his card until he reaches a pit from which he continues in regular manner. (Does he lose a turn?) Naturally an Accident card should be played when near a pit.
play one or more lps.

Spoke to Claude. He had an idea for a SUICIDE GAME. It is a race type game with a "Sanity Barrier" at one point. When the last player passes the Sanity Barrier the player who is ahead at that time must commit suicide and is out of the game. The remaining players then race for the finish.

Another idea is for a BUTTERFLY GAME. There are different colored tiles which are played to a quadrille board. Only certain colors can be played adjacent to each other. When a space is created so that no colored tile can legally be played there a player can put one of his "butterfly" pcs. there. Object is to play off all butterfly pcs.

MONDAY 24 JUNE

1963

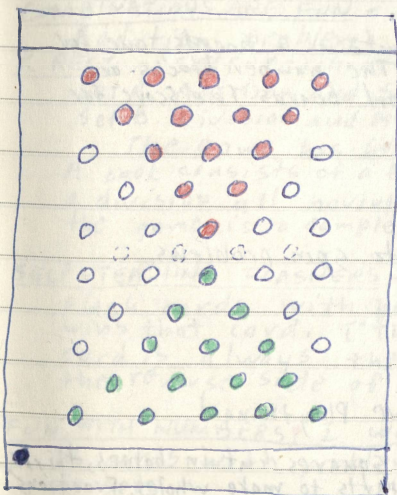
St. John, Baptist

175th day - 190 days to come

Brought DATA to 1/5.

The Amberstones joined us.

played their game of PASSAGE.



Each player has 15 pcs. started as shown. Each player in turn moves all, or as many as possible, forward, turning them over to a dotted side as he does. On next turn go to undotted. After moving the player shoots the cue disc (black in picture) with a cue trying to knock one or more of opponent's pcs. off their spots. At beginning of game the cue disc is started behind the base line of player moving. After that it is played from wherever it lies.

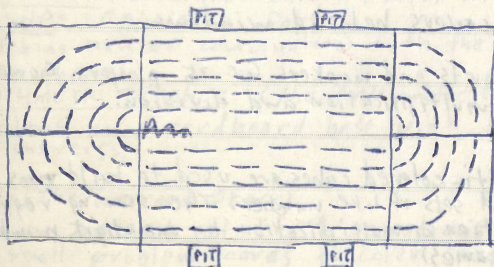
Pcs. shot off spots are put behind a player's base line from which they are reentered on a player's back

row on his next move.

The object is to advance a pre-chosen number of a player's pcs. passed the opponent's base line.

RACE GAME. (No other name)

A car race game played on a board as follows.



Played with cards 1-2-3-4, most 1's and least 4's, and 2 "Accident" cards.

Players have a hand of cards which are played out and then a new hand dealt. Can move as many spaces as card played except that cannot move passed a line except on first count of a move. Can move diagonally on the straightaway but cannot move into the space directly in front of another player.

(cont. on previous page)

(Cont. from next page)

IMMAWHIZ (Kenworthy Educational Service)

- (1) Addition and Subtraction
 - (2) Multiplication and Division
- Another Bingo Variation.

SCOR-O (Champion Publishing Co.)

1 for each operation. Each set contains 4 boards, one for each player, and 108 number blocks. The number blocks are used to complete problems on the pupil boards. The score for the sum of the correct answers.

ARITHO (Psychological Service)

Another Bingo type.

SPINNO (John C. Winston Co.)

4 separate bases with a spinner to spin problems.

IMOUT (Imout)

- (1) Addition and Subtraction
 - (2) Fraction
 - (3) Multiplication and Division
- Another Bingo type

SPINNER FRACTION PIE GAME } (Creative Playthings)

SPINNER FRACTION SQUARES GAME }

Six 3-inch rubber fraction pies or squares cut in halves, thirds, fourths, sixths, and eighths serve as parts to make wholes. Fractions on sections of the spinner which is used to select fractional parts.

ADDO } (Kenworthy Educational Service Inc.)

MULTO }

Another Bingo type.

COMBINATIONS ARE FUN (Kenworthy Educational Service Inc.)

Problems with answers behind windows

HIT (The Playway Games)

This set contains charts and markers for 25 players. Games for group play based on multiplication and division.

SUM FUN (Kraeg Games)

Numbers of ten multi-colored cubes are used to build runs of consecutive numbers and sets of like number. The scoring requires the addition, subtraction or multiplication by one digit numbers.

TIMES SQUARE (Kraeg Games)

Bingo Type. TIMES SQUARE - multiplication

DIVVY-UP - division

ADD-A-LAD - addition

ANCHORS AWAY - subtraction

(continued on 6/27)

COMMERCIAL GAMES FOR THE ARITHMETIC CLASS

by Donovan A. Johnson (Reprinted from *The Arithmetic Teacher* - March, 1958)

PRIMARY NUMBER CARDS AND GAMES - Hall and McGraw Co.

Cardboard numbers for testing simple addition.

COMBINATIONS ARE FUN - Palfreys School Supply Co.

Addition problems.

K RECT - Self-Teaching Flashers.

Set A. Addition and Subtraction

Set B. Division and Multiplication

The game has 60 cards, 15 books of four cards each.

A book consists of a fraction, a decimal, a per cent, and a division all having the same value. The object of the game is to complete as many books as possible.

SELF-TEACHING FLASHERS - self-Teaching Flashers

Flash cards with problems. First to give answer wins that card. The number on the top of the card is always the answer to the combination on the reverse side of the card.

FUN WITH NUMBERS, I WIN - Exclusive Playing Card Co.

25 cards with problems, 25 answers. Object: to match the sets.

ARITHMETIC DOMINOES - The Arithmetic Clinic

Five different games which give practice in counting, adding, writing numbers, etc.

NUMBERLAND SPECIAL (Addition facts)

OLD WOMAN IN THE SHOE (Subtraction facts)

PARKING LOT (Multiplication facts)

ROUND-UP (Division facts)

Matching number combinations with the answers. Dressed up with various themes.

MY ARITHMETIC TEACHER (The Arithmetic Clinic)

Problems on a cardboard base with holes for putting pegs in the answers.

SAY-IT (The Garrard Press)

Version for each of the 4 operations. Played similar to lotto. Claim small problem cards to cover card by giving answer.

QUIZMO (Milton Bradley)

(1) Addition and Subtraction

(2) Multiplication and Division

(3) Fractions

Played like Bingo. Cover number on your card that is answer to problem.

(Continued on last page)

(Cont. from 6/25)

MAKE ONE (The Gannard Press) (Rec'd. order for FOCUS from →)

The players put together fraction cards, or percent cards, or both combined, to make a whole unit. Each card has a section of a circle shaded to represent the value of the fraction or per cent written on the card.

ADDI-FAX, MULTI-FAX, FRACFI-FAX (The Playway Games)

Object to make "faxes" or "books" containing 3 cards, 2 addends and the sum; two factors and the product; or a decimal, a fraction - and a per cent all three of which are equivalent.

THIRTEEN (Cadaco-Ellis, Inc.) Have.

MATH MAGIC (Cadaco-Ellis, Inc.) Have.

ADD-A-GRAMS (Palfreys School Supply Co.)

Number blocks and plus blocks. Build sums in cross-words fashion.

FRACTION FUN (Palfreys School Supply Co.)

The pieces for this game are circles or fractional parts of circles. The game consists in calling for fractional parts of different denominators to complete one whole unit circle.

NUMBER FUN (Palfreys School Supply Co.)

150 interlocking cardboard tiles and 9 racks. Build arithmetic problems.

LOSE YOUR SHIRT (The Quantum Corp.)

Somewhat similar to Scrabble, this game uses cardboard tiles with numbers and computation symbols. The object of the game is to build computation examples that will combine to give the player a very large score. Each player has his own game sheet on which to build his examples.

DIRECTORY OF PUBLISHERS ←

ARITHMETIC CLINIC, 4502 Stanford St., Chevy Chase, Maryland

CADACO-ELLIS, INC., Merchandise Mart, Chicago, Illinois

CHAMPION PUBLISHING CO., 612 North Second St., St. Louis, Missouri

CREATIVE PLAYTHINGS, Herndon, Pennsylvania

EXCLUSIVE PLAYING CARD CO., Chicago 5, Illinois

GARRARD PRESS, 123 West Park Ave., Champaign, Illinois

HALL AND MCCREARY CO., Chicago, Illinois

IDEAL SCHOOL SUPPLY CO., 8322 Birkhoff Ave., Chicago 20, Illinois

IMONT, P.O. Box 1944, Cleveland 6, Ohio

KENWORTHY EDUCATIONAL SERVICE, 138 Allen St., Buffalo 3, New York

KRAEG GAMES, 4500 Shenandoah Ave., St. Louis, Missouri

MODELS OF INDUSTRY, INC., 2100 Fifth St., Berkeley, California

PALFREYS SCHOOL SUPPLY CO., 7715 East Garvey Blvd., South San Gabriel, Calif.

THE PLAYWAY GAMES, C.N. McGee, Unadilla, New York

PSYCHOLOGICAL SERVICE, 4402 Stanford St., Chevy Chase, Maryland

QUANTUM CORPORATION, 1885 Marshall, St. Paul, Minnesota

SELF-TEACHING FLASHERS, 4402 South 54th St., Lincoln 6, Nebraska

John C. Winston Co., 1010 Arch St., Philadelphia, Penna.

FRIDAY 28 JUNE

1963

179th day - 186 days to come

George Ashley }
112 E. 88th St. }
New York, 28 }

PLAYED PART OF A GAME OF RED LETTER WITH BARNEY & JEAN RICH. TRIED ELIMINATING THE FORBIDDEN COLORS. ~~ALSO THOUGHT OF IDEA~~ O.K. WITHOUT THEM. ~~THE~~

THOUGHT OF SOLITAIRE GAME PLAYED WITH GOLF SLORING. NECESSARY TO PICK UP EACH LETTER, COUNT NUMBER OF ~~MOVES~~ ^{turns}. (A ~~move~~ TURN CAN CONSIST, OF COURSE, OF MORE THAN 1 MOVE.)

DODDLED WITH DOZEN DIAMONDS USING 12 CUBES & THE NUMBERS 1 TO 12. (BARNEY SAID THAT EACH CUBE HAD 3 EVEN & 3 ODD & THE SUM OF THE FACES OF EACH WAS 39.)

RECEIVED 4 MORE PATENTS ORDERED 5/23/63.

SATURDAY **29** JUNE

St. Peter, Apostle

1963

180th day - 185 days to come

DATE WITH CLAUDE & ANNE. CLAUDE DISCUSSED HIS IDEA FOR A ~~SPLIT~~ GROUP THERAPY GAME. EACH PLAYER HAS TWO PARTS OF A SPLIT PERSONALITY THAT HE MUST GET TOGETHER.

BOUGHT INDIAN POKER & BATTLE OF ATLANTA AT A STORE IN QUEENS (ON NORTHERN BLVD.).

SUNDAY 30 JUNE 1963

Third Sunday after Trinity

1963

181st day - 184 days to come

LOOKING & ARRANGING PATENTS FOR A FEW HOURS.

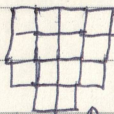
PLAYED CARRÉ WITH THE FAMILY. REDUCED THE "ANGEL" DEDUCTION TO 5 (INVOLUNTARY) & 10 (VOLUNTARY). AN IMPROVEMENT.

PLAYED 2 HANDED SKILL CARRÉ FIRST WITH DANA & THEN WITH BB.

PLAYERS IN TURN CAN PICK ANY PIECE THEY WISH EXCEPT SAME COLOR AS PREVIOUS PLAYER. PCS. OF SAME COLOR CAN NOT BE NEXT TO EACH OTHER (DIAGONALLY OK.). IF THERE IS A MECHANICAL POSSIBILITY OF COMPLETING A SQUARE YOU MAY NOT GO ON TO A LARGER ONE. EVEN IF COMPELLED TO PUT A PC. LARGER THAN NEEDED TO COMPLETE A SQUARE IT MUST BE PUT INTO THE REMAINING SPACE OR SPACES



↑ THIS MUST
BE FILLED



↑ ONE OF THESE MUST BE FILLED

-10 FOR TAKING ANGEL. THIS IS ONLY WAY TO COLLAPSE A HAND.

GAME OVER WHEN ALL PCS. HAVE BEEN TAKEN.

MONDAY 1 JULY

1963

182nd day - 183 days to come



ONE OF THESE MUST BE FILLED

BE FILLED

NO FOR TAKING ANGEL. THIS IS ONLY WAY TO COLLAPSE A

GAME OVER WHEN ALL KGS HAVE BEEN TAKEN.

1963

183rd day - 182 days to come

KALAM in Square Games, 1st holder

From Time magazine - June 14, 1963

Top list of possible pieces for Focus to be seen.

Amberstones, Bob Abbott, and later Claude were played.

NOVA - (filled in card file) (6/14)

ENCLOSURES (40) (6/10) } By Amberstones

PARIS (40) (6/10) }

MATRIX (A new name for Bob's paper-type game (4/6/63))

The Chess-type game previously called Matrix. 13/4/4 called "CARBON".

We played on a 6x6 board layout, 4-handed. A player who thinks another is going to win may, on his turn, say that he is going into partnership. The other player must accept. If the other player does, each gets 5 points and the rating-in player gets 3. If the rating-in player wins, there is no score for anyone.

The other two players are automatically partners and if they win the split is 6-4, 6 going to the winner.

We played to 20 points.

played 4-handed JUMP-A-SCORE. Went well.

played 2-handed skill CARRE. They liked it.

WEDNESDAY

3

JULY

184th day - 181 days to come

1963

184th day - 181 days to come

THURSDAY 4 JULY

Independence Day

1963

185th day - 180 days to come

Filed KALAH in "Board Games" file folder.

From Time magazine - June 14, 1963

Has list of possible places for Focus to be seen.

The Amberstones, Bob Abbott, and later Claude over.

Played

NOVA - (filed in card file) (640)

ENCLOSURES

(10)

(610)

PARIS

(20)

(200)

} By Amberstones

MATRIX (a new name for Bob's poker-type game (see 6/7).

The chess-type game previously called Matrix is now called BARBQUE.)

We played on a 6x6 ~~board~~ layout. 4-handed.

A player who thinks another is going to win may, on his turn, say that he is going into partnership. The other player must accept. If the other player does win he gets 2 points and the cutting-in player gets 3. If the cutting-in player wins there is no score for anyone.

The other two players are automatically partners and if they win the split is 6-4, 6 going to the winner.

We played to 20 points.

played 4-handed JUMP-A-SCORE. Worked well.

played 2-handed skill CARRÉ. They liked it.

1963

186th day - 179 days to come

The Snells & the Zazulas visited
 Played BLOCKHEAD & KOPY KAT

SATURDAY 6 JULY 1963

smo of feb 771 - feb 1981

1963

187th day - 178 days to come

Copyright registration for For the Love of

by Scraper bought HOMELAND GAMES

by Arthur H. Lawson

by William Mill Butler

SUNDAY **7** JULY 1963

Fourth Sunday after Trinity

1963

188th day - 177 days to c

1963

189th day - 176 days to come

Copyright registration for FOCUS came.

In Scranton bought:- HOMEMADE GAMES.

by Arthur H. Lawson

& THE WHIST REFERENCE BOOK.

by William Mill Butler

TUESDAY 9 JULY 1963

1963

190th day - 175 days to come

At F.A.O. Schwartz saw HI-FI. (Copyright 1962)

Board with outside path (similar to Monopoly but more spaces). 7 sets of cards. Six of these represent 6 different appliances - each set being of the same appliance but with different costs. The 7th set contains cards that can be used in two different ways: either as wild cards or as additional cards to increase the value of a player's hand.

Players move around the board and land on spaces which allow them to take cards from the various sets - and in some cases lose them. A player can only keep one card of a particular appliance and if they pick a new higher-value card they must discard the old one & say "trading-up". The cards are never shown except for some in each set which say "Show this card."

A player can go out when he has "completed" his apartment by having one of each appliance. He receives a bonus for this but may lose to another player with a higher-value hand. Only one wild card may be used to replace an appliance. Do not know how the extra points for the special cards work. Pretty complete idea of game.

Spoke to Mrs. Sally Erath of the antique top dept. and we will get together to see her collection of old board games in the warehouse. Possibly she will come to see my collection. (MURRAY HILL 8-2200).

Looked at book TOYS IN AMERICA.

{ by Inez and Marshall McClintock
Public Affairs Press, Wash. D.C. }

Has some interesting pictures of games.

Mrs. Erath told me of a book with an interesting chapter on games: - PEEPSHOW INTO PARADISE.
by Leslie Gordon

At French Book Store bought: -

MOTS CROISÉS JEUX D'ESPRIT ET JEUX DE COMBINAISONS.

WEDNESDAY

10

JULY

1963

191st day - 174 days to come

At old sturbridge Villiage bought
HOPSKOTCH by Patricia Evans

Saw another copy of TOYS IN AMERICA.

THURSDAY 11 JULY

1963

192nd day - 173 days to come

To 43RD St. Annex of Library working on patents -
in 1920's.

In 1925 journal (page 739) saw Trade Mark for
"MODERN CROSS WORDS" - showing letter cards put
together in a cross pattern. No numerical value
on cards.

(by Inez and Marshall McClintock
Public Affairs Press, Wash. D.C.)

Has some interesting pictures of games.

Mrs. Fraith told us of a book with an interesting
chapter on games - DEEP INTO PARADISE
by Leslie Gordon

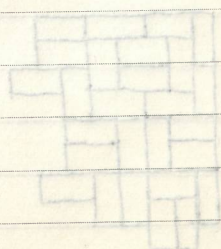
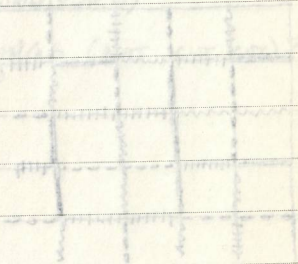
MOTS CROISÉS JEUX D'ESPRIT ET JEUX DE COMBINAISONS

FRIDAY 12 JULY 1963

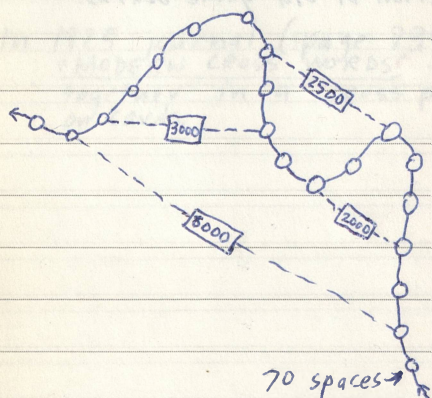
Orangemen's Day

193rd day - 172 days to come

Working on Patent Files.
Called MRS. Sally Erath at F.A.O. & postponed getting together to see her collection of old game boards.



Copy of notes on a game idea of mine: - BRIDGES.



Bridges have prices marked on them - \$500 per space saved. (Based on $3\frac{1}{2}$ times value of saved spaces).

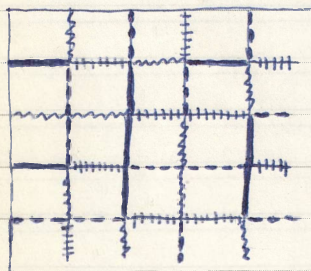
Move with throw of 2 dice.

\$10,000 earned in 10 turns, average \$1000 per turn.

1 turn saved is worth \$1000.

Start with about \$5000. End when all bridges are bought (or when bank is broke. One with most money wins. Bridges are not counted.

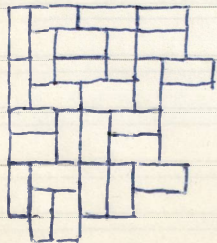
Notes on another game ^{idea} SHIFTING BARRIERS.



Make board about 8x8. 4 different colored lines between them. These are considered as gates. Two are considered open and two are considered closed. As game progresses these are changed.

Or for chess type game can have ^{rook} like pcs. that can pass through two types of gates - which allows for six different combinations.

Notes on another game idea - TILES.



Place small markers in turn. When a tile is surrounded the one with most around it occupies it.

Played 2 games of JUMP-A-SCORE with Claude, Anne & BB. Worked well but I think it will probably be better to eliminate the necessity of having a definite no. of points lead.

SUNDAY **14** JULY 1963

Fifth Sunday after Trinity

1963

195th day - 170 days to come

JUNE

Went thru PLAYTHINGS, JAN, FEB, MARCH, APR, MAY, 1963
 & T & N DEC. '62, JAN. '63, MAR. '63
 to "Ad Clippings" 1963:-

FASCINATION CHECKERS (REMCO)

FASCINATION POOL (REMCO)

PRO-BALL GAME (DOLPHIN)

DOWN THE FAIRWAYS (DOLPHIN)

BALL-A-RINGO (EMENEE)

SKI GAMMON (AMERICAN PUB. CO.)

DINKY-LINKS • GOLF GAME (DYNAMICS)

TOUCHÉ TURTLE (TRANS)

SKIX (EMENEE)

PUCK-LUCK HOCKEY GAME (SCHAPER)

TETHER-PING (LOGAN)

TUDOR ELECTRIC GAMES

INTERSTATE HIGHWAY (S & R)

CROSSROADS (S & R)

LUCY GAME (TRANS)

PICTURE THIS GAME (STD. TOYKRAFT)

ZOMINOES (LAKESIDE)

KING OF THE HILL (SCHAPER)

TIME MACHINE GAME (AM. TOY & FURNITURE)

AGGRAVATION (CO-5 CO.)

GRAND SLAM BASEBALL (OLYMPIC CARD CO.)

FOOTBALL RUMMY (OLYMPIC CARD CO.)

THESE GAME IN MARCH 1963 PLAYTHINGS (NOT CUT OUT):-

ASTROLAUNCH SPACE RACE GAME (OHIO ARTS)

MOUSE TRAP GAME (IDEAL)

SKOOZ-IT (IDEAL)

HIT THE SPOT (AM. TOY & FURNITURE)

FORMULA 1 (P)

BANKROLL (H.C. JACOBY)

ORBITAL BLAST-OFF (GAY PRODUCTS)

KARTING GAME (GAY PRODUCTS)

Gathered Parker & Milton Bradley material into one box [22].

Ordered 24 patents - 1919 & 1920.

MONDAY 15 JULY

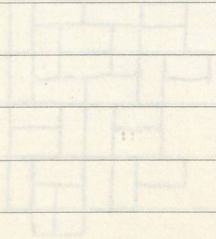
1963

St. Swithin's Day

196th day - 169 days to come

Rcd. 1 patent ordered 5/23/63.

APPROXIMATELY (CO-2 CO)
GRAND SCAM (PHEBIC)
(OLYMPIC CARD CO)
FOOTBALL MUMMY
(OLYMPIC CARD CO)



Place small markers in turn. When a tile is removed the one with most ground it occupies it.

played 2 games of JUMP 9-SCORER with Claude, Anne & Ed. Won 2 of 3 but 3. That 3 will probably be better in the future.

TUESDAY

16

JULY

WEDNESDAY

1963

197th day - 168 days to come

Called up Martin Gardner. He may do a column on games next December. He mentioned Norman Angell's "MONEY GAME & SPECULATION! - The Wall Street Game Book". He is sending me his copy of the latter.

WEDNESDAY 17 JULY

1963

198th day - 167 days to come

THURSDAY

18

JULY

1963

199th day - 166 days to come

FRIDAY 19 JULY

1963

200th day - 165 days to come

Went to National Recreation Association. Left a copy of Focus. They may use it as an article.

In their library saw a copy of

(PEEPSHOW INTO PARADISE)

by Leslie Gordon

Mainly toys but a few mentions of early games - no rules.

Visited Bob & Ruth Abbott played 1½ games of
CONSTRUCTION.

SATURDAY

20

JULY

1963

1963

201st day - 164 days to come

Saw THE FLINTSTONES PEBBLES GAME by Transogram - Seems to be some kind of financial trading game. (SEE 8/13)

SUNDAY

21

JULY

1963

Sixth Sunday after Trinity

1963

202nd day - 163 days to come

Looking at RIDE-A-RAY • board & trying to finalize it. No success.

In the library saw a copy of

FEET SHOW INTO PARADISE

by Leslie Gordon

mostly boys but a few mentions of girls. Young-in Poles.

Visited Bob & Ruth Abbott. played 16 games of

CONSTRUCTIONS

MONDAY

22

JULY

1963

203rd day - 162 days to come

INDUSTRIAL

Looked at ~~INDUSTRIAL~~ EMPIRES III. Thinking of playing it
next Saturday.

TUESDAY **23** JULY

1963

204th day - 161 days to come

Indexing the Parker Archives material.

WEDNESDAY 24 JULY

Pioneers' Day (Utah)

1963

205th day - 160 days to come

Indexing the Parker Archives material.

THURSDAY (25) JULY WEDNESDAY

St. James, Apostle

1963

206th day - 159 days to come

Indexing the Parker Archives material.

Received "SPECULATION, THE WALL STREET GAME BOOK"
by Augustus Poole & Walter J. Buckitt
from Martin Gardner.

FRIDAY 26 JULY 1963

St. Anne

1963

207th day - 158 days to come

Spoke to Felicia. Barney Rich gave them the new "DOZEN DIAMONDS" to try and sell. He wanted them to cut their commission. They wanted me to get something for my idea. He said no. They said they'd give it out of their share. Bill Carson wrote asking to have Rod Mudge develop a game from their idea - even tho the girls had recommended me for that kind of work. Rod, however, does the art work.

Claude mentioned that he now plays ~~robbing~~ ROBBIN' THE HOOD with 45 cards, adding a 9 and one each of the lower cards.

Got the information on settlements, armaments, etc for ~~POWER~~ from the Amberstones.

Bob Abbott called. His publisher changed the names of some of his games:-

SWITCH is new name for card game Matrix. (see 7/9). He added a new rule that once a player reaches 16 points he can direct the play of his ~~partner~~ partner, otherwise the tendency was for the partner to play against him to keep him from winning by reaching 20 pts.)

ABBOTT'S ULTIMA is new name for chess type game previously called Matrix & Baroque.

Played two games of JUMP-A-SCORE with Dana & changed the name to POTENTIAL. Added a rule for "chain reactions": If a pc. scores with a total in an even multiple of 5 a chain reaction is started and one of the pcs. already in the space is moved out counting the exit number (or "potential") as all the numbers including the one ~~just~~ just moved in. If the pc. moved is the player's own & it scores the player gets the score. If another player's piece is moved into a scoring situation it is deducted from his score. The chain reaction can be continued as long as the scoring number is an even multiple of 5. A space with 4 can be entered ~~with~~ "chain reaction".

Play to a score of 150 pts. Each player should get ~~results~~ his turn & in case of tie continue until a player is ahead at the end of a round. Or perhaps it would be better to allow each player to have one more turn after a player reaches 150 to try and catch up.

Made a new arrangement of numbers which I think will be more equitable, and will almost eliminate frozen spaces - considering that they can be unblocked with a "chain reaction".

| | | | | | |
|----------------|----------------|----------------|----------------|----------------|----------------|
| 3 | 5 | 4 | 1 | 2 | 3 |
| 1 | 4 | 2 | 3 | 5 | 2 |
| 5 | 1 | 3 | 2 | 1 | 4 |
| 4 | 3 | 1 | 3 | 2 | 1 _a |
| 2 ₃ | 5 | 2 | 1 | 4 _a | 5 _a |
| 3 ₂ | 5 ₂ | 1 ₅ | 4 _a | 2 ₁ | 3 _a |

*CHANGED 8/4

Filed POWER information under "Board Games" in filing cabinet.

MONDAY 29 JULY 1963

1963

210th day - 155 days to come

To V.A. HOSPITAL @ 24th St.

TAUGHT FOCUS. A solitaire similar to ~~"LA BELLE LUCY"~~ "LA BELLE LUCY". Deal out 17 fans of 3 and 1 card alone. Top of fan is available for play. Fan can not be more than 3 cards and when it is all played it is lost. Building on fans is by next card in suit sequence up or down, or card of same rank. Foundations are Aces and are built up in suit. Two cards that are in correct relationship to each other can be moved together to another fan and even 3 can be moved together to a foundation.



Miss Anderson mentioned the need for group games similar in playability to Brigo but with some novelty. Started thinking of them.

TUESDAY 30 JULY WEDNESDAY

1963

211th day - 154 days to come

TO FALL AND PLACE MYSELF IN THE HANDS OF THE
DEATH-HELL SEND BACK TO THE CENTER DIRECTOR
ALL DEMONSTRATE IN THE FALL, AND, IF ALL-GOES WELL,
HEAVENLY A CITYWIDE TO ENJOYMENT OF THE SPRING

WEDNESDAY 31 JULY

1963

212th day - 153 days to come

13 PATENTS CAME, ORDERED 7/14/63.

LA BOUTE LUCK is deal out 13 cards. At 1st & 2nd I would
be more than 3 cards and when it is all played it is
left. Building on top of it. It is best to have a
sequence up or down of cards of same rank. Cards
are Aces and are built up to 10. Two cards
are in correct relationship to each other. Can be moved
together to another fan and even then be moved
together to a foundation.

Miss Anderson mentioned the 13 fan group
games similar in playability to the 13 fan
game. Waverly started to let us at draw.

THURSDAY

1

AUGUST

1963

213th day - 152 days to come

TO P.A.L. AND PLAYED FOCUS WITH MR. DE MAYO. HE LIKED IT. HE'LL SEND BOOKS TO THE CENTER DIRECTORS. I'LL DEMONSTRATE IN THE FALL, AND, IF ALL GOES WELL, HE'LL ^{HOLD} GIVE A CITYWIDE TOURNAMENT IN THE SPRING.

OF THE UNION PUBLISHED IN 1863 WHICH IS ALMOST THE SAME. (PAPER ARCHIVES)

HE IS ALSO GOING TO INCLUDE THE TILE TYPE GAME (2/5). AND IF HE HAS ROOM, THE HUNT TYPE GAME (3/12)

HE MENTIONED SEEING A TILE TYPE GAME PLAYED WITH PLASTIC PIECES ON A BOARD AND SAID ALTHOUGH I HAD SEEN IT, I HADN'T.

HE MENTIONED A GAME OF NUMBER FOOTBALL DEVELOPED BY SOME MONKS & SAID HE'D SEND IT TO ME.

BOB & RUTH ABBOTT OVER,
PLAYED SUTTER (2/28)

PLAYED POTENTIAL WITH CHAIN REACTIONS, ON TWO DECK TO BEHOLD CONCENTRATE

BOB GAVE ME A MENSA BULLETIN WITH RULES FOR GRAND CHESS (FILED IN BOARD GAMES FOLDER).

WED FRIDAY 2 AUGUST HT

1963

214th day - 151 days to come

SPOKE TO ALICE, NO WORD ON MY GAMES. THEY WILL PROBABLY
NOT HANDLE DOZEN DIAMONDS.

BOUGHT TENO @ GIMBEL'S.

SATURDAY 3 AUGUST

1963

215th day - 150 days to come

MARTIN GARDNER CALLED. HE IS GOING TO GIVE TWO-HANDED FOCUS. IN OCT. SCI-AM.

HE IS ALSO GOING TO INCLUDE TABLUT. (MURRAY-PG. 63). I TOLD HIM OF FREEDOM'S CONTEST, OR THE BATTLE OF THE UNION. PUBLISHED IN 1863 WHICH IS ALMOST THE SAME GAME (PARKER ARCHIVES).

HE IS ALSO GOING TO INCLUDE THE TILE TYPE GAME. (2/5). AND IF HE HAS ROOM, THE HUNT TYPE GAME. (7/12)

HE MENTIONED SEEING A TILE TYPE GAME. PLAYED WITH MAGNETIC PIECES ON A BOARD AND ASK IF I HAD SEEN IT. I HADN'T.

HE MENTIONED A GAME OF NUMBER FOOTBALL. DEVELOPED BY SOME MONKS & SAID HE'D SEND IT TO ME.

BOB & RUTH ABBOTT OVER,

PLAYED SWITCH. (7/28)

PLAYED POTENTIAL. WITH CHAIN REACTIONS, BUT TOO TIRED TO REALLY CONCENTRATE.

BOB GAVE ME A MENSA BULLETIN WITH RULES FOR GRAND CHESS. (FILED IN BOARD GAMES FOLDER).

SUNDAY 4 AUGUST 1963

Eighth Sunday after Trinity

1963

216th day - 159 days to come

PLAYED TWO GAMES OF POTENTIAL WITH DAD, DANA, & RICHARD FERBER. USED CHAIN REACTIONS. THIS APPARENTLY RESULTS IN A MORE CHANCEY, BUT ~~WERE~~ ONE WITH MORE OPPORTUNITY TO MAKE A COUP, GAME.

DID MOST OF THE WORK ON A NEW POTENTIAL BOARD.

MONDAY 5 AUGUST

1963

217th day - 148 days to come

ORDERED 24 PATENTS.

BROUGHT 18 FOCUS BOOKS TO P.A.L.

IN KLIEN'S SAW "THE JETSON'S OUT OF THE WORLD GAME"
by TRANSOGRAM. LOOKS LIKE A PARCHISI VARIATION.

TUESDAY 6 AUGUST

Transfiguration

1963

218th day - 147 days to come

LOOKING AT "THE COMPLETE BOOK OF SOLITAIRE" ON SUBWAY
AT HOME TRIED ROYAL MARRIAGE, PERPETUAL MOTION
AND OSMOSIS.

CLAUDE CALLED. HE MADE UP A GAME CALLED "SIGNS OF MURDER".
THERE IS AN IDENTITY CARD FOR EACH PLAYER (UP TO 6
CAN PLAY) USE ONLY AS MANY AS ARE PLAYING. EACH GETS
ONE IN SECRET. THERE IS A SET OF 12 MOVING CARDS
WITH NUMBERS AND 6 MORE WITH NUMBERS AND ALSO AN
IDENTITY (USE ONLY THOSE MATCHING THOSE DISTRIBUTED TO
PLAYERS). THE MOVING DECK IS PUT IN THREE SPREAD PILES.
THE TOP OF EACH IS AVAILABLE FOR PLAY.

THERE IS A CONTINUOUS PATH BOARD WITH 6 STARTING PLACES.
PLAYERS MOVE THE NUMBER OF THE CARD PICKED, ALWAYS IN
THE SAME DIRECTION. WHEN LAND DIRECTLY BEHIND A PLAYER
CAN PEEK @ HIS IDENTITY. WHEN LAND ON SAME SPACE,
KILL HIM.

THE FIRST IDENTITY MOVING CARD TAKEN, BY ANY PLAYER,
ESTABLISHES THE "MURDERER". THE SECOND ESTABLISHES THE
"VICTIM". THE MURDERER WINS IF HE SUCCEEDS IN KILLING
THE VICTIM. ANY OTHER PLAYER WINS IF HE SUCCEEDS IN
KILLING THE "MURDERER". IF A PLAYER KILLS IN ERROR
BOTH HE AND THE ONE KILLED ARE OUT OF THE GAME, (IF
THE MURDERER KILLS IN ERROR THE ROUND WOULD THEN NOT
BE ABLE TO BE WON).

Rec'd. 1 patent ordered 7/19

→

WEDNESDAY 7 AUGUST

1963

219th day - 146 days to come

0 V.A. HOSPITAL @ 24TH ST.

SHOWED FOCUS, ROYAL MARRIAGE & POKE.

SHOWED MISS ANDERSON THREE BINGO TYPE VARIATIONS.

| | | | | | |
|---|---|---|---|---|---|
| 7 | 3 | 7 | 5 | 3 | 9 |
| 9 | 4 | 1 | 9 | 2 | 7 |
| 6 | 2 | 5 | 2 | 6 | 6 |
| 5 | 2 | 3 | 1 | 8 | 5 |
| 6 | 8 | 4 | 8 | 3 | 1 |
| 4 | 7 | 8 | 4 | 1 | 9 |

HAVE A NUMBER OF DIFFERENT CARDS (THE NOS. 1 TO 9 4 TIMES)

HAVE 25 CARDS WITH THE NOS. 1 TO 25. THESE ARE SHUFFLED & READ OFF 1 @ A TIME UNTIL 15 ARE USED. PLAYERS FOR EACH NUMBER RING UP 1 OR MORE NUMBERS IN A STRAIGHT LINE HORIZONTALLY OR VERTICALLY THAT ADD UP TO THE NUMBER. A NUMBER ON A LAYOUT CARD CAN ONLY BE RUNG UP ONCE. MOST NUMBERS COVERED

WINS. IN CASE OF TIE USE 2 MORE CARDS, ETC. ^{FOR TIEING PLAYERS ONLY}
A PLAYER IF HE WISHES CAN SKIP USING A CARD EVEN IF HE COULD USE IT.

| | | | | | | |
|---|---|---|---|---|---|---|
| | 1 | 2 | 6 | 4 | 3 | 5 |
| 3 | | | | | | |
| 1 | | | | | | |
| 5 | | | | | | |
| 4 | | | | | | |
| 2 | | | | | | |
| 6 | | | | | | |

EITHER HAVE DIFFERENT PRINTED ARRANGEMENTS OR LET PLAYERS FILL IN THEIR OWN NUMBERS. THROW 2 DICE & READ THEM OFF. TWO SPACES ARE DESIGNATED (EXCEPT WITH DOUBLE) AND PLAYER MAY CHOOSE EITHER, OBJECT IS TO GET BINGO TYPE ROW.

| | | | | | | |
|-----|--|--|--|--|--|--|
| 1-4 | | | | | | |
| 2-6 | | | | | | |
| 3-5 | | | | | | |
| 1-3 | | | | | | |
| 2-2 | | | | | | |

THREE DICE ARE THROWN AND CALLER CALLS THE 3 COMBINATIONS, IN CASE OF A DOUBLE THE OTHER COMBINATION IS ONLY COUNTED ONCE. IN CASE OF A TRIPLE ONLY 1 OF THE DOUBLE IS COUNTED.

A BOX IS MARKED FOR EACH MATCHING COMBINATION THROWN. FIRST TO COMPLETE A ROW WINS. IN CASE OF A TIE, TIEING PLAYERS CONTINUE UNTIL ANOTHER ROW IS COMPLETED

↑ THESE ARE FILLED IN BY PLAYER.

1963

220th day - 145 days to come

(continued from next page)

not against peeking.)

I suggested using the same safety squares as previously but allowing a murder if the murderer had the cards to land twice on the safety square. This was vetoed.

played POTENTIAL. First my way, then at Bob's suggestion without using the numbers on the board. Neither was popular.

Got further information on POWER.

Town is formed by getting 4 nomads around a Settlement. A city is formed by getting 4 nomads around a town.

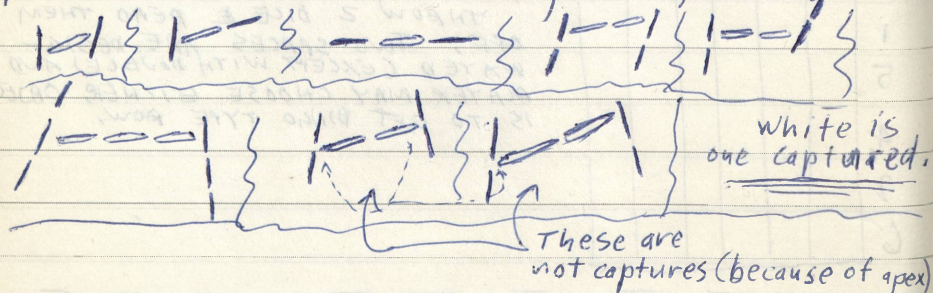
A ~~Settlement~~ creates 1 nomad a year.

A Town " 2 nomads " "

A City " 3 nomads a year.

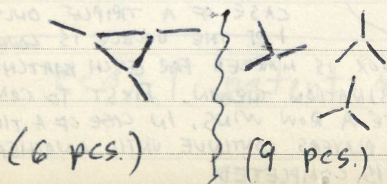
The Amberstones showed me THREE.

Played on a plain black board. 1 player has 9 white and 1 player 9 red toothpicks. They are played alternately wherever a player wishes on the board. Players can capture another players pcs, with one of the following configurations:



A captured pc. is given back to its owner to be used again.

Object is to get three vertices with at least 3 pcs. coming from each. This can be done with from 6 to 9 pcs.



Pcs. once placed can not be moved unless captured. If both players have played all pcs. without a win - it is a draw. When putting down a pc. it is allowed to put down another pc. temporarily to test the location.

1963

221st day - 144 days to come

Rcd. 7 patents
ordered 7/14

Bob Abbott showed letter from a mensa member with a game called DOYLE'S FOLLY. For 3 players it is played with a regular 52 card deck. These are dealt out; it doesn't matter that it is uneven. Play is in tricks. The highest card of ~~the~~ suit led wins trick and picks up all the cards. He then leads to next trick which must be another suit.

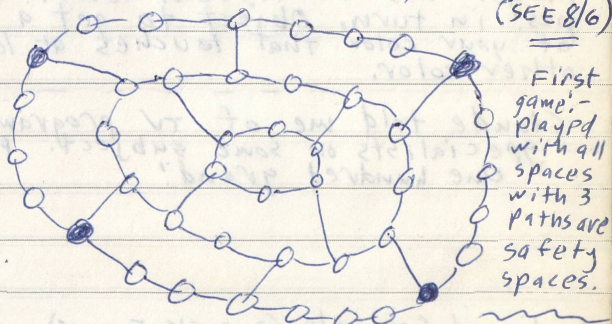
Object is to get rid of cards. First to get rid of cards wins (I am pretty sure that this is so altho it is possible that play continues until only one player has cards left - but probably not).

Since the only way to get rid of an Ace is to put it on a trick when you are out of a suit, if one player is dealt all four aces there is a re-deal. For 4 hand see 8/10.

Played Claude's SIGNS OF MURDER using a board similar to this:-

Move cards were from one to 8.

Played a second time with the rule that each player could kill the players the arrow pointed to in an identity circle.



(F) → (A) → (B)

↑

(E) ← (D) ←

↓ when an opponent is killed the next in the circle becomes the victim, etc, until only one player remains.

The move cards are dealt out 3 to each player, when a player moves he passes the card to the player on his left. (To be fair the first player should get an extra card).

A player may make as many moves as he has cards for, either as individual moves or adding cards together. Once a player peeks however he cannot move again. (Exception: - if a player murders and peeks at the same time he can continue moving)

When a player kills another the victim, only looks at the identity of the murdered. If the murder was correct the victim is out of game and gives his move cards to murdered. If not the murderer is out and the victim gets his cards.

Only the 4 black spaces are safety squares. (A safety space is safe against murder but (continued on last page)

SATURDAY 10 AUGUST

St. Lawrence

1963

222nd day - 143 days to come

In Connecticut bought FORMULA-1, played with BB & Dana, Quite good,

Spoke to Claude. He told me of an add in the Village Voice for a game called EQUATIONS. (The game of creative mathematics)

put out by makers of WFF 'N PROOF.

address: WFF 'N PROOF

Box 71VV

NEW HAVEN, CONN.

\$2.50 + 25¢ p.p.#

Claude told me of a game idea: Play on a quadrille board. Pcs are of a shape 3x1. Each player has a different color, 4 players, put down pcs, in turn. Object to get a contiguous group of your color that touches at least one pc, of each other color.

Claude told me of TV program that wants specialists on some subject. Program called "One hundred grand."

Continued from 8/9 (DOYLE'S FOLLY)

For 4 hand it is necessary to have 5 suits. This is accomplished by using a second diamond suit (with some back) and painting them green & calling them "emeralds".

SUNDAY 11 AUGUST

Ninth Sunday after Trinity

1963

223rd day - 142 days to come

Sent letter to "One hundred grand." Copy in
misc. correspondance.

SENT AWAY FOR EQUATIONS (see 8/10).

MONDAY 12 AUGUST

1963

224th day - 141 days to come

PLAYED POTENTIAL WITH BA & DANA. USED A 6 INSTEAD OF A TEN & OTHER SMALL CHANGES - NECESSITY OF MAKING A TEN POINT SCORE AFTER HAVE 50 POINTS & A 15 POINT SCORE AFTER HAVE 100 POINTS, STILL DOESN'T WORK OUT.

NEW HAVEN, CONN.

Claude told me of a game that may be a quadruple board. You are on a large table. Each player has a different color. A player, put down his in turn, object to get a continuous group of your color that touches at least one pt. of each other color.

Claude told me of a TV program that wants specialists in some subject. Program called "One hundred grand".

Continued from 818 (DOYLE'S FOLLY)

For a head it is necessary to have a suit. This is accomplished by using a second diamond suit (with some face) and painting them green & calling them "Emeralds".

TUESDAY

13

AUGUST

1963

225th day - 140 days to come

RECEIVED NUMBER FOOTBALL* FROM MARTIN GARDNER, SEEMS
QUITE INTERESTING, (FILED IN MISC. GAMES).
IN KLEIN'S SAW PEBBLES FLINTSTONE GAME* (SEE 7/20).
AGE GIVEN IS 7 TO 14. DIDN'T SEE RULES.

SENT AWAY FOR EQUATIONS* (SEE 8/10).

WEDNESDAY 14 AUGUST

1963

226th day - 139 days to c

THURSDAY 15 AUGUST

Assumption B. V. Mary

1963

227th day - 138 days to come

FRIDAY 16 AUGUST

Bennington Battle Day (Vt.)

1963

228th day - 137 days to come

PLAYED POTENTIAL WITH DANA & BB. PUT BACK THE 10 INSTEAD OF THE 6. WHEN A PIECE OR PIECES ARE BLOCKED WITH A 4 OR A 5 IT CAN MOVE ANY DISTANCE ORTHAGONALLY. WHEN ONE PLAYER REACHES 60 THE OTHER 2 (OR 3 IN 4-HAND GAME) UNITE AGAINST HIM. IF VULNERABLE PLAYER REACHES 100 POINTS HE SCORES ALL HIS POINTS. IF ONE OF THE OTHERS THEY ALL SCORE THEIR POINTS, MINUS 60. 100 POINTS ARE GAME. ALL NUMBERS COUNT FOR THE SCORING, POTENTIAL BUT, IN ORDER TO SCORE AT LEAST ONE OPPONENT'S PIECE MUST BE IN THE SPACE. WORKED WELL,

SATURDAY 17 AUGUST

1963

229th day - 136 days to come

TO CLAUDE'S. PLAYED SIGNS OF MURDER. USING A CIRCLE OF DEATH (SEE 8/9), ON 2ND & 3RD GAMES CLAUDE INTRODUCED ONE WAY ARROWS ONTO THE PATHS. THIS DID NOT HAVE MUCH EFFECT.

• PLAYED 4 HAND POTENTIAL. USING SAME RULES AS (P/16) EXCEPT THAT ONCE A PLAYER BECOMES VULNERABLE THE ONE WITH THE LOWEST SCORE IS THE ONE WHO MUST BEAT HIM & THE OTHERS MUST HELP. THE OTHER TWO MAY GO OVER 100 POINTS WITHOUT ENDING THE ROUND, THEY SCORE THEIR POINTS MINUS 60. I LIKE IT.

SUNDAY 18 AUGUST

Tenth Sunday after Trinity

1963

230th day - 135 days to come

WED MONDAY 19 AUGUST

1963

231st day - 134 days to come

MADE LAYOUTS FOR FIRST OF BINGO TYPE VARIATIONS (SEE 8/7)
AND RAN OFF SOME PRINTS, GAVE SOME TO SHIRLEY @
VIA HOSPITAL. PLAYED FOCUS WITH A PATIENT WHILE SOME
OTHERS WATCHED.
CONSIDERING THE NAME ADD-O FOR THE BINGO TYPE GAME.

TUESDAY 20 AUGUST

1963

232nd day - 133 days to come

232nd day - 133 days to come

MADE LAYOUTS FOR FIRST OF BIRTH TYPE VARIATIONS (SEE P. 11)
AND ONE SET OF PRINTS. GAVE SAME TO SHIRLEY D.
M. HOSPITAL. PLAYED FOCUS WITH A PATIENT WHILE SOME
THINGS WERE DONE. CONSIDERING THE NAME ADD-O FOR THE BIRTH TYPE CARD.

THURSDAY **22** AUGUST

1963

234th day - 131 days to come

(Cont ^{from} ~~the~~ next page),
The others played AUCTION. the new name for Bob's poker
type bidding game which used to be called ~~the~~ "IMPERIAL"

called Sci. Am. with location of FREEDOM'S CONTEST.

Claude, Bob & Amberstones over.

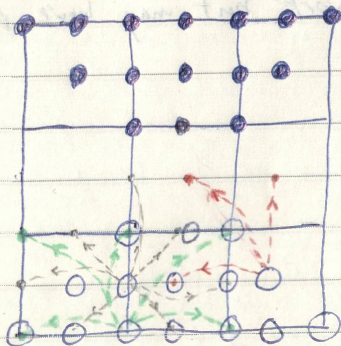
Amberstones told of two new games: -
COUP.

Each player has 15 pcs. started as shown. Pcs. can move in any direction to positions shown by arrows.

If an opponent's pc. is jumped it is removed. Multiple jumps are possible (a coup).

Can a player jump his own piece? Yes.

(Why not restrict to a forward move as in checkers?)
Not Req'd - they say



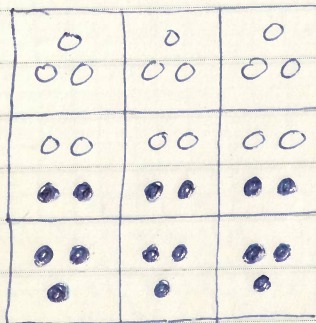
(A piece may never jump over an opponent's piece that is in the same relative position since a jump move is the same as a regular move.)

A player must jump if able, but may take his pick of alternative ways of jumping.

FOU.

each player has 15 ~~players~~ pcs. started as shown.

Moves are the sliding move of MANCALA. Moves are made orthogonally or diagonally. When reach the edge put all remaining in that compartment.



When emptying a compartment take only your own pcs.

When the last compartment of a move contains an equal number of each color, the opponent's are captured & removed.

No more than 6 of a player's pcs. may occupy a space.

ORACLES. (also by Amberstones)

Three toothpicks, 1-red-1-blue- & 1-white are dropped from a shot glass. Bets are made as to which will be the isolated one (further from other 2) & also on which of other 2 will be farther from the isolated one. Other relationships possible.

If one toothpick lands on top of another the bank wins.

Played POTENTIAL. 4-handed. Worked well.

Played a little DIVIDE & CONQUER. Claude plays it with 11 cards each of 2 suits. Also uses a "trap door", a card directly under another in value beats it.

(continued on last page)

SATURDAY **24** AUGUST

St. Bartholomew, Apostle

1963

236th day - 129 days to come

At Great Eastern Mills bought another set of INDIAN POKER.
For 48¢.

Played 4 handed FOCUS with the Soucis. Good.

Tried Claude's game idea. (See 8/10). Used 1x1 pcs. instead of 3x1. Didn't work but may have possibilities.

| | | | | |
|---|---|---|---|--|
| When emptying a compartment take only your own pcs. When the last compartment of a move contains an equal number of each color, two opponent's are captured & removed. No more than 6 of a player's pcs may occupy a space. | 0 | 0 | 0 | each player has 12 pieces. You started as shown. Moves are the same as in the game of MANHATTAN. Moves are made alternately, one by each player. When reach the edge but all remaining in that compartment |
| When emptying a compartment take only your own pcs. When the last compartment of a move contains an equal number of each color, two opponent's are captured & removed. No more than 6 of a player's pcs may occupy a space. | 0 | 0 | 0 | each player has 12 pieces. You started as shown. Moves are the same as in the game of MANHATTAN. Moves are made alternately, one by each player. When reach the edge but all remaining in that compartment |
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| When emptying a compartment take only your own pcs. When the last compartment of a move contains an equal number of each color, two opponent's are captured & removed. No more than 6 of a player's pcs may occupy a space. | 0 | 0 | 0 | each player has 12 pieces. You started as shown. Moves are the same as in the game of MANHATTAN. Moves are made alternately, one by each player. When reach the edge but all remaining in that compartment |
| When emptying a compartment take only your own pcs. When the last compartment of a move contains an equal number of each color, two opponent's are captured & removed. No more than 6 of a player's pcs may occupy a space. | 0 | 0 | 0 | each player has 12 pieces. You started as shown. Moves are the same as in the game of MANHATTAN. Moves are made alternately, one by each player. When reach the edge but all remaining in that compartment |

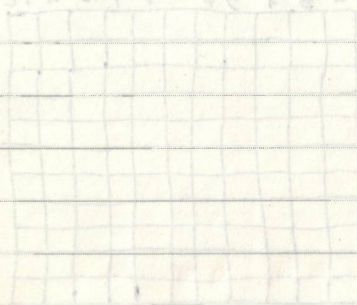
OPACLES (also by Ambrose).
Three toothpicks, 1-red - 1-blue - 1-white are grouped from a split glass. Sets are made as to which will be the isolated one (further from other 2).
Also on which of other 2 will be the isolated one.
The other two which are isolated will be the isolated one.
It's a good thing to have a hand. Worked well.
played POTENTIAL.
played a little divide & conquer. Claude played it with 14 cards each of 5 suits. Also used a "trap door," a card placed under another in value parts it.
(continued on last page)

Eleventh Sunday after Trinity

1963

237th day - 128 days to come

BB & I played 2 2-handed games of ~~POSS~~ **POTENTIAL**.
 Played with winning score of 100, necessity of
 25 pt. or more lead, and evening out of number
 of turns (for 2 hand only). Works very nicely.



MONDAY **26** AUGUST

1963

238th day - 127 days to come

At Rappaport's saw ASTRO-JET. seems to be just about the same as PARCHEESI. with some short cuts. (See Playthings 3/6)

At F.A.O. Schwartz bought HI-EL. (Filed - 570)

Saw two S&R games: - - - - (see 1963 ad clippings).

CROSSROADS. - Will buy this.

INTERSTATE HIGHWAYS. - Map of U.S. with interstate highways. Destination cards. Tokens to move with spinner. You may move more than number spun if wish to take a chance. Next player may spin for a law enforcement badge. Do this blind & may bluff if don't spin one. Players are fined for being caught speeding or for being caught bluffing. A turn can be spinning for a move, for a badge, or for a facility (motel, etc.). When players land on a facility they must pay the owner. Rewards for reaching destination. Most money wins. (Rough idea.)

~~Went~~ Saw THE WINNING TOUCH. (Education is Fun Co. - Approx. 1960)

Layout as shown in
121 number tiles
that would fill in
the spaces to make
a multiplication
table, 4 racks,
11 blank tiles.

| | | | | | | | | | | | |
|----|---|---|---|---|---|---|---|---|----|----|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| 2 | | | | | | | | | | | |
| 3 | | | | | | | | | | | |
| 4 | | | | | | | | | | | |
| 5 | | | | | | | | | | | |
| 6 | | | | | | | | | | | |
| 7 | | | | | | | | | | | |
| 8 | | | | | | | | | | | |
| 9 | | | | | | | | | | | |
| 10 | | | | | | | | | | | |
| 11 | | | | | | | | | | | |
| 12 | | | | | | | | | | | |

Each player takes 15 tiles (or is it 12). First player places a tile in any correct space on the layout. Players continue in turn with the added provision that a new tile must "touch" a played one, diagonally acceptable.

If a player cannot play to loses his turn & takes a tile. First to play out wins.

Went to F.A.O. Schwartz warehouse to see Sally Erath's collection of old games.

Bought BASE BALL PLATING CARDS. - (Filed - 311)

Saw ROBINSON CRUSOE. - Old Parker Bros. game.

special cards including a "Robinson Crusoe", a "Man Friday" & a "Rescue Ship" card, and about 30 paired cards.

Play is similar to OLD MAID. A player wins by holding the 3 special cards in his hand at one time. If a player by pairing cards, reduces his hand to zero he is out (How can the others tell?)

TUESDAY 27 AUGUST

1963

239th day - 126 days to come

Cut THE GAME OF SURVIVAL from T.V. Guide. Filed under MISC. GAMES. A gag rather than a game.

- (1) Ordinary deck - 52 cards
- (2) Imaginary tens (add 10 to the value of each player's cards)
- (3) Blind minimum (draw with both looking in, draw card and decide to quit)
- (4) Symmetry & anti-symmetry (each player bets whether two cards dealt to him will be same or different colors)
- (5) Zone at once (bet on hands)
- (6) Sell and compound (two each, each one for dealer and for players - 2 each, paid when it is a pair at the dealer's risk)
- (7) As 12 cards dealt to each, pay or collect from dealer on difference in total)
- (8) Clock (dealer deals once counting 1 to 12, value of one halves, otherwise loses)

Also contained Algebra Game as an alternative to starting with a fixed position - each player in turn places a 12 number on outside row, until all are placed.

Also saw about 26 volumes of a magazine, ENTERTAINMENT WEEKLY has RELAY and some puzzles. Was seen over in 1958 (I think) by YANKEE magazine.

Also saw a game VISITING with WILSON.

This appeared to be a...

WEDNESDAY **28** AUGUST

1963

240th day - 125 days to come

In Richmond, Va. bought DIVERSION.

saw TÉLESIEGE, JOURNEY THRU SWITZERLAND - ~~G~~ GOOSE type game.

saw BLEND-O - A simplified version of SQUIPS put out by Saffield.

INTERSTATE HIGHWAYS: Map of US with interstate highway destinations cards. Taken to game with spinner. You may move more than number spun. It wish to take a chance next player may spin for a land enforcement badge. Do it blind so they bluff if don't spin one. Players are fined for being caught speeding or for being caught bluffing. A turn can be spinning for a move, for a badge, or for a facility (metal etc.). When players hold on a facility they must pay the owner. Rewards for reaching destination. Most money wins. (Rough idea)

Saw THE WINNING TOUCH. Education is fun for the

Layout as shown:

| | | | | | | | | | | | |
|--------------------|---|---|---|---|---|---|---|---|----|----|----|
| 121 number tiles | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| that would fill in | | | | | | | | | | | |
| the spaces to make | | | | | | | | | | | |
| a multiplication | | | | | | | | | | | |
| table, 4 racks, | | | | | | | | | | | |
| 11 blank tiles. | | | | | | | | | | | |

Each player takes 15 tiles from the box. First player puts a tile in any correct space on the board. Players can then in turn with the added provision that a new tile must "touch" a played one. Diagonally across table.

If a player can't play, he loses his turn & to be a loser. First to play out wins.

Went to F&D Schwartz warehouse to see Billy Erath's collection of old games.

Bought BASE BALL PLAYING CARDS - (Crisp - 31)

Saw ROBINSON CRUSOE - old Parker Bros game.

Special cards including a "Robinson Crusoe", a "May Friday" & a "Robbie Ship" card, and about 30 paired cards.

Play is similar to OLD MAID. A player wins by holding the 3 special cards in his hand at one time. If a player has 3 pairing cards, before his hand is zero, he is out (if the others tell).

THURSDAY **29** AUGUST

1963

241st day - 124 days to come

At William & Mary College library saw
CASSELL'S BOOK OF SPORTS AND PASTIMES (N.D.)

Contained

FRENCH VINGT-UN; OR ALBERT SMITH.

played in 8 rounds:-

- (1) Ordinary vingt-un.
- (2) Imaginary tens (add a ten to the value of each player's cards)
- (3) Blind vingt-un (draw without looking @ down card until decide to quit).
- (4) sympathy or antipathy (each player bets whether two cards dealt to him will be same or different colors)
- (5) Rouge et noire (bet on 1 card)
- (6) Self and company (two cards dealt - one for dealer, one for players - 1st paired wins - if a pair at 1st, dealer wins).
- (7) Pips (2 cards dealt to each, pay or collect from dealer on difference in total).
- (8) Clock (Dealer deals once counting 1 to 13. Wins if one matches, otherwise loses).

Also contained AGON. Gave as an alternate to starting in a fixed position - each player in turn places a pt. anywhere on outside row, until all are placed.

Also saw about 29 volumes of a magazine LEISURE. Has BRIDGE and some puzzles. Was taken over in 1938 (I think) by YANKEE magazine.

Bought a game VISITING WILLIAMSBURG.

This occurred tomorrow

WEDNESDAY 30 AUGUST

1963

242nd day - 123 days to come

see yesterday,

also saw about 28 volumes of a magazine
LEISURE. Has BLISS and some puzzles, was
taken over in 1938 (I think) by YANKEE MAGAZINE.

This occurred tomorrow

SATURDAY **31** AUGUST

1963

243rd day - 122 days to come

In Washington saw GRAB-O & HANDY-DANDY - two simple games put out by Saalfeld (See 1951 Ad Clips)

Bought U.S. AIR FORCE GAME & PEBBLES FLINTSTONE GAME. both by Transogram.

Also saw another new game by Transogram ESPIONAGE - another elaborate, expensive game with hidden rules.

spoke to Claude. He told me of two new game ideas.

DIAMOND CLUB - Use standard deck for 4 - strip out 25 from other nos. to make an equal deal. 25 is always kept in. Player with 25 plays it first. Players in turn must either follow suit either higher or lower, or play a higher card of the next suit in the suit sequence - D-C-H-S-etc. When a player can no longer play he is out of the game but picks up all cards played so far. ~~Continue~~ His remaining cards are shuffled and dealt out to remaining players. The last player in gets his own remaining cards and the remaining cards of the player to just go out. Cards count 1 point each except diamonds which count 10. AS a possible alternate rule - a player must follow suit if able but can chase to go out instead of switching suits if he wishes.

DIAMOND THIEF - Played on board with single path about 99 spaces long. One player is a diamond thief and plays first. He can choose one of 6 possible paths to follow - a path being a series of safe spaces along the complete path. Earlier spaces are safe for almost all of the paths and then progress down so that toward the end a space might only be safe for one path.

The thief throws two dice and moves one number or the other - in case of a double he moves either 1 or total of the 2. He may not move onto an unsafe space and does not move if both spaces that can be reached are unsafe.

The remaining players are private detectives who wish to get to the rendezvous (last space) before the thief. They have the same choice of moves as the thief, but after moving can throw & move again as long as they continue landing on a safe spot.

If they land on an unsafe spot they return to start and cannot throw again that turn.

The first player, thief or detective to reach, by exact throw, the final spot wins.

Labor Day

1963

245th day - 120 days to come

Filed the following games:-

FORMULA-1 • (314)PEBBLES FLINTSTONE GAME • (510)DIVERSION • (530)U.S. AIR FORCE GAME • (530)VISITING WILLIAMSBURG • (710)TENO • (360)BATTLE OF ATLANTA • (650)INDIAN POKER • (210)

1963

246th day - 119 days to come

Cards count 1 point each except diamonds which count 2.
 As a possible alternate rule, a player must follow
 suit if able but can choose to go out instead of switching
 suits if he wishes.

WEDNESDAY 4 SEPTEMBER

1963

247th day - 118 days to come

called National Recreation Assoc. (Alice Musselman)
about FOCUS. She said to bring in tear sheet
from Sci. Am.

PLAYED DIAMOND CLUB (AUG 9/1) AND THE RULE THAT
LATER MAY DROP OUT EVEN IF THE SCORE IS 1-1.
THE 1-1 FOLLOWS: 1. DIAMONDS - 25, PICTURES - 5, SPORES - 1.

THE 1-1 IS A 1-1 WHICH CANNOT BE USED IN THE 1-1.
DO NOT CARE FOR IT.

THE 1-1 IS A 1-1 WHICH CANNOT BE USED IN THE 1-1.
DO NOT CARE FOR IT.

ANOTHER IDEA: EACH TIME A PLAYER PICKS UP HIS
CARD THE CHIP THE CARD AND HE HAS TO
START IN 2-HANDED (CARD) OR GIVES ONE FOR EACH UNDER
AND STOP WHEN 1. PLAYER IS OUT OF CHIPS. OTHERS STOP
IF OUT OF CHIPS.

BACK BACKGROUND USING SMALL CIPS OF 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100, 101, 102, 103, 104, 105, 106, 107, 108, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118, 119, 120, 121, 122, 123, 124, 125, 126, 127, 128, 129, 130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 149, 150, 151, 152, 153, 154, 155, 156, 157, 158, 159, 160, 161, 162, 163, 164, 165, 166, 167, 168, 169, 170, 171, 172, 173, 174, 175, 176, 177, 178, 179, 180, 181, 182, 183, 184, 185, 186, 187, 188, 189, 190, 191, 192, 193, 194, 195, 196, 197, 198, 199, 200, 201, 202, 203, 204, 205, 206, 207, 208, 209, 210, 211, 212, 213, 214, 215, 216, 217, 218, 219, 220, 221, 222, 223, 224, 225, 226, 227, 228, 229, 230, 231, 232, 233, 234, 235, 236, 237, 238, 239, 240, 241, 242, 243, 244, 245, 246, 247, 248, 249, 250, 251, 252, 253, 254, 255, 256, 257, 258, 259, 260, 261, 262, 263, 264, 265, 266, 267, 268, 269, 270, 271, 272, 273, 274, 275, 276, 277, 278, 279, 280, 281, 282, 283, 284, 285, 286, 287, 288, 289, 290, 291, 292, 293, 294, 295, 296, 297, 298, 299, 300, 301, 302, 303, 304, 305, 306, 307, 308, 309, 310, 311, 312, 313, 314, 315, 316, 317, 318, 319, 320, 321, 322, 323, 324, 325, 326, 327, 328, 329, 330, 331, 332, 333, 334, 335, 336, 337, 338, 339, 340, 341, 342, 343, 344, 345, 346, 347, 348, 349, 350, 351, 352, 353, 354, 355, 356, 357, 358, 359, 360, 361, 362, 363, 364, 365, 366, 367, 368, 369, 370, 371, 372, 373, 374, 375, 376, 377, 378, 379, 380, 381, 382, 383, 384, 385, 386, 387, 388, 389, 390, 391, 392, 393, 394, 395, 396, 397, 398, 399, 400, 401, 402, 403, 404, 405, 406, 407, 408, 409, 410, 411, 412, 413, 414, 415, 416, 417, 418, 419, 420, 421, 422, 423, 424, 425, 426, 427, 428, 429, 430, 431, 432, 433, 434, 435, 436, 437, 438, 439, 440, 441, 442, 443, 444, 445, 446, 447, 448, 449, 450, 451, 452, 453, 454, 455, 456, 457, 458, 459, 460, 461, 462, 463, 464, 465, 466, 467, 468, 469, 470, 471, 472, 473, 474, 475, 476, 477, 478, 479, 480, 481, 482, 483, 484, 485, 486, 487, 488, 489, 490, 491, 492, 493, 494, 495, 496, 497, 498, 499, 500, 501, 502, 503, 504, 505, 506, 507, 508, 509, 510, 511, 512, 513, 514, 515, 516, 517, 518, 519, 520, 521, 522, 523, 524, 525, 526, 527, 528, 529, 530, 531, 532, 533, 534, 535, 536, 537, 538, 539, 540, 541, 542, 543, 544, 545, 546, 547, 548, 549, 550, 551, 552, 553, 554, 555, 556, 557, 558, 559, 560, 561, 562, 563, 564, 565, 566, 567, 568, 569, 570, 571, 572, 573, 574, 575, 576, 577, 578, 579, 580, 581, 582, 583, 584, 585, 586, 587, 588, 589, 590, 591, 592, 593, 594, 595, 596, 597, 598, 599, 600, 601, 602, 603, 604, 605, 606, 607, 608, 609, 610, 611, 612, 613, 614, 615, 616, 617, 618, 619, 620, 621, 622, 623, 624, 625, 626, 627, 628, 629, 630, 631, 632, 633, 634, 635, 636, 637, 638, 639, 640, 641, 642, 643, 644, 645, 646, 647, 648, 649, 650, 651, 652, 653, 654, 655, 656, 657, 658, 659, 660, 661, 662, 663, 664, 665, 666, 667, 668, 669, 670, 671, 672, 673, 674, 675, 676, 677, 678, 679, 680, 681, 682, 683, 684, 685, 686, 687, 688, 689, 690, 691, 692, 693, 694, 695, 696, 697, 698, 699, 700, 701, 702, 703, 704, 705, 706, 707, 708, 709, 710, 711, 712, 713, 714, 715, 716, 717, 718, 719, 720, 721, 722, 723, 724, 725, 726, 727, 728, 729, 730, 731, 732, 733, 734, 735, 736, 737, 738, 739, 740, 741, 742, 743, 744, 745, 746, 747, 748, 749, 750, 751, 752, 753, 754, 755, 756, 757, 758, 759, 760, 761, 762, 763, 764, 765, 766, 767, 768, 769, 770, 771, 772, 773, 774, 775, 776, 777, 778, 779, 780, 781, 782, 783, 784, 785, 786, 787, 788, 789, 790, 791, 792, 793, 794, 795, 796, 797, 798, 799, 800, 801, 802, 803, 804, 805, 806, 807, 808, 809, 810, 811, 812, 813, 814, 815, 816, 817, 818, 819, 820, 821, 822, 823, 824, 825, 826, 827, 828, 829, 830, 831, 832, 833, 834, 835, 836, 837, 838, 839, 840, 841, 842, 843, 844, 845, 846, 847, 848, 849, 850, 851, 852, 853, 854, 855, 856, 857, 858, 859, 860, 861, 862, 863, 864, 865, 866, 867, 868, 869, 870, 871, 872, 873, 874, 875, 876, 877, 878, 879, 880, 881, 882, 883, 884, 885, 886, 887, 888, 889, 890, 891, 892, 893, 894, 895, 896, 897, 898, 899, 900, 901, 902, 903, 904, 905, 906, 907, 908, 909, 910, 911, 912, 913, 914, 915, 916, 917, 918, 919, 920, 921, 922, 923, 924, 925, 926, 927, 928, 929, 930, 931, 932, 933, 934, 935, 936, 937, 938, 939, 940, 941, 942, 943, 944, 945, 946, 947, 948, 949, 950, 951, 952, 953, 954, 955, 956, 957, 958, 959, 960, 961, 962, 963, 964, 965, 966, 967, 968, 969, 970, 971, 972, 973, 974, 975, 976, 977, 978, 979, 980, 981, 982, 983, 984, 985, 986, 987, 988, 989, 990, 991, 992, 993, 994, 995, 996, 997, 998, 999, 1000.

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1963

248th day - 117 days to come

Filed:

NEW FRONTIER-OLA • (10)

HAWAIIAN EYE • (570)

CAR GAME, THE • (440)

ROUND THE WORLD CARD GAME • (440)

STOCKS & SHARES • (920)

TRAINS • (440)

(CONT. FROM ~~LAST~~ NEXT PAGE)

WALD MENTIONED CHANGES IN POWER. PLS. CAN NOW BE PILED ON TOP OF EACH OTHER, MAKING BOTH DEFENSIVE & OFFENSIVE STRATEGY MORE POSSIBLE,

WE PLAYED THE AMBERSTONE'S EGO HIGH. [FILED (810)]

1963

249th day - 116 days to come

MET WITH BOB, CLAUDE & AMBERSTORIES.

PLAYED BOB'S NEW VERSION OF ELEUSYS. THE CARDS ARE ALL DEALT OUT TO THE PLAYERS. EACH IN TURN PLAYS A CARD AND THE RULE MAKER SAYS WHETHER IT GOES ON THE "MAIN LINE" OR THE "SIDE LINE". AFTER PLAYING A CARD A PLAYER MAY, IF HE WISHES, MAKE A GUESS OF THE RULE. UNLESS HE HAS IT EXACTLY, HE IS TOLD NO. THERE IS NO PENALTY FOR A WRONG GUESS (OUTSIDE OF THE INFORMATION GIVEN TO THE OPPONENTS). THE FIRST TO GUESS THE RULE ENDS THE PLAY.

WE PLAYED WITHOUT SCORING. MY THOUGHT:- IF THE RULE IS GUESSED CREDIT THE CREATOR WITH THE NUMBER OF CARDS PLAYED TO THE TABLE, THE GUESSEER WITH THE NUMBER UNPLAYED (ADDING UP TO 52); THE OTHERS GET NO SCORE. IF NOONE GUESSES THE CREATOR IS PENALIZED. (THIS HAS ONE DRAWBACK. A PLAYER MAY KNOW THE RULE NEAR THE END BUT NOT SAY IT TO GIVE THE CREATOR A PENALTY.)

PLAYED DIAMOND CLUB. (SEE 9/1) USED THE RULE THAT PLAYERS MAY DROP OUT EVEN IF THEY COULD SWITCH. SCORING WAS AS FOLLOWS: DIAMONDS - 25, PICTURES - 5, OTHERS - 1. DISCUSSED IDEA OF GIVING DIAMOND PICTURES A HIGHER VALUE.




WALD BEAT ME @ GO. WHILE OTHERS PLAYED DOYLE'S FOLLY. THEY DIDN'T CARE FOR IT.

PLAYED OSMOSIS. THEY LIKED THE GENERAL IDEA BUT THOUGHT IT DRAGGED OUT @ THE END. THOUGHT OF IDEA OF LETTING A PLAYER RESIGN WHENEVER HE WISHED AND THEN THE OTHERS WOULD EACH SCORE 1 POINT FOR EACH CARD THEY HAD. ALSO THOUGHT OF A SIMILAR IDEA BUT WITH THE GAME AUTOMATICALLY ENDING WHEN A PLAYER AT HIS TURN TO PICK UP HIS CARDS HAS LESS THAN A REQ'D. NUMBER.

ANOTHER IDEA:- EACH TIME A PLAYER PICKS UP HIS CARDS HE TAKES ONE CHIP FOR EACH CARD HE WAS OVER B (OR 9 IN 2-HANDED GAME) OR GIVES ONE FOR EACH UNDER B (OR 9). START WITH EACH PLAYER HAVING ABOUT 20 CHIPS AND STOP WHEN 1 PLAYER IS OUT OF CHIPS. OTHERS SCORE THEIR CHIPS.

WALD TALKED ABOUT HIS IDEAS FOR A BEAD GAME. PLAY ON A PLAIN BLACK BACKGROUND USING SMALL DISCS OF 4 COLORS. EACH PLAYER IN TURN PUTS DOWN A PENNANT OF DISCS (1 OR MORE IN A ROW. ONCE ANY PATTERN IS REPEATED TWICE IT MUST BE CONTINUED. A PLAYER WHO IS IN A POSITION WHERE 2 PATTERNS MUST BE CONTINUED & BOTH CANNOT BE - LOSES.

EXAMPLES

| | | |
|--|---|---|
|  |  |  |
| NEXT MUST BE 5 LONG | 1 BLACK IS NOW A PATTERN | BLACK IN 2ND POSITION IS A PATTERN |

(CONT. ON LAST PAGE)

SATURDAY 7 SEPTEMBER

1963

250th day - 115 days to come

PLAYED IRONIC • WITH BO, PHIL & ANNETTE.

USE 2 FULL 52 CARD DECKS. HIGH DEALS. 6 CARDS TO EACH. PONE CAN LEAD ANY CARD HE WISHES. NEXT MUST BE IN "PHASE", THAT IS MUST FOLLOW IN SUIT SEQUENCE (C-D-H-S-C-ETC.). THIRD CARD MUST BE IN PHASE OR MUST "MESH", THAT IS EQUAL THE SUM OF THE TWO CARDS BEFORE IT ($3+4=7$; $5+8=-3$; ETC.). A JACK IS A 1, A QUEEN IS A 2, A KING IS A 3.

A PLAYER DRAWS A BONUS FROM THE PACK FOR ONE OF THE FOLLOWING BONUS PLAYS.

MESH IN PHASE - 1 CD.
MATCH IN PHASE - 1 CD.
MATCH MESH --- 1 CD.
MATCH MESH IN PHASE - 2 CDS.
MATE IN PHASE --- 3 CDS.
MESH MATE --- 3 CDS.
MATE MESH IN PHASE - 4 CDS.

"MATCH" - A CARD PLAYED NEXT TO CARD OF THE SAME RANK (AN ACE & A JACK DO NOT MATCH, EVEN THO BOTH ARE "1") (SAME WITH 2 & Q, & 3 & K).

"MATE" - THE IDENTICAL CARD PLAYED NEXT TO EACH OTHER.

AFTER 3 CARDS ARE DOWN ON THE PLAYING ROW A CARD IS IN "PHASE" IF IT IS SAME SUIT AS THE CARD 3 CARDS BEFORE IT. WHEN A PLAYER CAN NOT PLAY IN "PHASE" OR "MESH" HE DROPS OUT & THE NEXT PLAYER MUST PLAY, UNTIL ONLY 1 PLAYER IS LEFT. HE WINS THE "TRICK". HE SCORES THE NUMBER OF ~~CARDS~~ CARDS IN THE TRICK MULTIPLIED BY THE VALUE OF THE LAST CARD ON THE TRICK. ~~THE~~ THE TRICKS ARE LEFT WITH THE LAST CARD ON TOP TO BE COUNTED AT THE END. (J IS 11, Q-12, K-13 FOR SCORING).

AFTER THE TRICK EACH PLAYER DRAWS ENOUGH CARDS TO BRING HIS HAND UP TO 6 AGAIN, IF HAVE 6 OR MORE KEEP THEM.

PLAYER FOLLOWING THE WINNER OF THE TRICK LEADS TO THE NEXT TRICK. WHEN THERE ARE NOT ENOUGH CARDS LEFT IN THE PACK TO REPLENISH THE HANDS, THE DEAL IS FINISHED. HIGH SCORE WINS - OR PLAY A NUMBER OF DEALS.

LATER IN EVENING THOUGHT OF IDEA FOR INCREASING THE SCORE AS THE GAME GOES ON. WINNER OF 1ST TRICK LOOKS THRU THE TRICK AND FINDS ~~THE CARD~~ NEAREST A "1" OR THE NEAREST NUMBER ABOVE TO PUT ON THE TRICK. NEXT TRICK LOOKS FOR A 2 OR NEAREST NUMBER ABOVE. ETC. WINNING WITH A PICTURE COULD COUNT DOUBLE.

SEPTEMBER

SUNDAY 8 SEPTEMBER

Thirteenth Sunday after Trinity

1963

251st day - 114 days to come

MONDAY 9 SEPTEMBER

1963

252nd day - 113 days to come

ALICE HEARD FROM BM, THEY WANT TO TEST MARKET BOTH GAMES
AND WANT TO CHANGE THE NAMES AS FOLLOWS:-

VACATION • TO ACQUIRE •

AUCTION BLOCK • TO HIGH-BID •

20 PATENTS CAME - ORDERED 8/24.

SPOKE TO CLAUDE. HE TRIED HIS DIAMOND THIEF • (SEE 9/1)
GAME WITH HIS KIDS. IT WAS TOO EASY TO GUESS THE PATH.

TUESDAY 10 SEPTEMBER

1963

253rd day - 112 days to come

From N.Y. Post Nov. 31, 1961: "They were playing the tower game at Howard Perry Gatherson's New School - lunch (Lunch, Todd Perkins, Elaine Stritch and several others). The proposition, 'There's a tower to a tower with two people who want to go off the tower, the other will be with the 20 years which you know of the tower, please try to think of different combinations, for example, Mark Patton or Ethel Merman'. You must answer instantly, and nobody was. Everybody gets a little crazy."

From N.Y. Post Sept. 7, 1963: "Here about the PRANKISH PROPOSITIONS. GATHER, JAMES like it. 'The clock was cast in the ticket office... The 9:11 was stopped in the subway... He passed her passageway... The Metropolitan... She walked in upon his invitation... She sat down upon her being asked... She danced upon his... (Taken right after the press) seated himself upon her catering."

Put JFK's NEW FRONTIER into 13 Clippings (from top 13 clippings) - (And 1963).

WEDNESDAY

11

SEPTEMBER

1963

254th day - 111 days to come

From N.Y. POST NOV. 21, 1961:- They were playing THE TOWER GAME at Howard Perry Rothberg's new salon - Janet Leigh, Tony Perkins, Elaine Stritch and Sharmen Douglas. The proposition: "You're confined to a tower with two people. You must throw one off the tower, the other you'll be with for 30 years. Which'll you throw off the tower? Players try to think of difficult combinations; for example, "Mary Martin or Ethel Merman?" You must answer instantly, and nobody wins. Everybody goes a little crazy.

From N.Y. POST SEPT. 5, 1963:- Hear about THE PRANKISH PREPOSITIONS GAME•? Goes like this: "The clerk was shot in the ticket office... The girl was stabbed in the suburbs... He kissed her passionately upon her reappearance... She walked in upon his invitation... She sat down upon her being asked... She fainted upon his departure... He seated himself upon her entering." (Taken right outa the press.)

PUT JFK'S NEW FRONTIER• into Ad Clippings (From Toys & Novelties - Aug 1963).

THURSDAY 12 SEPTEMBER

Old Defenders' Day (Baltimore, Md.)

1963

255th day - 110 days to come

FRIDAY (13) SEPTEMBER

1963

256th day - 109 days to come

SATURDAY 14 SEPTEMBER

1963

257th day - 108 days to come

TO SUB 480077. HE WAS IN NEW YORK A GAME HE CALLED

IT. EACH PLAYER DRAWS THREE PICTURES THAT THEY
WANT. EACH PLAYER THEN LOOKS AT THE SETS OF PICTURES
TRIES TO DRAW THE 4TH. AFTER ALL ARE DONE THEY
COMPARE WITH EACH OTHER AS DRAWN AT THEIR ORIGIN-
ALS.

EXAMPLE:

| | | | |
|---|---|---|---|
| / | X | * | ? |
|---|---|---|---|

 -->

| |
|---|
| X |
|---|

(SIMPLE) - THE ORIGINATOR OF THE PATTERNS SCORES THE
PLAYERS GUESSING MULTIPLIED BY THOSE NOT GUESSING
CORRECTLY.

EXAMPLE CORRECT GUESSED SCORES 1 POINT FOR EACH ONE
WHO DID NOT GUESS THAT PATTERN CORRECTLY.

SUNDAY **15** SEPTEMBER

Fourteenth Sunday after Trinity

1963

258th day - 107 days to come

MONDAY 16 SEPTEMBER

1963

259th day - 106 days to come

SPOKE TO BOB ABBOTT. HE HAD AN IDEA FOR A GAME HE CALLED SQUIGGLES. EACH PLAYER DRAWS THREE PICTURES THAT FORM A PATTERN. EACH PLAYER THEN LOOKS AT THE SETS OF PICTURES AND TRIES TO DRAW THE 4TH. AFTER ALL ARE DONE THEY ARE COMPARED WITH ~~THE~~ EACH 4TH AS DRAWN BY THEIR ORIGINATORS.

EXAMPLE:  (VERY SIMPLE)

SCORING! - THE ORIGINATOR OF THE PATTERN SCORES THE NO. OF PLAYERS GUESSING MULTIPLIED BY THOSE NOT GUESSING CORRECTLY.

A ~~GUESS~~ CORRECT GUESSER SCORES 1 POINT FOR EACH OTHER PLAYER WHO DID NOT GUESS THAT PATTERN CORRECTLY.

TUESDAY 17 SEPTEMBER

U. S. Constitution Adopted 1787

1963

260th day - 105 days to come

RECEIVED EQUATIONS • FROM THE WFF'N PROOF PEOPLE.
A GOOD GAME.

WEDNESDAY 18 SEPTEMBER

Ember Day

1963

261st day - 104 days to come

THURSDAY 19 SEPTEMBER

Jewish New Year

1963

262nd day - 103 days to come

RECEIVED IN GOVERNMENT PRINTING OFFICE - THE UNITED STATES OF AMERICA

A. A. A. A. A.

238 FRIDAY 20 SEPTEMBER

Jewish New Year—Ember Day

1963

263rd day - 102 days to come

BOUGHT SOME FANCY SHAPED TILES. PUT IN A BOX ON
SHELF [26].
SPOKE TO ALICE. SHE HAS A STRATEGY TYPE GAME
FOR ME TO LOOK AT.

SATURDAY **21** SEPTEMBER

Ember Day

St. Matthew, Evangelist

1963

264th day - 101 days to come

WITH PHIL & ANNETTE PLAYED MY BINGO VARIATION (8/7).
THEY LIKED IT.
PLAYED POTENTIAL; ANNETTE DIDN'T LIKE IT & PHIL WASN'T
SO SURE.

SUNDAY 22 SEPTEMBER

Fifteenth Sunday after Trinity

1963

265th day - 100 days to come

MONDAY 23 SEPTEMBER

Ember Day

First Day of Autumn

1963

266th day - 99 days to come

At V.A. hospital played my BINGO VARIATION with about 6 patients. They liked it. Shirley says that the head of recreation is enthusiastic about it and wants to publicize it, me, and the hospital.

TUESDAY

24

SEPTEMBER

1963

267th day - 98 days to come

267th day - 98 days to come

ORDERED BY
GEORGE ASHLEY
(SEE OTHERS)

ROSELEE, ILLINOIS
504 GLENDALE
Wm. R. GUTH

MOJO, left there by Barbara Schenk
555 East 22 Street
New York, N.Y.
Barbara stopped off at the and picked up a James

WEDNESDAY (25) SEPTEMBER

1963

268th day - 97 days to come

Sent a copy of FOCUS to W.M. R. GUTH
209 GLENDALE (ORDERED BY)
ROSELLE, ILLINOIS (GEORGE ASHLEY
SEE 6/27/63)

Bernice stopped off at 1/s and picked up a game
MOJO left there by Barbara Schuy
323 East 66 Street } RE 4-7370
New York 21, N.Y.

THURSDAY 26 SEPTEMBER

1963

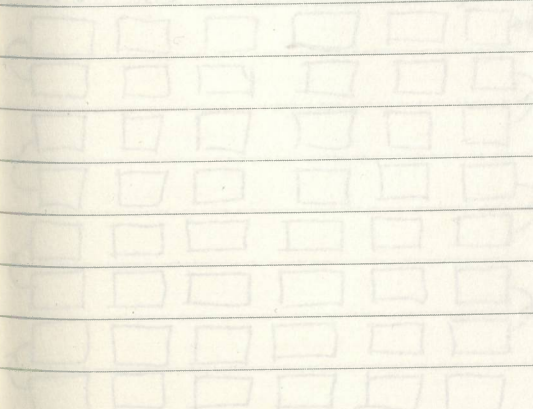
269th day - 96 days to come

Don't write about 1963

Prepared a board with spaces for a game.
I changed the numbers on Roller Board. Played
3 times with BB. Worked well. Winning is 100 points.
Must be a better game than this.

Considered a partnership game. An alternate
to the throat game. Handout each player keeps only
100. 100 is given but partner of player keeping
this must be ahead of at least one of the opponents.

At Claude's house the 4 of us played the latest variation
of his DIAMOND THIEF game. The board is as shown.



Each space has a
name of a store or
an amusement space,
etc. Such as
"Idiot's Museum",
"Famous's Undies", etc.

The thief decides
on a pattern of safe
and unsafe spaces.

(Claude used those
starting with a consonant
- safe, a vowel - unsafe)

The thief plays first.
He uses 2 dice and
can move either one
or with a double, one
or both. The accompanying
thief may not move if

(START)

the places are unsafe and may choose not to move even if
safe, to mislead the others.

Other players use one die. After moving they may con-
tinue throwing and moving as long as they wish and
are safe. They may refuse to move at any time, after throwing
the die. When another player lands on an unsafe
space he is sent back to "start". On subsequent turns
he throws two dice and cannot move until throwing a
double. This, I think, is too severe. Whoever reaches the
end first - exact count not required - wins.

I suggested that when a player was returned to
start he needed an 8 or better to get back in the
1st time, a 9 or better the 2nd time, etc.)

Bob Abbott called. I invited him to supper here Sat-
urday. He invited us to a Mensa theme open house
Friday.

Invited Claude for Saturday. He'll let me know.

FRIDAY

27

SEPTEMBER

1963

270th day - 95 days to come

Sent a copy of Proc 5 to

40/40. P. 60/60

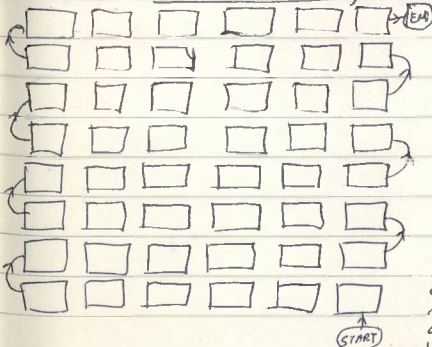
PROCEED 87

Prepared a board & pieces for EGO HIGH.

Rearranged the numbers on POTENTIAL board. Played 3 games with BB. Worked well. Winning is 100 points but must be at least 25 points ahead.

considered a partnership game as an alternate to cut throat four handed. Each partner keeps own score. 100 is game but partner of player reaching this must be ahead of at least one of the opponents.

At Claude's house the 4 of us played the latest variation of his DIAMOND THIEF game. The board is as shown.



Each space has a name of a store or an amusement space, etc. Such as "Idiot's Museum", "Fanny's Undies", etc.

The thief decides on a pattern of safe and unsafe spaces (Claude used those starting with a consonant - safe, a vowel - unsafe.)

The thief plays first. He uses 2 dice and can move either one or, with a double, one or both. The ~~other~~ ~~player~~ thief may not move if

both places are unsafe and may choose not to move even if able, to mislead the others.

Other players use one die. After moving they may continue throwing and moving as long as they wish - and are safe. They may refuse to move at any time, after throwing the die. When another player lands on an unsafe space he is sent back to "start". On subsequent turns he throws two dice and cannot move until throwing a double (this, I think, is too severe). Whoever reaches the end first - exact count not required - wins.

(I suggested that when a player was returned to start he needed an 8 or better to get back in the 1st time, a 9 or better the 2nd time, etc.)

Bob Abbott called. I invited him to supper here Saturday. He invited me to a Mensa game open house Friday.

Invited Claude for Saturday. He'll let me know.

St. Michael and All Angels
Sixteenth Sunday after Trinity

1963

272nd day - 93 days to come

called Amberstones and invited them for Saturday. Yes.
Claude called and is coming for supper Saturday.
Would like to invite Wald and Arthur too, but it would
be too much for BB.

called Barbara Schur. She'd like to come Saturday and
will let me know later in week.

Started copying MOJO for my files.

Barbara talked of her other 3 games:-

1:- A game about partnership business.

2:- A game about trading stamps.

3:- A ~~the~~ word game.

MONDAY 30 SEPTEMBER

1963

273rd day - 92 days to come

received 4 orders for 10.00

TUESDAY 1 OCTOBER

St. Michael and All Angels
Missouri Day (Mo.)

1963

274th day - 91 days to come

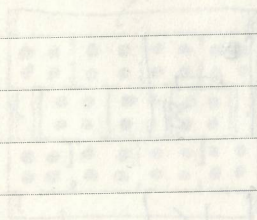
Called Amber Jones and invited them for Saturday, 10.
Claude called and is coming for supper Saturday.
Would like to invite Mild and Arthur too, but it would
be too much for 80s.
Called Barbara Schun. She'd like to come Saturday and
will let me know later in week.
Started copying Moses for my sister.
Barbara talked of her other 3 projects:
1- A game about partnership and roles.
2- A game about trading stamps.
3- A word game.

WEDNESDAY 2 OCTOBER

1963

275th day - 90 days to come

Received 4 orders for Focus.



Fork player has
down alternative
in any black
made way be made
Through the gate
only diagonal made
can move from space

(Filed [9-10])

| RED PACE | YELLOW PACE | BLUE PACE | MINIMUMS | MAXIMUMS | FROM 0-10 |
|-------------|-------------|-------------|----------|----------|-----------|
| 1 - JACQUET | 2 - JACQUET | 3 - JACQUET | 333 | 30 | ACE |
| 4 - BELL | 5 - BELL | 6 - BELL | 222 | 16 | 8 |
| 7 - PLUM | 8 - PLUM | 9 - PLUM | 888 | 16 | WINE |
| 10 - ORANGE | 11 - ORANGE | 12 - ORANGE | 888 | 12 | 6 |
| 13 - LEMON | 14 - LEMON | 15 - LEMON | 888 | 12 | WINE |
| 16 - CHERRY | 17 - CHERRY | 18 - CHERRY | 203 | 8 | 4 |
| | | | 203 | 8 | WINE |
| | | | 203 | 8 | WINE |
| | | | 203 | 8 | WINE |

At Mensa meeting played Soukales. (Ser 9/10)
Added an additional scoring rule. If a player has the
greater number of players have a different solution
than that intended by originator (count the originator & all
who his solution is superior the number) that becomes
the correct solution & the originator score nothing.
Example 3-2

(cont. on 10/3)

THURSDAY 3 OCTOBER

St. Theresa

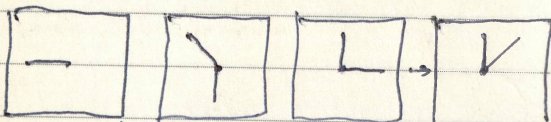
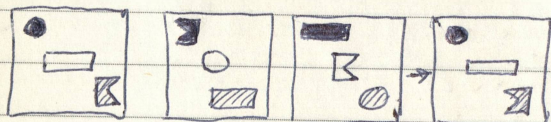
1963

276th day - 89 days to come

Received 2 orders for Focus.

Finished copying MOJO: Filed (700).

(CONT. FROM 10/4)



Margaret of Mensa had the original idea for this game & Bob worked out the scoring (which Margaret doesn't like).

Shows them Focus and played a game which Bob beat me.

FRIDAY 4 OCTOBER

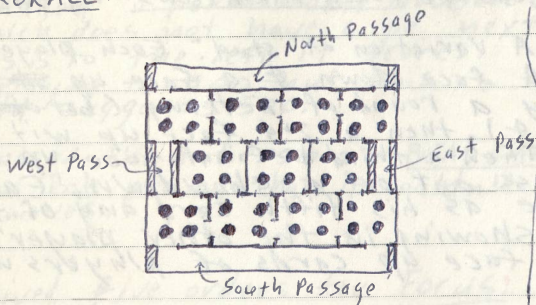
St. Francis of Assisi

1963

277th day - 88 days to come

To 1/5. DATA back from ~~the~~ M.B. & I fixed the box so that it could be sent to Parker.
To Gimbels & bought SKI-GAMMON. (Instructions missing).

Saw KORALL:



Each player has 5 pieces. Put down alternately on any black circle. After all are placed move to any unoccupied circle. In a "Korall" a diagonal move may be made. Through the "gates" only orthogonal moves can be made.

Can move from space

to space thru the passages and passes.
Object to get four of your pieces into any one "Korall".

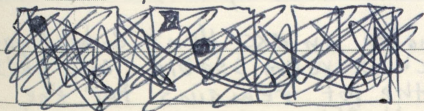
Saw ONE ARM BANDIT: Played with 3 sets of 20 symbol cards made up as follows:-

| RED PACK | YELLOW PACK | BLUE PACK |
|-------------|-------------|-------------|
| 2 - JACKPOT | 2 - JACKPOT | 3 - JACKPOT |
| 4 - BELL | 5 - BELL | 4 - BELL |
| 4 - PLUM | 3 - PLUM | 5 - PLUM |
| 4 - ORANGE | 5 - ORANGE | 5 - ORANGE |
| 0 - LEMON | 2 - LEMON | 3 - LEMON |
| 6 - CHERRY | 5 - CHERRY | 0 - CHERRY |

| WINNING COMBINATIONS | | |
|----------------------|-----------|----------|
| | FROM BANK | FROM BAR |
| JJJ | 20 | ALL |
| BBJ | 16 | 8 |
| BBB | 16 | NONE |
| PPJ | 12 | 6 |
| PPP | 12 | NONE |
| 00J | 8 | 4 |
| 000 | 8 | NONE |
| CCJ | 4 | NONE |
| CCB | 4 | NONE |
| CC- | 2 | NONE |

(Filed [440])

At Mensa meeting played SQUIGGLES. (See 9/16).
Added an additional scoring rule. If a ~~majority~~ of the greater number of players have a different solution than that intended by the originator (count the originator & all having his solution in comparing the numbers) that becomes the correct solution & the originator scores nothing.
Some examples:-



(Cont. on 10/3)

1963

278th day - 87 days to come

Bob, Wald & Arthur here.

Played SQUIGGLES. including BB & Dana.

With BB also, played two POKER VARIATIONS. by the Amberstones:-

COALITION POKER. - A variation of "stud". Each player antes 1 chip. A face down & a face up ~~is~~ is dealt followed by a round of betting (bet of ~~up to~~ up to 2 with raise up to 4), then a 2nd face up with a round of betting. Then a third & final face up with betting till a pass out or a showdown. Each player can choose as his fifth card any of the face up cards showing in the other player's hands (including face up cards of players who folded).

CONTRACT POKER. - Each player is dealt 5 cards. Starting with eldest hand a player may either "bid" or "pass". If he "passes" the next player simply has a turn. If he "bids", however, the following takes place:-

He mentions a poker hand (lowest possible is a 6-high hand - highest is a straight flush to the ace-royal).

He makes a bet (we used from 1 to 4 - no ante).

The other players in turn see or drop (there is no raising). He puts one card from his hand onto the table. (This is done before the betting).

All subsequent "bids" must be higher than the preceding one.

Play ends when either:-

A player makes a "bid" & bet and no one will see him in which case he wins without showing.

At least one player sees and no further "bids" are made in which case the player making the final bid shows his hand and wins the pot if he has a hand at least as good as his bid. (It does not have to be the best hand among the players.)

In determining the hand the player uses the cards remaining unplayed in his hand with any showing on the table. (E.g. - a player having 3 cards in his hand can use any two cards face up on the table to complete his hand.)

The Amberstones say this makes an excellent 2-hand game.

→ If a player bluffs, which is permissible, and gets caught, no one wins and the pot remains for the winner of the next hand. The bluffing player, however, is out until that pot is won. (Bluffing is making a "bid" higher than you can deliver.)

(Cont. on 10/6)

SUNDAY

6

OCTOBER

Seventeenth Sunday after Trinity

1963

279th day - 86 days to come

(cont, from 10/5)

Played EGO HIGH • using my set.

Used my positioning of partners.

Added a permissible movement of a major which does not have a pc. next to it, and if this is to the left it scores.

Played to 200 but this is not high enough. Wald suggests 500.

Discussed the Amberstone's BEAD GAME •. As set up now Bob proved that it couldn't last more than 3 moves.

Received five orders for Focus:

MONDAY 7 OCTOBER

1963

280th day - 85 days to come

Received one order for FOCUS.
Received letter from Martin Krustal.

CONTRACT BRICK - Each player is dealt 5 cards, starting with eldest hand a player may either bid or pass. If he passes the next player usually has a turn. If he bids, however, the following takes place.

He mentions a poker hand (lowest possible is a 6-high hand - highest is a straight flush to the ace-royal).

He makes a bet (we used from 1 to 5 - no ante).

The other players in turn see or drop (there is no raise). He puts one card from his hand onto the table. (This is done before the betting).

All subsequent "bids" must be higher than the preceding one.

Play ends when either:-

A player makes a bid & bet and so one will see him in which case he wins without showing.

At least one player sees and no further bids made in which case the player making the final bid shows his hand and wins the pot if he has a hand at least as good as his bid. (It does not have to be the best hand among the players).

In determining the hand the player uses the cards remaining unplayed in his hand with any shown on the table. (e.g. - a player holds 3 cards in his hand can use any two cards face up on the table to complete his hand).

The Amberslens say this makes an excellent 2-hand game. If a player bluffs, which is permissible, and gets caught, no one wins and the pot remains for the winner of the next hand. The bluffing player, however, is out until that pot is won. (Bluffing is making a bid higher than you can deliver).

(Cont. on 10/6)

TUESDAY 8 OCTOBER 1963

1963

281st day - 84 days to come

Received one order for FOCUS.

WEDNESDAY

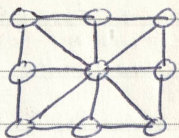
9

OCTOBER

1963

282nd day - 83 days to come

To 1/s about ACQUIRE contract. They showed me a TIC-TAC-TOE Variation :-



Players each have 3 pcs. put down in turn and then can move one space along a line. 3 in line wins.

Received 7 orders for Focus.

Called up Martin Gardner, He thought that if I prepared an outline for a book on my games & old games from my research ~~he could~~ he could probably find some publisher who would publish it

THURSDAY

10

OCTOBER

1963

283rd day - 82 days to come

RECEIVED 6 ORDERS FOR FOCUS. INCLUDING ONE FOR 4 COPIES.

ONE ORDER FROM I. M. LARKEY INCLUDED A DIAGRAM &
RULES FOR TWO GAMES:- THE HIDDEN FOUR. } (see)
MYSTIC SQUARES & ROWS. } (11/1)

Sent 65¢ for a board & rules for these two
& 5 more games (10/14/63).
(Letter filed in Focus Orders file).

FRIDAY 11 OCTOBER

1963

284th day - 81 days to come

SIGNED CONTRACT FOR ACQUIRE • (VACATION).

RECEIVED 10 ORDERS FOR FOCUS.

RECEIVED 15 PATENTS ORDERED 9/30/63.

RECEIVED 7 ORDERS FOR FOCUS.

Called up Martin Gardner, he thought that I proposed an outline for a book on my series of old games from my research ~~which~~ he could probably find some publisher who would publish it.

SATURDAY 12 OCTOBER

Columbus Discovered America 1492

1963

285th day - 80 days to come

RECEIVED 3 ORDERS For Focus.

COPIES TO PREVIOUS
TO KARL MENNINGER

SUNDAY 13 OCTOBER 2

Eighteenth Sunday after Trinity

1963

286th day - 79 days to come

SIGNED CONTRACT FOR ACQUISITION OF 25300 & 0301303X

RECEIVED 10 OCTOBER 1963 FOR FISCAL

RECEIVED 15 PATENTS ORDERED 9/30/63.

MONDAY 14 OCTOBER

1963

287th day - 78 days to come

RECEIVED 3 ORDERS FOR FOCUS.
SENT COPIES TO PRESIDENT OF PHILLIPS PUBLISHERS
& TO KARL MENNINGER.

TUESDAY **15** OCTOBER

1963

288th day - 77 days to come

RECEIVED 2 ORDERS FOR Focus.

WEDNESDAY

16

OCTOBER

U. S. Mint Established 1786

1963

289th day - 76 days to come

RECEIVED 3 ORDERS FOR FOCUS;

THURSDAY 17 OCTOBER 3W

1963

290th day - 75 days to come

Received 2 orders for Focus, & 1 for SLAM.

Received nice from President Simmons of Phillips.

FRIDAY 18 OCTOBER

St. Luke, Evangelist
Alaska Day (Alaska)

1963

291st day - 74 days to come

Received 1 reorder for 4 copies of Focus.

At V.A. Hospital played SCOPE. (My BINGO VARIATION)
with about 18 bed patients. They liked it.

SATURDAY

19

OCTOBER

1963

292nd day - 73 days to come

Received 3 orders for Focus:

Received the rest of patents ordered 9/30/63.

20

1963

293rd day - 72 days to come

MONDAY 21 OCTOBER

1963

294th day - 71 days to come

Saw exhibit in 42nd St. library of CHESS and other board games. Saw one book that looks interesting:-

LE NOBLE JEU DE L'OIE EN FRANCE DE 1640 A 1950

par Allemagne, Henri ... Paris, 1950, Librairie Gründ
It contains, among others:-

LE JEU de la CHOUETTE:- This is a put & take type game listing combinations of 3 dice with put or take amounts for each. Triple 1, 2, 3, 4, or 5 takes half the pot, triple 6 takes all.

At Polk's bought DICK TRACY.

Sent letter to Bill Carson about use of "stock market" in the game rules for ~~Acquire~~ ACQUIRE.

Received letter from Haar Hoolum.

Received one order for FOCUS - an enthusiastic one from Texas.

wrote to H.C. Jacoby Co. inquiring about BANKROLL.

Sent for 24 patents & 1 design patent.

TUESDAY **22** OCTOBER 3W

1963

295th day - 70 days to come

Received 2 orders for FOCUS and 1 for SLAM:

WEDNESDAY

23

OCTOBER

1963

296th day - 69 days to come

Thought of variation for TV GUIDE GAME. Debit each player after one goes out, with the point value of their remaining diamonds.

~~Put~~ Put in an inquiry for LE NOBLE JEU DE COIE - etc. (see 10/21) at Stechert-Hafner.

Received 8 orders for Focus, including one double order & an order from "Paris-Match".

At FINE'S bought DICK TRACY.

Sent letter to Bill Corusson about use of "stock market" in the game rules for ~~Acquire~~ ACQUIRE.

Received letter from Harry Hoshorn.

Received one order for Focus - an enthusiastic one from TEXAS.

wrote to H.C. Jacoby Co. inquiring about BAUKROLL.

Sent for 24 patents & 1 design patent.

THURSDAY 24 OCTOBER

United Nations Day 1962

1963

297th day - 68 days to come

BOB ABBOTT CALLED. HE'S PUTTING A PLUG FOR FOCUS ON AN AD LETTER HE IS SENDING OUT ON HIS NEW BOOK.

He told me of a Mensa Psychologist who had an idea for a game FREE ASSOCIATION. Players think of a word (A) which reminds them of a word (B) which in turn reminds them of a word (C). They announce (A) & (C) and others try to guess what (B) is. Bob suggested using the SEQUIGLES scoring.

He also played SEQUIGLES with Claude & I. The board has 100 squares, all the pieces from 100 different words. It's less than 300 play, the ones that are not in the game are not known so they're necessary to play out by peeking which are missing - not by deduction. Played with Claude, Anne, Claude's cousin Carmen, and her friend Cecile. When a murderer is successful he gets two cards from the murdered, the murderer's choice, and then trades them out - he may get more.

Claude & I played a little FOCUS and a little SEQUIGLES.

FRIDAY (25) OCTOBER

1963

298th day - 67 days to come

Received 2 orders for FOCUS.

With Fredericks played partnership POTENTIAL. They liked it well enough to play a second.

SATURDAY **26** OCTOBER

1963

299th day - 66 days to come

Received 3 orders for Focus• including one with no stamp
I had to pick up at post office.

Started working on instructions for ~~Potential~~
POTENTIAL•

Bought CROSSROADS• @ Honig's.

At Claude's played SIGNS OF MURDER• (see 8/9)
The board has one way arrows on all the
paths. A piece resting on an intersection blocks
other pieces from passing.

If less than six play the ones that ~~are~~^{are} not in
the game are not known so that it necessary
to find out by peeking which are missing - or by
deduction.

played with Claude, Anne, Claude's cousin Carmen,
and her friend Carmer.

When a murderer is successful he gets two cards
from the murdered, the murderer's choice, and then
deals them out - he may get more.

Claude & I played a little GO• and a little FOCUS•

SUNDAY

27

OCTOBER

Christ the King

Twentieth Sunday after Trinity

1963

300th day - 65 days to come

Played SCOPE with BB, Dad, & Ilka. They liked it.

Played partnership POTENTIAL. Dad ~~liked~~ liked it.
Ilka didn't catch on.

MONDAY (28) OCTOBER

Sts. Simon and Jude, Apostles

1963

301st day - 64 days to come

Received 3 FOCUS orders.

Received return letters from Rev. Daniel Scully
and I. M. Larkey.

Called Martin Gardner, mainly about BIG
FUNERAL for Claude. He suggested letters to
about a dozen publishers.

TUESDAY

29

OCTOBER

1963

302nd day - 63 days to come

Received a letter from Mr. Buell of California. He'll be in town this weekend & would like to get together.

WEDNESDAY 30 OCTOBER

1963

303rd day - 62 days to come

Received 3 Focus• orders including 1 double.

Received a question on Slam• from Daniel Reedy.

Spoke to Bob about getting together with Mr. Buell - probably Friday.

Recd. answer from Jacoby Co. BANKROLL• will be at Macy's.

THURSDAY **31** OCTOBER 3W

Hallowe'en—Reformation Day

1963

304th day - 61 days to come

Recieved 3 Focus orders

All Saints' Day

1963

305th day - 60 days to come

Received 2 FOCUS orders.

Received COMPETITION GAME BOARD from I.M. Lankey.
Filed [1000].

Warren Buell here. Looked @ games. Played some DATA. He said he might have some books I don't have and would send them to me if he did. We called Bob & he said that his book was plugged in the Times bridge column for 10/31. Cut it out and filed it under Abbott correspondence.

At Gimbel's saw:-

Just For Kicks:- Simple path game with numerous spaces on board & numerous cards. First player to White House becomes president, last becomes vice president.

ESPIONAGE:- (TRAWSOGRAM 1963). Large gimmicky game. Rough idea only. Large circular board divided into spaces. Beneath this is a duplicate board where magnets can be placed at the beginning of the game and then covered by the upper board. After each turn the boards are turned in respect to each other. Players in turn can test various spaces with a device similar to a studfinder to see if a spy is there. They keep track of this info & the turning of the boards on a note pad. When they have a spy located & it is turned so that it is under a picture of a secret location the spy is caught in espionage and can be arrested. The player sends a car to pick up the spy & bring it back to the edge of the board. (How are other spies not picked up?) Capturing most spies wins.

ONE ARM BANDIT:- (See 10/4)

At Macy's ~~seen~~ bought:- DOG FIGHT:- (MB.)

Received 2 FOCUS orders.

Twenty First Sunday after Trinity

1963

307th day - 58 days to come

Received 3 Focus orders.

Received letters from the YMCA and the YWCA. The YMCA letter was for 2, the YWCA letter was for 1. The YMCA letter was for 2, the YWCA letter was for 1.

Spoke to Wally. He has a new MAKALA variation. Had a good reception at the YMCA. At 7 PM. I went to work (then home) and CITE a fancy imitation of word sources. Used a C.C. Evans.

Called Barbara Simon. She may come to next meeting. Called British consulate & got name & address of what, then claim, is largest toy store in the world. HAMLEY'S.

500 REGENT ST.
LONDON W1

Bought PLATING CARDS by W. L. French. Pennam at 6 PM.

Played 3 games of POTENTIAL with BB.

MONDAY 4 NOVEMBER

1963

308th day - 57 days to come

Received 5 Focus orders.

Received letter from Bill Carson with the art work on ACQUIRE & the instructions. Good job.

Spoke to Wald. Says he has a new MANCALA variation.
Had a good reception @ the YMHA.
At F.A.O. Schwartz (where he works) they have
4 CYTE a fancy imitation of WORD SQUARES using
a 6x6 square.

Called Barbara Schur. She may come to next meeting.

Called British consulate & got name & address of
what, they claim, is largest toy store in the world:
HAMLEY'S
200 REGENT ST.
LONDON W1

Bought PLAYING CARDS by W. Gurney Benham
at B&N.

Played 3 games of POTENTIAL with BB.

TUESDAY 5 NOVEMBER

Election Day

1963

309th day - 56 days to come

Received 3 Focus orders.

Called Alice. She sent a small article on me to Newsweek - but is not sure whether it will get in.

WEDNESDAY

6

NOVEMBER

1963

310th day - 55 days to come

Received 4 orders for FOCUS.

Received letter from Martin Kruskal inviting us to his house on Saturday Nov. 30.

Received copy of ABBOTT'S NEW CARD GAMES which Bob sent to me.

Bob called. Spoke about publicity for his book. He asked if he could have a ~~BAB~~ BABEL party here.

Called Barbara Schur. She may come to next meeting.
Called British consulate & got name & address of what, they claim, is largest toy store in the world.
HAMLEY'S
200 REGENT ST.
LONDON W1

Bought PLAYING CARDS by W. Somerset Maugham at B&N.

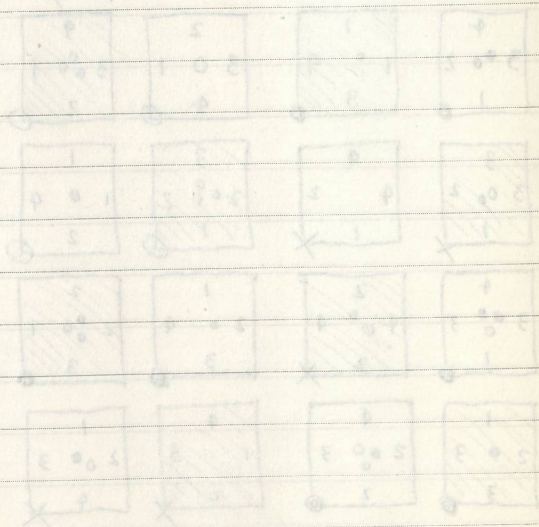
Played 3 games of PORENTING with me.

THURSDAY 7 NOVEMBER

1963

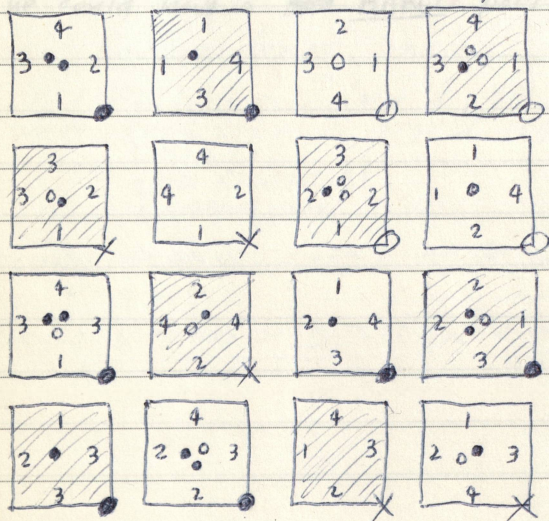
311th day - 54 days to come

5 wins 0
4 wins 0
2-2-1-2



Received 2 Focus orders.

Thinking of a GAME IDEA: Players have cards with 4 numbers in the center of the edges. These are played in turn. The number on the edge gives the range of control (i.e. 2 would control a space two spaces away). Most control of a space wins it. Cards could have numbers in the center giving a numerical value to the player capturing it.



● wins 7

○ wins 4

X - 5 ties

SATURDAY

9

NOVEMBER

1963

313th day - 52 days to come

Received 4 Focus orders,

Sent letter to Hamley's (see 11/4) requesting a catalogue.

SUNDAY 10 NOVEMBER

Martin Luther—Born 1483

Twenty Second Sunday after Trinity

1963

314th day - 51 days to come

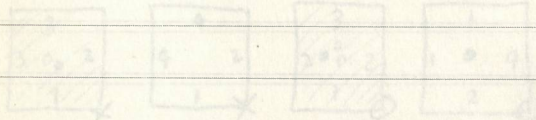
Received 2 FOCUS orders

279610-25007

are played in turn. The number on the edge gives the number of control (i.e. 2 would control 2 spaces two spaces away). Most control of a space wins it. Cards could have numbers in the center giving a numerical value to the player capturing it.

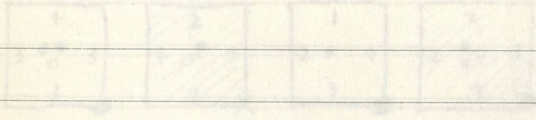


0 wins 2



0 wins 4

X - 3 ties



MONDAY 11 NOVEMBER

Veterans' Day

1963

315th day - 50 days to come

Called Phil. Annette told me of game advertised in House & Garden: - ROLL-ETTE - a Danish import similar to SPIN-O. Invited them to BABEL party.

Bob called & wants to have BABEL party here Saturday Nov. 23. BB agreed.

TUESDAY 12 NOVEMBER

1963

316th day - 49 days to come

Received 5 FOCUS orders.

Played 500 RUMMY with Dad & Tika.

WEDNESDAY 13 NOVEMBER

1963

317th day - 48 days to come

Bob called. Publishers & publicity men will come.
Jeremy Torture doesn't want Amberstones here.
I am not happy about this. Told Bob so.

Spoke to Mrs. Stringer of S&R. She will to talk
to the new development manager & call me back.

THURSDAY 14 NOVEMBER

1963

318th day - 47 days to come

Received 3 FOCUS orders & 1 SLAM.

Got telephone call from sportswear manufacturer who saw FOCUS in Sci. Am. & is interested in going into game business. Invited him here next Monday.

Recd. call from Robert Grossman
115 E. Mosholy Pkwy.
New York 67, N.Y.
DL 2-6072

Talked about his two games:-

One is a CHESS VARIATION with randomized starting positions and slips of paper with numbers which are attached to board & to pieces. When land in a space the combination of numbers changes the type of pc. Also the attached number is changed, according to complicated rules.

Second is a combination of GO & CHESS. Simplest version: Chess pcs. are randomized on the Go board. Players can put a Go stone only where they move to. Further complications are to have nos. on spaces and on pcs. and a Stone can only be placed when the numbers match. Further complication - allowing diagonal connections but not one crossing another. (?)
Will call him next week.

Spoke to Claude about Amberstones and BOB.

(Cont. from 11/15/63) [If use less or more holes on a side - use 10 stones per hole. - Even 3 holes on a side is playable. Or emptying a hole and sowing with a stone ending in the pot. (if too many pcs. are in a hole to accomplish this it is blocked and cannot be emptied.)

A capture is made when a player sows from his stock and ends in an empty hole on his side. Any pcs. in his opponent's opposite space are captured (and put into the capturer's ~~pot~~ pot).

Play continues until no further plays can be made. If one player runs out of moves the other can continue as long as possible. Unmovable pcs. are left on the board and the player with most pcs. in pot wins.

Played my BEAD GAME. (see 10/5/63)

chips of 3 colors.

2 players play using an unlimited number of ~~n chips~~ chips. First player places any 3 chips in a vertical column. 2nd now puts another column of 3 next to this and so on alternately. Once in a horizontal row the original color is replayed that starts a pattern which must be continued in that row. Playing the same color a second time on the second move does not constitute a pattern since it must contain at least two colors. The same

(cont. 11/16/63)

1963

319th day - 46 days to come

Miss Stringer called. I'm to call the new development manager: Angelo Longo }
After tea & fairtime.

1 order for FOCUS came.

Rcd. 22 patents ordered 10/21/63 (& refund for 50¢ by error only ordered 22).

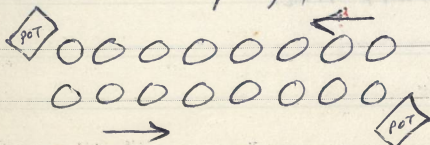
Rcd. letter from Warren Buell. Contained an old time article on games (12/14/42). Mentions the following games: SPOT-A-PLANE, AIR COMBAT TRAINER, RANGER COMMANDOS, STRATEGY, BATTLE CHECKERS, PACIFIC DEFENSE, DOVER PATROL, AVIATION, L'ATTACHE, TRI-TACTICS, FLETCHER PRATT'S NAVAL WAR GAME. (Filed in Board Games.)

He suggested some type of story line for DATA. Thought of this: - players are executives in a world wide company with sales in the four continents. Executives are marked for their ability in getting data about sales, particularly in their special area. 3 pieces of Data constitute a "report."

At Macy's saw BANKROLL. (See March '63 PLAYTHINGS)

Players move on outside track at start. Collect pay when pass "Payday" the more the education the higher. When stop on "SCHOOL" can stop and take next degree - pay tuition & wait till throw a 7 or double. Don't have to if don't want to. Can deposit money when land on "Bank". And if have money when land in bank collect interest. Can also be real estate when land in bank. Collect profits at some space, but also may have to pay income tax. Can buy insurance when land in insurance bldg. & have to pay premium every time land there. Insurance is against sickness expenses. Can borrow money and must pay interest when throw double 1 (movement is by 2 dice). Certain penalties are put in the ~~school~~ scholarship fund & are taken when land on "school". When get certain holdings can move to next track but do not have to go back if lose them. First to get enough holdings to retire wins (passed thru the doorway in last track). Rough idea.

At Amberstones played their new MANCALA TYPE game. ^{CUPS.}



Each player has 80 stones (preferably but not necessarily of different colors) and plays in one row of holes.

plays are one of two types. Taking from 1 to 8 stones from stock and sowing them starting at hole at end away from "Pot".

(cont. 11/14/63)

RECEIVED ~~22~~ **3** Focus orders.

~~RECEIVED 22 patents ordered 10/21 (By error only ordered 22)~~
Received design patent ordered 10/21.

Received catalog from Hamley's. Not many games.

(Cont. from 11/14/63)

Color can not be played more than twice in a row. After the third color in a row you may not go back to the 2nd color but must return to the 1st - setting a pattern. The player forced to repeat a vertical pattern of colors that has appeared at any time previous, loses.

This is the simplest form of the game that is not trivial, but it can be expanded indefinitely.

One expansion is to allow going back to the 2nd color after play of the third, starting a pattern that eliminates the first color.

Additional colors and lines can be added; such as 4 colors & 3 lines, 3 colors & 4 lines, 4 colors & 4 lines, etc.

Played Claude's TOUCHSTONE (8/10/63 & 8/24/63)

Players 3 handed first using chips on a plain black board (undifferentiated). Players in turn place a chip on the board. Until they have 3 separate chips they must play separately. After that they must play next to one already. In other words they cannot have more than 3 groups but when have less they must ~~make~~ make others.

A player can make a play that joins 2 of his groups but on next turn must start another.

When a player's pc. or group of contiguous pcs. touches a piece or group of both other players' ~~colors~~ pieces those touched pcs. are captured. Play to some definite no. of captures.

Played 4 handed. First that had to touch only 2 other colors for a capture. And then that had to touch all 3 other colors - a group being required for this (this was best version).

Played 5 handed on Go board. First allowed diagonal contact, then only orthogonal. Had to touch 3 colors for a capture. Board does not seem as good as undifferentiated board but only played a short time.

SUNDAY 17 NOVEMBER

Twenty-third Sunday after Trinity

1963

321st day - 44 days to come

MONDAY 18 NOVEMBER

1963

322nd day - 43 days to come

P.C'd. 3 orders for FOCUS and a return of an envelope that I sent to M.J. Shelton etc. (No such POST OFFICE)

Filed BANKROLL in 1963 Ad Clippings.

Wrote up rules for SCOPE to mimeograph for copy-right.

TUESDAY 19 NOVEMBER

1963

323rd day - 42 days to come

Received 1 order for 4 and 1 order for 2 FOCUS books.

Bernice typed & I cut stencil for SCOPE.

Thinking of ideas for PYRAMIDS. Play on a lattice board & the linear relationships of the spaces will affect the building of pyramids in them. Very rough.

WEDNESDAY (20) NOVEMBER

1963

324th day - 41 days to come

Received 1 order for 4 FOCUS booklets.

Taught FOCUS to 4 patients at V.A. hospital. Brought in SCOPE stencil to be mimeographed.

THURSDAY **21** NOVEMBER

Presentation of B. V. Mary

1963

325th day - 40 days to come

Received 5 FOCUS orders.

Called Robert Grossman (11/14/63) He is considering adding a KRIEGSPIEL aspect to his GO & CHESS combination. He gets more & more complicated.

~~He~~ In Klien's saw HOW TO SUCCEED (Hasbro) separate identical paths for each of the players with opportunity to win money, lose money, get possessions, etc. Object to get certain specific possessions (house, car, etc.) first.

Ordered 24 patents.

FRIDAY **22** NOVEMBER

1963

326th day - 39 days to come

Rc'd. **2** FOCUS orders.

1963

327th day - 38 days to come

Rcd. 2 FOCUS • orders & a letter from William C. Herring about the symmetrical draw.

Went thru July thru Nov. ¹⁹⁶³ Playthings & Sept. 1963 Toys & Novelties.

Filed in 1963 Ad Clips: -

DREAM DATE • (TRANS.)

BLUFF • (Sagfield)

ONE-ARM BANDIT • (Cadaco-Ellis)

SYNCRON-B • (Trans.)

MAG-POWER FOOTBALL • (Mag.-Power.)

4 CYTE • (Gelles-Widmer Div. of McGraw Hill)

SKAT • (E.S. Lowe)

MONDAY MORNING QUARTERBACK • (Monday Morning Quarterback)

Had BABEL • party here for Bob, Shari Lewis & John Wilcox were among the guests. After the celebrities left various people played: - FOCUS •, BIG FUNERAL •, PAKS •.

SUNDAY 24 NOVEMBER

Sunday next before Advent

1963

328th day - 37 days to come

Tried I. M. Larkey's game of ENERGY • sample in his book, Good. Also looked at others in his book.
played PAKS • with BB & DANA.

MONDAY 25 NOVEMBER

1963

329th day - 36 days to come

Wrote to: ~~J. M. Larkey~~ J. M. Larkey - asking for further games.
William C. Herring
Warren H. Buell
Rev. Daniel Scully

Looked at material on CHINESE MATCHING CARDS.
from Haar Hoolim.

TUESDAY 26 NOVEMBER

1963

330th day - 35 days to come

Looked at material on CHINESE MATCHING CARDS.
from HAN HOOLOO.
Gen. DAWSON STANLEY H. WILKINS. 1940.
WALTER H. DWELL
Gen. DAWSON STANLEY H. WILKINS. 1940.
WALTER H. DWELL

WEDNESDAY

27

NOVEMBER

1963

331st day - 34 days to come

Filing patents. Finished 1914.

THURSDAY **28** NOVEMBER

Thanksgiving Day

1963

332nd day - 33 days to come

Played CANASTA with Dana & my folks.

Wrote to Haan Hoolim and sent him some chips, for playing
FOCUS.

333rd day - 32 days to come

Filing patents. Finished 1915.

R'cd. 4 orders for FOCUS.

R'd. 1 order for 3 FOCUS booklets.

R'd. letter from Bill Carson that a copy of ACQUIRE was on the way.

Didn't go to Kruskal's due to weather & other circumstances. Called there.

At ~~K&K~~ Alexander's in Paramus saw INTERSTATE HIGHWAY (S & R)

Multiple race game. Each player has a service station, garage, & motel which they can place wherever they want at beginning of game. When pass another player's facility must stop & pay a fee. Can move up to twice the spun number if wish to take a chance. Any of the other player's in that turn can spin for a badge. If spin a badge take one face down - 3 types with different fines. Announce the type & caught player must pay or challenge. Penalties depending on who is right. First to complete a drawn trip gets a bonus. Most money wins. - (Fairly complete rules)

At Bamburgers saw 6 games by a new San Francisco Company:-

"Center for the Gifted Child Inc."

SWORDS & PLOUGHSHARES - Bought

STEP CHESS -

Played on 13x13 board. 2, 3, or 4 players. Each player has 1 King & 8 pawns.

A pawn on the outside ring moves like a "pawn". On the next ring it moves like a "king". On the next ring it moves like

| | | | | | | | | | | | | |
|---|--|---|---|---|---|---|---|---|---|---|--|---|
| | | P | P | P | K | P | P | P | P | | | |
| P | | | | | | | | | | | | P |
| P | | | | | | | | | | | | P |
| P | | | | | | | | | | | | P |
| P | | | | | | | | | | | | P |
| K | | | | | X | | | | | | | K |
| P | | | | | | | | | | | | P |
| P | | | | | | | | | | | | P |
| P | | | | | | | | | | | | P |
| P | | | | | | | | | | | | P |
| | | P | P | P | P | K | P | P | P | P | | |

a "knight". On the next ring it moves like a "rock". On the next ring it moves like a "bishop". On the next ring it moves like a "queen". A pawn is not allowed to enter the center square (summit) or to pass over it, and cannot check a king over the summit.

The ring in which the pawn starts its

move determines the move & if the pawn moves ^{king's} away from the center it changes back to that ring.

Object to either checkmate the opponents' king, or to reach the summit with own king. If more than 2 play, when one player is checkmated all his pieces are removed and the game continues. (The board was 3-dimensional - a pyramid going up to the summit.)

GOLD RUSH:- Path board with buildings mounted on it. Object to reach Klondike, rent a hotel room, stake claims, then file them, then buy equipment and return to mine gold and then bring it to town & stow it in hotel room. Move by dice. If more than one player stakes a claim the same claim the first back to file it gets it. Assay office tells capacity of mine. When buy (contin. 12/1)

Filing patents. Finished ~~1955~~ 1916.

Working on POTENTIAL board & pieces. BB started typing rules.

(Cont. from 11/30)

an equipment card you look at it and it tells how much gold can be mined with it at one time (varies).

Gold can be hi-jacked until it is safe in a hotel room. First to get a set number of gold bars in hotel room wins. (Rough idea of rules.)

WAR AND PEACE: A book with layouts for playing BATTLESHIPS (war) and the same game with theme of discovering location of tribes by dropping food (peace).

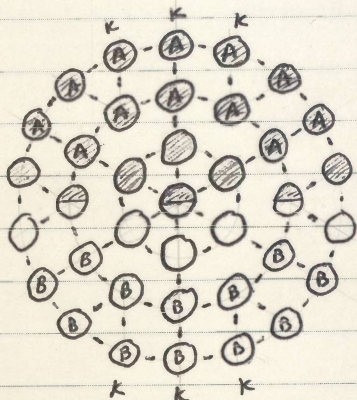
PRIDE & PREJUDICE: Another pencil game in a book. Seemed to be like CONSEQUENCES but not sure.

COLORMOS: - Color dominos with no special new games.

At Brentano's saw:- PORT OF CALL - Bought.

CIRCULAR CHECKERS. (SISTI CHALLENGE) by Sebastien Sisti.

(Picture in 1963 ad clips)



Played on board as shown. Each player has 12 checkers started at positions "A" & "B".

Kings are made in the 3 spaces marked "K".

Men must move forward.

Jumps need not be in a straight line but can turn over the jumped piece along any of the lines connecting spaces. Moves must also be along these lines.

The rules state that a man when jumping must land in a space ahead of the piece jumped, (which seems to indicate that the jumped piece

can be behind the ~~jumped piece~~ starting position of the jumping piece).

When a man is kinged it must stop & cannot continue a jump.

1963

RC'd, 2 FOCUS orders - one a double from Venezuela.

Have you ordered your diary for next year? See number in front of book.

TUESDAY

3

DECEMBER

St. Francis Xavier

1963

337th day - 28 days to come

Felicia called. They got their copies of ACQUIRE & HIGH BID.
She says ACQUIRE looks better.

Rcd. 1 Focus order.

WEDNESDAY

4

DECEMBER

1963

338th day - 27 days to come

Bought 2 boxes of small chips - all of 4 colors;
red, yellow, blue & green.

1963

339th day - 26 days to come

SAW BERNIE NEWMAN:- He likes CARRÉ. and will probably publish it. Not sure if he'll go ahead with FOCUS.

To Goldsmith Bros., Spiegel's, Digby's, Newman's, Korvette (Bklyn.) & A&S. Saw:-
INDIANOPOLIS. (German import). Active game for two. Each player controls a ~~running~~ runway with ^{steel balls} in it. There are two places where the runways cross & players can try to steal opponent's balls at these crossings. (Rough idea)

UPS 'N DOWNS. (KUZAN) - An inclined plane with seven tracks for "jumping beans" to race down.

ASTRO-LAUNCH. - Pachist type game with elaborate chance determining device.

TIME MACHINE. - Path game to reach end picking up a certain number of "event cards" on the way. Another elaborate chance determining device.

To 42nd St. library. Looking at "Games & Toys" the British equivalent of "Playthings". Saw June 1960 thru April 1963.

1963

340th day - 25 days to come

Rcd. a reorder for 4 FOCUS booklets.

Wald here for supper. Played his new game with BB too. Each player has a setup with 29 chips which must be moved over (similar to the beads on an abacus). Players also have larger chips to use as money. All players bid for the right to move chips. The first winner of an auction moves as many chips as he wishes paying the amount of his bid for each chip moved. This money goes into a kitty to be won by the first player to move his chips - except that the player putting it in can't win it and if he finishes first the player with least still to move gets it.

After the first bid there are subsequent bids which work the same except that the money goes to the previous mover. The first to move across gets 1 chip for each unmoved chip ^(moving) from each opponent and the kitty, unless he put the money in the kitty.

Wald also played with the chips going in a sequence of colors, 1 color belonging to each player. When a player was auctioning the right to move he would have to accept a bid before there was a general pass. If he didn't, the player represented by the color of the last-moved chip of the auctioneer would move one chip free & then auction. This didn't seem to work well.

Played three games of FOCUS. I won.

SATURDAY

7

DECEMBER

1963

341st day - 24 days to come

Rc'd. 2 orders for FOCUS

SUNDAY

8

DECEMBER

Immaculate Conception
Second Sunday in Advent

1963

342nd day - 23 days to come

1963

343rd day - 22 days to come

Rcd. 1 Focus order.

At V.A. hospital played SCOPE: Popular again.
Picked up about 15 copies of the mimeo-graphed rules. (Put in small drawer of drafting cabinet.)

1-100 pts. 2-20 pts. 3-50 pts. 4-40 pts. 5-50 pts. 6-50 pts. 7-50 pts. 8-50 pts. 9-50 pts. 10-50 pts. 11-100 pts. 12-50 pts. 13-50 pts. 14-50 pts. 15-50 pts. 16-50 pts. 17-50 pts. 18-50 pts. 19-50 pts. 20-50 pts. 21-50 pts. 22-50 pts. 23-50 pts. 24-50 pts. 25-50 pts. 26-50 pts. 27-50 pts. 28-50 pts. 29-50 pts. 30-50 pts. 31-50 pts. 32-50 pts. 33-50 pts. 34-50 pts. 35-50 pts. 36-50 pts. 37-50 pts. 38-50 pts. 39-50 pts. 40-50 pts. 41-50 pts. 42-50 pts. 43-50 pts. 44-50 pts. 45-50 pts. 46-50 pts. 47-50 pts. 48-50 pts. 49-50 pts. 50-50 pts. 51-50 pts. 52-50 pts. 53-50 pts. 54-50 pts. 55-50 pts. 56-50 pts. 57-50 pts. 58-50 pts. 59-50 pts. 60-50 pts. 61-50 pts. 62-50 pts. 63-50 pts. 64-50 pts. 65-50 pts. 66-50 pts. 67-50 pts. 68-50 pts. 69-50 pts. 70-50 pts. 71-50 pts. 72-50 pts. 73-50 pts. 74-50 pts. 75-50 pts. 76-50 pts. 77-50 pts. 78-50 pts. 79-50 pts. 80-50 pts. 81-50 pts. 82-50 pts. 83-50 pts. 84-50 pts. 85-50 pts. 86-50 pts. 87-50 pts. 88-50 pts. 89-50 pts. 90-50 pts. 91-50 pts. 92-50 pts. 93-50 pts. 94-50 pts. 95-50 pts. 96-50 pts. 97-50 pts. 98-50 pts. 99-50 pts. 100-50 pts.

Ed. a letter from Har Holm.
Ed. Acquire from Ed. It looks good.
Call from Ed. regarding. Ed. want consultation work.
Ed. a game & Martin & Martin recommended me.
Call Martin in evening to thank him & to check on fee.
to expect. He said \$100 to \$200.

1963

344th day - 21 days to come

Picked up DATA & CARRÉ @ 1/S. Looked at following stores & saw only 1 thing new: - Abercrombie & Fitch, Brentano's (saw WHAT'S THAT ON MY HEAD?), Doubleday's, Saks, F.A.O. Schwartz, Riis Bros., Bloomingdale's, Rappaport's. At F.A.O. Schwartz saw: - THE GAME OF 5000 (by Brooks). Played with 6 dice. Any number of players. Choose for last, as going last is an advantage. Players in turn throw the 6 dice trying for scoring combinations of either 1, 3 or 6 dice as follows: -

5 - 50 pts.
1 - 100 pts.

222 - 200 pts.

333 - 300 pts.

444 - 400 pts.

555 - 500 pts.

666 - 600 pts.

111 - 1000 pts.

XXYYZZ - 1500 pts.

XXXYY - 1500 pts.

123456 - 2000 pts.

XXXXXX - 5000 pts.

If score with part of dice can put those aside and throw the remainder for additional scores. This can be continued until all six are scored. However if on any throw you fail to make a score all points for that turn are lost.

Scoring dice put aside cannot be added to to make a better combination (would probably better to allow this as at present the only way to get a 6-dice combination is to throw it on the first ~~the~~ throw). After a player has scored all six dice by partial throws he must throw all six again and if he fails to make a score he loses the score already made on that turn. If he does score he may continue as before.

If a player makes a 6-dice combination he may continue if he wishes under the same limitations.

5000 points are game but a player may continue after getting 5000 since each player must have the same number of turns and the highest score wins.

Rcd. a letter from Haar Hoolim.

Rcd. ACQUIRE from 3M. It looks good.

Call from Life magazine. They want consultation work done ^{on} a game & Martin Gardner recommended me. Called Martin in evening to thank him & to check on fee to expect. He said \$100 to \$500.

1963

345th day - 20 days to come

Rcd. 1 order for Focus & letter from William C. Herring ordering 2 Focus & 2 SLAM.

To Life Bldg. to see Eugene Newman. He has devised a game called ELECTION SPECIAL which they want me to evaluate & write a letter or report.

To 43rd St. library annex, working on 1929, 1930 & 1931 ~~anno~~ copying of numbers & checking of patents in 1925 & 1926.

~~My game idea~~ Reading letter from Haar Hoolim, He mentioned idea of cards similar to following:-
He suggests a game where pcs. are put down and the object is to get higher numbers surrounding the blank space than the opponent has.
His idea is very rough.

| | |
|---|---|
| 1 | 3 |
| 2 | |

| | |
|---|---|
| 2 | 4 |
| 1 | |

~~My game idea~~ ~~GAME IDEA~~ →

My game idea would be to have each player have a set of 12 (abt.) cards with same numbers but different colors. The blank spaces would have different numbers of stars, which would represent their value. After all pcs. have been placed the star values would go to the player with the highest value of numbers next to it orthogonally. Two or more star spaces adjoining orthogonally would work together & all orthogonal surrounding spaces would be counted.

1963

346th day - 19 days to come

Rcd. 24 patents ordered 11/21/63. Looking at them.

Started a game of LIFE ELECTION SPECIAL with BB. The electoral votes were incorrect. Fixed the electoral votes and played a game in the evening. O.K. except that game always starts in New York. Thought of idea for "Potential Strength Cards".

called Martin to tell him of meeting with Life.

| | | | |
|---|---|---|---|
| 4 | 5 | 3 | 1 |
| 1 | 1 | 1 | 5 |

Rcd. a letter from Harv Hoolim.

Rcd. ALVINE from BB. It looks good.

Call from Life magazine. They want consultation with me. I'm a game & Martin Gardner recommended me. Called Martin in evening to thank him & to check on fee. He said \$100 to \$500.

FRIDAY 13 DECEMBER

1963

347th day - 18 days to come

Rcd. 1 FOCUS order & letter from Warren Buell.

Played LIFE ELECTION SPECIAL with BB. "Potential Strength Cards" work fine.

Bob Abbott & Helen over for supper. Played Helen's CUBE GAME. A large cube is constructed with eraser set parts. One player uses silver paper clips, the other brass. The object is for each player to run a chain of paper clips across a long diagonal - different for each player. First to do so wins. The loose ends are fastened with rubber bands to keep them taut in the direction needed. A player in his turn can pin his chain and also his opponent's chain to any clip of the player's color or to an edge - provided they reach. A player's own chain can only be attached to an edge leaving two unconnected clips in between. The game tends to be long & repetitious.

Played ACQUIRE to test the new price & bonus schedule. It doesn't harm the game. Helen won.

Decided on the name "New York Game Associates" for our group.

Sent out for copyright on SCOPE.

1963

348th day - 17 days to come

Rcd letter from I.M. Lankey with his games of:-
NEUTRINO - a variation of ENERGY. ~ GUARDING THE
CAMP FIRE with an illustrative game ~ also an illustrative
game of CAPTURING THE FORT. He also still does
not agree with my illustrative game of FOCUS.

Caught up on FOCUS orders.

Wrote letter to Bill Carson praising appearance of
ACQUIRE & pointing out some errors in the rules.

Wrote to Time magazine asking why Bob Abbott's
name wasn't mentioned in article about WHAT'S THAT ON
MY HEAD?

Played LIFE ELECTION SPECIAL with BB, Claude & Anne.
Worked with the LIFE cards have to be fixed.

Claude showed his solitaire game playing machine. Electrical contacts direct the movement of a "guard" & object is to get thru a field without getting shot by being in a direct line with the "guard". Game is called ELECTRONIC GUARD. (Rough idea.)

SUNDAY 15 DECEMBER

Third Sunday in Advent

1963

349th day - 16 days to come

Spent entire day writing report on LIFE ELECTION
SPECIAL & BB typed it.

MONDAY

16

DECEMBER

1963

350th day - 15 days to come


To Life to see Eugene Newman & give him report. He liked it. He thought \$10 an hour was reasonable, and to submit a bill.

To library to look at patents about 2 hours.

Bought book MATHEMATICAL RECREATIONS AND ESSAYS by W.W. Rouse Ball.

Eugene Newman told me of two of his games:-

Baseball Type Game - There is Monopoly-type path around the edge where players move & pick up contracts with players trying to get a complete team - as strong as possible. Players can trade players. After the teams are assembled there is a game and player with better hitters has the better chance of winning. (Rough idea).

Rummy Type Game - There are cards of 6 different ~~types~~ animals each one in 4 different numbers and 4 different colors (to get all combinations would require 96 cards - Gene remembered having 48). The players each draw 6 cards and try to get one of each animal. Special bonuses for getting one color or 1 number. Players draw & discard as in rummy except that the discards are face down. As actually made up the cards are shaped thus:  and each player has a base ~~to~~ with slots to mount his animals. (Rough idea).

Eugene Newman called before I returned. Call him tomorrow.

TUESDAY

17

DECEMBER

1963

351st day - 14 days to come

Spoke to Bernie Newman. He wants me to bring him
CARRÉ & RED LETTER as soon as possible.

Called Eugene Newman. They want me to write the
rules and redo the Life cards. He sent them yes-
terday by special delivery. They came today.

ordered 24 patents & 4 design patents.

WEDNESDAY 18 DECEMBER

Ember Day

1963

352nd day - 13 days to come

~~Ordered 24 patents & 4 design patents.~~

Rc'd. phone call from fellow who used to work in our office & would like me to recommend a stock market game for his son. He'll call me at home. Looked at games to refresh my memory: TYCOON, THE INVESTMENT CLUB, BROKER, WALL STREET, TICKER TAPE.

Baseball Type Game There is Monopoly-type path around the edge where players move & pick up contracts with players trying to get a complete team - as strong as possible. Players can trade players. After the teams are assembled there is a game and player with better hitters has the better chance of winning. (Rough idea).

Rummy Type Game There are cards of 4 different animals each one in 4 different numbers and 4 different colors (to get all combinations would require 96 cards - Gene remembered having 98). The players each draw 6 cards and try to get one of each animal. Special bonuses for getting one color or 1 number. Players draw & discard as in rummy except that the discards are face down. As actually made up the cards are shaped like ♡ and each player has a base with slots to mount his animals. (Rough idea).

Eugene Newman called before I returned. Call him to

THURSDAY 19 DECEMBER

1963

353rd day - 12 days to come

Felicia called. A lawyer would like ~~me~~ an expert on games to testify on a lawsuit against the inventor of ~~Magn~~ MAGNATELS. Spoke to him. Will meet for lunch Dec. 30.

Rcd. card from Father Skully. He is going to send me another of his games as soon as he can type it up.

Made diagrams of the first 8 moves in FOCUS. illustrative game to send to Larkey.

Rcd. 1 FOCUS. order.

FRIDAY 20 DECEMBER

Ember Day

1963

354th day - 11 days to come

Re'd. 1 Focus order.

SATURDAY (21) DECEMBER

St. Thomas, Apostle

Ember Day—Pilgrims Landed 1620

1963

355th day - 10 days to come

Working on cards for LIFE Election Special:

Played ACQUIRE. with Dad & Dana.

Played part of a game of RED LETTER. with Phil, Annette & BB. Not popular with each player able to take the available letters & no specific order of moves. Too much like each player playing solitaire. Will probably go back to original version.

SUNDAY 22 DECEMBER

First Day of Winter

Fourth Sunday in Advent

1963

356th day - 9 days to come

Working on LIFE Election Special • all day - cards &
rules. ~~not working on it~~

WED MONDAY 23 DECEMBER

1963

357th day - 8 days to come

Working on LIFE Election Special • in evening.

TUESDAY **24** DECEMBER

First Day of Winter

Start of Christmas

1963

358th day - 7 days to come

Working on life election special in evening

WEDNESDAY 25 DECEMBER

Christmas Day

1963

359th day - 6 days to come

Finished LIFE Election Special & BB typed it until 1.

THURSDAY

26

DECEMBER

St. Stephen

Washington Crossed the Delaware 1776

1963

360th day - 5 days to come

Brought rules & cards of LIFE Election Special to Gene Newman. He thinks \$350 would be about right. I think \$400. He said to submit a bill that I felt right. No argument. Showed me a picture of his target toy.

1963

St. John, Evangelist

361st day - 4 days to come

To Claude, Wald, Arthur, Bob & Helen there.
 Anne, Wald, Arthur and I played a few hands of
 their BRIDGE WITH HIGH DECK. Played with 32 card
 "High Deck". (See "RATIONAL SOLITAIRE"). 4 play & each
 gets 8 cards. 4 tricks are book. Bids can be from
 1 to 4 in a "house" or a "person". "House" bids
 make that "house" trump. "Person" bids elevate that
 rank to the top (above knight) and elevate their
 corresponding minor to the top of the minors - but
 there is no trump. The rank of other cards is
 not affected. A "person" bid of "knights" in ef-
 fect is a plain "No-Trump". "Person" bids rank above
 "house" bids, with knight high, etc. There is some
 order in "house" bids, probably - sun, arrow,
 flower, pyramid (but I am not sure).

Bids are either made or set, extra tricks do
 not count. Bids of 1 or 2 count 50 points each
 (50 or 100). Bids of 3 or 4 count 100 points each
 (300 or 400). If set they lose the same amount.
 There is doubling but I wasn't given the details.

Once a team has made 400 points they are
 "vulnerable" in 1 ^{house} suit. They win or lose double
 in a bid of that "house" 800 points - "vulnerable" in
 2 suits, 1200 points - "vulnerable" in 3 suits, 1600
 points - "vulnerable" in 4 suits (so as to say) and
 they have won the game.

Play is the same as in bridge, with a dummy,
 but with the following additions.

A ~~play~~ lead of a "major" calls for following of
^{house} suit. But a play of a "minor" does not and the
 first "major" played to the trick becomes the "house"
 setting lead. If only "minors" are played the highest
 "minor" played wins, regardless of "house". (What hap-
 pens if two high ones are played?)

If a "major" is led and ~~the~~ as the first card of
 a trick and the 2nd card is the matching "minor" it is
 a revolution and the "minor" becomes the winning card.
 Order can be restored if a higher "major" of the
 same "house" as the matched pair is played. In case the
 revolution is "knight" - "vassel" ~~the~~ order can not
 be restored since there is no higher "major".

Another way in which the order can be deranged
 is by "coalitions". If one team plays the "knight" and
 the other team plays the "priest" & "father" the
 team with the "priest" & "father" wins the trick. If the
 team with the "knight" however, also plays the "lover",
 they win the trick. Similarly a "father" & "lover" can
 beat a "priest". (In all of these cases the cards
 mentioned are all of the same "house".)

Helen showed her CUBE GAME to the others.

SATURDAY 28 DECEMBER

1963

Holy Innocents

362nd day - 3 days to come

Received one Focus order.

BB and I played Solitaire RED LETTER, working together. It took us 25 moves to get from A to Z. Decided to eliminate forbidden colors in solitaire game.

First Sunday after Christmas

1963

363rd day - 2 days to come

BA & I played another solitaire game of RED LETTER.
Did it in 21 moves.

MONDAY 30 DECEMBER

1963

364th day - 1 day to come

I played another solitaire game at EEP DEPT. 291 was 15 days to go. I played solitaire EEP DEPT. 291 was 15 days to go. It took us 25 weeks to get from EEP DEPT. 291 to eliminate forbidden colors in solitaire game.

1963

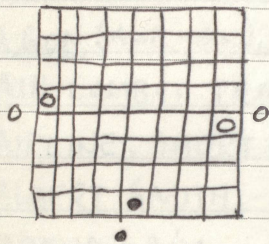
365th day

Rcd. 1 FOCUS order.

Rcd. a letter from Preston Kuhn in Philadelphia asking me if I had seen the game RITHOMARCHY.

At Claude's we played PSYCHOANALYSIS with his kids and ours.

Claude and I played his game - CROOKED BRIDGE. Played on a ~~10x10~~ checker board using "60" pcs.



Three pcs. are placed as shown. Then black continues by putting his next piece wherever he wishes and then players alternate placing one pc.

Object is to form a chain across the board as indicated. Diagonal connections are o.k.

When connected groups are touching each other the player making the play can take off the opponent's group provided:-

They are both divisible by 2; they are both divisible by 3; the player forms a group of 5 which takes anything (no pc. can be played next to a group of 5 except one that also makes a group of 5, otherwise it would be suicide).

Claude thought a little bigger board would be preferable.

Some of my suggestions:- When the chain is completed the opponent has one final move in which to try & take it off.

Any two groups mutually divisible (2; 6, 3; 12, 7; 14, etc.) would take each other. (6; 4 then would not take other).

Will try it on a 12x12 board.

MEMORANDA

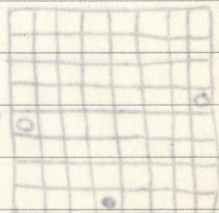
3828 day

1980

1980

As Clark's no played PSYCHEANALYSIS with his
 right and over.
 Red. I focus other.
 Red. a letter investigation Kohn in Philadelphia
 asking me if I had seen the game RITHOMARCHY.

Clark and I played his game - CROOKED BRIDGE.
 played on a ~~board~~ board using
 three pcs are placed as shown.
 then black continues by putting
 his next piece wherever he wishes
 and then player alternate placed
 one pc.
 object is to form a chain across
 the board as indicated. Diagonal
 connect are ok.
 When connected groups are
 touching each other the player
 making the play can take off
 the opponent's group provided
 they are both divisible by 2; they are both
 divisible by 3; the player forms a group of 2
 which takes anything (no pc can be played next
 to a group of 2 except one that also makes a
 group of 2, otherwise it would be suicidal).
 Clark thought a little bigger board would be
 preferable.
 Some of my suggestions: When the chain is
 completed the opponent has one final move in which
 to try & take it off.
 And two groups mutually divisible (2:2, 3:3)
 will not take each other. (2:2 then
 will not take other).
 Will try it on a 15x15 board.



MEMORANDA

^{(S.S.) 9/9, 10/9, 10/11, 10/21, 11/4, 11/30, 12/3, 12/10, 12/13, 12/14, 12/21}
ACQUIRE:-

ADD-A-GRAMS:- 6/26

ADD-O (S.S.):- 8/19

ADDO:- 6/26

AGGRAVATION:- 7/14

AGON:- 8/30

AGON (AMB. - S.S.):- 1/3, 1/10, 1/11, 2/18, 7/27

AIR COMBAT TRAINER:- 11/15

AIRLINE, SHORT (S.S.):- 6/14

ALBERT SMITH:- 8/30

ARENA:- 3/24

ARITHMETIC DOMINOES:- 6/26

ARITHO:- 6/26

AROUND THE WORLD:- 5/24

ASTRO-JET:- 8/26

ASTROLAUNCH SPACE RACE GAME:- 7/14, 12/5

ATTAQUE^L:- 11/15

^(B.A.)
AUCTION:- 8/23

AUCTION BLOCK (1/5):- 4/2, 5/17, 9/9

AVIATION:- 11/15

^(B.A.)
BABEL:- 11/6, 11/11, 11/23

BALL-A-RINGO:- 7/14

BALL CHECKERS:- 1/8

BAMBOOZLE:- 5/24

BANG:- 2/5

MEMORANDA

BANKROLL:- 7/14, 10/21, 10/30, 11/15, 11/18

^(B.A.)
BAROQUE:- 7/4, 7/28

BASE BALL PLAYING CARDS:- 8/26

BATTLE CHECKERS:- 11/15

BATTLE OF ATLANTA:- 6/29, 9/2

BATTLESHIPS:- 5/24, 11/30

BEAD GAME (AMB-SS):- 9/6, 10/5, 11/15

BELLE LUCY, LA:- 7/29

BEVERLY HILLBILLIES GAME, THE:- 1/21, 5/4

^(C.S.)
BIG FUNERAL:- 10/28, 11/23

BIG TOWN:- 1/1

BINGO:- 7/29, 8/7, 8/19, 9/21, 9/23, 10/18

BISMARCK:- 3/25

BLACK-BALL EXPRESS:- 1/1

BLEND-O:- 8/28

BLOCKADE STRATEGY (1/5):- 3/6, 3/14

BLOCKHEAD:- 7/5

BLUFF:- 11/23

BOWL-A-CARD:- 2/19

BOXES:- 1/11

BRAX:- 5/25

BRIDGE:- 8/30

BRIDGES (S.S.): - 7/13

^(AMB.)
BRIDGE WITH HIGH DECK:- 12/27

BRIDGIT:- 4/2

MEMORANDA

BROKER:- 12/18

BUTTERFLY GAME (C.S.):- 6/24

CANASTA :- 11/28

CAPTURING THE FORT:- 12/14

CAR GAME, THE :- 1/15, 9/5

CARRÉ (S.S.):- ^{3/20, 3/26, 3/27, 3/28, 3/29, 4/2, 4/22, 6/23, 6/30, 7/4, 12/5,} 12/10, 12/17

CHAPERONE (C.S.):- 1/27

CHARADES:- 3/23

CHESS:- 10/21, 11/14, 11/21

CHICKEN:- 1/1

CHINESE MATCHING CARDS:- 11/25

CHIT-CHAT:- 5/24

CHOUETTE, LE JEU DE LA:- 10/21

CIRCULAR CHECKERS:- 11/30

COALITION POKER:- 10/5
(AMB.)

COLLEGE BOWL:- 1/1

COLORMOS:- 11/30

COMBAT:- 5/20, 6/6

COMPETITION GAME BOARD:- 11/1

CONSEQUENCES:- 11/30

CONSTRUCTION:- 7/19
(B.A.)

CONTRACT POKER:- 10/5
(AMB.)

CO-ORDINATION:- 1/1

COPADE:- 4/2
(1/5)

COUP:- 8/23
(AMB.)

MEMORANDA

CROOKED BRIDGE ^(C.S.) :- 12/31

CROSS ROADS :- 7/14, 8/26, 10/26

CUBE GAME (HELEN BELL) :- 12/13, 12/27

^(AMB.)
CUPS :- 11/15

^(S.S.)
DATA :- 2/5, 2/18, 3/6, 4/2, 4/3, 4/12, 4/27, 5/19, 5/25, 6/1, 6/10, 6/11, 6/12, 6/13, 6/14, 6/18, 6/19, 6/23, 6/24, 7/27, 10/4, 11/1, 11/15, 12/10

DELPHI ^(-S.S.) :- 1/3, 1/11, 1/17, 1/22, 2/18, 3/9

DIAMOND CASINO :- 3/15, 4/21, 5/4

^(C.S.)
DIAMOND CLUB :- 9/1, 9/6

DIAMOND THIEF ^(C.S.) :- 9/1, 9/9, 9/28

DICE CHESS ^(S.S.) :- 2/14

DICK TRACY :- 10/21

DINKY-LINKS GOLF GAME :- 7/14

DIVERSION :- 8/28, 9/2

DIVIDE AND CONQUER ^(C.S.-S.S.) :- 8/23

DOG FIGHT :- 5/20, 6/1, 11/2

DOLL HOUSE :- 3/28

DOVER PATROL :- 11/15

DOWN THE FAIRWAYS :- 7/14

DOYLE'S FOLLY :- 8/9, 9/6

DOZEN DIAMONDS ^(1/S) :- 5/17, 6/28, 7/26, 8/2

DREAM DATE :- 11/23

EGO HIGH ^(AMB.) :- 9/6, 9/28, 10/6

ELECTRONIC GUARD ^(C.S.) :- 12/14

ELEUSIS ^(B.A.) :- 1/3, 1/8, 9/6

ENCLOSURES ^(AMB.) :- 5/29, 7/4

EARNINGS AND WITHHOLDING TAX

| Date | Earnings | Earnings | Tax |
|---|----------|----------|-----|
| ENERGY :- 11/24, 12/14 | | | |
| EQUATIONS :- 8/10, 8/13, 9/17 | | | |
| ESPIONAGE :- 8/31, 11/2 | | | |
| FANORONA :- 1/8 | | | |
| FASCINATION CHECKERS :- 1/21, 1/30, 2/5, 7/14 | | | |
| FASCINATION POOL :- 1/21, 2/7, 7/14 | | | |
| FIRST FAMILY, THE :- 4/30 | | | |
| 500 RUMMY :- 11/12 | | | |
| 5000, THE GAME OF :- 12/10 | | | |
| FLASH :- 2/5 | | | |
| FLIP-FLOP-GO :- 1/21, 4/13 | | | |
| ^(S.S.) <u>FOCUS</u> :- 1/11, 1/12, 1/27, 2/10, 2/24, 3/9, 3/30, 4/7, 4/14, 4/20, 4/21, 4/22, 4/26, 4/30, 5/1, 5/3, 5/4, 5/6, 5/11, 5/13, 5/16, 5/17, 5/25, 5/29, 6/3, 6/8, 6/10, 6/12, 6/20, 6/21, 6/22, 6/27, 7/8, 7/19, 7/29, 8/1, 8/3, 8/5, 8/19, 8/24, 9/4, 9/25, 10/2, 10/3, 10/6, 10/7, 10/8, 10/9, 10/10, 10/11, 10/12, 10/14, 10/15, 10/16, 10/17, 10/18, 10/19, 10/21, 10/22, 10/23, 10/24, 10/25, 10/26, 10/28, 10/30, 10/31, 11/1, 11/2, 11/4, 11/5, 11/6, 11/9, 11/12, 11/14, 11/15, 11/18, 11/19, 11/20, 11/21, 11/22, 11/23, 11/28, 11/29, 11/30, 12/2, 12/3, 12/5, 12/6, 12/7, 12/9, 12/11, 12/13, 12/14, 12/19, 12/20, 12/28, 12/31 (11/16) | | | |
| FOOTBALL RUMMY :- 7/14 | | | |
| FORMULA 1 :- 7/14, 8/10, 9/2 | | | |
| FOU (AMB) :- 8/23 | | | |
| 4 CYTE :- 11/4, 11/23 | | | |
| FREE ASSOCIATION :- 10/24 | | | |
| FREEDOM'S CONTEST, OR THE BATTLE OF THE UNION :- 8/3, 8/21, 8/23 | | | |
| FRENCH VINGT-UN :- 8/30 | | | |
| FRISKY FROG :- 1/1 | | | |
| FUN WITH NUMBERS :- 6/26 | | | |

EARNINGS AND WITHHOLDING TAX

| Date | Earnings | Tax |
|---|----------|-----|
| <u>GHANA (AMB)</u> :- 5/29 | | |
| GIN RUMMY SOLITAIRE:- 5/25 | | |
| GO:- ^{1/2} 3/7, 3/15, 5/29, 6/11, 6/19, 9/6, 10/26, 11/14, 11/21 | | |
| GOLD RUSH:- 11/30 | | |
| GOOD SPIEL:- 1/2 | | |
| GOOSE:- 8/28 | | |
| GOPS:- 1/2 | | |
| GRAB-O:- 8/31 | | |
| GRAND CHESS:- 8/3 | | |
| GRAND SLAM BASEBALL:- 7/14 | | |
| <u>GROUP THERAPY GAME (C.S.)</u> :- 6/29 | | |
| GUARDING THE CAMP FIRE:- 12/14 | | |
| HANDY-DANDY:- 8/31 | | |
| HAUL THE FREIGHT:- 4/12 | | |
| HAWAIIAN EYE:- 5/20, 6/1, 6/15, 9/5 | | |
| HEX:- 1/2 | | |
| HIDDEN FOUR, THE:- 10/10 | | |
| HI-FI:- 7/9, 8/26 | | |
| <u>HIGH-BID</u> ⁽¹⁻³⁾ :- 9/9, 12/3 | | |
| HIGH GEAR:- 6/17 | | |
| <u>HIGH SPIRITS</u> ^(C.S.) :- 3/6 | | |
| HIT:- 6/26 | | |
| HIT 'N RUN BASEBALL:- 1/1 | | |
| HIT THE SPOT:- 7/14 | | |

EARNINGS AND WITHHOLDING TAX

| Date | Earnings | Tax |
|--|----------|-----|
| HOW TO SUCCEED:- 11/21 | | |
| HOW TO SUCCEED IN BUSINESS WITHOUT REALLY TRYING:- 5/20, 6/1 | | |
| IMAGINATION:- 3/28 | | |
| IMOUT:- 6/26 | | |
| IMPERIAL (B.A.):- 8/23 | | |
| INDIANOPOLIS:- 12/5 | | |
| INDIAN POKER:- 6/29, 8/24, 9/2 | | |
| INDUSTRIAL EMPIRES (III):- 7/22, 7/27 | | |
| INTERSTATE HIGHWAY:- 7/14, 8/26, 11/30 | | |
| INTRIGUE:- 2/5 | | |
| INVESTMENT CLUB, THE:- 5/16, 6/1, 12/18 | | |
| JAPANESE CHESS:- 1/2 | | |
| JETSON'S FUN PAD GAME, THE:- 6/6 | | |
| JETSON'S OUT OF THE WORLD GAME, THE:- 8/5 | | |
| JFK'S NEW FRONTIER:- 9/11 | | |
| JOCKEY:- 3/15, 3/25 | | |
| JUMP-A-SCORE (S.S.):- 6/14, 7/4, 7/13, 7/28 | | |
| JUST FOR KICKS:- 11/2 | | |
| KALAH:- 7/4 | | |
| KARTING, GAME:- 7/14 | | |
| KAYLES:- 5/17, 5/20 | | |
| KENNEDYS, THE:- 2/7, 4/30, 5/5 | | |
| KING OF THE HILL:- 7/14 | | |
| KING ZOR:- 1/1 | | |

JANUARY

| Date | Item | Rec'd | Paid | Bal. |
|------------------------------|--|-------|------|------|
| KISMET:- | 6/1 | | | |
| KOPY KAT:- | 2/23, 7/5 | | | |
| KORALL:- | 10/4 | | | |
| K-RECT:- | 6/26 | | | |
| KRIEGSPIEL:- | 11/21 | | | |
| LAST ONE IN:- | 4/12 | | | |
| LIFE ELECTION SPECIAL:- | 12/26 | | | |
| | (1/5) 12/11, 12/12, 12/13, 12/14, 12/15, 12/21, 12/22, 12/23, 12/25, | | | |
| LOCKS:- | 3/14 | | | |
| LOSE YOUR SHIRT:- | 6/26 | | | |
| LUCY GAME, THE:- | 5/20, 7/14 | | | |
| MAGIC MIDWAY GAME:- | 1/1 | | | |
| MAGNATELS:- | 12/19 | | | |
| MAG-POWER FOOTBALL:- | 11/23 | | | |
| MAKE-A-PLAY FOR EVERYONE:- | 2/25 | | | |
| MAKE ONE:- | 6/26 | | | |
| MANCALA:- | 1/8, 2/27, 4/2, 8/23, 11/4, 11/15 | | | |
| MATCH GAME, THE:- | 1/21, 2/23 | | | |
| MATH- MAGIC:- | 6/26 | | | |
| MATRIX (B.A.): | 1/2, 8/7, 7/4, 7/28 | | | |
| McHALE'S NAVY:- | 6/1 | | | |
| MEDICARE:- | 1/1 | | | |
| MODERN CROSS WORDS:- | 7/11 | | | |
| MOJO:- | 9/25, 9/29, 10/3 | | | |
| MONDAY MORNING QUARTERBACK:- | 11/23 | | | |

J A N U A R Y

| Date | Item | Rec'd | Paid | Bal. |
|------|---|-------|------|------|
| | MONEY GAME, THE:- 7/16 | | | |
| | MOUSE TRAP GAME:- 7/14 | | | |
| | <u>MOVEMENT</u> (S.S.): - 6/14 | | | |
| | MULTO:- 6/26 | | | |
| | MUSICAL GAME:- 1/25 | | | |
| | MUSINGO:- 1/21, 5/24 | | | |
| | MYSTIC SQUARES & ROWS:- 10/10 | | | |
| | NAVAL WAR GAME, FLETCHER PRATT'S:- 11/15 | | | |
| | NBC-TV NEWS GAME, WITH CHET HUNTLEY:- 3/15, 3/29, 5/4 | | | |
| | NEUTRINO:- 12/14 | | | |
| | NEW FRONTIER-OLA:- 1/1, 1/4, 1/17, 9/5 | | | |
| | NIM:- 5/17, 5/20 | | | |
| | <u>NOVA</u> (AMB.): - 5/29, 7/4 | | | |
| | NUMBER FOOTBALL:- 8/3, 8/13 | | | |
| | NURSES GAME, THE:- 1/21, 4/12 | | | |
| | OH-HELL:- 5/24 | | | |
| | OH-WAH-REE:- 5/3, 5/4 | | | |
| | OLD MAID:- 8/26 | | | |
| | ONE ARM BANDIT:- 10/4, 11/2, 11/23 | | | |
| | <u>ORACLES</u> ^(AMB.) :- 8/23 | | | |
| | ORBITAL BLAST-OFF:- 7/14 | | | |
| | OSMOSIS [Solitaire Game]:- 8/6 | | | |
| | <u>OSMOSIS</u> (S.S.): - 9/6 | | | |
| | PACIFIC DEFENSE:- 11/15 | | | |

F E B R U A R Y

| Date | Item | Rec'd | Paid | Bal. |
|------|--|-------|------|------|
| | ^(P.L.) <u>PAKS</u> :- 11/23, 11/24 | | | |
| | <u>PARCHISI</u> :- 8/5, 8/26 | | | |
| | <u>PARIS (AMB.)</u> :- 7/4 | | | |
| | <u>PARKING LOT</u> :- 6/26 | | | |
| | <u>PASSAGE (AMB.)</u> :- 6/24 | | | |
| | <u>PATHFINDER</u> :- 2/5 | | | |
| | <u>PEBBLES FLINTSTONE GAME, THE</u> :- 7/20, 8/13, 8/31, 9/2 | | | |
| | <u>PERPETUAL MOTION (SOLITAIRE GAME)</u> :- 8/6 | | | |
| | <u>PETECKA</u> :- 1/1 | | | |
| | <u>PHLOUNDER</u> :- 5/3, 5/4 | | | |
| | <u>PICTURE THIS GAME</u> :- 7/14 | | | |
| | <u>PLAIN CHESS (AMB.)</u> :- 6/8 | | | |
| | <u>POINTS (AMB.)</u> :- 5/29 | | | |
| | ^(S.S.) <u>POKE</u> :- 1/31, 8/7 | | | |
| | <u>POLYGON</u> :- 1/2 | | | |
| | <u>POKER</u> :- 10/5 | | | |
| | <u>PORT OF CALL</u> :- 11/30 | | | |
| | <u>POTENTIAL (S.S.)</u> :- ^{7/28, 8/3, 8/4, 8/9, 8/12, 8/16, 8/17, 8/23, 8/25, 9/21, 9/28,} 10/25, 10/26, 10/27, 11/4, 11/29, 12/1 | | | |
| | <u>POWER (AMB.)</u> :- 6/8, 7/27, 7/28, 8/9, 9/6 | | | |
| | <u>POWER CHESS</u> :- 2/21 | | | |
| | <u>PRANKISH PREPOSITIONS GAME, THE</u> :- 9/11 | | | |
| | <u>PRIDE & PREJUDICE</u> :- 11/30 | | | |
| | <u>PRO-BALL GAME</u> :- 7/14 | | | |
| | <u>PRO-BOWLING</u> :- 1/1 | | | |

F E B R U A R Y

| Date | Item | Rec'd | Paid | Bal. |
|------|--|-------|------|------|
| | PSYCHOANALYSIS:- 3/23, 12/31 | | | |
| | P.T. 109:- 5/24 | | | |
| | PUCK-LUCK HOCKEY GAME:- 7/14 | | | |
| | <u>PYRAMIDS (S.S.)</u> :- 11/19 | | | |
| | Q- BICLES:- 1/11 | | | |
| | QUEST:- 2/23, 3/25 | | | |
| | QUIZMO:- 6/26 | | | |
| | <u>RACE GAME (AMB.)</u> :- 6/24 | | | |
| | RANGER COMMANDOS:- 11/15 | | | |
| | <u>RATIONAL SOLITAIRE (AMB.)</u> :- 5/29, 5/31, 12/27 | | | |
| | REALIZATION:- 1/16 | | | |
| | <u>RED LETTER (S.S.)</u> :- 3/29, 6/28, 12/17, 12/21, 12/28, 12/29 | | | |
| | REVERSI:- 4/13 | | | |
| | <u>RIDE-A-RAY (S.S.)</u> :- 5/25, 7/21 | | | |
| | RISK:- 5/9 | | | |
| | RITHMOMARCHY:- 12/31 | | | |
| | <u>ROBBIN' THE HOOD</u> ^(C.S.) :- 7/26 | | | |
| | ROBINSON CRUSOE:- 8/26 | | | |
| | ROLL-ETTE:- 11/11 | | | |
| | ROUND THE WORLD CARD GAME:- 1/15 | | | |
| | ROUND-UP:- 6/26 | | | |
| | ROYAL GAMBIT:- 3/20 | | | |
| | ROYAL MARRIAGE:- 8/6, 8/7 | | | |
| | SAY-IT:- 6/26 | | | |

MARCH

| Date | Item | Rec'd | Paid | Bal. |
|--------------------------|--|-------|------|------|
| | (S.S.) | | | |
| <u>SCOPE</u> | - 10/18, 10/27, 11/18, 11/19, 11/20, 12/9, 12/13 | | | |
| SCOR-O | - 6/26 | | | |
| SCRIBBAGE | - 5/24 | | | |
| SET BACK | - 5/24 | | | |
| SEVEN KEYS | - 1/18 | | | |
| SHAKE | - 1/1 | | | |
| <u>SHIFTING BARRIERS</u> | (S.S.) - 7/13 | | | |
| <u>SIGNS OF MURDER</u> | (C.S.) - 8/6, 8/9, 8/17, 10/26 | | | |
| SISTI CHALLENGE | - 11/30 | | | |
| SKAT | - 11/23 | | | |
| SKI-GAMMON | - 7/14, 10/4 | | | |
| SKIX | - 4/12, 7/14 | | | |
| SKOOZ-IT | - 7/14 | | | |
| <u>SLAM</u> | (S.S.) - 5/16, 10/17, 10/22, 10/30, 11/14, 12/11 | | | |
| SPIN-A-WORD | - 5/24 | | | |
| SPIN-O | - 11/11 | | | |
| SPINNO | - 6/26 | | | |
| SPORTS ARENA | - 1/1 | | | |
| SPOT-A-PLANE | - 11/15 | | | |
| SQUARES | - 1/1 | | | |
| SQUIGGLES | - 9/16, 10/4, 10/5, 10/24 | | | |
| SQUIPS | - 8/28 | | | |
| STALINGRAD | - 3/28 | | | |
| STEP CHESS | - 11/30 | | | |

MARCH

| Date | Item | Rec'd | Paid | Bal. |
|------|---|----------------|------|------|
| | STOCK MARKET GAME, THE :- | 2/5 | | |
| | STOCKS AND SHARES :- | 1/15, 9/5 | | |
| | STRATEGIC COMMAND GAME :- | 1/1, 2/7 | | |
| | STRATEGY :- | 11/15 | | |
| | STUMP THE STARS :- | 1/1 | | |
| | <u>SUICIDE GAME (C.S.)</u> :- | 6/24 | | |
| | SUM FUN :- | 6/26 | | |
| | SURVIVAL, THE GAME OF :- | 8/27 | | |
| | SWIFTIES :- | 6/1 | | |
| | <u>SWITCH (B.A.)</u> :- | 7/28, 8/3 | | |
| | SWORDS & PLOUGHSHARES :- | 11/30 | | |
| | SYNCRON -8 :- | 11/23 | | |
| | TABLUT :- | 8/3 | | |
| | TAKE 12 :- | 6/1 | | |
| | TÉLESIEGE, JOURNEY THRU SWITZERLAND :- | 8/28 | | |
| | TENO :- | 8/2, 9/2 | | |
| | TETHER - PING :- | 7/14 | | |
| | THIRTEEN :- | 6/26 | | |
| | THREE (AMB.) :- | 3/7, 5/29, 8/9 | | |
| | <u>THROW MARY TO THE WOLVES (C.S.)</u> :- | 2/22 | | |
| | TICKER TAPE :- | 3/25, 12/18 | | |
| | TIC-TAC-TOE :- | 10/9 | | |
| | <u>TILES (S.S.)</u> :- | 7/13 | | |
| | TIME MACHINE GAME :- | 7/14, 12/5 | | |

A P R I L

| Date | Item | Rec'd | Paid | Bal. |
|------|--|-------|------|------|
| | TIMES SQUARE:- 6/26 | | | |
| | TOP SHUFFLEBOARD:- 1/1 | | | |
| | TOSS WORDS:- 3/15, 5/24 | | | |
| | TOTEM GAME:- 1/1 | | | |
| | TOUCHÉ TURTLE:- 7/14 | | | |
| | ^(C.S.) <u>TOUCHSTONE</u> :- 11/14 | | | |
| | TOWER GAME, THE:- 9/11 | | | |
| | TOWER OF HANOI VARIATION:- 1/8 | | | |
| | TOY TOWN:- 1/1 | | | |
| | TRAINS:- 1/15, 9/5 | | | |
| | TREK:- 3/24 | | | |
| | TRI-TACTICS:- 11/15 | | | |
| | <u>TROMINO GO</u> (S.S.): - 5/29 | | | |
| | <u>TRONIC</u> (S.S.): - 9/7 | | | |
| | TRUCKS, TRAINS, BOATS & PLANES:- 3/28 | | | |
| | <u>TV GUIDE GAME</u> (S.S.): - 10/23 | | | |
| | TWIXT:- 4/2, 5/3, 5/4 | | | |
| | TYCOON:- 12/18 | | | |
| | <u>ULTIMA</u> , ABBOTT'S (B.A.): - 7/28 | | | |
| | U.S. AIRFORCE GAME:- 1/1, 8/31, 9/2 | | | |
| | UPS 'N DOWNS:- 12/5 | | | |
| | <u>VACATION</u> (S.S.): 3/27, 3/29, 4/2, 4/3, 4/12, 4/29, 5/17, 6/11, 9/9, 10/11 | | | |
| | <u>VECTOR CHESS</u> (B.A.): - 6/8 | | | |
| | VIE ET DU HASARD, LA JEU DE LA:- 5/14, 5/21 | | | |

APRIL

| Date | Item | Rec'd | Paid | Bal. |
|----------|---|--------------------|------|------|
| | VISITING WILLIAMSBURG:- | 8/30, 9/2 | | |
| | WALL STREET:- | 3/25, 12/18 | | |
| | WAR AND PEACE:- | 11/30 | | |
| | WFF'N PROOF:- | 6/8, 8/10 | | |
| | WHAT'S THAT ON MY HEAD? (B.A.): | 5/29, 12/10, 12/14 | | |
| | WHAT TIME IS IT:- | 3/28 | | |
| | WIN-A- LOT:- | 1/15 | | |
| | WINNING TOUCH, THE:- | 8/26 | | |
| | WORD POWER:- | 3/28, 5/24 | | |
| | WORD SQUARES:- | 11/4 | | |
| | YACHT RACE:- | 3/29, 4/2, 5/4 | | |
| | ZEIT:- | 2/6 | | |
| | ZOMINOES:- | 3/15, 7/14 | | |
| | <u>UNNAMED GAME IDEAS</u> | | | |
| Mine:- | 2/2, 5/20, 5/25, 6/19, 8/7, 8/19, 11/8, 12/11 | | | |
| Claude:- | 1/11, 1/19, 8/10, 8/24 | | | |
| Others:- | 1/8, 2/5, 3/10, 4/12, 6/19, 8/3, 9/29, 12/6, 12/11, 12/16 | | | |

MAY BOOKS

| Date | Item | Rec'd | Paid | Bal. |
|------|---|----------------------|------|------|
| | ABBOTT'S NEW CARD GAMES:- | 11/6 | | |
| | CASSELL'S BOOK OF SPORTS AND PASTIMES:- | 8/30 | | |
| | COMPLETE BOOK OF SOLITAIRE, THE:- | 8/6 | | |
| | ESQUIRE BOOK OF GAMBLING:- | 1/30, 1/31 | | |
| | GAMES AND DECISIONS:- | 1/2 | | |
| | GAMES, GODS & GAMBLING:- | 4/16 | | |
| | HOMEMADE GAMES:- | 7/8 | | |
| | HOPSKOTCH:- | 7/10 | | |
| | MATHEMATICAL DIVERSIONS:- | 3/28, 4/3, 4/25, 5/4 | | |
| | MATHEMATICAL RECREATIONS AND ESSAYS:- | 5/17, 12/16 | | |
| | MONEY GAME:- | 7/16 | | |
| | MOTS CROISÉS JEUX D'ESPRIT ET JEUX DE COMBINAISONS:- | 7/19 | | |
| | NOBLE JEU DE L'OIE EN FRANCE DE 1640 A 1950, LE:- | 70/21, 10/23 | | |
| | PEEPSHOW INTO PARADISE:- | 7/9, 7/19 | | |
| | PLAYING CARDS:- | 11/4 | | |
| | RECRÉATIONS MATHÉMATIQUE:- | 4/12 | | |
| | ROXBURY POINT BIDDING SYSTEM OF CONTRACT BIDDING, THE:- | 2/25 | | |
| | SPECULATION! - THE WALL STREET GAME GAME BOOK:- | 7/16, 7/25 | | |
| | TOYS IN AMERICA:- | 7/9, 7/10 | | |
| | WHIST REFERENCE BOOK, THE:- | 7/8 | | |
| | WONDERLYKE PROBLEMEN:- | 4/12 | | |

JUNE

25 BOOKS

| Date | Item | Rec'd | Paid | Bal. |
|------|--|---------|------|------|
| | ABBOTT'S NEW CARD GAME | 5-12/31 | 2/20 | 3/11 |
| | CASSELL'S BOOK OF SPORTS AND PASTIMES | 5-12/31 | 2/20 | 3/11 |
| | COMPLETE BOOK OF SOLITARY GAMES | 5-12/31 | 2/20 | 3/11 |
| | ESQUIRE BOOK OF GAMBLING | 5-12/31 | 2/20 | 3/11 |
| | GAMES AND DECISIONS | 5-12/31 | 2/20 | 3/11 |
| | GAMES, GODS & GAMBLING | 5-12/31 | 2/20 | 3/11 |
| | HOMEMADE GAMES | 5-12/31 | 2/20 | 3/11 |
| | HODSKOTCH | 5-12/31 | 2/20 | 3/11 |
| | MATHEMATICAL DIVERSIONS | 5-12/31 | 2/20 | 3/11 |
| | MATHEMATICAL RECREATIONS AND ESSAYS | 5-12/31 | 2/20 | 3/11 |
| | MONEY GAME | 5-12/31 | 2/20 | 3/11 |
| | MOTS CROISES JEUX D'ESPRIT ET JEUX DE COMBINAISONS | 5-12/31 | 2/20 | 3/11 |
| | ROULE JEU DE L'OE EN FRANCE DE 1640 A 1940 | 5-12/31 | 2/20 | 3/11 |
| | ROCKAW INTO PARADISE | 5-12/31 | 2/20 | 3/11 |
| | PLAYING CARDS | 5-12/31 | 2/20 | 3/11 |
| | RECREATIONS MATHÉMATIQUES | 5-12/31 | 2/20 | 3/11 |
| | ROXBURY POINT BIDDING SYSTEM OF CONTRACT BIDDING | 5-12/31 | 2/20 | 3/11 |
| | SPECULATION - THE WALL STREET GAME | 5-12/31 | 2/20 | 3/11 |
| | TOYS IN AMERICA | 5-12/31 | 2/20 | 3/11 |
| | WHIST REFERENCE BOOK | 5-12/31 | 2/20 | 3/11 |
| | WONDERLYKE PROBLEMS | 5-12/31 | 2/20 | 3/11 |

J U N E

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JULY

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AUGUST

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DECEMBER

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