NATIO

DIARY FOR

1933

Counting House Calendar for 1966

	S	M	T	W	T	F	S	Week No.
JAN.	..	..	..	..	..	..	1 1	
	2 2	3 3	4 4	5 5	6 6	7 7	8 8	1
	9 9	10 10	11 11	12 12	13 13	14 14	15 15	2
	16 16	17 17	18 18	19 19	20 20	21 21	22 22	3
	23 23	24 24	25 25	26 26	27 27	28 28	29 29	4
	30 30	31 31	..	..	..	..	..	5
FEB.	..	..	1 32	2 33	3 34	4 35	5 36	5
	6 37	7 38	8 39	9 40	10 41	11 42	12 43	6
	13 44	14 45	15 46	16 47	17 48	18 49	19 50	7
	20 51	21 52	22 53	23 54	24 55	25 56	26 57	8
	27 58	28 59	..	..	..	..	..	9
MAR.	..	..	1 60	2 61	3 62	4 63	5 64	9
	6 65	7 66	8 67	9 68	10 69	11 70	12 71	10
	13 72	14 73	15 74	16 75	17 76	18 77	19 78	11
	20 79	21 80	22 81	23 82	24 83	25 84	26 85	12
	27 86	28 87	29 88	30 89	31 90	..	..	13
APR.	..	..	..	..	..	1 91	2 92	13
	3 93	4 94	5 95	6 96	7 97	8 98	9 99	14
	10 100	11 101	12 102	13 103	14 104	15 105	16 106	15
	17 107	18 108	19 109	20 110	21 111	22 112	23 113	16
	24 114	25 115	26 116	27 117	28 118	29 119	30 120	17
MAY	1 121	2 122	3 123	4 124	5 125	6 126	7 127	18
	8 128	9 129	10 130	11 131	12 132	13 133	14 134	19
	15 135	16 136	17 137	18 138	19 139	20 140	21 141	20
	22 142	23 143	24 144	25 145	26 146	27 147	28 148	21
	29 149	30 150	31 151	..	..	..	..	22
JUNE	..	..	..	1 152	2 153	3 154	4 155	22
	5 156	6 157	7 158	8 159	9 160	10 161	11 162	23
	12 163	13 164	14 165	15 166	16 167	17 168	18 169	24
	19 170	20 171	21 172	22 173	23 174	24 175	25 176	25
	26 177	27 178	28 179	29 180	30 181	..	..	26

	S	M	T	W	T	F	S	Week No.
JULY	..	..	..	..	..	1 182	2 183	26
	3 184	4 185	5 186	6 187	7 188	8 189	9 190	27
	10 191	11 192	12 193	13 194	14 195	15 196	16 197	28
	17 198	18 199	19 200	20 201	21 202	22 203	23 204	29
	24 205	25 206	26 207	27 208	28 209	29 210	30 211	30
	31 212	..	..	..	..	..	..	31
AUG.	..	1 213	2 214	3 215	4 216	5 217	6 218	31
	7 219	8 220	9 221	10 222	11 223	12 224	13 225	32
	14 226	15 227	16 228	17 229	18 230	19 231	20 232	33
	21 233	22 234	23 235	24 236	25 237	26 238	27 239	34
	28 240	29 241	30 242	31 243	..	..	..	35
SEPT.	..	..	..	..	1 244	2 245	3 246	35
	4 247	5 248	6 249	7 250	8 251	9 252	10 253	36
	11 254	12 255	13 256	14 257	15 258	16 259	17 260	37
	18 261	19 262	20 263	21 264	22 265	23 266	24 267	38
	25 268	26 269	27 270	28 271	29 272	30 273	..	39
OCT.	..	..	..	..	..	..	1 274	39
	2 275	3 276	4 277	5 278	6 279	7 280	8 281	40
	9 282	10 283	11 284	12 285	13 286	14 287	15 288	41
	16 289	17 290	18 291	19 292	20 293	21 294	22 295	42
	23 296	24 297	25 298	26 299	27 300	28 301	29 302	43
	30 303	31 304	..	..	..	..	..	44
NOV.	..	..	1 305	2 306	3 307	4 308	5 309	44
	6 310	7 311	8 312	9 313	10 314	11 315	12 316	45
	13 317	14 318	15 319	16 320	17 321	18 322	19 323	46
	20 324	21 325	22 326	23 327	24 328	25 329	26 330	47
	27 331	28 332	29 333	30 334	..	..	..	48
DEC.	..	..	..	..	1 335	2 336	3 337	48
	4 338	5 339	6 340	7 341	8 342	9 343	10 344	49
	11 345	12 346	13 347	14 348	15 349	16 350	17 351	50
	18 352	19 353	20 354	21 355	22 356	23 357	24 358	51
	25 359	26 360	27 361	28 362	29 363	30 364	31 365	52

1966

NATIONAL DIARY

NATIONAL BLANK BOOK COMPANY
HOLYOKE, MASSACHUSETTS
MADE IN U.S.A.

55-046

NATIONAL

NAME	ADDRESS	TEL.

NAME	ADDRESS	TEL.

NAME	ADDRESS	TEL.

ABC

DEFG

HIJK

LMN

OPQR

STUV

WYZ

NAME	ADDRESS	TEL.

NAME	ADDRESS	TEL.

DEFG
HIJK
LMN
OPQR
STUV
WYZ

NAME	ADDRESS	TEL.

NAME ADDRESS TEL.

H I J K

L M N

O P Q R

S T U V

W Y Z

NAME	ADDRESS	TEL.

NAME	ADDRESS	TEL.

NAME	ADDRESS	TEL.

NAME	ADDRESS	TEL.

O P Q R

S T U V

W Y Z

NAME	ADDRESS	TEL.

NAME	ADDRESS	TEL.

NAME	ADDRESS	TEL.

NAME	ADDRESS	TEL.

W
Y
Z

NAME	ADDRESS	TEL

SATURDAY 1 JANUARY

Happy New Year—Circumcision 1966 1st day - 364 days to come

Working on the layout of colors for 12-hand CONCENSUS. Couldn't get an arrangement that did exactly what I wished, but after spending all day, settled for a close approxamation.

SUNDAY 2 JANUARY

Second Sunday after Christmas 1966 2nd day - 363 days to come

Spoke to Arthur. He has an added rule for VERSAILLES. A player cannot steal a card from a completed scoring group unless it also completes a group for him or goes into a completed group. [redacted] It must be a scoring group (A minor-major pair is not scoring.)

A clarification of previous rules:- Melds cannot be removed before the deck is exhausted. A wrong order pair cannot be removed from the table.

Wrote to: Esther Ferguson ([redacted] Thanking her for Star clippings)
Maxey Brooke (Sent BIG FUNERAL)
Haar Hoolim
Mike McGrady (Sent BIG FUNERAL)
Hamleys (Sent back Postal Note & asked for credit)

MONDAY 3 JANUARY

Alaska Proclaimed 49th State 1959 — 1966 — 3rd day - 362 days to come

Filed:- TAXI • (Ariel) [530]
ZOO QUEST • (Ariel) [570]
PROBE • (P.) [302]
LETTER GO • (Qubic) [300]
NUCLEAR WAR • (Douglas Malewicki) [440]
007 • (M.B.) [810]
ASTRO-DOM • (Austrian Game) [830]
TRIMINO • (German Game ?) [830]
BLACKOUT • (Davison Clark) [300]
PIRATE'S HUNT • (Washburne) [280]
THREE-LETTER WORD • (Gizz Fun Games) [303]
DEWHIRST MUSIC GAME • (Willis Music Co.) [280]

Filed SCHADA • door J. Boogerd with the Dutch pamphlets on shelf #1.

Filed the cards I bought at the Spanish World's Fair pavillion on [23].

Rcd. a letter from K.G. Collins.

TUESDAY 4 JANUARY

1966

4th day - 361 days to come

Sent letter to:- R.R. Wakefield
[redacted] Kofield Enterprises
Post Office Box 637
La Mesa, California 92043
Asked if I could buy a copy of [redacted] PSYTEGE directly from them. Also asked about the other games they mentioned in their letter to Herbert Shuldiner of Popular Science Mag.

Rcd. an ad from Dover for various books, one on recreational mathematics.

Rcd, LOW BIDDER. Can be played by 2 to 25. Best for 3 to 8,

Bill Bentzin called. Mainly a social call. However he asked about Omar Sharif. And I mentioned Ernest Henderson of Sheraton. He thought that, after all this delay, it might be a good idea if we flew to Boston to give him the information in person. I agreed. Bill also thinks that the 4th quarter of 1965 should be very profitable.

I called Bud and spoke about the call from Bill. He thinks the trip to Boston would be a good idea. He also gave me the adress but I am to hold off until I hear about the trip:-

Ernest Henderson, III
President
Sheraton Corp. of America
Sheraton Bldg.
470 Atlantic Ave.
Boston 10, Mass.

Bud says the material from the trip is almost all in. And he will be sending it along soon.

THURSDAY 6 JANUARY

Feast of the Epiphany 1966 6th day - 359 days to come

Filed RECREATIONS IN THE THEORY OF NUMBERS • by Albert H. Beiler (Dover) Ad in Book Ads file.

Filed:- GOMER PYLE • (Trans) [500]
THUNDERBALL • (M.B.) [341]

Rcd. a letter from Bob Abbott. He enclosed the clipping from the Wall St. Journal.

Visit to Al Turoff (see 12/30/65) called off because of subway strike.

FRIDAY 7 JANUARY

1966

7th day - 358 days to come

Rcd. a letter from Herbert Baus. He sent me the rules for ARMAGEDDON. There are a few points that are not clear which I'll have to write to him about. Their are some similarities to my version of AGON & to Bob Abbott's BLITZ.

SATURDAY 8 JANUARY

1966

8th day - 357 days to come

SUNDAY 9 JANUARY

First Sunday after Epiphany 1966 9th day - 356 days to come

Called Philip Sage – a friend of Herbert Baus'. Asked him my questions about ARMAGEDDON. He didn't remember the specifics, not having played for over a year.

Arthur called. Nothing new.

MONDAY 10 JANUARY

1966 10th day - 355 days to come

Rcd. an inquiry from California about the game GUSHER. Checked in Playthings Directory. Still listed under Carrom. Called their New York office. Answering service said they'd call back. Didn't.

TUESDAY 11 JANUARY

Alexander Hamilton—Born 1757 — 1966 — 11th day - 354 days to come

Rcd. a EOCUS• order from:- Dennis Pohl
14 Cooper Sq.
New York, N.Y. 10003

He says he is an artist who uses the appearance, strategy, and amusement of board games as a departure in his work.

Saw a game STRIP CHECKERS• in Jan. 1966 Topper Magazine. Filed in 1966 Ad Clips.

WEDNESDAY 12 JANUARY

1966

12th day - 353 days to come

THURSDAY 13 JANUARY

1966

13th day - 352 days to come

Rcd, a letter from Haor Hoolim.

Sent long letter to Herb Baus (ARMAGEDDON).

Claude & Arthur went to Al Turoff's. Called from there & I spoke to Al. Will get together in a few weeks.

FRIDAY 14 JANUARY

1966

14th day - 351 days to come

Alice called. Rcd. a letter from Project X (Hallmark). They returned CATEGORIES (500 Bill Dodge) & CHARADES (Mary Lou ?). Couldn't see paying royalties on them. Returned GO AND SEE saying they liked the basic idea but it needed considerable reworking. They are going ahead with a complete line of games including NOMINATION & CINEMA. They also said they want a lot of help from Alice & Felicia. Alice wrote saying that they, in addition to me as their consultant, would act as their consultant on a modest retainer.

We discussed games we might submit for their line. Possibilities:- RED LETTER, DADA, AIRLINES, SIT DOWN AND THINK, MOVEMENT, CARRÉ (of mine). Also RUSTLERS, COPADE, DOZEN DIAMONDS.

Played 3 games of 500 RUMMY with Dad & Ilka (to 300 points).

Filed rules for ARMAGEDDON in "Board Games" folder.

Rcd. a photstat of the correspondance from Project X. Filed it in "Correspondance 1-S" folder. Also rcd. copy of rules for RUSTLERS which Alice wants me to look over.

Rcd. another short letter from Haar Hoolim on his attempt to get in touch with Dr. Mazor - ARMOR.

Rcd. a letter from Wesley Hosken. He has devised two related CHECKER VARIATIONS:
Each uses a regular checker board. Each player has 12 pcs., but of two types:- 4 "rooks" - larger checkers - set up in his first row, 8 "pawns" - smaller checkers - set up in his 2nd & 3rd row. The pcs. are kinged as in regular checkers, becoming "kinged rooks" or "kinged pawns".
1st variation - all moves are in regular checkers except:-
1. A player cannot jump a piece unless he captures the piece.
2. Pawns can only capture pawns.
3. Rooks can only capture pawns or rooks or kinged pawns.
4. Kinged pawns can only capture pawns or rooks or kinged pawns.
5. Kinged rooks can capture all pieces.
2nd variation -
Any pc. can jump any other pc. When a weaker pc. jumps a stronger it does not take it off, but demotes it according to the following table:-

Jumping Piece \ Jumped Piece	P	R	KP	KR
P	zot	P	R	KP
R	zot	zot	P	R
KP	zot	zot	zot	P
KR	zot	zot	zot	zot

zot = pc. captured.

He says he prefers the 2nd.

In the window of Gordon Novelty Co. saw the box for a game called JUMP-CHICKS AND CHECKERS: Had slick pictures of scantily clad girls.

4th Payment Last Year's Income Tax Due.

SUNDAY 16 JANUARY

Second Sunday after Epiphany 1966 16th day - 349 days to come

Sent letters to: William L. Dodge (SNAKE).
Dan R. Adkinson (Question about GUSHER.)
Dennis Pohl (Artist who ordered FOCUS.)

Rcd. a letter from Jim Kudera of Kofield Enterprises. I can get PSYTEGE for $3.23. Sent for it. They intend to add 2 new games this year & will let me know when they do.

Rcd. a letter from Byron F. Anderegg. He wrote to Cadaco about VARSITY FOOTBALL. They discontinued it long ago and have no record of the chart. He asked me to keep an eye open for the game.

Alice called. She rcd. a letter from Hallmark. Had a sample contract. If we agree with it they will send contracts for CINEMA & NOMINATION. Since they will take a while before starting production they will give an advance of $250 each. Alice told me they gave a ~~#~~ big plug for REED LETTER and for me in their letter to Hallmark. Asked them to come to New York.

TUESDAY 18 JANUARY

1966

18th day - 347 days to come

To Gordon Novelty Co. to ask about JUMP - CHICKS AND CHECKERS. According to the clerk it was simply checkers with pictures of girls on the bottom of the checkers.

January Playthings came.

The Hallmark contract came. It is good except one possible clause about no further payments after expiration of protection-etc. Want Alice's lawyer to look @ it, I'll pay 3/4.

Spoke to Claude and to Arthur. Suggested that Arthur prepare a model ~~of~~ and rules for THREE & LINES for submittion thru Alice. Also suggested that Claude try to make KNIFE YOUR BUDDY into a true deduction game.
Claude has a detective book with an old card game described. He will show it to me Saturday.

Thinking of a GAME. Play on a checkerboard. Each player has 12 pcs. set up as in checkers except that one player is on red and one on black. Pcs. can move in a diagonal line on player's color as far as clear. Can not jump and cannot pass between two diagonally adjacent opponents. Can only move forward until reach row where a pc. is crowned and can move in either direction. Capture by getting an opponent's pc. in a straight line between two of your pcs. Not tested.

WEDNESDAY 19 JANUARY

Robert E. Lee—Born 1807

1966

19th day - 346 days to come

THURSDAY 20 JANUARY

1966

20th day - 345 days to come

Alice called. She rcd. an answer to her letter to Bill Carusone. ~~He says to send it right out. I'll bring~~ He says to send SIT DOWN AND THINK right out. I'll bring it tomorrow together with the Hallmark contract.

Arthur called. He has changed LINES again and thinks it is really good now. Players play one pc. alternately. Lines are started from ~~the~~ a point one in from the edge. Only lines can be extended — no bridging. Also no captures. Cannot pass an opponent's line. Also cannot make a small triangle. A small diamond does not score for either.

(cont. from 1/21) [1/21]

Play until one player has used all his "see" cards. Each player totals his points and remaining money (a point and a dollar are equivelent). High total wins.

Bidding is open and any player can place a bid at any time.

With advanced players it would be permissable to share costs. Two or more players wishing to go to the same city can agree to share the charter costs.

1/20

FRIDAY 21 JANUARY

Stonewall Jackson, Born 1824 — 1966 — 21st day - 344 days to come

~~Saw the game MOSAICO which~~

Went to 1-Safter work.

Saw the game MOSAICO which Alice told me about (12/15/65). It is played with 6 tiles. The other team tells the player with the wand both the tile and the number of the tap (from 1 to 6) in which it is to be tapped. Score 1 point for each player who gets the tile correctly. Team up loses entire score if one member makes a wrong identification; also if leader with wand taps wrong tile on designated tap. Team is up until other team guesses the signal (don't remember if this was in the rules - but it seems logical.) Ten points wins. Up team also loses their up when they lose their score (see before).

O'Conner Barrett was also there. Spoke some about RUSTLERS and I left the rules there.

Ruth was there and we discussed GO AND SEE. If I can make it saleable she is willing to split the royalty. Told her I had some ideas in the back of my mind.

Alice & I discussed the entire Hallmark project. She likes the idea of my writing booklets with variations of standard games. She will have her lawyer look @ the sample contract. I offered to pay 3% but she said it was her responsibility.

At night thought of the following ideas for GO AND SEE. Use a large map which is placed where all can see. Each player gets 10 (or possibly some other amount) of "see" cards which are for a specific sight in a specific city. Each player gets (say) $1000 for each "see" card (or $10,000 for 10 cards). Players bid for the right to charter a plane. At the beginning it can be to any city. After that it must be to one next to city being left (connected by a hop). High bidder pays his money to the bank and moves a marker to his choice of city. Any player who has a "see" card for that city may use it. A player may only use one "see" card for a city at one time and must enter the city a second time to use another. A player does not have to "see" in a city if he chooses not to.

Each "see" card has a best day of the week for seeing the sight. At beginning of game a day is chosen at random, after the first trip is chartered. After that each trip moves one day. If a player sees his sight on the best day he receives 7000 points, the next day 6000 points, etc, till the ~~6~~ day before which is worth only 1000 points.

(cont. on 1/20)

1/23

SATURDAY 22 JANUARY 1966

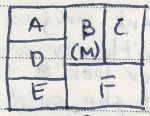
22nd day - 343 days to come

To Claude's with BB and Dana. Played Claude's ~~SPLIT~~ SPLIT PERSONALITY. 8 played. Each player has a card with four clues (such as "disrobe") in the four corners. These clues will help him to get four pcs. which form either the right or left half of a face. The pcs are cut jigsaw fashion so that only the proper 4 will fit together.

Each player is dealt four pcs. with neuroses (such as ~~"I have"~~ "An uncontrollable urge to disrobe"). Players say "I have an uncontrollable urge to disrobe," etc. Another player wanting this card gives any he wishes and ~~the~~ first player must accept it as a trade. After a player completes a half face he looks for the other half. First pair to match up wins.

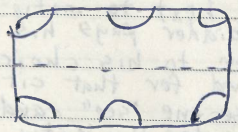
Game was over too fast. Also a player who did not make any annoucements loused it up for others who needed his pcs.

Spoke to Claude about a deduction type game he has. Tentatively called DEDUCTION. There are topological diagrams something like the following:-



The murderer fills in the six letters designating the occupants of the 6 houses and also picks one as the murderer. There are question cards (such as does the Dentist live next to the Baker and the Engineer?) which the setter of the problem answers 'yes' or 'no'. Getting and use of the question cards is to be worked out by Claude.

Claude and I played an action GAME which ~~consisted~~ ~~of~~ we played on a MAGNATELS board. Used 6 discs and each player used a stick. Start with one disc in each pocket. Each player takes one long side and playing as fast as possible tries to poke the discs out of his pockets and hit them into his opponent's. First player to get all discs out of his half of board wins. Game is Claude's invention.



Rcd. another air letter from Haar Hoolim about his search for ARMOR.

Claude gave me a listing of 10 ~~of~~ religious games, mainly quiz games. Filed in 1966 ad clips folder.

(cont. on 1/23)

SUNDAY 23 JANUARY

Third Sunday after Epiphany 1966 23rd day - 342 days to come

(Cont. from 1/22) [1/22]

Claude loaned me a book containing a French card game BAMBU.

MONDAY 24 JANUARY

1966

24th day - 341 days to come

Spoke to Bud Meier.
He said that they had had a screening of my films and were quite enthousiastic. He is going to send the films to Bill Bentzin in N.Y. who will show them to me.
He is sending me two sets of clippings, 1 for Claude.
He will also send me the pictures I am missing & some pictures taken on shows.
He said that I will probably write to Henderson, but that he will call and apologize for the delay first. Bill Bentzin will give me the final word.
Asked me send him a copy of Newsday column which I did.

Called Alice and told her that I had a great idea for GO AND SEE: Asked her to mail me one of the maps & the "see" cards from Ruth's game. She will. She mailed the Hallmark contract to her lawyer, for his comment, today.

Started copying the game BAMBU:

TUESDAY 25 JANUARY

Conversion of St. Paul 1966 25th day - 340 days to come

Working on equipment for CONCENSUS.

Rcd. the GO AND SEE material I asked for yesterday.

WEDNESDAY 26 JANUARY

1966

26th day - 339 days to come

Copying the game BAMBU:

THURSDAY 27 JANUARY

1966

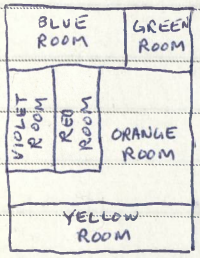
27th day - 338 days to come

Made new set of 25 number cards for CONCENSUS!

Finished copying BAMBU!

To Claudes:-

Played his game DEDUCTION. Each player has a card with the following layout of a house:-



Each player has 6 markers A thru F representing "Actor", "Bartender", "Chemist", "Doctor", "Engineer" & "Fireman". Each also has a 7th marked "M" for "murderer."

In each round one player sets up a murder situation by placing one person in each room and designating one as the murderer.

Then he takes "statement" cards from a deck one by one and places them either in a true or a false area.

The other players use the information to try and figure out who the murderer is and in which room he is located.

A scoring system has to be worked out based on the number of "clue cards" placed at the time of solving. Also points deducted for wrong solutions.

After discussion and trials came up with a deck of 30 "clue cards as follows:-

The Actor is next to the Bartender
The Engineer is next to the Fireman
} 15 cards

The Actor is in the green or yellow rooms
The Bartender is in the blue or red rooms
The Chemist is in the orange or violet rooms
The Doctor is in the green or red rooms
The Engineer is in the orange or blue rooms
The Fireman is in the violet or yellow rooms
} 6 cards

The Murderer is next to the Actor
The Murderer is next to the Fireman
} 6 cards

The Murderer is the Actor or the Bartender
The Murderer is the Chemist or the Doctor
The Murderer is the Engineer or the Fireman
} 3 cards

Played two games of 8-hand CONCENSUS. Worked well.

Rcd. another ~~postal~~ air letter from Haar Hoolim. Still no luck with ARMOR.

Rcd. a letter from Warren Buell. Nothing on games.

Rcd. a letter from Herb Bans.
Sent a layout of the ARMAGEDDON board and answered my questions.
Sent photocopies of correspondance with 3M.
Sent rules for a game GOLDEN SPIKE. (Filed in Board Game Folder)

SATURDAY 29 JANUARY

1966 29th day - 336 days to come

Working on the set up and equipment for my version of GO AND SEE: In evening played with Annette & Phil and their two older children. It ~~work~~ worked very well and was a lot of fun. BB won, but it was close.

Did not have time to make markers to represent points for visiting cities. Instead kept a running score and it was more interesting that way.

The amount of points for the day in a city compared with the proper day to see a sight was a little tricky. Added information on the day dial should take care of that.

Towards the end when I had $100 and Annette had a little more, there was a question as to who bids first. This can be resolved by a rule that a player can always bid the total amount of his cash, even if another player has bid that amount before. In the rare case when two bidders have the same amount of cash left, toss the die to see who gets the bid.

At start place the day pointer on Sunday. After the first bidder has chosen his city, throw the die and move the pointer the number of days as the number thrown.

SUNDAY 30 JANUARY

Transfiguration (Lutheran)
Fourth Sunday after Epiphany

1966

30th day - 335 days to come

Wrote to Dr. Günther V. Bünau.

Played 4-hand GO AND SEE with the family. Worked well.
I mean.

MONDAY 31 JANUARY

1966 31st day - 334 days to come

Rcd. the game SPY RING from Hamley's.

Rcd. a carbon copy ~~Bud Meier~~ of a letter Bud Meier sent to Ralph Schoenstein of WCBS - "Doubletake" feature - suggesting me as a subject for a program.

Rcd. a royalty report from 3M for 1965 - $5,135.67.

Called Alice, told her about GO AND SEE; will go there Thursday to play it.

TUESDAY 1 FEBRUARY

1966

32nd day - 333 days to come

Rcd. call from Alice. Hallmark's editorial director was in to see them. They agreed on a 6 month retainer contract of $150 ~~$250~~ per month ($50 for me). I would be expected to go over the rules of games for them.

Spoke to Arthur. He has made another change in LINES. Rules are as of 1/20 except that a line can pass an opponent's line. It is stopped by a previously enclosed area or by the prohibition against small triangles.

Wrote a letter to Natelie Douna with news of the N.Y.G.A. members.

WEDNESDAY 2 FEBRUARY

Groundhog Day
Purification B. V. Mary

1966

33rd day - 332 days to come

Claude called. He answered an ad in Popular Science magazine for inventors of toys & games. It was the Schaper Company of Minneapolis and they wanted toys & games that are substantially all plastic.

Wrote letter to Bob Abbott with all the news of N.Y.G.A.

Finished some work for playing GO AND SEE tomorrow. Particularly a day dial which gives you the amount of your point bonus.

Rcd. the 4th quarter 1965 royalty report for ACQUIRE•. $2,949.96. Disappointing because we expected considerably more than last year.

To l/s. Alice, Felicia, & Ruth there. Played GO AND SEE•. Alice and Felicia at first both objected to adding money. But they all loved it after we finished. I won. Ruth particularly appreciated what I had accomplished.

Before I came they had played a new version of PEACHY•.
Use the "peachy" deck, 7 suits of 5 cards each (5-10-15-20-25) and a "peachy" card - making 36 in all. Divide them equally (discarding 1 if 5 or 7, the maximum, play). Play in tricks. No trump. Winner of a trick loses 5 points, except the last trick. Peachy can only be played on the last trick. Winner of the last trick scores(+) for the "peachy" (50 points) and any other cards (point value) in the trick. There is also a bonus for winning the last trick by leading "Peachy" (how much?).
Scoring would have to be balanced to take into account the different numbers of players.

Hallmark had sent back the copies of GLIB• and FACTS-IN-FIVE• that Bill Dodge had sent them. He told Alice I could keep them. Took them home. Also took some Toys & Novelties and a British magazine.

FRIDAY 4 FEBRUARY

1966 35th day - 330 days to come

Bought BLITZKRIEG• (A.H.) at Macy's.

At the Laurence's played two game of GO AND SEE•, I won both. First game was rather draggy – but that was because there wasn't enough light. For second put on more light and it was quite exciting.

Phil and I played 1 quarter of a NUMBER FOOTBALL•. Quite interesting but a little complicated. The summary sheet could be better.

At Gimbel's saw SUB ATTACK• (MB). Trivial game of one player moving thru a three wide path. ~~Sheet~~ A considerable number of spaces have letters on them. After each turn by the ships, the other player spins a spinner. Any ship on the letter spun is torpedoed. After ships are all sunk or reach end, reverse roles. Player bringing home most ships wins.

SATURDAY 5 FEBRUARY

1966

36th day - 329 days to come

Working on CONCENSUS material. Made squares for 9-12 & for 9-6.

Alice called. Two men from Hallmark coming in Wednesday, Thursday & Friday of this week. I'll probably see them Thursday. Called Claude & Arthur & told Audrey to make ~~for~~ at least a preliminary set ready.

MONDAY 7 FEBRUARY

1966 38th day - 327 days to come

Alice called. Two men from Hallmark will be in Wednesday, Thursday & Friday of this week. I'll probably see them Thursday. Called Claude & Arthur and told them to have at least a preliminary model ready.

In evening started working on a CONCENSUS• board.

TUESDAY 8 FEBRUARY

1966 39th day - 326 days to come

Rcd. a letter from Haar Hoolim with an enclosed letter to him saying that English rules for ARMOR• would soon be ready.

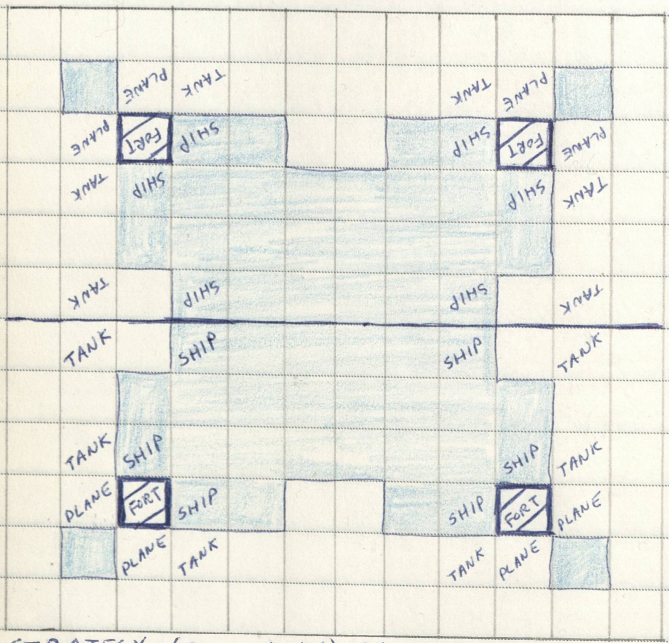
Spoke to Claude & Arthur. Arthur said that Wald met someone in a Chess club in San Francisco who played FOCUS:.

Finished CONCENSUS• board.

Alice called to set date for tomorrow at 2. Spoke to Dan Drake of the editorial dept. at Hallmark. They have some reservations about 4 hand CINEMA• - too many cards. Are bringing it back for me to work on. Haven't tried NOMINATION• yet. This will not, however, stand in the way of signing a contract.

Arthur brought me a set of THREE• & LINES• for tomorrow.

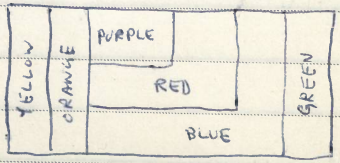
(Cont. from 2/10) [2/10]



STRATEGY• (Seen at 1-5) All pcs. move as the knight in CAMALOT and capture in the same way. Tanks must remain on land. Ships must remain in water. Planes can be on either. Fort squares are either water or land. Object is to occuppy one of opponent's forts and then to land a pc. on the other.

When played by partners, each handles the pcs. grouped around one fort. Didn't see the sequence of moves.

Claude changed the DEDUCTION• board as shown. Also added 6 cards:- "Murderer is next to fireman, bartender, or both". Etc.



2/9

THURSDAY 10 FEBRUARY

1966

41st day - 324 days to come

To 1-S at 2. Roland Kolman & Dan Drake of Hallmark there. Played the following games:-

CARRÉ - they took it along - played well and they seemed to like it.

COPADE - they took it along - altho 3 hand, as we played, is not as good as 2 or 4.

POTENTIAL - they took it along. Played 3 hand. Played three games and they thought it quite different.

SNAKE - They started a 2 hand game but got all tangled up. Borrowed my set of PATHFINDER later to compare and finally decided not to take it along.

Moved to my house for supper and continued with:-

CONCENSUS (The Thinking Man's Bingo) - Want me to have it ready by March 1.

GO AND SEE - Everybody liked it. Want me to have it ready by March 1.

RED LETTER - Didn't play much of it (getting late) but they took it along.

DEDUCTION - (Which Claude's mother delivered to the office). They liked the idea and would like it by March 1.

LINES - Played one game. They liked the idea and would like a few more games prepared - by March 1.

DATA - Played a little. Would like a definite theme. Would like it ready by March 15.

MOVEMENT - Played just a little. Would like it ready by March 15.

CINEMA - Didn't play this. They left it with me to rework the game for 4 to 6 players - by April 1.

NOMINATION - Didn't play this. They told me that the instructions were lost and asked me to send another copy.

Dan Drake told me that they had the rules for some games for me to look at. Never got the time for it.

From Roland Kolman got following list of games they looked at before I joined them:-

CONTINUUM - Took with them.

RUSTLERS - Took with them.

SPECK-CHECK - Minor Checker Variation

STACK-STICKS - Children's Game

STRATEGY - Took with them. A checker-type war game. Rules follow.

DARE (TO SPEND) - Like "LET'S FURNISH A HOUSE" in theme. Didn't see it.

COLOR CLOWN - Children's game.

BUSY BEE - Children's game.

HUE GO - Took with them.

MOSAICO

PEACHY

BALI GRAMS - Two letter combinations are printed on a card with a numerical value based on the difficulty. 5 are dealt face up and all players try to get the longest possible words using each. Scoring value is the number of letters X the numerical value

(Contin. on 2/9)

FRIDAY 11 FEBRUARY

Thomas Alva Edison, Born 1847 — 1966 — 42nd day - 323 days to come

Called Dan Drake at I-S and cleared up following points:-
Talked about my doing booklets on games. They prefer not to give royalties on printed matter.
They will send along copies of the rules of the games they want me to look at - first thing next week.
Asked them to send me copy of the rules for RED LETTER. Will send out the original beginning of next week.

Called Arthur and Claude to tell them of last night. Arthur asked me to look up CUPS for him.

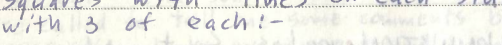
SATURDAY 12 FEBRUARY

Georgia Day
Abraham Lincoln, Born 1809

1966

43rd day - 322 days to come

Thinking of a GAME. Each player has 12 pcs. which are squares with lines on each side. There are four types with 3 of each:-



Play on a 12 X 12 board. The pcs. are arranged in a continuous "snake", each player set up at one end. Movement is by moving a pc. from one end to the other. Can be broken into pcs. by taking a pc. out of the line - probably a max. of 3 pcs. would be desireable. Object to move across board to opponent's side. (From an idea of Claude's. See previous years)

With Claude and Anne to Toy City on Northern Blvd.
Bought:- CHAOS.
6 STEPS.
F TROOP CARD GAME.
SOUPY SALES CARD GAME.
Saw:- I SPY. (Ideal)
There is a board laid out in city blocks with 25 intersections matching 25 spaces in a Bingo-Type layout. The other spaces are neutral. Each player has a ~~marker~~ token. Move by throw of two dice. When land on a spot corresponding to an empty space in the layout, place a marker on it. When your token lands on another player's, you duel (with a special gadget) and the winner can take a space of his choice from the loser. When land on a spot corresponding to a filled space on layout, duel with the owner. If you lose, he takes a space from you. If you win, however, the space you landed on is vacated but you must leave and return before you can take it. First to get 5 in a row wins. For 2, 3, & 4 players.
MAN FROM UNCLE. (Ideal) Again didn't need it thru. Must look at this again.
WILD TURKEY. - Card bowling game. Apparantly (rules are not too clear) just turn card by card and score. Also a bidding game using same cards.

Anne gave me an article on playing cards taken from Catholic Digest. Filed in 'articles from periodicals'.

SUNDAY 13 FEBRUARY

Sexagesima 1966 44th day - 321 days to come

Copied rules for THREE• & LINES• from Arthurs instructions— on large file cards.

BB typed two sets of DOMINATION• rules. Sent one to Roland Kolman at Hallmark.

MONDAY 14 FEBRUARY

St. Valentine's Day 1966 45th day - 320 days to come

Called Bud Meier & then Bill Bentzin. Latter and I decided that I would call Henderson in Boston.

Alice called to tell me some comments by Roland & Dan last Friday.
CONCENSUS - lacks excitement and a move of 2 never occurs.
RED LETTER - they seemed to miss the whole point. But it was late and we played very little. Hoped they'll get it from the rules.

Alice called a second time. She spoke to Bill Carnson. He said that STOCKS AND BONDS took off big but they don't expect ~~to~~ it to continue. They figure that ACQUIRE is their best game & it will became a classic. He is coming to town next week & would like to talk to Alice and me about reducing the royalty so that more money can be spent on advertising. Alice & I discussed it and will agree to some reduction, if they will push ACQUIRE more.

February Playthings came. Several new games.

Started copying the rules of SUBERBIA.

The copy of PSYTÉGÉ I bought came.

Among the comments by Roland & Dan - can't DEDUCTION be based on something other than a crime?

TUESDAY 15 FEBRUARY

1966 46th day - 319 days to come

Called British Embassy about getting in to British Museum Library. They will send me a leaflet.

In evening was copying SUBURBIA.

Called Arthur to give him information on CUPS. Claude was there.

WEDNESDAY 16 FEBRUARY

1966 47th day - 318 days to come

Rcd. form from British Information Service.

Arthur called. He is enthused about PLAY DANCE on the nova board, It is a form of composition, rather than a game.

Finished copying SUBURBIA.

THURSDAY 17 FEBRUARY

1966

48th day - 317 days to come

Alice called. Date with Bill Caruson changed to next Monday. Told Alice of my idea for a theme for DEDUCTION. 6 enemy armies are in six sectors. 1 has a nuclear capacity. For my game of DATA. the following theme. All are secret agents for SIC (Special Intelligence Corps). Etc. She liked both.

Started copying DYNACHEX.

FRIDAY 18 FEBRUARY

1966

49th day - 316 days to come

Finished copying DYNACHEX:

SATURDAY 19 FEBRUARY

1966 50th day - 315 days to come

Filed article on games from Feb. 18 Time in "Articles from Periodicals". It featured PRO QUARTERBACK.

Rcd. a letter from Haar Hoolim. More about ARMOR. and a new game called 7-UP.

Filed:- CHAOS.
F TROOP CARD GAME.
6 STEPS.
SOUPY SALES CARD GAME.

COINGRATULATIONS. is a game I-S gave me to look at some time ago. It is by William Schultz
41-50 78th St.
Elmhurst 73, L.I. N.Y.

There are 12 cards similar to the following:-

BROWN	YELLOW	GREEN	RED	YELLOW
4	6	3	7	2
1	5	9	4	3
0	4	5	6	9
8	3	7	3	0

There is a large spinner with the numbers 0 thru 9 and each of the 5 colors in each space.

The spinner is spun and say the 6-green is spun each player can place a half-disc with a 6 on it to ~~[illegible]~~ complete any number in his green column. The number formed is its value. Continue until all cards are full.

Working on packaging CONCENSUS. Made a box.

SUNDAY 20 FEBRUARY

Quinquagesima 1966 51st day - 314 days to come

~~Working on packaging CONCENSUS. Made a box.~~
Finished packaging CONCENSUS.

Started a large board for GO AND SEE. Also prepared money.
Added values to cards already stamped.

MONDAY 21 FEBRUARY

1966 52nd day - 313 days to come

~~Finished packaging CONCENSUS.~~
~~Started a board for GO AND SEE also preparing money for it.~~
~~They had been stamped before & only needed values added.~~

To I-S @ lunch time. Bill Caruson joined us. Told us that ACQUIRE had been hurt by STOCKS AND BONDS but the reorders have been good. He thinks ACQUIRE is the best game in the line and will be in it as long as they do games. He wanted us to accept a 4% royalty instead of 5%. They will put more money into advertising. We agreed.
Bill said that they were redoing the instructions ~~on~~ on ACQUIRE & will send me a copy for my comments.
He will also send me a copy of JATI, BREAKTHR~~U~~U & HIGH BID.

To N.Y.G.A. meeting at Claude's. Played his DEDUCTION. Good. Jaqueline won one & I won one.
Played 7-hand GO AND SEE. Worked good but the bidding was a little slow. Arthur finally ended the game by letting Mary Ellen reach her final sight.

Rcd. a thank you letter from Fred Griffith (Cleveland) for sending him the FOCUS booklet.

Bill Caruson said that they were replacing the cardboard slip cover with a plastic which would not wear out.

TUESDAY 22 FEBRUARY

Shrove Tuesday
George Washington—Born 1732

1966

53rd day - 312 days to come

Spoke to Alice. She is happy at the result of our conference with Bill Caruson. She thinks that the way 3M figures the 47o is as good as other company's 57o
We decided on using the name GO SEE - A GLOBAL HOLIDAY. for our travel game.

Finished the board for GO SEE. BB and I played 2 2-hand games in the evening. Worked beautifully.

BB & I also played a game of 2-hand CONCENSUS, the skill version. Also very good.

At Gunhill Road bought HONEY WEST GAME. ~~AT~~ (Ideal)
Also looked at THE MAN FROM UNCLE. (Ideal)
There are four paths of different colors going from a starting point and ~~a~~ interlocking and turning and going to an ending point. At each intersection between the paths a THRUSH agent is placed. At various spots on the board THRUSH chief cards are placed face down.
At the beginning each player is dealt an assignment card which tells him which THRUSH chief he must capture. Move by throw of two dice, can only change paths ~~at~~ by landing by even count on an intersection (I think by either die is O.K. - or probably always move by choice of die). If THRUSH agent in at intersection, fight. Throw 1 die. if 1 to 4 comes up you win & capture agent. With 5 or 6 you are captured and go to THRUSH headquarters, lose three turns, and then begin @ start again. If have 6 are willing to give up a THRUSH agent or chief you can avoid losing three turns.
When get three agents can go to a chief space and take the card. Put the three agents back in any three empty intersections. Can never have more than 3 agents but can have any number of chief cards.
If you think an opponent has your assigned chief you must land directly on him and take a card from him.
After getting your chief, you must reach end (UNCLE headquarters) by even throw. [Fairly complete rules.]

In evening looking @ the puzzle Haar Hoolim sent in his last letter. Something was wrong in it, and it wasn't too interesting.

WEDNESDAY 23 FEBRUARY

Ash Wednesday 1966 54th day - 311 days to come

Rcd. letter from Roland Kolman. He returned my RED LETTER rules. He also said CARRÉ is very popular around the office.

THURSDAY 24 FEBRUARY

St. Matthias, Apostle 1966 55th day - 310 days to come

Rcd. a letter from Whitman with a question on FOCUS from a customer. I'll have to answer it.

Arthur called to ask me to try out LINES to see if I thought it would be desireable to eliminate the 3rd and 6th red dots from each side of the Nova board. Told him I just didn't have the time to go into it.

FRIDAY 25 FEBRUARY

1966

56th day - 309 days to come

Rcd. a FOCUS order from the Sci. Am. article.

SATURDAY 26 FEBRUARY

1966

57th day - 308 days to come

Wrote instructions for CONCENSUS and GO SEE - A GLOBAL HOLIDAY.

SUNDAY 27 FEBRUARY

First Sunday in Lent — 1966 — 58th day - 307 days to come

BB typed the instructions for CONCENSUS• and GO SEE- A GLOBAL HOLIDAY•. I packaged GO SEE• with Dana's help in covering a box with contact.

Took these two games down to I-S (got key from Alice who had a bad cold). Also took THREE• & LINES•. Called Arthur & he decided to leave board as it was. Met Claude at I-S and he had DEDUCTION• finished. I also returned CONGRATULATIONS?

Took home PATHFINDER• which Roland Kolman had borrowed. Also found the board for RED LETTER• which Roland Kolman must have forgotten. Told Alice about it and she'll write.

MONDAY 28 FEBRUARY

1966 59th day - 306 days to come

Alice called. POTENTIAL• was returned by Hallmark. They didn't think much of it.

Called Ernest Henderson (1/5). He was pleasant but didn't consider the matter of much importance. I said I'd send him the new ACQUIRE• rules when I get them and expand them if necessary. He said by Summer time would be soon enough.

TUESDAY 1 MARCH

1966

60th day - 305 days to come

Spoke to Alice, Toy Fair is next week. Alice will set it up for me to go next Friday.
Hallmark asked her to get in touch with Steve Spencer of BROKER• about selling out. They are interested.

Sent out letter to Roland Kolman mentioning:-
RED LETTER•
CARRÉ•
CONCENSUS•
GO SEE-A GLOBAL HOLIDAY•
NOVA BOARD•

Thinking of the changes in CINEMA• for 4 to 6 players.

WEDNESDAY 2 MARCH

Ember Day
Texas Independence Day

1966

61st day - 304 days to come

Answered the letter I rcd. from Whitman (2/24) and sent copy to Whitman.

THURSDAY 3 MARCH

1966

62nd day - 303 days to come

Looking at CINEMA and thinking further of changes in 4 to 6 hand play.

FRIDAY 4 MARCH

Ember Day 1966 63rd day - 302 days to come

Alice called at home. Wants me to have Arthur and Claude send her a letter acknowliging the 25% fee.
Larry Winters wants her to take a cut in % if he takes one for HIGH BID. She won't go along with it.
She has changed the name of BALIGRAMS to THE BIG WORD. She will mail me the rules.
Ruth has used the PEACHY principle with a board GAME. She will send me rules to this. She says she thinks its the best race game she's ever played.
Hallmark asked her to contact Washburne about 99. She didn't like him.

At the Firshines and with the Bailins played SETS AND RUNS. This is another variation of CONTRACT RUMMY.
Use 2-52 card decks the contracts and the number of cards dealt is as follows:-

10 CARDS

1) 2 sets of 3
2) 1 Set of 3 and 1 set of 4
3) 2 runs of 4
4) 3 sets of 3
5) 1 set of 4 and 2 runs of 3

11 CARDS

6) 2 runs of 4 and 1 run of 3

~~7) 3 runs of 4~~ 12 CARDS

7) 3 runs of 4

Ace ranks only next to king. 2's are wild. A player in his turn can substitute a suitable card for an exposed 2 and take the two.

Players can take an exposed discard out of turn by taking it and a penalty card from the deck. No discard, and right to play continues in regular order. A player cannot take more than 4 out-of-turn cards in a hand (for 8 extra cards).

Entire contract must be layed down in one turn and no other cards can be layed off in this turn. In subsequent turns a player may lay off on his own or opponent's melds. Once a player plays out all his cards each remaining player counts the points in his hand (2 to 7 - 5 points, 8 to Ace - 10 points) and they are recorded against him.

Low score after 7th hand wins.

SATURDAY 5 MARCH

Ember Day 1966 64th day - 301 days to come

wrote to Haar Hoolim.

Filed Fr. Daniel's CARD FOOTBALL in Misc. Card Game Folder

SUNDAY 6 MARCH

Second Sunday in Lent | 1966 | 65th day - 300 days to come

Packaged DATA and started the instructions. Decided to call it DATA PROCESSING.

Two game ideas from Fr. Daniel's letter of Dec. 27, 1965:-
BATTLESHIP VARIATION - The players use different charts and cannot see where their opponent's ship is. The ships may move one (or two) spaces, but after each move they have to shoot. Since the shot must be no further than 3 spaces in a straight line away from the ship, each shot gives away the position of the ship -- well, maybe. We have worked up about five nice variations of this game, adding forts for some of them. These will make copy for that "Book of Paper and Pencil Games" I talk about (but will never do anything about!).
Then there is the grandiose AUTO-RACE GAME. We have made a huge board, about 4'x5' on which we have drawn in a race course replete with twists and turns. Eight of us can race at once. The race course is made up of connected squares. It starts out with eight tracks and narrows down to four and sometimes to two. We use two decks of bridge cards with the A to 4's removed. Your car travels the number of spaces on the card. Pictures are worth ten. Red cards enable you to turn either way one space before continuing to play out the card. Spade cards enable you to pass any car that is in your way.

MONDAY 7 MARCH

1966

66th day - 299 days to come

Rcd. letter from Bill Caruson. They want a letter from Alice & me agreeing to 9%. Also enclosed new set of rules for ACQUIRE; they have included a 2-hand version. But are still much too brief.

Arthur called. It looks very encouraging for Random House to publish the High Deck. The only problem is how to publish the cards with the book.

TUESDAY 8 MARCH

1966 67th day - 298 days to come

~~Letter from Bill Caruson included new instructions for ACQUIRE.~~
~~Had a two hand version. But other rules still~~
Prepared letter to Bill Caruson.

WEDNESDAY 9 MARCH

1966 68th day - 297 days to come

Spoke to Alice. She had a letter from Roland. They are returning four games;-

STRATEGY• - The first player can make an unbeatable move.

DOMINIQUE•(COPADE)• - They like CARRÉ• better.

HUE GO• - Too much like an M.B. children's game COLOR SCRABBLE•. (?)

CONTINUUM• - Like the basic idea but not what was done with it.

Alice also mentioned given them BAFFLE•. They are interested in its history.

They are also interested in NUMBLE•.

Thought of name INVASION• to replace MOVEMENT•.

Rcd. letter from Roland Kolman. Cryptic mention about RED LETTER•. Wants 2-hand skill version of CARRÉ•.

Rcd. letter that Alice prepared for Bill Caruson changing royalty rate from 5% to 4%. I signed it and sent it out.

at office

Claude over. He was at Remco. They are not interested in hiring him but are interested in Electronic Playmate. He saw a game called DOCTOR NIM• which plays a Nim Game with the player.

Alice called to tell me who to see at Toy Fair. Not much there she said.

(Cont. from 3/12) [3/11]

Winner Toy Company:- THE GAME OF SEX•:- More of a party stunt than a game. The board has two paths, one for men and one for women. They cross on the two dark spaces. Players must kiss when meet there. (Have rules & picture in 1966 Ad Clips).

Milton Bradley:- TWISTER•:- Large board with four different colored circles. Players contort themselves to place feet and palms in somehow determined colored circles. Didn't actually see it or anything else there.

Selchow & Righter Co.:- ~~[illegible]~~ KOMMISSAR:- Humerous path game. Start in Siberia. Get material possessions, pawn them, and fly to U.S.
Gave me a copy of 1966 catalog - boxed together with a small SCRABBLE• set.

~~Cadaco~~

Cadaco:- INDOOR BASBAL•:- one of the best action baseball games yet. (See catalog in 1966 Ad Clips)
BATTA HAI•:- (See Catalog) The plain set is used for calling. The first domino called is turned over by all and this sets the number req'd. for the squares with tree symbols. First to fill his card wins. (Don't know function of "Doubler"). Probably using it on completed card doubles value of win.
TEN COMMANDMENTS BIBLE GAME•:- (See Catalog.)
THE CHASE• (See Catalog.)

Parker:- Randy Barton showed me around. Got Catalog (filed in bottom drawer of file cabinet).
New games:-
HEY PA! THERE'S A GOAT ON THE ROOF•- Children's game.
AS THE WORLD TURNS•- Travel race game with money.
TYCOON•- Taken over by Parker. I have it.
THISTLE•- Card game.
AVALANCHE•:- (Not in catalog) An inclined board (almost vertical) There are a series of flip-flops. The top part will hold a marble, but if the bottom is hit the marble falls out. There are about a dozen of these arranged in parallell and in series. Object is to get as many marbles as possible lodged on the flip-flops.

Randy said they'd like to look at AIRLINE• and no later than June would be best.

Avalon-Hill:- GUADALCANAL• (See 1966 Ad Clips.)

(Cont. on 3/13)

To Toy Fair. Talked to Dick Conner. Saw the following:-

Campaign Game Co.:- Three young fellows who get together to play games. They have put out the following three games:-

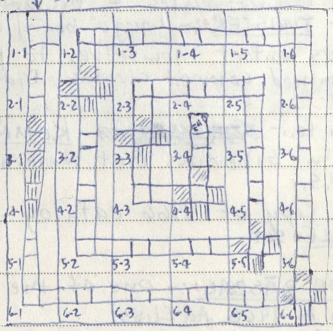
CAMPAIGN GAME:- A presidential election game. Have a picture of board and a set of rules. They promise to come visit me and bring a copy. (sheets in 1966 Ad Clips).

SALVOS GAME:- BATTLESHIPS on a 20x20 field (in pads). They claim they play it with as many as 8 people at a time, each on his own. For eight they use a 26x26 field. (See 1966 Ad Clips)

DRAWORD GAME:- A simplified CARTE BLANCHE. On a magic slate a play "draws" a statement, such as "Pawnbroker" for his team to guess. (See 1966 Ad Clips).

Watkins-Strathmore Co.:-

36 FITS:- 36 tiles as shown. (There are more all red and all green path tiles but I don't remember the location)



/// Green
||| Red

Each player has a token which is moved by throw of 2 dice, starting at arrow. After moving a player may move a tile corresponding to the number thrown (choice of two except if double is thrown. This tile can be placed anywhere where it abuts a path. Continue until one player reaches end by exact count (?). Landing on a red loses a turn; landing on green an extra turn. The board can move in all directions. [Don't know all the details.]

PASS-O:- Seems to be same as BRIDGE-BALL with 10 container pcs. played on an 8x8 checkerboard.

Croix Publishing Co.:- CATECHISMO:- Getting thru a parochial school by answering questions.

Roy Stoys Inc.:- OOPS:- Action game. (~~Sheet~~ picture in 1966 Ad Clips.)

Sunshine and Chamues Manf. Co.:- SCIEN-FACT-O (Picture in 1966 Ad Clips). Players move a token by throw of two dice. When land on a space marked with a special mark representing a finished subject, get a card representing a "degree" in that subject. When land on a space connected to a window and you have a "degree" card corresponding to the subject in the window you move to the inner circle (start in outer circle). When land on "move dial" space move the entire disc a set distance so that new pictures show in all the windows. First to reach center wins. There are cards which prohibit a "move" of the disc until the player's turn is reached. (How do you get them?- probably some spaces allow taking of special cards.) [Fairly complete description.]

~~Milton~~ Regal Games:- MILLION DOLLAR SOLITAIRE:- (picture in 1966 Ad Clips). The old puzzle of three posts and discs. This one has 25 discs and would take some 30,000,000 moves (I was told).

(Cont. on 3/12)

(Cont. from 3/11) [3/11]

CO-5 Company:- Charlie Parker gave me the game of CHEQUERO. he promised me last year.

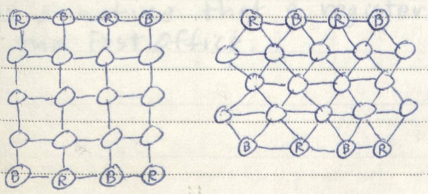
We played GOOSES WILD. A jazzed up version of GOOSE. Each player has a set of chips (up to 8 can play), when start a man must put a chip in pot. Can start a 2nd by paying 2 chips, 3rd by paying 3 chips. When land on another man he goes back to where you started. When land on a goose move the same number thrown. (From 9 a player will win with a throw of 9.) Must reach 63 evenly; if passed must start over. From space 61 may use both or one die. From 62 can use throw of one die. At 58 (I think) is Dead Duck which makes you start over. Land on 6 move on to 12. There are some other gimmiks which I don't remember. First to reach 63 wins all chips in pot and all chips (men) on the board. (Picture in 1966 Ad Clips).

WFF 'n Proof:- They have three new games:- (~~Sheet~~ sheet in 1966 Ad Clips)

ON-SETS:- Similar in play to EQUATIONS.

THE REAL NUMBERS GAME:- About 6 special dice with numbers and operational symbols - including $\sqrt{}$. They are thrown and object is to make as many numbers as possible.

TAC-TICKLE:- Simple alignment game. Each player, R & B, has 4 men. Two boards are included. Object is ~~three~~ to get three pcs. in a row with no empty spcs. between. Pcs. move one space along a line. (Think I have it correct.)



Mrs. Allen promised to send me a copy of the new WFF 'N PROOF book and mats.

Advanced Ideas Co:- TESPERCEPTION. There are a set of cards of 4 different colors which have 4 different symbols on them. They are handled in a black "blind" where the player can put in his hands but cannot see. Object is to touch them and by ESP and ~~another type of perception (which I don't remember)~~ pop guess the color and the symbol. Keep the results separate for the two types. 25 points for each correct guess, 50 in each class is, of course, average. Not much of a game. (Sheet in 1966 Ad Clips).

CHARAIDS:- Large number of slips of cardboard with ideas for CHARADES.

CO-5 Company (Cont.):- Charlie Parker said he'd visit me in June, for a visit and also to look at games for their line. Possibly - MARLBORO COUNTRY (with another name), THE FIRST MILLION (when I complete it), NEWTOWN, HIGH SPIRITS.

Campaign Game Co. (Cont.):- They were interested in BIG FUNERAL for next year - if they last that long.

Advanced Ideas Co. (Cont.):- Richard Onanian said that he would get in touch with me to do some game doctoring.

(Cont. on 3/10)

SUNDAY 13 MARCH

Third Sunday in Lent — 1966 — 72nd day - 293 days to come

In Post there was an article about war toys which also mentioned a contest for "peace" toys. Included was the following:-
A board GAME in which skilled diplomacy is the key to victory.

Played 3-hand DATA PROCESSING with BB & Dale. Then 2-hand with BB. Worked very well. Decided on one minor change. Winning score for 3-hand should be raised from 100 to 125. ~~Started instructions.~~ Continuing instructions but didn't finish.

(Cont. from 3/10) [3/11]

E.S.R. Inc.:- THINK A DOT:- Gave me a copy.
DR. NIM:- Flip-flops that play a simple NIM game.

Alice sent me the rules for:-
LOST CITY:- copied on large card.
THE BIG WORD:- see BALIGRAMS (2/10).
GAME OF GEOMETRICS:- (submitted by mail) Doesn't seem like anything but I'll reserve decision until I see the equipment.

[started 3/11]

MONDAY 14 MARCH

1966 73rd day - 292 days to come

Clipped the following ads from Toy Trade News 3/11/66 - picked up at fair! - (Filed in 1966 Ad Clips)

HIT 'N' MISS! - (E.S. Lowe) Game of chance & strategy.

COVER-UP! - (Crisloid) Covering 12 numbers by throwing dice.

CATECHISM GAME! - (Croix Pub. Co.) (See 3/11)

This ad appeared in Sunday Times of March 6! -

PRO-AM GOLF GAME as Exciting and challenging as Golf itself. An adult home game geared for competition between professions (sic) and amateurs giving the amateur golfer a chance to match his skills against some of the most famous pros.

Schonhorn Enterprises, Inc.
1576 Parker Ave., Ft. Lee, N.J.

Spoke to Alice about the toy fair. She would like me prepare a brief written report. She saw a new card Rummy type game called FACULTY CARDS.

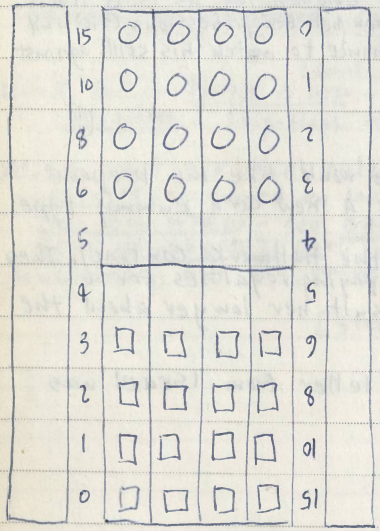
She received another letter about the Hallmark Contract. They want to protect themselves against paying royalties for a public domain article. She will consult her lawyer about the wording.

Found a notice that a registered letter from Israel was in the Post Office.

Rcd. letter from Haar Hoolim, which he stated was a follow up to yesterday's, so I'll put off reading it until I get the other from the P.O.

Rcd. March Playthings. Very little of interest.

Thinking of THRUST. This is played on a board as shown. One player has square pcs. and one has round. Each has 6 pcs. each of 3 colors, 16 of these are placed at random [redacted] (colors that is) in the spaces shown in illustration.



Pcs. move as many spaces as there are enemy pcs.* in the same verticle row. Moves are diagonal however, and careen off the side. No pcs. either friendly or enemy may be passed over. Capture is by replacement. A pc. that captures may make another move, if it too results in a capture, etc.

Moves are only forward diagonally.

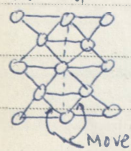
Captured pcs. are placed in the box to the left on the line on which the capture took place. The left - that is - of the player doing the capturing.

After a player has lost 4 of his pcs. he may advance instead of thrusting (moving). An advance is made by moving every pc. one space forward. This can not be done if even one space is blocked by an opponent's pc.

If a player does not have any pc. that can be moved, he may "switch & thrust". That is switch two pcs. and then move one of them.

When one player has no possible moves, even with a "switch & thrust" the game is over. Players move all their remaining pcs. to the box at their left. Score by counting the value of all pcs. in the player's boxes.

Thinking of making THRUST a game for up to 6 players. Play on a hex field using ten pcs. for each player. Moves are diagonally forward but ability to move is checked directly forward.



* of the same color as the pc. moving.

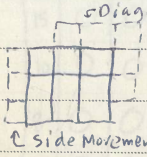
Spoke to Arthur, Random House is still interested in the High Deck and if they decide not to do it, they will put him in contact with other companies who might.

WEDNESDAY 16 MARCH

1966

75th day - 290 days to come

Bill Dodge called me at the office. A company in Canada is interested in a GAME of his but they claim to have seen something like it at the Fair. The game consists of a large quadrille and a frame which surrounds a 3X3 area. The frame is placed towards the center of the quadrille and the players take turns placing crosses and naughts (movable pcs-unlimited supply) when the area is filled the player whose turn it is moves the frame one space to a side or diagonally. Continue placing pcs, till filled again. Then move again, etc.



Score 1 point for each line of three formed in the frame.

A player may move the frame before it is filled if he wishes. He moves it on his turn.

When one player has moved the frame 10 times the game is over. The other player gets 2 points for each move less than 10 he made.

I suggested that he find out which company and let me know.

Alice called. Letter from Bill Caruson. They want to hold SIT DOWN AND THINK another month or two. Tho they don't think there is much chance having it ready for next X'mas.

Letter from Fr. Daniel with a copy of NUMBER FOOTBALL. He is sending me 12 more and a copy of FORMATION. He wants me to act as an agent.

Dale picked up Haar Hoolim's letter, Didn't read it completely.

Spoke to Arthur. Random House said "no" but gave him some contacts

FRIDAY 18 MARCH

1966

77th day - 288 days to come

Bought "The Works of Lewis Carroll". It has all of his games that I saw before plus a paragraph on CO-OPERATIVE BACKGAMMON.

Bought Scientic American thru Jan. 1966.

Bought GO PROVERBS ILLUSTRATED.

Rcd. a carbon copy of Bill Carusoe's letter on SIT DOWN AND THINK.

At 1-2 Kangaroo saw a copy of INNOCENCE ABROAD (P. 1888). He wanted $15. Didn't buy.

Rcd, a letter from Alice with a $50 check for Feb. payment as consultant for Hallmark.

Finished writing the rules for DATA PROCESSING.

Tested 2-handed SKILL CARRÉ with BB and with Dale, Worked well and I later found that it was at least as good with the necessity to go for each size square eliminated.

Claude and Anne over in evening. Tried two variations of CINEMA and neither worked very well. Used the following table for all pictures:-

★★★★★	25,000,000 26,000,000	Each player given 40,000,000 to start. The property cards are separated. For $3,000,000 each player can buy a property and 8 other cards. If want a 2nd property before finishing first can buy it and 8 other cards for $15M. A third costs $20M. If finish a picture before starting get new ones at the lower rate. Didn't finish it, but too often the right cards didn't come out.
★★★★	20,000,000 23,000,000	
★★★	15,000,000 20,000,000	
★★	10,000,000 17,000,000	
★	5,000,000 14,000,000	

The second version was played similar to rummy. Each player dealt one property card and 12 others. Draw and discard, but the discards are kept in front of the player. At a players turn he may, instead of drawing, buy another player's discard. Pay off on the above table. Didn't finish it since it dragged.

SUNDAY 20 MARCH

Fourth Sunday in Lent 1966 79th day - 286 days to come

Finished rules for SKILL CARRÉ and prepared letter to Roland Kolman.

BB finished typing rules for DATA PROCESSING.

Dana & I played the new 2-handed version of ACQUIRE that Bill Caruson sent me. I won. It worked out quite well.

Made a short list of the games I saw at the Fair and mailed it to Alice.

MONDAY 21 MARCH

First Day of Spring 1966 80th day - 285 days to come

Rcd. 9 copies of NUMBER FOOTBALL • and a board and pieces for FORMATION.

Rcd. a FOCUS • order.

Played 2 games of 500 RUMMY • (to 300 points) with dad and Ilka.

TUESDAY 22 MARCH

1966 81st day - 284 days to come

Spoke to Claude. He saw a game in a store window consisting of a number of tiles with single digit number. Storekeeper said it was an Isreali game also played in Eurone called RUMMY CLUB or RUMMY CUB. It is played like rummy but he didnt have the rules. His set cost $12 and he said Macy's had it for $18.

WEDNESDAY 23 MARCH

1966

82nd day - 283 days to come

Brought DATA PROCESSING• to Alice. Also returned the rules for the three games she sent me (sec 3/12). Also brought her a copy of NUMBER FOOTBALL• to send to Hallmark.

[redacted] Looked at GAME OF GEOMETRICS: A large number of geometric figures cut into two pieces. Boards with the figures to match the cut-up figures. Object to find the right pcs. to match the figures on your board. Not much of a game.

Wrote letter to Bill Caruson congratulating him for 2-handed ACQUIRE:

Rcd. WFF 'N PROOF• book, mats and dice. Sent a thank you letter.

THURSDAY 24 MARCH

1966

83rd day - 282 days to come

FRIDAY 25 MARCH

Annunciation B. V. Mary — 1966 — 84th day - 281 days to come

Rcd. a letter from Bill Caruson. Told me to go ahead with my ideas on the rules, but didn't promise to use them.

Lana and I played FORMATION. (Fr. Daniel's). Quite pleasant. Two small clarifications of the rules. If a R/W card comes up at the start, just take another till a R or W comes up. Can an offensive back block across the center line?

Working on CINEMA. for small numbers of players. Decided to remove the following pictures when playing with 4 players:- 15, 17, 20, 22, 23. This removes 40 cards. Also remove two "Ad" cards and 3 "Critic" cards leaving a total of 76 cards. Each player gets 19 cards.

With 5 players remove pictures 20, 22, 23 and 2 "Ad" cards and 1 "Critic" card leaving 95 cards. Each player gets 19 cards.

Played this way with Phil, Annette & BB. Worked fast but OK. Also with them played a rummy type. Used the whole deck. Each player given $20 ~~million~~ million and dealt 10 cards. The property cards are separated first. 4 of these are placed face up in the center of the table. These are available to the first to complete it. On a turn draw the top card from the deck. Then discard any card. If another player wants this card he must pay $2 million, unless more than one wants it in which case there is bidding. This card is picked up, with no discard, and the sequence of moves is not affected. When a player can cast a picture, on his turn he can pick up the property card and make the picture. He is paid in cash according to the table of 3/19. The property card and cast are discarded from the game. The player rebuilds his hand to 10 cards from the pack, paying $1 million for each card taken. ~~Another~~ No discard is made. A new property card is turned. When a player, at his turn, cannot take a card because the pack cards are exhausted (As long as there are any they are turned over without shuffling), ~~the~~ a new phase starts. This player must now put up ~~two~~ four cards for auction to the highest bidder. And so on around, except when a player makes a picture, in which case he does not have to put cards for auction. If noone bids, the player takes his card back. If a player has four or less cards left, he auctions these and is out of the game. Played pretty well.

SUNDAY 27 MARCH

Passion Sunday 1966 86th day - 279 days to come

Working on ACQUIRE• rules. Finished up to, but not including, the 2-hand version.

MONDAY 28 MARCH

1966 87th day - 278 days to come

Alice called. Hallmark sent a contract for CINEMA• and ~~ACQUIRE~~ NOMINATION• but have them both on one contract. We want them separate.

A little more work on ACQUIRE• rules. Finished rules for 2-hand.

TUESDAY 29 MARCH

1966

88th day - 277 days to come

Received the copies of HIGH BID, SATI and MR. PRESIDENT that Bill Carusson promised me.

Arthur called. Meeting Friday off. Called Claude, No meeting arranged.

WEDNESDAY 30 MARCH

Seward's Day (Alaska) 1966 89th day - 276 days to come

Sent [redacted] FOCUS booklet to Jim Silliman who ordered one two weeks ago. He was interested in my other games and creates games [redacted] himself. Wrote saying I was interested in his games and to visit my if he gets into New York.

THURSDAY 31 MARCH

1966

90th day - 275 days to come

Rearranged the shelves to put the 3M games on a higher shelf.

The Playthings 1966 Directory came. Noticed a game called WALLSTRETE. by Feature Games of Cedar Rapids, Iowa.

FRIDAY 1 APRIL

1966

91st day - 274 days to come

Rcd. a letter from Haav Hoolim.

SATURDAY 2 APRIL

1966

92nd day - 273 days to come

Finished writing the tips on strategy for ACQUIRE.

Played CINEMA • II with Sid & Clara Karlan. Played the same as last Saturday except that after the drawing cards were exhausted each player, including one who makes a picture, has to auction 2 two cards. It went a little slower but was less frustrating. Also allowed a $2M (later raised to $3M) consolation for an no-star picture, but with no ad campaign allowed.

SUNDAY 3 APRIL

Palm Sunday 1966 93rd day - 272 days to come

Wrote the rules for CINEMA• II and the changes in regular CINEMA•. BB typed them and also the new ACQUIRE• rules. Also a letter to Bill Caruson.

MONDAY 4 APRIL

Monday in Holy Week 1966 94th day - 271 days to come

TUESDAY 5 APRIL

Tuesday in Holy Week
First Day of Passover (Jewish)

1966

95th day - 270 days to come

Spoke to Claude. He is thinking of a variation of ACQUIRE. The groups of tiles represent stocks in, say, 5 different companies. As they get bigger the price goes up, till a maximum point where they rapidly go down. When reach 0 the tiles are removed so that the game continues indefinitely. This is just a germ of a GAME. so far.

Alice called. SIT DOWN AND THINK. came back. No letter.

Arthur came over at lunch time and I went out with him. Random House had sent him to Hallmark where he showed a woman his High Deck. He doesn't think there is too much chance of them accepting it. This is a different division from Project X. MERLIN'S
Arthur has a new ~~HIGH DECK~~ SOLITAIRE. This is similar to RATIONAL SOLITAIRE with the following changes. The 32 cards are laid out in an 8x4 layout - face down. The 4 corner cards are turned up. Two cards in the same line, vertical or horizontal, can be moved, either one to the other, if they are the same rank or of adjacent rank (regardless of house) or of matching major and minor (regardless of house). The card (or pile) can pass over other cards. After the four corner cards are turned up the player can turn over up to four more cards, each one being next to one already faced. The maximum number of cards that can be faced at one time is 8. Object to get all the cards in one pile.

Called Bill Bentzin, or rather he called me back. Gave him my telephone expenses & he will send me a check. Said he'd remind Bud Meyers again about sending me the trip material.

Brought CINEMA to Alice. Took back SIT DOWN AND THINK to fix the box and ~~re~~ replace the die, which was missing. There was a letter from Bill Carason. They like the game and will probably use it next year if it is still available.

Alice gave me a $50 check for the March Hallmark payment.

Saw a game called CHIP-IN which someone had sent in. There is a board with 4 layouts with numbers 2 to 12 (not in that order), also a series of similar numbers around the pot in the center of the board. Players in turn throw 2 dice. Object is to cover their layout in order. When don't get right number can cover one of the center numbers, if available. If not must chip to the pot. First player to complete his layout wins the pot. For faster game players can use either die or total of 2. (Not much of a game.)

Wrote covering letter on CINEMA to Roland Kolman.

THURSDAY 7 APRIL

Maundy Thursday 1966 97th day - 268 days to come

FRIDAY 8 APRIL

Good Friday 1966 98th day - 267 days to come

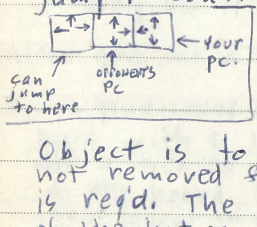
To Brentanno's. Bought HARNESS RACING. (Yorcor Productions '65)

Saw THE BALANCING ACT. A wire stand with blocks to hang on it. Not a game but a passtime.

Saw PRO-AM GOLF GAME. (Schonhorn Enterprises - 1966). There are 9 large sheets with 2 holes on each. These are placed, one at a time, under a plastic overlay which holds them in place. Each player has a chart with with 16 clubs from which he must eliminate any two he wishes. There is a plastic distance marker which a player when he drives places with the zero at the start point and going in the direction he chooses. He picks a club, throws the dice, gets the result from the chart, and measures it on the marker. Hook and slice distances are measured at right angles. When get on the green there is a bull's eye arrangement which is centered on the hole and tells you which zone you are in and the chart then tells the result.

Saw FOLLOW THE ARROW. (Scarne) This is a new and expanded version of a game I already have.

The new rules allow jumping over an opponent's pc. as long as the arrow is pointing in the direction to start the jump. Continuous jumps can be made if pcs. are in correct position. Opponent's pc. is not removed. Neither player can move in a backward direction. A player can be forced to jump if his opponent wants him to.



Object is to get all 5 pcs. across the board. The pcs. are not removed from the board so that planning to get them in is req'd. The score is determined by multiplying the number of the last pc. brought in by the total of the uncrossed pcs. of opponent.

Variations of this end the game when 10 points are brought across. Others allow pcs. brought across to be removed at once.

He also suggests playing CHECKERS. where the opponent's pcs. are removed when jumped.

I think the new board is somewhat different from the one I have.

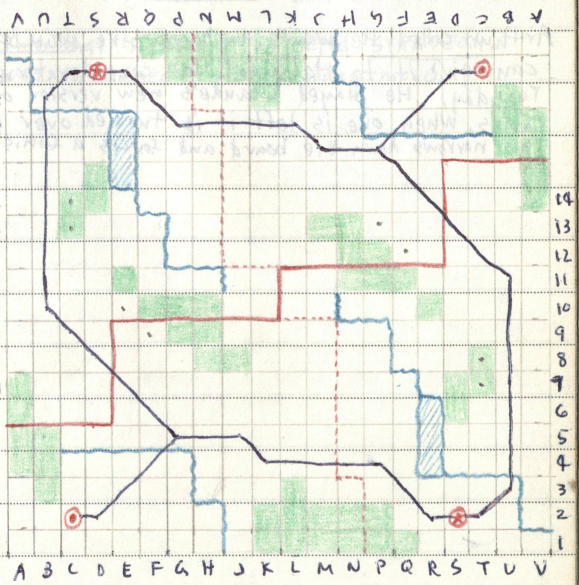
Saw a book PSYCHIC AND OTHER ESP PARTY GAMES. by David Hay. Just seems to be ordinary party-type games.

Saw a book BEAT THE DEALER. which had a system for winning at BLACKJACK. Didn't seem interesting.

SATURDAY 9 APRIL

Easter Even — 1966 — 99th day - 266 days to come

Worked out a new layout for INVASION • as shown. Started drawing up a board.



(See 4/16 for changes)

With the Laurence's played AIRLINE •. Worked out beautifully. I lost to BB at the very end.

Claude called during day. He was in a store where they had a game JUSTICE • which consisted of 6 trials. So actually it can only be played 6 times. I ~~then~~ remember seeing it before and thought I had it in my files, but couldn't find it. I think it was put out by Parker Bros.
Claude mentioned an improvement of WATCH • which he will show next Friday.

SUNDAY 10 APRIL

Easter Day 1966 100th day - 265 days to come

Finished the board for INVASION.

Arthur called. He wants to borrow the HIGH DECK he gave me, so that he can give it to Hallmark for consideration. I'll give it to him Tuesday. He played Claude's new version of WATCH. It is played with cards. When one is left it is turned over and is out of the game. This narrows down the board and forces a finish.

MONDAY 11 APRIL

1966

101st day - 264 days to come

Played 2 games of 500 RUMMY. (to 300 points) with Dad & Ilka.

Remembered that Alice told me that Hallmark rejected STRATEGY. (see 2/10) because there was an unbeatable opening move.

Have you filed your Federal Income Tax Report for 1965 and Estimated Declaration for 1966?

TUESDAY 12 APRIL

1966

102nd day - 263 days to come

Arthur picked up the High Deck he gave me (see 4/10).

To Klein's and saw three M.B. card games!—

JAMES BOND 007 CARD GAME:- Deck of cards with numbers (don't remember the make-up). Each player is dealt 3 cards, 2 face up & 1 face up. Players in turn draw a card and use it to replace any one of their cards. When they have a winning combination (three of a kind or a sequence of 3 in the same suit) or wants to bluff, they announce a combination. If noone challenges them they show the blind card. If they have a combination they collect a chip from the pot; if they bluffed they collect ~~three~~ chips. If one or more players think they are bluffing the doubting player(s) bets 1, 2, or 3 chips. If actually bluffing, must pay the bets and chip 1 to pot. If not bluffing collect the bets and one from pot. The 007 card is wild. (Fairly complete.)

MAN FROM UNCLE CARD GAME:- 42 card deck, 6 each of numbers 1 to 7. Players have hand of 3 cards which they replenish after playing a card. Play in a cribbage-type row. ~~Play~~ Pay off for making 10 (1 point), 20 (2 points), 30 (3 points), 40 (4 points), 50 (5 points). (Don't remember rest of the details.)

ILLYA KURYAKIN CARD GAME:- Cards divided into two decks. One deck consists of letters U.N.C.L.E. divided equally. The 2nd deck contains letters and also some special cards. Each player gets two cards from the 1st deck. Then a card is turned from the 2nd deck. If this is a letter card each player plays a letter card from his hand that matches if he has one and hasn't played that letter yet. If not he places a chip in the pot. Certain cards from 2nd deck make every player give up a letter or allows them to place a letter at will, etc. First to spell UNCLE wins the pot. (Rough idea.)

Bill Bentzin sent me the clippings from my tour.

Sent a letter to Fr. Daniel.

At 1-2 Kangaroo saw SWIST• among their antique games.
There is a board with all the 52 cards arranged in squares.
It has a velvet type map. Each player has a TIDDELY-WINKS• type tiddely and wink. A deck of cards is dealt out. Players in turn shoot their wink onto the field trying to land on one of the cards in their hand. If on the line, side with most in counts. If player lands on a card in his hand he discards it. If he lands outside the field he takes a penalty card. If he lands on another player's card that player may discard it. If a wink lands on another play player's wink that player loses his next turn. First to discard all his cards wins.

FRIDAY 15 APRIL

1966 105th day - 260 days to come

To Arthur's. Claude there.

Played Arthur's MERLIN'S SOLITAIRE a few times. (See 4/6). A few clarifications. A card cannot be turned up while there is any possibility of piling. A card can only be turned up in a direct line with another faced card or pile, with no cards in between, but may have empty spaces. The allowable piling was changed to cards in a line, with no cards between, or corners of a rectangle, with no other cards in rectangle.

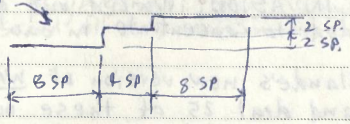
Played several games of INVASION. Worked out quite well except that the game tended to concentrate in one spot.

Played several games of Claude's new version of WATCH. Use the 4 cards of 7 ranks and deal 25 of these out in a 5x5 square, face up. First player places a marker on any card he wishes. 2nd then can place on any card except one of same rank. He also will not place his marker next to or on a rank that is next to the 1st player, as he would lose at once. Players in turn move to the next face-up card in any orthogonal direction. As they leave a card it is turned face down and is out of play. Win by landing on opponent or on a card of same rank he is on.

Federal Income Tax Report for 1965 and Estimated Declaration for 1966 must be Filed Today.

Fixed the board for INVASION. by removing mountains at T7 & T8 and adding mountains at ~~F8~~ F9 & G8 (on each side). (See 4/9.) Marked the board with 3 vertical sectors A to H, J to M, N to V. Each player makes two plays on each turn but must be in two different sectors.

Arthur called. He suggested a completely bare 20 x 20 board with the capitol city two spaces in from the borders and just 4 mountain spaces 6 spaces in from the 4 corners and a boundery →



The boundery could also be a river. He also suggested 3 sectors and two moves, but would allow both to be used in the same sector as long as they are in a straight line.

SUNDAY 17 APRIL

First Sunday after Easter

1966

107th day - 258 days to come

MONDAY 18 APRIL

1966

108th day - 257 days to come

Called Bill Bentzin to thank him for the clippings he sent me.

TUESDAY 19 APRIL

Patriots' Day (Me., Mass) 1966 109th day - 256 days to come

April Playthings came.

WEDNESDAY 20 APRIL

1966 110th day - 255 days to come

Alice called. She received a letter from Roland Kolman.
They are making a prototype for test by the test panel of CARRÉ® & BAFFLE®.
They find the following games of interest and are studying them further:- GO SEE®, DEDUCTION®, DATA PROCESSING®.
They find Dick Conner's SPORTS ARENA® very much.
They are returning the following:-
RED LETTER®:- Find it slow even for a word game. But like the idea of a board in parts.
CONCENSUS®:- They think it is well thought out but really gives little chance for skill and it is not as interesting as BINGO®.
LOST CITY®.
THE BIG WORD®.
There was no mention of CINEMA® or NOMINATION®. Alice said that they are definite and they said they will be sending new contracts as soon as they are typed.

Alice rcd. a letter from Fr. Daniel authorizing her to be agent for NUMBER FOOTBALL® & FORMATION®.

I rcd. a letter from Fr. Daniel. He will send me a copy of FORMATION®. Another monk has worked out a hockey game on the FORMATION® board. Fr. Daniel is working on a new version of NUMBER FOOTBALL® after playing PRO-QUARTERBACK®.

THURSDAY 21 APRIL

1966

111th day - 254 days to come

FRIDAY 22 APRIL

1966

112th day - 253 days to come

At American Handicrafts bought wood squares to give to Claude and Arthur.

SATURDAY 23 APRIL

1966 113th day - 252 days to come

Wrote to Fr. Daniel & Haar Hoolim.

Played INVASION • with Dana. I won but he gave me a good battle.

To Claude's. Gave him the wood squares I bought - to divide with Arthur,

Claude had bought two copies of a 1966 M.B. Bradley game MEMORY GAME • which consists of 54 pairs of tiles. We divided them up so that we each had 27 sets of 4. We used them to play WATCH • Used 8 sets of 4, dealing out 25 in a 5×5 grid. Worked great for 2 players. Tried a hand using a 6×5 grid. Each player could only capture the player playing after him. It was much too slow. Wanted to try it "cut throat" but ~~there weren't~~ 4 pieces couldn't be placed without being immediately en prise. Even 3 wouldn't work out. I suggested that 4 handed partnership might work out, but we didn't try it.

SUNDAY 24 APRIL

Second Sunday after Easter

1966

114th day - 251 days to come

Wrote to Paul Greenough.

Played WATCH - 2 handed with Dale and with dad.

MONDAY 25 APRIL

St. Mark, Evangelist — 1966 — 115th day - 250 days to come

Two calls from Alice.
They received their of copy of 1st quarter report on ACQUIRE. over $1000,
The contracts for NOMINATION & CINEMA came.

Arthur called while I was out. He has a new card game with the High Deck.

In the book The Mad World of Bridge saw that the French called BRIDGE by the name KHEDIVE prior to 1894.

TUESDAY 26 APRIL

1966

116th day - 249 days to come

Rcd. another set of FORMATION* from Fr. Daniel.

Rcd. the Hallmark contracts from Alice but not the 3M check.

Spoke to Arthur. He calls his new High Deck game OBLIGE. He thinks it is the best 2 handed game yet. Will show it to us Friday of next week.

WEDNESDAY 27 APRIL

1966

117th day - 248 days to come

Signed the contracts for CINEMA & NOMINATION!

THURSDAY 28 APRIL

1966

118th day - 247 days to come

FRIDAY 29 APRIL

1966

119th day - 246 days to come

Arthur stopped by the office for a few minute, said his new game of OBLIGE• is an improvement of KNIGHTS AND VASSALS• (see VASSALS• in 1964 diary.) Will show it next Friday.

BB & I played a few games of WATCH•. She didn't go for it too much.

SATURDAY 30 APRIL

1966 120th day - 245 days to come

Working on instructions for INVASION. during day. In evening played 4 hand INVASION. with Phil & Annette. Worked fairly, well but rule that if two partners are in on a battle their cards are added wasn't very good. BB & I won. Played a luck version, not a skill.

Phil & I played three games of WATCH. I won 2. He liked it.

Wrote to Warren Buell.

SUNDAY 1 MAY

Third Sunday after Easter
Sts. Philip and James, Apostles

1966

121st day - 244 days to come

Finished writing the rules for INVASION. & BB typed them.
A little work on equipment.

MONDAY 2 MAY

1966

122nd day - 243 days to come

Called Alice. Made date to bring INVASION. Thursday. Letter from Roland Kolman. They are returning DATA PROCESSING. He and Dan fought for it but they were overruled. Too long between moves and data cards difficult to handle. Would like to see another game based on data cards.

Thinking about INVASION and afraid that it might be repititious. Played 2 chance games by myself and 1 with Dana. All interesting. Decided to send it in as is. Putting in the diagrams in the instructions.

Rcd. letter from Fr. Daniel with his new ideas on NUMBER FOOTBALL. Didn't get a chance to look at them.

TUESDAY 3 MAY

1966

123rd day - 242 days to come

Thinking of new ideas for making RED LETTER• move faster.

Spoke to Arthur. His new card game's name was changed from OBLIGE• to ALCHEMY•.
He contacted the most exclusive dept. stores in the city with the idea of their exclusively (I that is) handling the HIGH DECK• as an exclusive gift item. About 5 were interested enough to give him an appointment.

Prepared a box for INVASION•. Dana put contact on the cover. Used the box from TAC-TICS•.

WEDNESDAY 4 MAY

1966

124th day - 241 days to come

Bob Oxhandler rcd. an ad from 3M asking him to look at their copier and offering a copy of STOCKS AND BONDS• for setting up an appointment.

Called Felicia. Told her that I think we should send SIT DOWN AND THINK• to Hallmark. She agreed.

She said that the buyer at Brentano's says that ACQUIRE• is now doing the best of the 3M games.

Rcd. letter from Haar Hoolim.

Finished INVASION•. Made the die for SIT DOWN AND THINK• that 3M lost. Checked FORMATION• to see it was complete.

Bob had his son make two copies each of the rules for INVASION and SIT DOWN AND THINK.

To Alice with INVASION, SIT DOWN AND THINK & FORMATION. Took home CONCENSUS, DATA PROCESSING and RED LETTER. Also took some Toys & Novelties. LINES & THREE are being returned. Didn't work to a climax, and is only suitable for two players.

Alice had a letter from Roland. [redacted]

In Houston Felicia saw four games imitating the 3M line. The company is - Universal Games, Inc. - Dallas. The games are:- MERGER:- game of stock manipulation in the automobile industry;
AUCTION BID:- general auction game.
CHECKER CHESS.
INTRIGUE - a spy game.
Alice wrote to Bill Caruson about it. He answered that they knew about it but weren't worried since they were so shoddy.

(cont. from 5/6) [5/6]

Alice called. Would like me to get together with her and Conner Barnett, to work on CONTINUUM. I said probably next Friday.

5/5

FRIDAY 6 MAY

1966

126th day - 239 days to come

N.Y.G.A. meeting @ Claude's mother. Arthur there too.

Played Arthur's ALCHEMY, a game for two with the high decks. one player shuffles and the other cuts. If the cutter cuts a major the opponent deals, a minor-he deals. The non-dealer plays first. The cards are dealt in an 8 x 4 grid face down. The players face the 8 side. The two rows of 8 next player are considered his side. Each player turns over the 3rd card from each end of his first row.

A play consists of either turning over a card or making one consolidation.

A card can be turned up, either on a player's own side or opponent's side, if it is in an orthagonal straight line with a face up card on the player's side and there is no cards between. A card can be turned up, on a player's own side only, if it is immediately adjacent diagonally to a faced up card on the player's side.

A consolidation (see RATIONAL SOLITAIRE) can be made with two cards orthagonally next to each, with or without intervening empty spaces, or on the corners of an otherwise empty rectangle. In order to consolidate the cards must be of the same or adjacent ranks, or corresponding majors and minors. House does not count.

On a player's turn he must make a consolidation if one or more are open to him. If more than one he can choose which to do. With a consolidation consisting of one pile on opponent's side and one on own side, he must bring the opponent's pile onto his own.

On a player's own side he may consolidate two piles even if the card relationship is lacking as long as the position is valid. He is never compelled to do this, unless he has no other possible play.

The game is over when a player, when it is his turn, cannot make a play. If this is because he has no face up cards remaining, or no cards at all, he loses. If he has one pile remaining and is not in a position to consolidate with an opponent's pile or to turn an opponent's face up card, he wins.

Played RED LETTER. Made one word on a turn. If end on a space of your color, can start next move from any other of your colored spaces. For words over 5 letters, get 1 chip for each over 5. 5 chips can be cashed in for a letter at the level you are working at. Must first move thru A or B, then 2-5 point, 2-10 point, 2-15 point, 2-20 point, and 2-25 point letters. When one player gets 2-25 point letters the game ends. Players can get credit for additional letters at lower levels by going thru them.

I liked it. Arthur & Claude were not too enthousiastic. I think it will be better to give chips for word length a value of 10 points rather then the extra letters.

Played several games of WATCH. Claude is changing the name to EGG HEAD.

(cont. on 5/5)

5/8
5/10

SATURDAY 7 MAY 1966

127th day - 238 days to come

In Springfield saw ~~dept.~~ dept. store saw:-

CAMP RONAMUCK•(Ideal):- Board showing a boys camp with pictures of the various buildings, lake, etc. There are small black stars next to the pictures of a number of boys. There is a pack of cards of the boys. The cards are dealt out to the players and each must round up his boys in the order they are dealt to him.

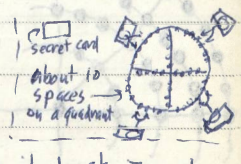
There are no paths on the board. Movement is by use of a spinner and three foot markers (○○) (○○) (○○). ~~There's~~ The token is on the board. One hole is placed over it, the marker positioned as desired, and the token is moved to the other hole. The spinner tells you what type of steps to take and how many. Cannot land your token on any place but open grass. When land on a star with final step of your move, pick up the boy. Certain spaces on dial call for taking of a special card, instead of moving. (Fairly complete idea.) If, when taking a move, your foot marker hits another player, he is sent back to bunkhouse.

F TROOP•(Ideal):- Quadrille board. There are token for each player & for an outlaw. Players move around board picking up loot. Each move is by a spinner with two areas, one for player and one for outlaw. When player and outlaw are in same space they shoot it out. If player loses, he loses all his loot and goes back to start. If he wins, keeps loot and outlaw goes to his hideout. Can go back to fort and make the loot you have safe. A certain amount of loot wins. (Rough idea.)

At Johnson's saw:-

THE IPCRESS FILE•(MB):- Spiral board with shortcuts, each one marked with a type of transportation. Players are dealt cards at the beginning which are passes for the short cuts. Object to get to the center and pick up a briefcase and get it back without having it taken away by one of the other players. (Rough idea.)

JOHN DRAKE SECRET AGENT•(MB):- Board roughly as shown. Players are dealt cards. There are corresponding cards which are put in the four areas around the board. Players land on the spaces which allow them to take a card. If they have a corresponding card they discard both. If not put it back. Try to remember it for future information.



At beginning of game one secret card is put away so one player has a card which cannot be matched. He is a double agent and can be killed. After a player has gotten rid of his cards he can look at the secret card and then tries to find the double agent and kill him (probably by landing on him). If all cards are matched up the double agent is then known to all. He may try to kill the others and wins if he can kill the other before being killed.

TWISTER•(MB):- Large plastic board with colored circles of 4 colors. There is a dial with the four limbs noted and four colors in each. 2 to 4 can play. Players start standing on two

(cont. on 5/8)

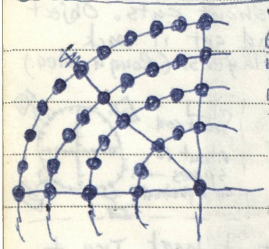
Played SIT DOWN AND THINK• with Dad & Morris, Morris won. they liked it. I looked at Bill Carlson's letter on the game. He said they would fairly surely want to use it next year, I wonder if we did right in sending it to Hallmark.

(cont. from 5/7) [5/7]

circles on the edges. The dial is spun and each player must put the limb (hand or foot, right or left) on a circle of the color spun. Must keep a limb in place until a new color is spun for it, except that one limb may be raised to pass another under it. When lose balance, you are out.

TEN COMMANDMENTS BIBLE GAME• (Cadaco):- Board game with path around the edge. Players move around and endeavor to land on each of the 10 commandments. There are spaces where players get food, clothing, money, etc. There are also other spaces where these things are given to charity. Some spaces allow trading of one item for another. One space represents the "Samaritans" and each time a player lands there he reads them all the commandments that he has that they haven't received yet. The game cannot be ended until a definite ammount of charity has been collected and the "Samaritans" have heard all ten commandments. The first player after this to get the 10 commandments wins. (Rough idea.)

ROTARY CHECKERS• from the book GAY PARTIES•



2 to 8 players (I think). Each player has 10 marbles started in the interior spaces of a segment. A neutral marble is placed in the center space and left there. The object is to get across the board as in CHINESE CHECKERS•. A move can be a move to an adjoining space, a jump or a series of jumps. There is also an "open" jump. The jumping pc. is next to the jumped (possibly only an opponent's is suitable) and can go up to 5 spaces passed if the path (on circle or straight line) is open. Only one "open" jump can be made on a move.

Bought THISTLE• (P.) & FOUR LANE ROAD RACING GAME• (Trans.). (Bought in Hartford)

Saw TYCOON• (P) the same game I already have, originally put of by the H.C. Jacoby Co.

In Hartford saw FOLLOW THE ARROW• @ Brentanno's. The board is different from the one I have:-

(Cont. on 5/10)

MONDAY 9 MAY

1966

129th day - 236 days to come

Spoke to Alice. She had a report from Roland giving the status of all the games:-

GO SEE:- working on the bidding to make it less routine & boring.

NOMINATION:- Playtesting in prototype

CINEMA:- " " "

CARRÉ:- Changed name to SHAPE AND SHATTER. Made 6 copies for panel testing.

RUSTLERS:- Want to change name & theme for less juvenile image. Play testing.

DEDUCTION:- Panel testing. Working on laminated steel board with magnetic pcs. Improved the graphics.

BAFFLE:- Rules were refined. Panel testing.

SPORTS ARENA:- Seeing if they can cost it out.

NUMBER FOOTBALL:- Trying to figure out how to play it. Want more games to test. Particularly action type.

Will go to Alice's next Friday to work on CONTINUUM and also will try out RED LETTER.

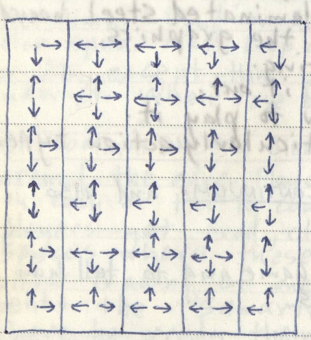
Spoke to Claude to tell him about his game and to tell him to contact Alice about his action games.

Prepared letters to send as registered letters with:- NOMINATION, SIT DOWN AND THINK, and INVASION.

Alice will write to Bill Carusone to ask about my ACQUIRE rules. And will write to John Rocknowski to ask about progress of FOCUS.

Spoke to Arthur. He has added two rules to ALCHEMY. He allows the turning up of a card at the corners of a rectangle. Thus a player next can be left with a card he cannot turn over, as long as he has at least one face-up card.
If both players are left successively with one pile which cannot be combined - it is a draw.

(contin from 5/8) [5/7]



(see 4/8). Five different games.
1st - as described on 4/8.
2nd - same as first except that pieces are removed as soon as they reach end. Scoring same as first.
3rd - First to get 10 points across wins. Each pc. is removed as crossed. I believe that the multiplying by the final pc. across is not done, the victory being the difference between the total brought across.
4th - Checkers - pcs. are removed when jumped. Pcs. can be moved backwards at any time as well as forward or sideways. If each player is left with one pc., the higher number wins.
5th - Speedy Checkers - Once at least one player has lost 3 pcs. the game continues as long as each ~~player~~ move is a jump. As soon as no jump is possible, game is over. ~~Most total captured~~ ~~wins~~ Highest total captured wins.

In "Two Guys" store bought 2 copies of MEMORY (MB).

Saw 21 SKIDOO. (Mattell) :- There is a black board with some 30 circles on it. The circles are half black and half red. Each one has a hinged ~~semi-circle~~ semicircle, red on one side and black on the other, so that depending on the side of the hinged pc., the circle is all black or all red. Each player starts with all circles ~~red~~ black. He hits the board with a hammer turning some circles to red. Can hit as many times as he wishes trying to get as close to 21 as possible. But if go over 21, player is out.

[started 5/7]

WEDNESDAY 11 MAY

1966

131st day - 234 days to come

Played RED LETTER with BB & Dana. Gave 10 point bonus for each letter over 5 in a word. Played fast and ended ~~else~~ almost even.

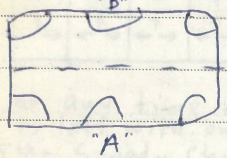
May Playthings came.

Filed a clipping from May 13th Time mag. on THE HUNT. a college game based on the moving picture - The Tenth Victim.

(cont. from 5/13) [5/13]
don't think it is great. More variety, but less clarity, could be acheived by varying the arrangement of the faces of the pcs.

Played half of a game of RED LETTER. By having Ao ● or Bo as a required start the game is jammed up at the start. Decided to change to A5 & B5 and require 3 5-point letters.

Claude showed his NOODLE HOCKEY. It is an action game played on a MAGNATELS board. Use a stick for hitting the pcs. (about 9) and for digging them out of the pockets. Object to get all the discs on the opponent's side or pockets. Alice said it was too juvenile for Hallmark.



Alice gave me a $50 check for April consultant fee from Hallmark. Rcd. a $375 check from Hallmark as advance on CINEMA and NOMINATION.

Took home the instructions for a game called STRAIGHT AWAY which was sent to them.

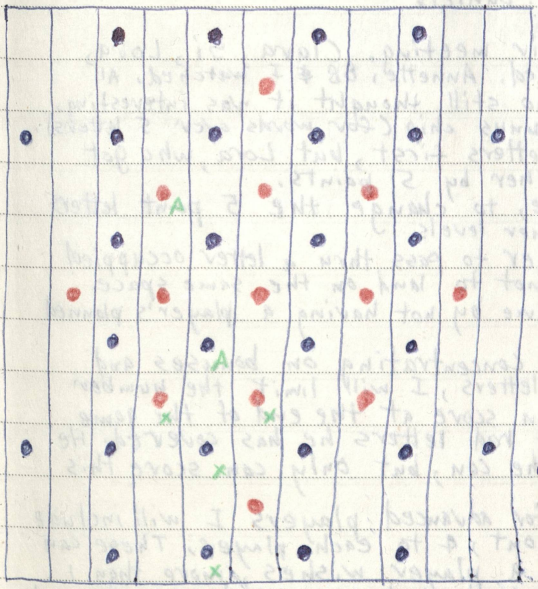
5/12

FRIDAY 13 MAY

1966

133rd day - 232 days to come

To I-S. Alice, Conner Barrett, and, later, Claude there, played CONTINUUM. First three hand & then 4. Used a board as shown (I am pretty sure). In the 3-hand game, the player opposite the empty side plays first. Rotate the seats after each round and play three rounds. With 4-hand play four rounds and rotate the first play.



A head can be played in any red space as long as there is the physical possibility of the player forming an unblocked animal. (The player doesn't have to have a body piece that will match.)

A body ~~sp~~ piece is played on the black spaces, 3 spaces in front and 1 to either side of the head. A body pc. can only be played that completes an animal. If the head belonged to another player and the one placing the body has a matching head he may ~~recapture~~ replace the opponent's head on the board and capture it. He is not compelled to do this. If on a player's turn there is an animal facing him (the only ones that count for him) that is part his color and part an opponent's, he may, if he has a similar head, capture the opponent's and place his on the board. He may replace one of his pcs, body or head, with another that fits if he wishes. This constitutes a turn. When a player has no pcs, or no pcs. that he can play his turn is missed. When no player can play, the round is over.

An animal is blocked for a player if there is another pc., either friendly or enemy in front of the body pc. or diagonally directly in front. In the diagram, an animal at "A" would be blocked by a pc. in any space marked "x".

Score 20 points for each animal with both pcs. of player's color. 10 points for a mixed animal, one pc. of the player's color. If an animal faces a player with none of his color, he scores nothing for it. Score 5 points for each captured pc. Deduct 10 points for each unplayed pc. (My scoring.) (See 1/25/65). The pcs. are arranged so that the heads of the same color on a pc. face each other, while the bodies face away from each other (I am pretty sure.)

Think that the game is better than last year but still

(cont. on 5/12)

SATURDAY 14 MAY

1966

134th day - 231 days to come

Mounted the photostadt of the AIRLINE board on cardboard, and prepared cards for travel cards, and cut pads for play money.

Rcd. a letter from ~~[illegible]~~ Fr. Daniel.

Played ~~RED LETTER~~ RED LETTER at Weir meeting. Clara, Si, Lora, Mike, Helen, and Sid played. Annette, BB & I watched. All liked it except Sid, who still thought it was interesting. Gave 10 points for each bonus chip (for words over 5 letters). Helen finished her red letters first, but Lora, who got a lot of bonuses, beat her by 5 points.

Decided for the future, to change the 5 point letters to 2, similar to the other levels.

Also will allow a player to pass thru a letter occuppied by another player, but not to land on the same space. This will speed up the game by not having a player's planned move blocked.

To stop a player from concentrating on bonuses and completely ignoring red letters, I will limit the number of bonuses a player can score at the end of the game to 3 x the number of red letters he has covered. He may get as many as he can, but only can score this ammount.

As an optional rule for advanced players I will include masks that are given out, 4 to each player. These can be used at any time a player wishes, more than 1 at a time if ~~wish~~ desired, but once used are ~~all~~ out of the game.

SUNDAY 15 MAY

Rogation Sunday 1966 135th day - 230 days to come

Stamping up money for use in AIRLINE;

MONDAY 16 MAY

Rogation Day

1966

136th day - 229 days to come

At University Pl. Book store bought SHOGI and at Straud bought 101 GAMES TO MAKE AND PLAY. Have them both. Will try to return the 1st for a credit.

Thinking of a GAME idea. Quadrille board with the lines between the spaces of different colors. The pcs. of the players each have one or more colors on them. Pcs. can move orthogonally thru as many lines as they wish, providing the color of the line is matched by the color on the pc. Objective might be to align the colors on the pcs. in some definite arrangement.

TUESDAY 17 MAY

Rogation Day 1966 137th day - 228 days to come

In a novel by Roger Vailland called "The Law" they mentioned a game called THE LAW or LA LEGGE or LA PASSATELLA which is played in southern Italy. About 6 people play. By chance 1 is chosen as chief and one as deputy. They then proceed to drink and dispense wine and to insult the others under certain proscribed limitations. Played in numerous rounds with ~~dif~~ new draw for each.

Spoke to Arthur. His idea of interesting fancy stores in handling the High Deck as an expensive gift item did not pan out.

University Bookstore gave me my money back for SHOGI.

WEDNESDAY 18 MAY

Rogation Day 1966 138th day - 227 days to come

Thinking of ideas for speeding up SPECTRUM. Each player given chips at the beginning of the game, 3 times the number of pcs. set up by each player. Only one move is made at a time. A color intersept is free, a color match costs one chip. When one player has all his pcs. on the field, the other players give up 2 chips for each remaining pc. Most chips wins.
Try that a player can move any base he wishes (instead of in a definite order) but once a base is moved the rest of the tower must be moved before another base is moved.

Alice called. Went to the stationery show. Not much of interest but I'll go for awhile tomorrow.
The 3M salesman said they may discontinue OH-WAHREE and PHLOUNDER.

(contin. ~~from~~ 5/19) [5/19]

Sextet Contract Bridge Associates:- SEXTET CONTRACT BRIDGE. Contract for six played with a 6 suit deck. Rules in "Whist" folder. The Petersons said they'd be interested in publishing folders on other games to be played with the deck and would include the inventors [redacted] among the associates.

Swing Games:- (76 Beaver St.) Arlene Levy - CL 1-2230 seems to be the head. They have the following:-
THE DIRTY GAME:- Simplification of BATTLESHIPS. The squares are designated by cities along one side and places (such as "hotel room", park, etc.) along the other. Spy theme.
SOLDIER'S POKER:- Same as LIAR'S POKER.
THE HUNT:- Another pencil & paper game - which I didn't see. Not ready yet.
Arlene said that she would like my address with the idea of having me put the finishing touches of some game ideas. I suggested BIG FUNERAL. After I gave them the post clipping and told them about the others they were interested in Claude calling them.

In evening called Claude and told him to call Arlene Levy.

THURSDAY 19 MAY

Ascension Day — 1966 — 139th day - 226 days to come

Went to stationery show at Hotel New Yorker. Got a Guest Pass.
Saw the following:-

Cardinel:- POKER RENO:- Poker dice with some kind of scoring I didn't see.

TOSS WORD:- Another cross-word cube game.

Shackman:- THREE DIMENSIONAL DOMINOES:- Seems to be the same as TRIMINO.

SHAKE-A-NUMBER:- 2 regular dice & ten special dice which in different combinations have the printed numbers from 1 to 10 & some blank sides. Each player in turn throws the ten special dice and then throws the two regular dice and chooses special dice that add up to the regular dice. Blanks are wild. Continue throwing the regular dice until the throw can't be used. Count the remaining numbers against the player. (Fairly complete idea.) (Can be bought at their store @ 2 West 35th.)

Spare-Time:- Spoke to the owner for quite a time. He had some sets of four colored cubes he was going to publish as a puzzle. It looked like the TANTALIZER I have in my collection. I said I'd check & call him back tomorrow:- Earle DeLaittre (at the hotel.)
Spare-Time Products, Inc.
2029 Hopkins Ave.
Cincinnati, Ohio 45212
He insisted on sending me copies of SPARE-TIME BOWLING & LIAR'S DICE. (Checked the puzzle and it is the same.)

Gary & Riedell:- FACULTY CARDS (Aco games inc.) A word game played very much like CANASTA. Have a tear sheet in 1966 Ad Clips. It is available for $3.00 at 200 Fifth Ave., Room 514, OR 5-4388.

TAG (Transogram):- DEALER'S CHOICE, SCORE-A-WORD: These are fancy redos of old Transogram games. I have the former & have the latter in my files.

— CHAMPIONSHIP BASEBALL:- by same company that did PRO QUARTERBACK FOOTBALL & CHAMPIONSHIP GOLF. Just a dummy box but game will be in Abercrombie & Fitch & Lord & Taylor in about a month.

Repogle Globe:- WHIRLING DERBY:- Saw this last year. Got sheet for 1966 Ad Clips.

— CORRAL:- In a group of wooden puzzles & games saw this one. A grid of about 10 X 10 holes. Pegs of two colors. Players alternate in placing a peg. First to complete a square, which must be parallel to the borders, wins. They suggest playing to 7 wins.

Setko:- Wood puzzles and games. Sheet in 1966 Ad Clips.

Field Mfg. Co., Inc:- Manufacturers of adult games. 303-5th Ave. New York 16, N.Y. Howard Helfgott said they'd like to look at my games - but particularly like gambling games.

(cont. on 5/18)

FRIDAY 20 MAY

1966

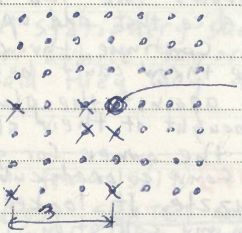
140th day - 225 days to come

Made plastic pcs. for use in RED LETTER.

Took the DINER'S CLUB GAME, THE box for packaging AIRLINE. Put the former game pcs. in a small box.

In Martin's bought black contact for covering boxes.

Playing around with CORRAL (see 5/19). Used a 7x7 grid. A player forces a win when he has two ways of completing a square. A method of scoring would be to multiply the size of one square by the other.



Ability to play this space would score 3 x 1 = 3.

Seems like a rather interesting game.

Dana & I played two-hand AIRLINE. It started interestingly but ended too quickly when Dana had to take a number of long rides on my $100 airline. Think that the best way to stop this would be to cut down on the buildup in prices, as follows:-

	2 Players	3 Players	4 or More Players
Interior	10	10	10
Border to Border	20	20	30
Coast to Coast	30	40	60
Nation Wide	50	~~80~~	100

} Price per hop.

Think it would be a good idea to raise the refinancing (at the end of the first time thru the deck) to the following:-

Interior — $750
Border to Border — $500
Coast to Coast — $250
Nation Wide — $0

Sent back some blank playing cards Alice Duce ~~sent~~ gave me. She wants to use them for a new set of Ruth's game THE LOST CITY.

SUNDAY 22 MAY

Sunday after Ascension 1966 142nd day - 223 days to come

BB & I played two games of 2-hand AIRLINE. Interesting but ended quickly. Decided to raise money given out at start to $4000 for 2-hand & $3000 for 3-hand.

Started writing the instructions for AIRLINE.

MONDAY 23 MAY

1966

143rd day - 222 days to come

Called Felicia. Asked her make an appointment with Parker to show AIRLINE. She called me back. Hank Simmons will be in N.Y. Wednesday & we have an appointment for 11 A.M. In evening finished the instructions except for the short game.

Felicia read me the following from a report she received today from Hallmark:-

NOMINATION & CINEMA:- Like them better each time they play.
SHAPE AND SHATTER:- Out for panel testing but not enough questionaires have been returned yet.
RUSTLERS:- Working on a new theme & new rules to speed up the game.
DEDUCTION:- Working on production problems.
BAFFLE:- Panel testing.
NUMBER FOOTBALL & FORMATION:- Good initial reception.
INVASION:- Not reviewed yet.
SIT DOWN AND THINK:- Great potential. Everyone liked it. Could see why 3M wants it back.
GO, SEE:- Returning. Not enough chance for skill. Bidding too routine. Felicia & I were both shocked at this.

Felicia said that Ruth's game of LOST CITY was changed to DAKTARI (after the T.V. program about animals in Africa) and was a lot of fun.

One of the inventers of CAMPAIGN (who I met at Toy Fair) called. He and his partners will be over Friday, June 3 and will bring me a copy of the game.

Rcd. a letter from Jim Silliman (who had original ordered a copy of FOCUS), He included an original pencil & paper game called SQIZZETS.

TUESDAY 24 MAY

1966 144th day - 221 days to come

Felicia called. Parker called up to cancel appointment for tomorrow. He will contact us as soon as possible. Felicia wanted to send AIRLINE to Hallmark right now but I thought that would be a slap at Parker. Decided that Alice would write to Parker saying we want to show the game at once since some one else wants to look at it.

Sent Alice a report on the Stationery Show.

Looked at the original game of HIGH SPIRITS. Think it should be sent to Hallmark.

Playing around a little with SQUIZZETS. The objection Silliman has to game can be cured by ~~pet~~ prohibiting further play in areas scored. Rather interesting.

WEDNESDAY 25 MAY

Feast of Weeks—Shebuoth (Jewish) 1966 145th day - 220 days to come

Felicia called. Hallmark wrote in answer to Alice's letter. They would definitely like to see RED LETTER again if has been speeded up. They want more emphasis on long words (which I have).

Felicia said they played DAKTARI again and enjoyed it much. Will show me when I go there.

Alice is going to go thru their files and will send me anything that pertains to games.

Called Gavy & Reidel (OR 5-4388) about FACULTY CARDS. Can't buy one there, but F.A.O. Schwartz should have it soon.

Spoke to Claude & Arthur. They will be over for a N.Y.G.A. meeting next Monday afternoon.

THURSDAY 26 MAY

1966

146th day - 219 days to come

Rcd. a package of game material from Alice. Nothing much of interest.

FRIDAY 27 MAY

1966 147th day - 218 days to come

Call from Alice. Letter from John Rocknowski. They will do another run of FOCUS in a few months. They are quite happy with its progress. Expect it to pick up a little each year and become a classic.

Alice mentioned a simple gambling GAME brought in by a negro school teacher that she sent to Hallmark. They like it. She will tell me about it when I go there again. (See 6/8.)

She found more game material in their files, which she will save for me. I spoke about those I rcd. last night. will get together to discuss some possibilities.

Called Esthetic Press about buying blank business cards. He'll ~~get~~ get some for me. I'm to call him Tuesday.

Called Bill Bentzin about the expense money for telephone calls I never recieved. Not in.

In speaking to Alice discussed my new rules for ACQUIRE. She mentioned them to Bill Caruson in a letter but, tho she heard from him since, he didn't say anything about them. When she sends him GO, SEE she will ask him again.

Thinking of some changes in the financial structure of AIRLINE: Want to try to keep the fare the same regardless of number of players. Also want to make it easier to use a "purchase order" when the opponent is not hurt.

TYPE	FARE	REFINANCING (only once)	TAX
Local	10	750	0%
B to B	30	500	20%
C to C	50	250	30%
Nationwide	80	0	50%

Start with
2 — $4000
3 — $3000
4,5,6 — $2500

Purchase order
$150 @ $500

SATURDAY 28 MAY

1966

148th day - 217 days to come

Wrote the rules for AIRLINE. Started working on the travel cards.

SUNDAY 29 MAY

Whitsunday 1966 149th day - 216 days to come

Finished equipment for AIRLINE and boxed it, with Dana covering the box with black contac. Used the box from DINER'S CLUB GAME. BB typed rules. In evening played AIRLINE with the Carlins at their house. Clara won by getting control of the New England, New York area. They liked it.

MONDAY 30 MAY

Memorial Day
Monday in Whitsun Week

1966

150th day - 215 days to come

N.Y.G.A. meeting at our house in afternoon. Arthur here first. Played ~~two~~ three games of ALCHEMY and one of FOCUS: He won two of the former & I won the latter.

Anne & Claude came later. Played two games of VERSAILLES, with BB sitting out the first and Arthur sitting out the second. Anne & I were partners & won both (I think).

Claude had an idea for a DOMINO BEAD GAME based on playing dominos in interlocking positions and maintaining patterns in all directions. Kicked it around awhile but didn't get anything workable.

After Arthur left the four of us played RED LETTER: Claude won & liked it better. Anne always liked it.

TUESDAY 31 MAY

Tuesday in Whitsun Week 1966 151st day - 214 days to come

Thinking of ideas for DOMINO BEAD GAME. Arthur called & I told him about it. When I tried it out, however, it didn't work very well.

WEDNESDAY 1 JUNE

Ember Day 1966 152nd day - 213 days to come

Bought 1000 business cards from Esthetic Press. They were thinner than those I bought last time

Thinking of further ideas for ~~domino~~ DOMINO BEAD GAME:

Decided to write to Bill Caruson & ask for reproduction of my ACQUIRE rules so I can send them to Henderson of the Sheraton Hotel Chain.

Looking at my supply of colored paper for use on a new RED LETTER set. Don't have enough light colors.

THURSDAY 2 JUNE

1966

153rd day - 212 days to come

At Mayer's bought a pad & a package of colored paper.

Rcd. letter from Haar Heolim.

Saw article in Time Mag. about ~~Education~~ Educational Games which I clipped. Will file it later.

6/4

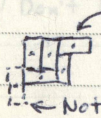
FRIDAY 3 JUNE

Ember Day
Confederate Memorial Day (Tenn., Ky.)

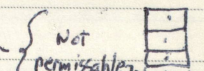
1966

154th day - 211 days to come

Got DOMINO BEAD GAME into what I think is its final form. Use two partial domino sets, eliminating all tiles which include 0's or 6's. This leaves 30 dominos with numbers 1 thru 5.
Can be played by 2, 3, or 4 players.
When 2 play, two dominos are placed in the center as a starter and each player gets 14 dominos which are, preferably, left face up.
The two starter pieces are placed like this  . The players in turn place a domino on the layout so that at least two lines (orthagonal, diagonal never being considered) are extended.



The score for the play is figured by multiplying the resulting lengths of the 2 (or 3) lines extended by each other.
Any line must be consistant as to pattern. A pattern is determined once the same number occurs at the two ends of the line. Thus a double 2 played sets that line at all 2's. A blank space can separate two different patterns in the same line. When it does it can, naturally, never be filled.
If one player cannot play he misses his turn until, possibly, he can play again. When one player has played all his pieces the game ends, except that the second player is allowed one more play to equalize the turns. If neither player can play a piece, the game also ends. Any pcs. remaining to a player deduct 50 points from their score.
Not more than 3 pieces can be lined up long side to long side.



When three play the starting layout consists of 3 pcs. as shown.

Each player gets 9 pcs. which can be open or closed, at the prior option of the players.
When 4 play the starter is two pcs, and each player gets 7 pcs., open or closed, at the prior option.

Called Felicia:- They had a letter from Constance Herrick @ Parker's. Mr. Simmons will be busy for next two months. Want us to mail the games. Guess we'll do it.
There was a letter from Bill Caruson. He received my rules and will take them into account when they reprint the rules. Will send me a proof before finalizing.

Paul Milazzo over with a girl friend, Sylvia. Brought me a copy of his games CAMPAIGN and SALVO. Played CAMPAIGN but I discoverd that the deck of "Political Fortune" cards was short. He is afraid that the last batch he sent to Brentano's is also short.
Played 3-hand BIG FUNERAL, Sylvia & Paul liked it. Gave them a set.
Paul wants to meet Claude. Will get together soon.
Paul has a game SPARTAN CHECKERS at home which I'll see when I

(contin. on 6/9)

SATURDAY 4 JUNE

Ember Day 1966 155th day - 210 days to come

Wrote the rules for the revised RED LETTER. Played with the Fredericks. I won but they didn't seem with it.

(Contin. from 6/3) [6/3]

visit him. He also was contacted by someone in Washington who has a political game CAUCUS. (not the one I already have). He will try to get a copy for me.
Paul and I played FOCUS. He liked it. Gave him and Sylvia a copy of my booklet.

SUNDAY 5 JUNE

Trinity Sunday

1966

156th day - 209 days to come

Finished equipment for RED LETTER• and boxed it in the BIRD WATCHER• box which Dana covered with black contact.

BB finished typing the AIRLINE• rules and I covered the extra zero on the eastern trunk routes.

MONDAY 6 JUNE

1966

157th day - 208 days to come

Rcd. an ad from A-H for GUADALCANAL. Filed in 1966 Ad Clips.

TUESDAY 7 JUNE

1966 158th day - 207 days to come

Bob had Sylvia make two sets each of reproductions for:- DATA•, AIRLINE•, RED LETTER•

Rcd. SPARE TIME BOWLING• and LIAR'S POKER•, sent by mail from the owner who I met at the Stationery Show.

Promised Bob (Oxhandler) a set of ACQUIRE•.

Called Bill Bentzin. He said he'll send me the $4.85 for my telephone calls.

Went over the material Alice sent me. Picked out two games to discuss tomorrow:- CIVIL WAR SKIRMISH•, PROJECT•

WEDNESDAY 8 JUNE

1966 159th day - 206 days to come

To Alice:- Brought AIRLINE® & DATA PROCESSING® to be sent to Parker.
RED LETTER® to be sent to Hallmark.
She is also going to sent GO SEE® to 3M.

Took some Toys & Novelties. There was a piece on 3M boxing winning a contest. HIGH BID® was featured. Four others were shown, including ACQUIRE®. A&S had a fathers day ad for ACQUIRE®, STOCKS AND BONDS® and TWIXT®.

Discussed CIVIL WAR SKIRMISH® & PROJECT® with Alice. She will try to contact the inventers and get models. I took back some additional material from her files.

Took back Arthur's NOVA BOARD®.

Alice told me about CRISS-CROSS®, the game brought in by the negro school teacher. It is an elongated quadrille. At one end there are a series of numbered squares, with largest number in center and getting less towards both sides. Luck cards send you back, forward & sideways in quadrille, but advancing towards end where you score the number you land on. (Very rough idea.) Roland Coleman says that, surprisingly, the initial reaction was favorable (see 5/27)

Alice gave me $50 for May payment from Hallmark.

Alice is leaving Saturday for month vacation in Kansas. She will visit Hallmark.

Claude found a little toy store in Jersey City which had a lot of old games i- He bought the following - most of them in duplicate which he kept:-
AERIAL MAIL GAME•, FOXY GAME•, POLARIS•, DIAMONDS•, THREE GUARDSMEN•, SUBMARINE CHASER GAME•, FORTY EIGHT - 7-11•, WYNTRE GOLF•, PIGGLE-WIGGLE BOARD•. (Polaris & Wyntre Golf do not have rules.)
On Vesey St. he bought ~~I AM THE~~ I'M THE BRAIN• which I told him to keep.
Paid him $7.50 which covered the cost of the games and his trip to Jersey City and lunch.

At lunch time bought a copy of FOUR NEW CARD GAMES• by Bob Abbott, to give to Annette Laurence who is interested in ~~BABBEE~~ BABEL• for her daughter's party.

FRIDAY 10 JUNE

1966

161st day - 204 days to come

Brought in a set of ACQUIRE to Bob Oxhandler. Gave him new insides but the worn sleeve that 3M replaced last fall.

In evening played 4-hand DOMINO BEAD GAME with the family. It worked beautifully. I made one score of 10 x 10 x 5 = 500 and won.

SATURDAY 11 JUNE

St. Barnabas
Kamehameha Day (Hawaii)

1966

162nd day - 203 days to come

At 1-2 Kangaroo bought LINJO. which I had seen advertised in an English Magazine. It is not a game - but a nice set of cards that can be worked up into a game.

To the Laurence's in the evening. Played two games of RED LETTER. I won them both. Played 2-hand DOMINO BEAD GAME. with Phil. I won a close one. He thought it was one of the best things I have ever done.

Gave Annette Bob's book with BABEL. Unfortunately, it only has the version for 3 to 5 players. She'll read that and then call me to get the changes for the party game.

SUNDAY 12 JUNE

First Sunday after Trinity

1966

163rd day - 202 days to come

MONDAY 13 JUNE

1966

164th day - 201 days to come

Wrote to Bill Carusoe asking him to send me 2 reproductions of my ACQUIRE• rules.

Wrote to Fr. Daniel.

June Playthings came.

Thinking of new ideas for RIDE-A-RAY•.

Spoke to Claude. Told him of my development of DOMINO BEAD GAME•. He liked the idea of getting together with Paul Milazzo with the women along. Called Paul and he also liked the idea. He'll call me to set a date. He said he'd send out the missing cards for CAMPAIGN• at once.

He also said that he no longer had the game of SPARTAN CHECKERS•, the inventor having taken it back. He said it was played something like CHINESE CHECKERS• as the pieces start off and go thru a narrow "gate" They then enter a fighting field with many corners where capture is as in CHECKERS•.

TUESDAY 14 JUNE

American Flag Adopted 1777 — 1966 — 165th day - 200 days to come

Wrote to Universal Games of Dallas asking if I could buy copies of MERGER•, AUCTION BID•, CHECKER CHESS•, and INTRIGUE• directly from them.

Spoke to Claude. He received his copy of LOA• back from Mattel. I will get it (actually a new model) to Felicia when I bring her HIGH SPIRITS•.

Spoke to Arthur. He is bringing High Deck to Similmatics (or something like that) in a few days. They ~~put out~~ are putting out a game called THE GREEN BERETS• soon, but are interested in more adult ideas. Made date to go there Friday of next week.
, to Arthur's,

WEDNESDAY 15 JUNE

1966

166th day - 199 days to come

Filed a clipping from Time Magazine of June 3, 1966 in "Articles from Periodicals". It mentions the following educational games:- NAPOLI.
LIFE CAREER GAME.
VIET NAM WAR GAME.
SUMERIAN GAME.
WFF 'N PROOF.

Ordered 20 patents. Looked at some others.

In John's say OOP-STICKS. (Transogram). Their is a base with holes for 4 posts. There are 3 different sets with notches of different depths, for different degrees of difficulty. The are "oop-sticks" which also have notches. Players in turn try to hook a sticks on the posts. Rules are similar to PICK-UP-STICKS.

Second Payment Federal Income Tax Due.

THURSDAY 16 JUNE

1966

167th day - 198 days to come

Called Felicia. No news from Hallmark. Felicia said that a European educational game called COUSENAIRE is popular.

FRIDAY 17 JUNE

Sacred Heart
Bunker Hill Day (Boston)

1966

168th day - 197 days to come

Called Felicia. No news from Hallmark. Felicia said that a European educational game called CUISENAIRE is popular. I think I saw this at Brentano's. It consists of various sized sticks that teach mathematical concepts.
Felicia also said she made up a game called BOTTLE TOPS but wouldn't tell me about it at present.
Natelie Donna is coming in next Friday at 10:30 with some games. Felicia would like me to be there as consultant. I said I would.

SATURDAY 18 JUNE

1966

169th day - 196 days to come

The letter I sent to Universal Games about MERGER, etc. was returned for insufficient address.

Paul Milazzo called. Would like to get together on July 1, with Claude, Anne & us. Told BB that he had played BIG FUNERAL but that it fell flat after the first player was eliminated.

6/20

SUNDAY 19 JUNE

Father's Day
Second Sunday after Trinity

1966

170th day - 195 days to come

After thinking about it for two days & nights came up with the following ideas for RIDE-A-RAY. Identify the 4 sides of the board as N, E, S, W. Provide 3 sets of small markers with the numbers 1 to 13 in each direction (156 total). The three sets have different colors which have values of 2-3-5.

Choose for first by drawings markers, then position each player's token by drawing markers till an intersection is set. Then return all the markers face down.

Set up "free-lance" assignments by drawing markers and placing them in proper position along the sides. Continue until each side has at least one marker. If the same number on the same side comes up twice, the higher number is placed under the lower, and then becomes available when uncovered.

Players each have a "switch" which starts in "on" position. Players in turn can move from the space they are on to the end of a line passing thru it. With their "switch" in "on" position they can move on any colored line that [illegible] is the same color as a space rested on by any token, including their own. They may, if they wish, switch to "off" and then move on any line which does not have a token resting on a space. If a player wishes, however, to switch to "on", this takes a turn and no move can be made.

When the end of a line ends on a line of the same color the player may, if he wishes, move to either end of this line, etc.

When a player reaches an end of the line intersection that has markers on two or more sides he has completed an "assignment" and scores the product of the two or more markers at the sides. If he completes more than one assignment on one move, by continuous moves on the same color, the second one counts double, etc. The score is entered on the score sheet. After a player has three scores from "free-lance" assignments, he gets a "special" assignment. He draws markers till he gets an intersection. If any extra are drawn they are placed on the proper side. The player must then get to the intersection of his "assignment". The first "assignment" scores 10 points. Then the player does three more "free-lance" assignments, there is another a second "special" assignment which scores 20 points. Etc, thru 4 "special" assignments. As soon as the first player completes the 4th assignment, worth 40 points, the game is over. Highest score wins.

A player cannot land on, or [illegible] use as a "turning point", a space occuppied by a token.

When two play, each player has two tokens. On each turn, both are moved.

Playing around with it on the board and don't think it is very good.

On the bus from Pittsburg spoke to a 17 year boy. Showed

(cont. on 6/20)

MONDAY 20 JUNE

1966 171st day - 194 days to come

Called Playthings Mag. to see if they had any listing for Universal Games. Didn't, but took my name and phone number & said they would contact me if they learned anything.

(cont. from 6/19) [6/19]

him the game of CORRAL. on an 8x8 grid (Checkerboard). Promised to send him a FOCUS. booklet.

Edward Barros
1380 Whitton Ave.
San Jose, California 95116

He mentioned playing a Revolutionary War GAME., the name of which he doesn't remember. It is played on a grid with dice.

TUESDAY 21 JUNE

First Day of Summer 1966 172nd day - 193 days to come

Spoke to Claude. July 1 will probably be o.k. with him for getting together with Paul Milazzo.

Spoke to Arthur. He brought High Deck to Similmatics & is fairly optomistic.

WEDNESDAY 22 JUNE

1966

173rd day - 192 days to come

The 20 patent coupons I sent out came back. The price has been raised to 50¢ a patent. I crossed out half of the numbers & sent back an order for 10 patents.

to deliberately lead your pcs. to a trap to end the game. Played two games, in the second making use of a grid for recording position of own traps and information gained about opponent's side. (My idea.) Fairly interesting game but perhaps the termination might be altered somewhat. At present the first pc. across usually wins.

Looked at PORT-OF-CALL again and took home the rules marked "new rules". They were the same as the revised set I have at home. Told Felicia that it was too much like the A-H games, more like work than pleasure. She agrees but is sending it to Hallmark anyway.

She is also sending MOONHUNT by same inventer. Looked at rules. They are similar to GUSHER but have more to them, I think.

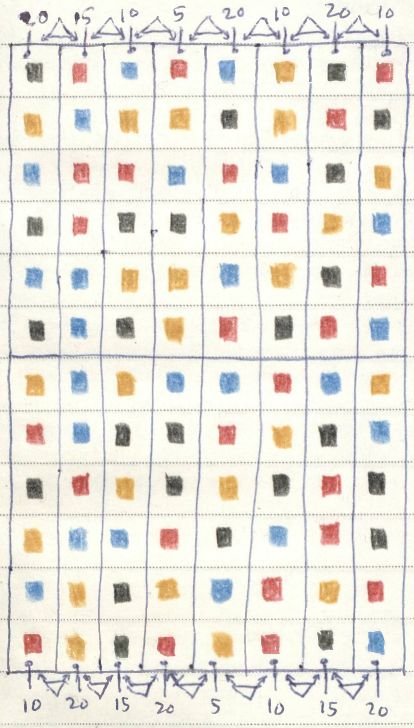
Felicia got a letter from Glen Ripley in Buffalo. He listed about ten games that he is interested in submitting for their consideration. Felicia will write to him.

N.Y. G.A. meeting at Arthur's. Claude there.
Played DOMINO BEAD GAME. First 3-hand. For set-up had to limit it to two dominoes, due to continual turning up of improper patterns, and eliminate 1 from game. Played 2-hand, first with random distribution of dominoes, then with each player having one set of 15 dominoes and starting from scratch (without setup). They liked the game very much. Arthur preferred the symetrical distribution. I preferred the random.

Played 3-hand L.O.A. Worked quite well.

Rcd. answer from Bill Caruson, who completely misread my letter to him.

To Felicia's during day to see Natalie Donna and her game. The game is called TRAPS and is for two players. The board is as shown. But each half can be raised and there are holes below into which magnets can be placed. Each player has 5 magnets which he places on his side of the board but keeps their position secret. Only one "trap" can be placed on any horizontal line, but any number can be on a vertical line.



Each player has 7 pcs., with a magnet on the bottom, which are placed on the triangular spaces at either end. Choose for first play. ~~The first~~ The first player moves to any space, following an arrow. The second player then makes a "match" move which is to the same color as the 1st player's move. And then, using either the same pc. or another, makes a "go" move to any color. The first player must now "match" and then can "go". Etc.

A move on the board is only forward, straight or diagonally. A player must move if able, even if forced into a trap. If a player cannot "match", thereby moving, he removes any pc. of his he wishes from the game. The other player then can "match" his own move and then "go". If he cannot "match" he just "gos."

When a piece lands on a trap on either side of the board, the magnets topple it and it is out of the game. ~~The~~ If the topple was on a "go" move, the other player then must "match" that color, if the topple was on a "go" or match move the other player just takes a "go" move.

If a player's pc. lands on an opponent's pc. that pc. is out of the game.

When a pc. reaches the end of the board, it is out of the game & the player receives the points on the space. The game is over as soon as one player has no further pcs. and the high score wins. It is permissable, when ahead,

(cont. on 6/23)

SATURDAY 25 JUNE

1966

176th day - 189 days to come

SUNDAY 26 JUNE

Third Sunday after Trinity 1966 177th day - 188 days to come

Working on cards for a new set of HIGH SPIRITS:

MONDAY 27 JUNE

1966 178th day - 187 days to come

Paul Millazzo called. Got instructions for getting to his house next Friday. He said he definitely wanted to go ahead with BIG FUNERAL and has started getting prices for producing it.

Called Bill Bentzin. Told him I was [redacted] sending a set of my instructions for ACQUIRE to Henderson of the Sheraton Hotels. He said O.K. He also said he'd send me my $4.85 for telephone expenses.

Called Felicia's answering service, asked to be called if convenient.

Rcd. a FOCUS order from Sci. Am. article.

TUESDAY 28 JUNE

1966 179th day - 186 days to come

Felicia called. She had a letter from Hallmark. No mention of RED LETTER. They mostly said how much they loved a mechanical golf game called CIRCULAR GOLF. Wanted her to come to Kansas City for a party with Alice & the game staff. She's not going.

Got the name of the store in Texas that had the Universal Games :- MERGER., etc. :-

Sakowitz's Dept. Store
Stationery Dept.
Houston, Texas

Asked Felicia to get me reproductions of MOONHUNT. rules. I offered to pay for them, but she said she would.

She rcd, a letter from Professor Ivan L. Preston
Penn. State College
It contained a newspaper article about his game INTERACTION. It has a board with spaces representing different persons & places. The players get "attitude" cards which tells whether they like or dislike the persons & places. Score by reaching spaces liked. Bets can be placed as which direction a player will take at a crossroad. There is much more, he says, to this. Attitude cards can also be switched at times.

Called Claude to tell him of Paul's wanting to do BIG FUNERAL.

Spoke to Arthur he has a new GAME. idea for High Deck. It was originally based on HEARTS. but developed differently. All of the "pures" (such as K & V of the arrow, etc.) are the special cards. The cards are dealt out and then played in tricks. The object is to play out all your other cards, leaving only "pures" in your hand. (What if you aren't dealt any "pures"?)

Phil Lawrence called to get the rules for party BABEL.

WEDNESDAY 29 JUNE

St. Peter, Apostle — 1966 — 180th day - 185 days to come

Called Felicia. Got the following address for ordering INTERACTION:
§ Penn State Book Exchange
(State College Pa.
Felicia wrote to Prof. Preston asking him to send the game and telling him that she would have me look at it. I'll wait to see what happens before writing for a copy.

Felicia also wrote to Glen Ripley (see 6/24) asking him to send the rules of several of his games.

Felicia is sending me the rules for MOONHUNT which she got an extra copy of from Curt Kauffman. He also told her of another game he invented called GALLEON which is based on locating treasures on islands. Curt would like to join N.Y.G.A. and I told Alice to have him get in touch with me.

Felicia also mentioned a game by an NBC executive originally called TRAFFIC JAM. It was originally sold to M.B. for a TV tie-in. However the fact that the inventor was a TV executive made it fall thru. Felicia is now considering submitting it to Hallmark in the 1-5 name. She wants me to look at it and will send me rules. It also has a new name.

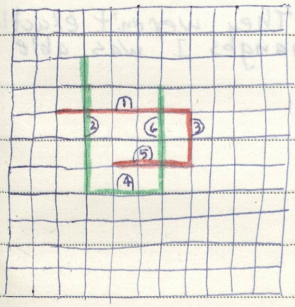
Felicia wrote Hallmark asking whether they had received RED LETTER. She sent PORT OF CALL & MOONHUNT to Hallmark.

Claude brought to the office a copy of GAME TRAIN• by Gilbert as a present for me. He also had an old copy of FLINCH•, prior to being taken over by Parker, and he gave it to me when I asked.

Bill Caruson sent the new rules for ACQUIRE• for my comment. At a quick reading they looked got.

Rcd. the rules for MOONHUNT• and RALLY-TALLY• (TRAFFIC-JAM•) from Felicia.

Developed a pencil and paper GAME•, preferably played on graph paper. Use 12 lines by 12 lines and play on the lines.



Players in turn draw lines, each player using a different color. Lines, except for a later exception, can be a maximum of 5 long. The first line cannot be on an edge and the second line (1st by 2nd player) must cross the first, but not on either end.

New lines are drawn, either straight or at a right angle, to a completely open end of that player's color. If a 5 long line would end on another line, so that the end was no longer open, the player may continue until the first open space, if there is any.

Players continue until both ends of their line is closed. One player may have a number of continuous moves after the other player is stopped.

Each enclosure is looked at. The player with the most sides around the enclosure wins it. In the example shown green would win with 4 sides to 2 for red. If one side is split between colors, it counts half a side for each. If both players have the same number of sides, neither player wins that enclosure. Player winning the most enclosures, regardless of their size, wins.

FRIDAY 1 JULY

1966

182nd day · 183 days to come

Felicia called. Hallmark (Roland) called her to say that RED LETTER had been rcd.

Rcd. letter from Br. Daniel with rules for the redo of NUMBER FOOTBALL & for FORMATION HOCKEY. Filed these in "Misc. Games" Folder & "Board Games" Folder.

With Claude, Anne, & BB to the home of Paul Milazzo's friend, Sylvia. Played BIG FUNERAL, first with 7 (including Sylvia's daughter) which was too many, and then with 6. Claude & Paul discussing terms for publishing it. Invited Paul & Sylvia to N.Y.G.A. meeting next Friday at our house. Paul coming but Sylvia can't make it, would like to come another time. Claude coming and Anne, if they can get a baby sitter.

Paul gave me extra cards for CAMPAIGN. They weren't exactly the right ones, but by making some changes I was able to make a complete set.

SATURDAY 2 JULY

1966

183rd day - 182 days to come

Called Arthur and invited him for next Friday. Yes.

Called Claude. He said I should get agent's fee for BIG FUNERAL. I thanked him but said no.

SUNDAY 3 JULY

Fourth Sunday after Trinity 1966 184th day - 181 days to come

Filed RALLY-TALLY and MOONHUNT in board game folder.

Played 3 games of DOMINO BEAD GAME with Phil. He won two. The doubles are a disadvantage. To eliminate some of this will reduce the deduction for an unplayed double to 5 points instead of 50.
I think it is necessary to add the rule that a player must make a move if able. If he can't find out (or chooses not to find one) his opponent may point out a move, which then must be made.

MONDAY 4 JULY

Independence Day 1966 185th day - 180 days to come

Went over the ACQUIRE rules and made corrections. BB typed me a copy and typed letters to Bill Caruson and Ernest Henderson III.

Wrote thank you letter to Earle DeLaittre of Spare-Time thanking him for SPARE-TIME BOWLING and LIAR'S POKER

TUESDAY 5 JULY

1966

186th day - 179 days to come

WEDNESDAY 6 JULY

1966

187th day - 178 days to come

Claude bought 40-11" X 13" pcs. of matte white cardboard for $3.00 plus tax for me.

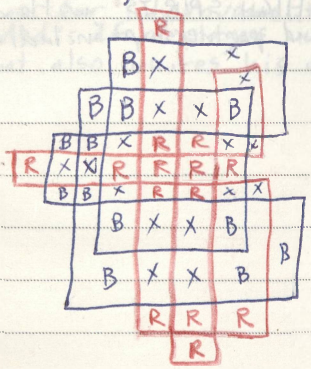
THURSDAY 7 JULY

1966

188th day - 177 days to come

Rcd. a carbon copy of a letter from Curtis Kaufman concerning his games of GALLEON® & PORT-OF-CALL® and his desire to join our game group.

Arthur & Claude over for NYGA meeting. Showed them a variation of my GAME idea of 6/30. One player draws a returned configuration of 12 lines, then the 2nd player in another color draws 12 lines in a returned configuration, and ~~12~~ 6 of them must each cross at least one line of the 1st player's configuration. Boxes won as in previous game. Best way is for each player to put a configuration on a sheet and then trade sheets. High total score wins.



The first player should spread his configuration out to allow plenty of room for second.

Claude & Arthur thought it interesting.

Paul came later. Dana joined us to play several games of 5-hand L.O.A. Worked very well. Even the problem of stopping a player whose win is imminent worked itself out by in general leaving it up to the last possible one to stop him. Claude left the rules for me to look at, and to suggest corrections.

Played 4-hand HIGH SPIRITS with Paul, Claude & Arthur. Only Claude liked it. BB watched and came to the conclusion that the names - Greenies, etc were a detriment. Trying to think of other names by myself later but without success.

Claude brought me a copy of THE PERILS OF PAULINE - for $1.25.

SATURDAY 9 JULY

1966

190th day - 175 days to come

Rcd. confirmation from Bill Carlson of receipt of ACQUIRE rules.

Rcd. 9 patents from last order. Only 3 of interest.

Dana & I played 2-hand HIGH SPIRITS. He found it more interesting than he remembered. Still trying to think of new names for the spirits. Could go back to my original idea of stocks in companies.

In evening played 3-hand HIGH SPIRITS with BB & Dave (Marylin's). Then played 4-hand partnership including Dana, worked very well.

SUNDAY 10 JULY

Fifth Sunday after Trinity — 1966 — 191st day - 174 days to come

Thinking of the following names for HIGH SPIRITS:-
Poultergeists
Apparitions
Revenants
Spectres

Wrote to Haar Moolim.

Went over Claude's rules for L.O.A. and marked up some suggestions for improvements. One rule that I don't have recorded:- If a player unites his pcs. by making a capture that also unites his opponent's pcs., he still wins.

MONDAY 11 JULY

1966

192nd day - 173 days to come

Rcd. the last patent from last order. Moderately interesting.

TUESDAY 12 JULY

Orangemen's Day 1966 193rd day - 172 days to come

Spoke to Arthur. He has a new High Deck game called THE GREAT GAME. which he wants to try out. Didn't have time to get any details.

Felicia called. She had a telephone call from Alice. After her day at Hallmark Alice is a little discouraged at their slow progress

WEDNESDAY 13 JULY

1966 194th day - 171 days to come

Spoke to Felicia. The game INTERACTION' came. Dale picked it up there and brought it to my office. Looked at it in evening and it seems quite interesting.
She also said that (7/7) was not too trustworthy - particularly financially.

THURSDAY 14 JULY

1966 195th day - 170 days to come

Talking to Claude, I thought of the following theme for HIGH SPIRITS. Days of vacation at four different places:- Seaside, Dude Ranch, Mountains, Cruise Ship. Claude suggested giving names on the "Status Cards" similar to the the classes of coffins, etc, in his game.

Claude picked up the rules for L.O.A. that I marked up.

FRIDAY 15 JULY

St. Swithin's Day — 1966 — 196th day · 169 days to come

Called Alice. She likes the new theme for HIGH SPIRITS. I will now call it HAVING A WONDERFUL TIME. She told me a little more about her trip to Hallmark. They have very few games that were not sent thru I-S. Jim & Dan made up one GAME which Alice couldn't recollect the theme of right now.
The following games look as if they are definitely going to be accepted:-
SHAPE AND SHATTER:- Looks good in plastic.
DEDUCTION:- Made up magnetically.
RUSTLERS:- Name changed to CAPTURE THE CARGO. They added the extra track around the outside that I suggested.
Their initial reception of TRAPS was favorable.
They also told Alice that they had approached 3M with an offer to buy their game line, but 3M wasn't interested.

Played ~~two~~ matches of INTERACTION with Dana & Dad. Interesting but a little slow.

Claude called. He saw two books on games in Italian, one for $.50 & one for $1.50. I told him to buy them for me.

SATURDAY 16 JULY

1966 197th day - 168 days to come

Rcd. a letter from Curt Kaufman saying he is finishing GALLEON and will contact me about getting together.

At Lora's, Helen, Si, Clara, & Mike played one match of INTERACTION. Si liked it. The others not too much.

Rcd. a letter from Warren Buell. He sent a number of clippings, some new & some I already had.

Wrote Prof. Ivan L. Preston with $3.25 for a copy of INTERACTION.
Wrote to Sakowitz's Dept. Store asking about getting MERGER, etc. by mail order.

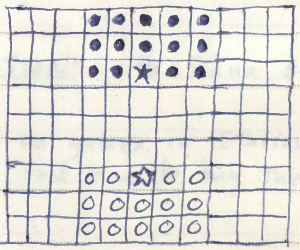
Wrote to Jim Silliman, Wesley Hosken, & Herbert M. Baus.

Blocked out letters to the British Museum & K. G. Collins but didn't get a chance to get them copied.

(cont. from 7/18) [7/18]

Most money wins. (These rules are pretty complete but there are some omissions probably.)

GAMBIT:- Played on a board as shown. Each player has 15 men (14 plain & 1 king) set up as shown. Players in turn move one pc. A move is one space in any orthogonal direction to an unoccupied space. When rows of enemy pcs. (in an orthogonal direction) face each other without an intervening empty space, the longer row wins and the opposing pcs. are removed. In counting a row containing the king, the king counts as 2. The object is to capture the opponent's king. When two rows are equal, neither is removed.



AUCTION:- There are 25 sets of ~~4~~ 4 cards each representing 25 different items, 2 being expensive and 2 being cheap (the variation ~~here~~ going from 4x to 10x). In the same set ~~there~~ there are 10 cards of "box" items. There are 10 different shaped cards with more expensive items which go with the "box" cards. 5 cards at a time are dealt face down, so that the item is visible but not whether expensive or cheap. When a "box" card is one of the 5, a face down expensive item is added. They players bid till all except one passes. This player then looks at the cards and credits their value to his score. 22 auctions are held and then each player's remaining money (all given a set amount at start) is added to their score. High score wins.

INTRIGUE:- Played by 2, or 4 playing as partners. Each player has a diplomat piece, and a spy pc. (do partners have complete sets each?). The board has spaces around the edge with some 20 (or more) countries, also spaces with "world events". Players move the diplomat by throw of two dice, when land on a country, pay a listed amount of money as "foreign aid" and take the card representing the country. (Each player given a starting sum of money.) Each country has a point value depending on ~~When an~~ its population. The "foreign aid" goes up with the point value.

(cont. on 7/19)

7/17
7/19

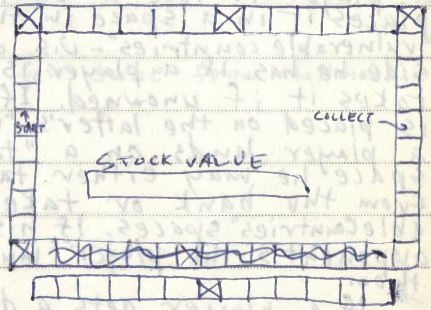
MONDAY 18 JULY
1966

199th day - 166 days to come

Rcd. another copy of ACQUIRE• rules. All my changes were incorporated. Just three typographical errors.

Rcd. another letter from Bill Caruson. They are returning GO SEE, A GLOBAL HOLIDAY: Would like to 'SIT DOWN AND THINK• sometime in the future.

To Brentanno's:- Bought THE REAL NUMBERS GAME•. Not very good.
Saw WORD RUMMY•. I have a copy but it hasn't been around for many years.
Saw the 4 games put out by Universal Games (No address was shown anywhere, altho they said questions would be answered by mail.)
MERGER•:- This is an inferior imitation of ACQUIRE•. There is a board as shown:-



Players start at start and move by throw of 2 dice. When land on X space (which are actually identified with the names of 6 different car makes) the player takes the ownership card of that car and places one car on the factory space. When 2 play each owns three factories. when 3 play each owns 2. When 4 play, they are partners in owning 3 factories.
2 dice are used for moving but two stops are made on each turn, so that except with doubles, a player has a choice on his first stop. When a player stops next to an automobile of his factory, he places another automobile (each auto placed, including the first costs $100) and it is possible for two to be placed on one turn. When a player lands on or passes "collect space" he gets $100 for each auto "produced" in all of his plants.
Once a factory has started producing autos players in turn can buy up to 5 shares in a turn. There are 3 classifications with two cars in each and stock value depends on number of cars produced.

	1	2	3	4	- - -	25
LOW	$100	$200	$300	$400		$2500
MEDIUM	$200	$300	$400	$500		$2600
HIGH	$300	$400	$500	$600		$2700

A player may sell and buy on any turn. Not clear whether total transactions are limited to 5.
When a car is placed that touches two factories the larger takes over the smaller. Only the owner of the larger can place the auto. Owner of smaller gets $200 for each car (ownership does not depend on stock ownership) in the taken over factory. Stock can be traded, but no rules given, for the stock of the taking over factory. Play until 3 factories have been taken over.

(cont. on 7/17)

Rcd. GO-SEE, A GLOBAL HOLIDAY. back from 3M.

Spoke to Arthur. No date. His THE GREAT GAME. didn't work out. He took back his High Deck from Similmatics.

(cont. from 7/17) [7/18]

When land on opponent's country pay a penalty which also is graduated with the point value. Also the countries next to each other on the board are numbered (1A, 1B, 1C, 1D, etc) in groups of 4 or 5. When player owns two or more in a row in a group the penalty is multiplied by two or more.

~~If~~ When a player lands on "world events" he draws "world event cards. These are like "chance" cards. Some direct a player to lose a country. If he has the country he places it in a space in the center of the board marked "vulnerable countries" - U.S. or U.S.S.R. depending on the side he has. If a player is directed to win a country, he takes it if unowned. If opponent has it, however, it is placed on the latter's "vulnerable countries" space. When a player lands on a "take countries or income tax" space he may either take a set amount of money from the bank or take the countries in the "vulnerable countries" spaces. If his own there is no charge, if opponent's the player must pay the "foreign aid" for them.

If a player gets a double, after completing the play involved, the player announces he is attacking with a soldier from any country he controls. The opponent then places his three soldiers to defend countries within striking distance (in the direction of play) of the starting country. He may place a single soldier in each of three countries, or two in one and one in another. If the soldier lands in an ~~unoccupied~~ enemy owned country without a soldier, he takes it over. If in an enemy owned country with one soldier, it is a stand-off. If in an enemy owned country with two soldiers, the attacking soldier is captured & is out of the game.

If a double is thrown when moving a soldier then the spy is used (where it starts from is not given). Any enemy owned country landed upon is taken. No defense is possible.

Object is to get country cards totaling to a given total or more. The total can be varied to vary the length of the game. Countries next to each other are not multiplied for purposes of point values, only for "penalties". (see 7/27.)

[started 7/18]

WEDNESDAY 20 JULY

1966

201st day - 164 days to come

Filed the game SQUIZZETS. in Misc. Games folder.

Wrote to Bill Caruson with typographical errors in ACQUIRE. rules, also our disappointment in their rejection of GO-SEE, A GLOBAL HOLIDAY. Also told him to contact Alice about SIT DOWN AND THINK.

Sent out the letter to K.G. Collins.

Rcd. long letter from Haar Hoolim with a lot of game ideas. Only started reading it.

Rcd. from Alice rules for 5 games by Glenn Ripley, Jr.
PIKE'S PEAK OR BUST.
CHECK-MATE.
AIR POWER-STRIKE.
JET AGE WARFARE.
ORIENTAL LEAP FROG RACE.

Alice sent me the $50 check for June from Hallmark.

THURSDAY 21 JULY

1966

202nd day - 163 days to come

Wrote another letter to Bill Caruson sort of apologizing for yesterday's defensive remarks on GO-SEE, A GLOBAL HOLIDAY.

FRIDAY 22 JULY

1966 203rd day - 162 days to come

Claude gave me (I gave him some money in advance) the two Italian books he called about last Friday. They were bought at:- Italian Book Co.
145-147 Mulberry St.

The books are:-
{ REVOLE DE IOCARE E PAVARE, LO MEDIATORE E TRESSETTE, DELLO SIO CHITARELLA CO NA JONTA DE LO JUOCO D'O SCOPONE.
IL CODICE DELLO SCOPONE.

He also gave me a set with instructions for playing GO-NARABE and HASAMI. This was bought at:-
Sang Chong Co.
85 Mott St.

Read Hoar Hoolims last letter on subway. He has a lot of variations on the game of TAC-TIX. (See Martin Gardner's column for 2/58), some seem interesting.

SATURDAY 23 JULY

1966

204th day - 161 days to come

John Rocknowski sent me a copy of a "fan" letter they rcd. about FOCUS. From Thiabault, Frank.

Spent some time looking thru game clippings and other misc. material.

Looked at the instructions for the 5 games (7/20) I rcd. from Alice. Nothing outstanding.

SUNDAY 24 JULY

Pioneers' Day (Utah)
Seventh Sunday after Trinity

1966

205th day - 160 days to come

Drew up a list of ships & resorts for HAVING A WONDERFUL TIME. and started working on the cards.

MONDAY 25 JULY

St. James, Apostle

1966

206th day - 159 days to come

Made a few more cards for HAVING A WONDERFUL TIME!

TUESDAY 26 JULY

St. Anne 1966 207th day - 158 days to come

Rcd. a letter from Ivan L. Preston & the copy of INTERACTION. I ordered.

(contin. from 7/27) [7/27]

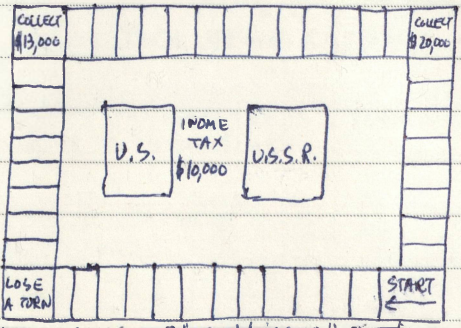
Arthur called. He has a new game with the high-deck, called THE GAME OF THE FOUR HOUSES. He would like to come over to try it. Invited him for coming Saturday.

7/26

WEDNESDAY 27 JULY 1966

208th day - 157 days to come

To Brentano's. Looked at INTRIGUE again. The board looks as follows:-



(see 7/18)

There are 30 country spaces, 7 "world issue" [redacted] spaces, 4 "take countries or income tax". The countries are arranged in 5 groups of 4 and 2 groups of 5. In order to get the increased penalty having two or more is all that is necessary in the group (I think). They don't have to be in a row.

The countries have values from 8 (Cuba etc) to 32 (China, etc). The foreign aid to get the country vary from $4000 to $16000 (in direct ratio to the value).

The penalty varies with the value as follows:- 8-15 → $1000, 16-25 → $2000, 26-32 → $3000, ATOMIC POWER → $5,000.

Players get $10,000 @ start of game and can get more by "world issue" cards. Can give back countries (there is a card for each country) [redacted] and get back the foreign aid money.

Each player has 1 diplomat, 3 soldiers (and one extra which may be brought into play by "world issue" card), and 1 "spy". With partners there are 2 diplomats, but one set of others.

A spy can be started from any occupied country. Each time a diplomat lands on or passes "start" the player can use a spy.

When a [redacted] soldier lands on an undefended country the [redacted] attacker takes it without paying foreign aid. Also with a spy. When a soldier lands in a country defended by one soldier, the country is put into "vulnerable" countries. Country defended by two soldiers captures the attacker and puts that soldier out of the game.

First player to get countries totaling 260 wins, or 300 for a longer game.

Called Felicia. Will go there Friday to play Curt Kaufman's GALLEON. Will also bring back her copy of INTERACTION. Alice figures that Hallmark is holding back till they get some action games, since they think they are hot now. Doing a little thinking about them. Nothing coming yet.

(cont. on 7/26)

THURSDAY 28 JULY

1966 209th day - 156 days to come

Bob got me reproductions of:- PIKE'S PEAK OR BUST. CHECK-MATE. AIR POWER-STRIKE. JET AGE WARFARE. ORIENTAL LEAP FROG RACE. By Glen Q. Ripley

Filed in "Board Game" Folder

Rcd. a call from Alice.

Ronald Coleman is leaving Hallmark for a bigger job in a smaller company. He will let Alice know who will replace him.

CRISS CROSS. (see 6/8) and INVASION. are being returned. They thought the latter was a good game of its type and might be interested in it sometime in the future, but think that CAPTURE THE CARGO. fills the need better. (I disagree that they are similar.)

They thought that the former could be developed into a new BINGO. but it didn't work out. They would like to have a BINGO. type game.

Alice suggested SCOPE. I didn't think it would be salable in its present form but thought of the idea of using individual boards with 36 pegs and cards with holes that fit over them. Numbers are next to the holes and they are covered by using rubber bands over the pegs. A single number may not be covered and the calling numbers run from 5 to 25. This probably will make the game better.

FRIDAY 29 JULY

1966

210th day - 155 days to come

To I-S with copy of INTERACTION•. We played a little of it while waiting for ~~Cur~~ Curt Kaufman. Felicia wants to sent it to Hallmark. Alice isn't sure. I think they may want it for the pseudo-sociology and the fact that a professor has his name on it.

Brought back two games by Glen Q. Ripley (see 7/28). They will ask him to send INFLATION• his real estate game and others he thinks good.

They rcd. carbon of 2nd quarter [redacted] report for ACQUIRE•. Almost double last year-even tho at 4%.

Curt Kaufman came and showed us his game GALLEON• but we didn't get to play it. I promised to contact him about having a NYGA meeting to try it out. (see 8/6).

Rcd. a letter from Sakowitz' Dept. Store in Houston. They have put aside a copy of MERGER• AUCTION• INTRIGUE• & CHECKER-CHESS• for me, at the list price, no postage charge.

Arthur over to try his new game with the High Deck. He changed the name from THE GAME OF THE FOUR HOUSES to YIN-YANG. BB, Dana and I played with him and liked it. The 32 cards are dealt out to the 4 players and the dealer turns up his last card. This is discarded from the game and each player in turn, starting with the player on the ~~right~~ left, must throw off a card of the same hierarchy or the corresponding major, or minor. After this discard the pone leads any card. The other players follow with the same class (major or minor) as the lead. The highest played wins, houses having no meaning. In case of two of the same hierarchy, the first played wins. If the last card played up to that time is the high card of the trick the next player can make a revolution by playing the corresponding minor or major (regardless of House). This is now the high card and next player must continue in that class and can win by playing higher in the hierarchy. Another revolution can be made, etc.

The winner of one trick leads to the next. The dealer plays both hands, his partner putting down his hand as a dummy after the first lead. If the dealer wins more than 3 tricks, he scores 100 points for each trick over three. He also deals again. This time he scores 200 points for each trick over three. This can continue thru 4 deals worth 400 points a trick. The next player then can have 1 to 4 deals. Each player has one chance ~~to~~ (of up to 4 deals) which completes the game. If a player loses when he is up his loss per trick is ¼ the amount he would have won.

In the initial discard if a player does not have a card of the proper hierarchy or a corresponding card he must discard a card of an adjoining hierarchy, ~~or~~ , lacking this, an adjoining corresponding card.

In a trick a player must follow to the proper class, but lacking this throws one of the other class.

If a player wins through 4 deals, the deal passes without any loss to him.

Arthur's ~~game~~ THE GAME OF THE FOUR HOUSES had the same play. The cards were divided, each player getting 1 house. The pone discarded any card he wished (or was it the dealer) and the others discarded according to the rules. Under this distribution the play was too limited.

I thought of the following idea. Divide the hierarchal groups (ie: K & V, etc.) in separate piles. Then place them 1 on top of another. Deal out the cards two at a time. Each player shuffles his cards and divides them into two piles, one of which he passes to his partner. This acchieves a wide diversity in distribution, but maintains an equality of power.

SUNDAY 31 JULY

Eighth Sunday after Trinity — 1966 — 212th day - 153 days to come

Wrote to John Rocknowski and Frank Thiabault concerning the latter's fan letter.

~~Had~~ Had BB type the letter to the British Museum requesting a temporary pass.

Finished the cards for HAVING A WONDERFUL TIME.

Called Curt Kaufman about our going their next Friday. Fine with him.

MONDAY 1 AUGUST

1966 213th day - 152 days to come

Rcd. a letter from Herb. Baus. Nothing new in the way of games.

Rcd. the 2nd quarter report for ACQUIRE - $613.71. Sent Alice their cut.

Spoke to Alice about INTERACTION & GALLEON; Parker is returning AIRLINE & DATA PROCESSING. They think they are fine games but do not fit in their marketing plans. Alice wants to send them GO-SEE, A GLOBAL HOLIDAY.

Wrote to Sakowitz in Houston telling them I would not want MERGER, AUCTION, INTRIGUE & CHECKER-CHESS.

Spoke to Arthur and told him my ideas for YIN-YANG. He thought them interesting.

TUESDAY 2 AUGUST

1966 214th day - 151 days to come

Paul Milazzo called. Bob Abel, a freelance writer contacted him in connection with two articles on games he is writing, for True & Diplomat Magazines. Paul told him about me and N.Y.G.A. He wants to come Friday. I called Claude & Arthur and they'll come. Called Curt Kaufman to tell him we'd have to see him Saturday instead of Friday. Called Bill Bentzin to see about getting a copy of BREAKTHROUGH• for the shelf and one of ACQUIRE• to give to Bob Abel. Was going to send them, but called later to say he was contacted by Abel and will give ~~him~~ Abel a complete set, and will get a copy of BREAKTHROUGH• for me later. He did send me the $4.85 for telephone expenses. He also mentioned me to Abel (I didn't give him Bob's name in my original call) and Bob told him he was visiting me.

When I spoke to Arthur I asked him if he minded if I contacted Simulmatics about DATA PROCESSING•. He didn't. They are located on E 41st St. and his contact was Mike Goodkin.

Bill Bentzin mentioned that 3M was testing some sport GAMES• on the west coast.

WEDNESDAY 3 AUGUST

1966

215th day - 150 days to come

Rcd. a short letter from Haar Hoolim. More game ideas.

Called Alice. Told her about Bob Abel. Said I'd plug ~~Batt.~~ BALI. And would see if he wants to see them.

THURSDAY 4 AUGUST

1966

216th day - 149 days to come

~~7th Ratstown stopped in~~ in the large toy store, saw WATCHWORD Ideal. There is a set of letter cards and a special machine where

Rcd. a letter from K. G. Collins. He's leaving for U.S. day after we get to London.

Claude and Anne over. Claude brought me two ad clippings. ROLABOWLA. (from the Times). A bowling game played (probably) with two dice. The picture showed the following:

Put out by: Capitol Games Co. Dept. 212
422 Washington Bldg.
Washington, D.C. 20005

MAJOR LEAGUE BASEBALL. (from Sport Magazine) Baseball game has 613 major league players represented. All are rated for amazing realism. You manage all 20 teams, make all decisions, actually control outcome of game. Great fun for the whole family. $4.79 ppd. Negamco, Dept. NM63, Box 201, Duluth, Minn.

Arthur came. He tried my ideas for YIN-YANG. ~~but~~ thinks it too time consuming. He decided to change the play to only allow a revolution ~~on the~~ after the first card - that is only the 2nd card can be a revolution card. He is also changing the scoring to allow each player only two deals, instead of 4, at 100 & 200 points a trick.

We played several games of LOA. while waiting for others.

Paul Milazzo came with Bob Abel and his wife Carol. He spent most of the evening in the game room with me except for a game of BIG FUNERAL. which I didn't join.

Bob is ~~in~~ preparing an article for ~~Atlantic~~ True Magazine which will feature the humerous aspect of learning games. This will be in December. The Diplomat Magazine article will be more informative and will be published some time in the spring. Gave him a copy of Focus. When he finishes the articles he will let me have some of the games he is giving away. He also has some magazine articles which I haven't seen. He'll let me look thru his files.

(Bob Abel
160 W. 87th St.
SC 4-1168)

8/7
8/8

SATURDAY 6 AUGUST

Transfiguration

1966

218th day - 147 days to come

From Alice rcd. the rules for INFLATION by Glenn Q. Ripley, Jr. The game is similar in concept to BOOM OR BUST.

Thinking of making FOA into a game for 2 to 6 players. Use a 7 x 7 checkered board. There are 49 square pcs. 6 sets of 8 pcs. numbered from 1 to 8 and 1 pc. with an arrow as shown [→]. The players choose their colors then all 49 pcs. are placed face down and shuffled, and then placed on the board and turned face up. The arrow points to the first player. The pcs. of unused colors are removed (with two or three players one or two extra colors can be left on the board which cannot move, but can be captured.)

Movement of pcs. is as many spaces in any direction (including diagonal) as there are pcs. next to the moving pc. Isolated pcs. can move 1 space if an odd number and two spaces if an even number. Captures are by replacement. A player can only capture one pc. of a given number. If all pcs. of a given number are captured, a player may capture his own piece of that number, the only time a player may capture his own pc.

Object is to capture five pcs. in consecutive numerical order.

BB, Ruth Wilder, and I too Curt Kaufman's.
320 E. 58th
PL 9-2763 (home)
751-3232 Ext. 6 (office)

Played his game GALLEON. There is a large board divided into squares with 6 home islands each with a port space, ~~a treasure~~ these being placed at the two short ends of the board. There is a "treasure" island in the center with port spaces for four ships. There are 35 maps placed on this island. Around this island there are 7 numbered islands, each with 1 port space.

There are 2 kinds of ships, Frigates which are fighting ships and Galleons which carry Treasures. There are 24 of each. There is a "cargo" board with 24 spaces numbered to correspond with the numbers on the galleons.

There are two dice and a chart for getting the movement of the ships from the throw of the dice.

There is a set of "pirate's luck" cards, one of which is taken each time a player goes over a "?" on the board. There is a set of 35 "treasure" cards.

There is a supply of dubloon coins. There is a set of "expense" cards which are dealt out to the players at the beginning - vary from 1,000 to 5,000 dubloons.

Players start with 25,000 dubloons and 3 ships, 2 of 1 and 1 of the other, by choice. Starting at home port players

(contin. on 8/7)

Looked over the rules for HAVING A WONDERFUL TIME. Want BB to type them.

Arthur called. He tried my ideas for YIN-YANG again and likes them. Still prefers the limitation on the revolutions.

Claude called. Nothing special. Paul & he still haven't signed a contract on BIG FUNERAL.

I was afraid that Bob Abel may have seen the identity of project X when looking at my diary. Called him. He didn't, I am quite sure and even if he had he would not publish it after I asked him not to. He tried FOCUS by himself and liked it. Spoke quite a while about games.

(contin. from 8/6) [8/6]

throw the dice and move all ships according to the chart frigates faster and galleons slower. (I suggested eliminating the chart and moving the frigate the higher number throws and the galleon the lower. This was too slow and then suggested moving frigates with total and galleons the higher die. This is probably right.)

Object is to move to "treasure" island, get a map, which gives an island from 1 to 7, and then move to that island and pick up a treasure card which has treasures of different values. This is placed face down on the cargo card, as was the map before, in the proper numbered spaces. A galleon can carry up to three map and ~~three~~ treasure cards at one time (only a total of three) and can carry as many dubloons as pick up. The treasures are then moved back to home port where they are cashed in for dubloons.

Frigates can capture galleons, and all on them, by moving next to it. (This resulted in constant switching back and forth and I suggested that a galleon with a friendly frigate next to it, is protected against capture.)

Frigates are attacked by moving one or more frigates next to it. Defender throws one die and attacker one for each frigate. High wins and other side is sunk. With tie both sides sunk.

On each turn a player must first ~~play~~ pay expenses by turning in one of his "expense" cards and paying the amount. When all used, they are shuffled and redealt. (I suggested a flat charge of 500 dubloons a ship.) Players can also buy extra ships at 2,000 each. Ships are placed in colored bases to show ownership.

The "pirates" luck cards usually direct players to win or lose money. If lost, it is usually placed on one of the numbered islands where it can be captured by stopping at the port. The luck cards also have directions concerning hurricane spaces, some 20 which are numbered on the board, or wind

(cont. on 8/8)

MONDAY 8 AUGUST

1966 220th day - 145 days to come

Called Bill Bentzin. Not in and won't be for 2 weeks. Left report of Friday's meeting for her to give to him.

Called Alice. Letter from Roland Coleman. He is being replaced by Arnold Shapiro.
She rcd. her letter about PROJECT. back - addressee unknown.
AIRUNE; DATA & INVASION are back.
The advertising agency handling Mack Trucks is interested in a promotional game. Will visit them Friday and they'll contact me with the details.
They heard from an inventer of a game called SEA POWER. It is now at Parker's. If it bounces, he wants to bring it in (he lives in North Caroling) and I'll try to be there.
Told her of GALLEON.

(cont. from 8/7) [8/6]

spaced which also have some 20 numbered on the board. Ships on these particular spaces called out, or in some cases one space around them, are either blown of course, sunk (H spaces) or becalmed (W spaces). (I suggested eliminating these as slowing up the game.)

The home ports can be captured by moving a frigate into the port. At least two spaces must be traversed where the fort can shoot at the ship (even-hit, odd-missed). The fort can only shoot at 4 frigates at a time. (I suggested eliminating the whole business.)

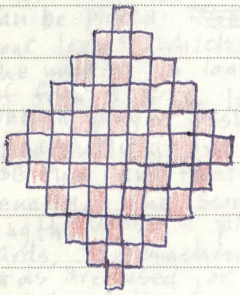
When a player cannot pay his expenses he is out of the game. If his home island is captured (and he doesn't have another) he is out of the game. When all 35 treasures are taken, there are two more rounds and then most doubloons wins. (I suggested reducing number of treasures to 21 or even less.)

When a ship is sunk it is out of the game.

(Neither BB Ruth, or I thought much of it, tho my changes will definitely improve it.)

[Started 8/6]

Thought of the following board for FOA. There are 6 sets of 10 pcs., numbered 1 to 10 and the arrow pc. The rules are the same as 8/6.



Thought of a scoring system to stop ganging up on the same player. There are 60 chips in the game which are divided equally between the players, before each game.

A pool is made up of 24 chips (25 with 5 players) by each chipping equally.

When a player captures a pc. ~~from~~ an opponent he pays him 1 chip if this is the first pc. the player lost, two if the 2nd, etc. Dummy colors, if used, are free. The first to get five consecutive numbers wins the pool. The number of chips each player has is his score.

Another way to prevent ganging up would be to allow a player's pcs. extra powers when he has lost 5 pcs.

WEDNESDAY 10 AUGUST

St. Lawrence 1966 222nd day - 143 days to come

Called Claude. Nothing new.

In Pottstown stopped in in the large toy store. Saw WATCHWORD• (Ideal). There is a set of letter cards and a special machine where 4 cards can be placed. ~~There are~~ The machine turns around and there are four levers which stop it. Each player is dealt 6 letter cards. The machine is loaded with 4 cards, Players try to form a word of from 3 to 6 letters from their hand with one from the machine. When a player wishes he pushes his lever. If more than one pushed apparantly at one only one will stay down. The lever pusher must use the card that stopped in front of. If he cannot, he gets a penalty. The score for making words goes up quickly with the length. When a player makes a word, he replaces his hand to six cards. The machine is started with 3 cards, etc. When the four cards are used, or when the machine stops, four new cards are inserted and the game continues. It is not clear, without ~~looking~~ having looked at the cards, whether the cards that are put in the machine are clearly visible or not. (Fairly complete rules.)

Spoke to owner again. He says ACQUIRE• does very well in X Mas season. He ~~only~~ had one copy of FOCUS• and said that the rest had sold out. He suggested that next time I get into Pottstown, particularly if near X'Mas, I let him know before & he'll set up a autograph session.

Wrote to K.G. Collins.

FRIDAY 12 AUGUST

1966

224th day - 141 days to come

At Great Eastern Mills bought GUADALCANAL (A.H.) Looked at SNOOP (Ideal). Played with 44 cards (4 sets of number 1 to 11). Object to make pairs by asking players for cards of ~~card~~ specified denomination. Should have one of that number, but may bluff. Other player should give card if has one of that number, but may also bluff. Penalties for getting caught. ~~One penalty~~ At times can look at other player's cards by using a colored glass to look at the marked backs (only a gimmick). [Rough idea.]

Saw ~~Kamis~~ KOMMISSAR but didn't buy it yet.

SATURDAY 13 AUGUST

1966 225th day - 140 days to come

Rcd. an answer from The British Museum. Sent a form good for a temporary pass ~~for~~ when presented within a 6-month period.

At the Baschkopf's we played RED LETTER. Mike, Annette, Marcy, Bill, Helen, & Si played. Made one change. Allowed the players who had not had their fair number of turns to play after a player completed. This was definitely fairer, but it removes the incentive to finish your 2nd 25 point letter. Probably 2 extra bonus chips would be a good idea. Everyone liked it, except Lova who doesn't quite get it. Marcy & Bill remembered playing it in its original form and much preferred it this way.

Arthur called here while I was at work. Got Bob Abel's phone number.

Rcd. a letter from Doug Malewicki. He is cooperating with another company - Game Science - in selling their game VIETNAM. Wants to know if Claude wants to join them with BIG FUNERAL. Gave Anne the information and address.

August Playthings came.

SUNDAY 14 AUGUST

Tenth Sunday after Trinity 1966 226th day - 139 days to come

Finished the equipment and packaging for HAVING A WONDERFUL TIME.

Looking over GO SEE-A GLOBAL HOLIDAY. A new box is needed and one card is missing.

MONDAY 15 AUGUST

Assumption B. V. Mary — 1966 — 227th day - 138 days to come

Rcd. a long letter from Frank Thibault with some of his game ideas.

TUESDAY 16 AUGUST

Bennington Battle Day (Vt.) 1966 228th day - 137 days to come

Had reproductions made of INFLATION.

Spoke to Alice. Preston, the inventor of INTERACTION, wrote asking for information about the status of his game and also said he'd supplied me with a personal copy (not mentioning that I had sent a check.)

The meeting ~~about~~ with the Mack Truck people was postponed till next week. Alice is thinking of using Ruth Shaller's game ~~THE~~ LOST CITY. ~~I will bring her HAVIN~~

I will bring her HAVING A WONDERFUL TIME & GO SEE A GLOBAL HOLIDAY next Wednesday. She'll check on condition of AIRLINE and get it to me if it needs repair. I'll pick up DATA PROCESSING and will try to get in touch with Simulmatics.

Spoke to Claude. He'll bring LOA to Alice next Wednesday. Maybe he'll bring EGGHEAD, his new name for WATCH.

WEDNESDAY 17 AUGUST

1966

229th day - 136 days to come

At work made up a rough board for playing FOA.

Arthur called. He would like to submit POWUR to Hallmark. I said I'd check with Alice about the similarity in equipment to RED LETTER. Invited him to come & play YIN-YANG sunday after next.

Claude called. He passed a coffee house where they were playing CHESS and GO. Went in & was told by the owner that there is a fellow named Scopes (?) who is often there who knows all about games. ~~He~~ Claude suggested that I go there and I suggested that we go to the village on our next day and look in there.

Finished copying the information on ~~INFLACT~~ INFLATION. & filed it in the "Board Game" Folder.

Arthur mentioned some changes in the YIN-YANG scoring. Each player gets an identifying house (similar to winds in MAH JONG), when that dealer turns up a card of his house, the score is double. Each dealer has just one deal. A player who does not have at least three cards in the highest to hierarchys may pass (this, I would say, applies only to the dealer). This replaces my ideas for equalizing the distribution.

THURSDAY 18 AUGUST

1966

230th day - 135 days to come

called Alice. She thinks that we had better wait with POWUR until RED LETTER is decided. For one thing, they are least interested in seeing strategy games. She checked on AIRLINE and she says it needs only a little fixing which I can do there. She wrote to X saying that it will be sent and that it will fill their need for a MONOPOLY type game.

Finished the equipment for FOA and played a four hand game by myself. Seems O.K.

Call Arthur and told him of Alice's decision.

FRIDAY 19 AUGUST

1966

231st day - 134 days to come

Thinking of another scoring system for FOA. The player who completes gets no score. The others score a negative score of 1 point for each of their pcs. still on the board and 2 points for each pc. over 4 that they have captured.

SATURDAY 20 AUGUST

1966

232nd day - 133 days to come

Played [redacted] FOA with Phil, Annette & BB. Removed two colors & of course, the arrow pc. Some pcs. were jammed up in the center unable to move. But even so, the game went very well. Played twice.

SUNDAY 21 AUGUST

Eleventh Sunday after Trinity
Hawaii Proclaimed 50th State 1959

1966

233rd day - 132 days to come

Finished HAVING A WONDERFUL TIME•, including typing, Repackaged GO SEE - A GLOBAL HOLIDAY•.

Wrote to Herb Bauss. Told him about GAMBIT•.

Wrote to Edward Barros (see 6/19). Sent him FOCUS• booklet & Whitman rules. Asked about Revolutionary war GAME•.

Wrote to Harold Danner, Sent him FOCUS• booklet.

Played thru a 6-hand game of FAO• with myself. Left all 60 pcs. on the board. Play was limited to movement from the sides towards the middle, but it wasn't bad. To achieve a less crowded game, the numbers 8 thru 10 could be removed. With the 5-hand game the numbers 9 & 10 could be removed.

MONDAY 22 AUGUST

1966

234th day - 131 days to come

TUESDAY 23 AUGUST

1966 235th day - 130 days to come

Spoke to Arthur. He met a packaging designer who is also interested in games. The former is interested in redesigning the High Deck, packaging it and trying to sell it, as an agent.

(Cont. from 8/24) [8/24]

(which is an action Golf game they liked when first sent.)

Claude's hours were changed so he brought LOA• to the office & brought it to Alice. Played one game. Also brought her HAVING A WONDERFUL TIME• and GO SEE-A GLOBAL HOLIDAY•.

Fixed up AIRLINE• which got a little busted in the mail from Parker.

Took home INVASION• to fix up & return. Alice wants to try it on 3M.

Took home DATA PROCESSING• which I will try to interest Simulmatics in

Alice heard from Washbourne (99.) He has a friend who has a game WORD CHESS• which he would like to submit to her. She said ~~to~~ to send it in.

The people from Mack Truck came. What they wanted was a gimmik rather than a game. Tho they'd be happy if we could have a game manufactured which mentions Mack Truck.

8/23

WEDNESDAY 24 AUGUST

St. Bartholomew, Apostle — 1966 — 236th day - 129 days to come

Letter from Arnold Shapiro August 17, 1966 (copied from I-S)

We are returning ~~"Port of Call"~~ "PORT OF CALL" and ~~"Moonhunt"~~ "MOONHUNT" to you under separate cover.

The basic idea of "Port of Call" has some merit, but we feel the game is far too involved, too slow moving, and very frustrating to the players. The frustration comes partly from the severe penalties levied at the players and partly from the fact that the players generally lose more money than they make. The rules are much too complicated and require several readings before they are understood, and then we weren't sure if we understood them.

"Moonhunt" really never got beyound the cost stage consideration. The idea seemed a little different, but the anticipated cost of producing this game is almost astronomical (pardon the pun). The basic physical characteristics of the game (magnets, lunar probe, etc.) make it impossible for us to produce and sell "Moonhunt at a reasonable price.

Here is where we stand on the other games we are holding:

CARRE (SHAPE AND SHATTER) - Still in the test program. Results are inconclusive.

STACK STICKS - Scheduled to begin test program phase within the next two weeks. Cost is still the major problem with this game.

DEDUCTION - Scheduled to be in the testing program within the next two weeks.

BAFFLE - Still in the testing program phase and receiving some favorable comments.

RUSTLERS (CAPTURE THE CARGO) - Playing pieces for the test program have been produced and the complete set of prototypes should be produced for the testing program shortly. Should be in test within the next three to six weeks.

SIT DOWN AND THINK - Still under review and revision by the committee. The committee is conscious of your need for decision by August 31.

RALLY-TALLY - Still in committee. It is felt that this game has some juvenile appeal.

NUMBER FOOTBALL - A final attempt will be made to make this game more footbally. The committee feels that in its present form (and revised form) it is still basically a number game and is not tied closely with the game of football.

FORMATION - Has met with some favor with the committee, but still has not been approved for testing.

INTER-ACTION - Not as much a thinking man's game as the inventor would like to believe, but there is a sound idea here. It remains to be seen if this idea can be embellished enough to make it a good game. It, too, is in committee.

TRAPS - Committee is split on this game idea. Basic cause for concern is the fact that only two can play, but the idea is strong enough to hold it in committee. Cost will also be a prime factor in determining the fate of this game.

SPORTS AREA - Production people and cost people are attempting to make this game into a Hallmark product. Outcome is unknown.

Alice will write & ask about RED LETTER & DOODLE GOLF.

(cont. on 8/23)

To Gimbel's where they had a good display of the 3M games. Saw HEADS UP. (Lowe). There is a layout as follows:-

□ + □ = □
□ − □ = □
□ × □ = □ ± □
□ ÷ □ = □ ± □

There are 14 special dice which have numbers from 0 to 15 (I believe). Players in turn throw the dice and place them in the layout making as many valid equations as possible in a two minute period timed by a sand timer. The player scores the value of all numbers used on the layout, minus the value of unused numbers. There is a 50 point bonus for using all 14 dice.

Saw HIT N' MISS. (Lowe). There are layout in a plastic board for 4 players. These include the numbers 1 to 9 and two "out" spaces. Players in turn throw two dice and place marbles in the hole representing the total thrown or two numbers adding to the total. If cannot use the throw, must place a marble in an "out" space. If throw a double and can use it, get another throw.

Game is over when one player covers all his numbers, or if all players get two 'outs'. Don't remember scoring.

At Woolworth saw AS THE WORLD TURNS. (P.) Board game played with dice. There is a path which consists of two circles. After going around the first circle move onto the 2nd circle which may be traversed more than once.

Along the path there are spaces representing cities, others directing you to draw a "chance" card, and others directing you to go "off course" to city shown inside the circle. There are a set of cards which contain 2 "passport" cards for each city along the path. There are also cards representing various means of transportation. These cards are dealt out to the players at start of game.

When a player lands on a city he pays the printed amount to each holder of the "passport" to that city. If he is sent "off course" he pays each holder of a transportation card shown with that city (3). On his next turn he goes back to the outer path.

When a player reaches "end" he receives $200 and can end the game if he thinks he has the most money. If now he can go around again (he still gets the $200.) When game is ended, most money wins.

Looked in Macy's. Nothing of interest.

FRIDAY 26 AUGUST

1966

238th day - 127 days to come

At Strand book store BB found WORLD OF TOYS by Leslie Daiken. It mentions collections of toys & games in England. Also places to buy them.

In Frey's ACCORDING TO HOYLE saw BOORAY (BOURÉ). This is a card game played by the French in Louisianna. Use a 52 card deck and up to 7 can play. Each antes to a pot and is then dealt 5 cards. Another card is turned to set a trump.

Players can then decide in turn whether to stay or drop out. If stay can then replace cards (up to 3 or 4 depending on number of players) as in draw poker. Pone leads any card, except that a player holding the ace, king or queen of trumps must lead the highest whenever he has the lead. A player must go over the highest card if he can. If out of the suit a player must trump if he is first out of that suit. Succeeding players who are out do not have to trump if they do not wish to. (This seems inconsistant.)

The winner of one trick leads to the next. The player winning the most tricks wins the pot. In case of tie it is divided. A player who stayed in and doesn't win a trick must equal the pot, but this is added to the next pot.

Rcd. the game WORD CHESS which Alice rcd. and sent out to me.

Rcd. a letter from K.G. Collins inviting us for drinks.

Rcd. a question on FOCUS from Whitman.

SATURDAY 27 AUGUST

1966 239th day - 126 days to come

To F.A.O. Schwartz & Brentanos. Nothing new. Brentanos appeared to have no copies of ACQUIRE. Spoke to clerk and he said there had been a run on them and he would have to reorder. Found one copy which was hidden.

At Rizzoli Int'l. Book Store bought GIOCHI DI CARTE.

Played FOCUS with Debbie (who stayed over night). She didn't play badly for a child.

SUNDAY 28 AUGUST

Twelfth Sunday after Trinity — 1966 — 240th day - 125 days to come

Wrote letter answering the ~~letter~~ question on FOCUS.

Wrote to Ivan Preston - about INTERACTION.

Played ~~[illegible]~~ FOA. with BB, Dave & Marylin. Worked very well. Later when Arthur came, played 5 hand. Also worked well.

The four others played YIN-YANG. Each player was identified with a house. If they turned up card was of that house the play was 200 points for tricks won, 50 points for tricks lost. If not it is 100 & 25 points. Each player has just one deal. If a player is dealt less than 3 cards in the 1st two hierarchal groups, he may call for a redeal by the same dealer. (It would be better to allow asking the partner whether he wants to go out.)

A revolution can ~~be~~ only be made against the first card played. However this can be overturned by the 3rd card and again by the 4th.

MONDAY 29 AUGUST

1966

241st day - 124 days to come

Claude and I stopped at a place in the Villiage where they play board games of strategy (GO•, MANCALA•, etc.), Claude had stopped by before. One character, in particular, claims to have been studying the history of such games for ten years, He hasn't come across any games I don't know. Showed him FOCUS• and played a game. I won but he caught on remarkably well. Promised to send him the booklet and to get together after our trip.

Wendel Swope
c/o Ego Café (or Joel's Lamp Shop)
148 W. 4th St.
N.Y. 12, N.Y.

TUESDAY 30 AUGUST

1966

242nd day - 123 days to come

Sent 3 FOCUS booklets to Wendel Swope.

WEDNESDAY 31 AUGUST

1966

243rd day - 122 days to come

Copied the board of WORD CHESS. Repaired the INVASION board and counted the pcs. They were all there.

THURSDAY 1 SEPTEMBER

1966

244th day - 121 days to come

Felicia called. X wrote. They are returning SIT DOWN AND THINK. It is not fun to play. They think RED LETTER is improved and are referring it to committee. CIRCULAR GOLF (DOODLE GOLF) is being costed. Alice decided not to send LOA to X because of RUSTLERS. I suggested 3M.

Spoke to Claude. He is willing to send LOA to 3M but wants to haggle on the royalty. I told him to call Alice.

In evening brought INVASION & WORD CHESS to Alice at her apt.

FRIDAY 2 SEPTEMBER

1966

245th day - 120 days to come

SATURDAY 3 SEPTEMBER

1966

246th day - 119 days to come

SUNDAY 4 SEPTEMBER

Thirteenth Sunday after Trinity

1966

247th day - 118 days to come

MONDAY 5 SEPTEMBER

Labor Day 1966 248th day - 117 days to come

Some addresses taken from my pocket notebook:

Bernard Newman
10 Hummingbird Dr.
Rosylyn, L.I.
516-MA 6-0895
} Contacted me after Sci. Am. Column. Interested in manufacturing games but nothing came of it.

Larry Winters
221 Lawn Ter. Mamaroneck
914-OW 8-1638
} Inventor of HIGH BID.

John L. Borchert
529 Candystick Lane
Charlotte 6, N.C.
} A game collector. Saw letter from him @ Parker.

Henry Szwarce
413 Bleeker St., N.Y.
CH 2-1328
} Inventor of IMAGE.

DR. BARNETTE RICH
5 PETER COOPER RD. (13-C)
OR 3-8552
} Inventor of DOZEN DIAMONDS.

Filed WORD CHESS. in "board games" folder.

Copied material from A BIBLIOGRAPHY OF WORKS IN ENGLISH ON PLAYING CARDS AND GAMING. & from the Hague Royal library collection to bring to Europe.
Looked quickly at all the books in my collection.

TUESDAY 6 SEPTEMBER

1966

249th day - 116 days to come

Wrote short letter to Frank Thibault.

WEDNESDAY 7 SEPTEMBER

1966

250th day - 115 days to come

In Copenhagen:-

In book store near Hotel Continent bought book on dice games called SIGFRED'S RAFLEBOG.

At Thorngreen's on the main shopping street bought:-
ZIG-ZAG, SQUARES, NY FINANS.
Saw MATADOR. - Seemed to be MONOPOLY but with a round path.
CONFERENCE. - A MANCALA type game.

At a department store bought DET STORE INDIANER-SPIL to be mailed to Freda.

At Thorngreen's also saw JAMES BOND in Dutch. Board was done in a very abstract manner.

THURSDAY 8 SEPTEMBER

1966

251st day - 114 days to come

In Copenhagen!-

Looked at books on games in the Royal Library. Nothing of interest to me. All the entries were by hand in a large leather covered book titled "Ludus".

FRIDAY 9 SEPTEMBER

1966

252nd day - 113 days to come

In Magasan Du Nord bought four packs of "Baby Cards".

SATURDAY 10 SEPTEMBER

1966

253rd day - 112 days to come

In Amsterdam:-

At "Toy" store bought SIROCCO•, WIEKSLAG•. Saw CONFERENCE• again,

At big second hand book store bought:-

PANDOEREN• door A.C. Butselaar

NIEUWSTE SPELREGELS VAN HET COMMERCE EN LOTERIJEN• door Edward Lowe

At The Beehive Dept. Store bought:-

HET KAARTSPEL• door S.H. Van Groningen

SPELEN MET DOBBEL-EN POKERSTENEN• door C. Stek

At "Toy" store also saw JAMES BOND• again.

SUNDAY 11 SEPTEMBER

Fourteenth Sunday after Trinity

1966

254th day - 111 days to come

MONDAY 12 SEPTEMBER

Old Defenders' Day (Baltimore, Md.) 1966 255th day - 110 days to come

In Amsterdam:-
In a downtown toy store bought EÉNMAAL ANDERMAAL.

TUESDAY 13 SEPTEMBER

1966 256th day - 109 days to come

To library in Hague:-

Looked at several books. Notes in notebook. (Later placed in box with Parker & Bradley archives.)

Had photostats made of:-

NEO-SCHAAK. - filed with Dutch Pamphlets

THREE DIMENSIONAL CHESS.

ÉCHECS-GÉRARD. ou JEU DES BATAILLES. } Filed with Misc. Pamphlets

CAVALRY CHESS.

Looked at two ~~[illegible]~~ 2nd hand bookstores. Nothing of interest.

WEDNESDAY 14 SEPTEMBER

1966 257th day - 108 days to come

In Paris:-

At Naine Bley bought DÉFENSE D'AFFICHER.
Saw ASCOT. which is the same as TOTOPOLY. & RISK.

At Aux Trois Quartiers dept. store bought TOUS RISQUES. & L'ÉCHAPPÉE.

Saw TORDU. This is a bidding game played with a special 40 card deck with 5 suits. (Probably 8 in a suit.) Players (how many?) are dealt a hand (probably all the cards - how about 3 players?). Bid for the number of tricks a player thinks he can make. The winning bidder names a trump. Player scores 2 points if he makes his bid exactly. He loses 1 point for each trick he is off in his bid. Under some conditions the scoring is 3-2.

(Rough idea)

Saw LA BOURSE AUX IDÉES. Played with a special deck of 90 cards. There are 18 sets of 5 cards consisting of 1 idea card and 4 cards working out the idea. Each player is dealt 12 cards. Each player in turn plays 2 cards and then replaces them from the deck. The working out cards are played in piles, one for each idea. When a player completes the idea by playing the 4th card, he takes in that ~~idea~~ invention. If he also has the idea card that corresponds, it is worth more. Don't remember the scoring. After the deck is exhausted, there is a period when players can offer idea cards for sale. (Don't remember the details.) Then the remaining cards are played out 1 at a time (I think).

THURSDAY 15 SEPTEMBER

Rosh Hashonah
First Day of Jewish New Year

1966

258th day - 107 days to come

At Grands Magasin de la Samaritaine bought a book LA CRAPETTE ET LE JEU DE L'ALUETTE. Also a set of banking chips which, unfortunately, had a mixup in colors.

Saw PETITES ANNONCES DE ~~PARIS~~ FRANCE-SOIR. This is a board game. The first time around the board the players get children by landing in the proper spaces. The second time around they educate the children. In subsequent times around the children either get jobs or become bosses. The workers collect salaries and the bosses get profits and pay the workers. (Very rough idea.)

Third Payment Estimated Federal Income Tax Due.

FRIDAY 16 SEPTEMBER

Rosh Hashonah
Second Day of Jewish New Year

1966

259th day - 106 days to come

At Galleries Lafayette bought 21°. At Au Printemps bought AVIS AUX AMATEURS°.

In a small store on the left bank bought JAMES BOND•, in French and not as artistic as the Dutch version.

In same store saw LE GRAND VOYAGE•. There is a map of the world showing 27 cities on 6 continents [redacted] connected by lines (probably 4 from each city). There is a deck of 108 cards representing the terminal cities of the lines (probably each set repeated twice). Players have a hand of cards. In a turn draw a card. Then can play as many as wish traveling along the routes which, of course, must be linked. Replace played cards. Object to visit all 6 continents. (Where do you begin & end?) (Fairly rough idea.)

SUNDAY 18 SEPTEMBER

Fifteenth Sunday after Trinity

1966

261st day - 104 days to come

MONDAY 19 SEPTEMBER

1966

262nd day - 103 days to come

Looked at catalog at Bibliothek National. Took the names of the following books but did not look at them :-

LE JEU DE MATCHANG • par K.T. Liou

SEPT JEUX PAR LUC MÉGRET • par Luc Mégret

RÈGLES DE JEU DU LUNG-CHAN • par Georges Romanovsky

At Louvre Dept. store bought FESTIVAL AT CANNES! This has a resemblence to CINEMA • but it is played on a board.

TUESDAY 20 SEPTEMBER

1966

263rd day - 102 days to come

In London.

In a department store on Oxford St. bought LEXICON. This contains a copy of the booklet I saw at the Library of Congress— RULES OF LEXICON AND ADDITIONAL GAMES. (Later I added two games which were in the previous edition but ~~not~~ ~~##~~ not this one!- LEXICON NEWMARKET., LEXICON "DUPLEXICON".)

In evening to visit K.G. Collins at his apartment for a short time. He is leaving for U.S. tomorrow.

WEDNESDAY 21 SEPTEMBER

Ember Day
St. Matthew, Evangelist

1966

264th day - 101 days to come

To British Museum Library. Went thru all the entries on games. Many of the books were destroyed in the bombing of London. Put in a reservation for ten books for Friday.
(The reservation slips are in the "Library Miscelaneous" box.)

THURSDAY 22 SEPTEMBER

1966 265th day - 100 days to come

To Hamley's. Bought the following games to be shipped to the U.S.:- HOROSCOPE•, BATTLE OF THE LITTLE BIG HORN•, OIL•, TOTOPOLY•, MINE A MILLION•.

Saw an English version of JAMES BOND• put out by Speare's.

In evening Paula Stone to our hotel with her game TOTEM' POLE•. Path game where players try to put together totem poles. After a number are put together there is a race to a finish line. I suggested that this is anticlamactical and the ending should be some kind of super totem pole. Gave her my FOCUS• booklet.

At Hamley's also saw SUMIT•, a card game based on English currency. ~~It's~~ Played rummy style ~~with~~ with object to get cards adding to some set amount. (Very brough idea.)

TYCOON• a game very similar to A.H.'s MANAGEMENT•.

FRIDAY 23 SEPTEMBER

Ember Day
First Day of Autumn

1966

266th day - 99 days to come

Spent all day at British Museum Library. Looked at everything I wanted to with the exception of three books in periodical room. Ordered three photostats from JEUX DE CARTES par E. Lanes, including LE TRUC and L'AS QUI COURT. (Later filed in Misc. Card Game folder) In this book also copied LE KÉBIR.

Copied the material in CORONEL, A CARD GAME FOR FOUR PLAYERS by Arthur F. Harris. A variation of HEARTS or CHASSE-COEUR.

Also the material from ORIGINAL GAMES BY C.E. AHLGREN. These are FIFTY FOUR, PLAYOUT, COMARIN, ACE LOW, DOUBLE ACE LOW, TRIPLE ACE LOW, QUADRUPLE ACE LOW, QUINTUPLE ACE LOW, SUPER ACE LOW, THE TRIAL.

Many of the books I wanted to see were destroyed in the German bombing. (The charge slips are filed in "Library Misc." box.)

The Notes are in notebook. (Later placed in box with Parker and Bradley Archives.)

SATURDAY 24 SEPTEMBER

Ember Day
Day of Atonement—Yom Kippur

1966

267th day - 98 days to come

At Stratford on Avon bought a card game - WHOT®.

SUNDAY 25 SEPTEMBER

Sixteenth Sunday after Trinity

1966

268th day - 97 days to come

MONDAY 26 SEPTEMBER

1966

269th day - 96 days to come

Visited Frank Forster at the Castell Brothers factory. He gave me copies of KANUGO, ASTRONAUTS and PLANE GAME.

Before and after this visit at British Museum looking at three large scrap books in periodical room. A lot of information and copied most of it in notebook. (Later placed in box with Parker and Bradley Archives.) Picked up the photostats I ordered last Friday.

TUESDAY 27 SEPTEMBER

1966 270th day - 95 days to come

In a toy store in Chelsea bought WHITE KNIGHTS and a set of Cuisinaire counting sticks.
At Peter Jones dept. store bought COMBAT.

When returned home had the following mail:
An order for FOCUS from Denmark.
Natalie Donna (wanted to know how TRAPS was doing.)
Ed Barros (see 6/19). The game he mentioned was AMERICAN HERITAGE GAME OF THE CIVIL WAR.

Claude called. Bob Abbott has been back in town for some time, but is no longer interested in games. A Mensa member (Herb Ahrend) is interested in promotional material. He is introducing him to Claude next Sunday.

WEDNESDAY 28 SEPTEMBER

1966

271st day - 94 days to come

Spoke to Felicia & Alice. Nothing new from X. She sent SIT DOWN AND THINK. and LOA. to 3M.

Spoke to Arthur. Nothing new.

THURSDAY 29 SEPTEMBER

St. Michael and All Angels
First Day of Tabernacles—Succoth

1966

272nd day - 93 days to come

Thinking of idea for GAME similar to BOOBY TRAP using CUISINAIRE sticks. The pcs. are layed out on the table in a limited area. Score for placing a pc. by length of pc. Lose for disturbing a previous pc. when trying to add a new one. Tried it and it didn't work.

FRIDAY 30 SEPTEMBER

1966

273rd day - 92 days to come

Further thoughts on the GAME using CUISINAIRE sticks. Pcs. can be piled by spanning between two others. The colors of the two supports can be determined by color cards. Didn't try it.

SATURDAY 1 OCTOBER

Missouri Day (Mo.) 1966 274th day - 91 days to come

Rcd. an ad from Doug Malewicki for VIETNAM. In the flyer he also mentions the following games he is not publishing;- KLU KLUX KLAN GAME.
BERKELEY LSD FLIP-OUT GAME.
WITTY DEGAULLE VS. THE WORLD GAME.
FREEWAY COMMUTER GAME.
THE ♀ VS. ♂ GAME.
THE MARKET RESEARCH GAME.
THE PUBLISH OR PERISH GAME.
MONOPOLY.

Brought CONCENSUS. to a weir meeting at the Karlan's but didn't play.

SUNDAY 2 OCTOBER

Seventeenth Sunday after Trinity — 1966 — 275th day - 90 days to come

Arthur called. A fellow he met thru Bob Abel has an ad agency and is going to use his staff to prepare a presentation copy of the HIGH DECK. and then will try to sell it. Will take 10% ~~agency fee~~ agent's fee.

Claude met Bob Abbott and Herb Ahrend, with Anne too. Herb likes PATHOLOGICAL. and ~~[illegible]~~ BIG FUNERAL. Paul Milazzo is going ahead slowly with BIG FUNERAL. and is also interested in KNIFE YOUR BUDDY.

Claude and Anne here. Played FOA., 2 games. They liked it. Gave Claude my extra game of ASTRONAUTS.

Looking over the games bought in Europe.

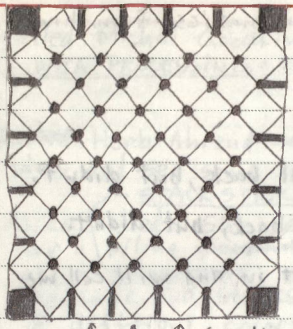
A&S supplement in Times had ad for ACQUIRE., TWIXT., and STOCKS AND BONDS.

MONDAY 3 OCTOBER

1966

276th day - 89 days to come

Alice called. O'Connor Barrett has a new strategy game for Q. I'll go there tomorrow to try it.



To 1/5 to see O'Conner Barrett's new game - CROSSINGS. He, Felicia, & Alice ~~play~~ & I played.

The board is as shown and play is in the diagonally placed squares. Each player has three ships which start in the three "starting docks" on his side of the board. 4 players are needed. Each ship has three pegs matching the color of his ships.

On a turn a player moves three spaces using 1, 2, or 3 ships. Movement must be toward the opposite side. At the end of a move the ship must remain in the position it entered the square. But on the next move it may turn 90° before starting.

An enemy ship can be jumped if approached from the broadside and there is an empty space on the other side. When a ship is jumped one peg is removed and sent back to a hole behind the player's starting dock. If a ship is jumped which has only one peg left, the peg is returned as before but the ship is lost and is out of the game.

When a ship reaches any one of the 5 docks across the board he can disembark all of the men (pegs). However, if he has to return across the board to pick up some men, each ship that is sent back must have one man on it. First to bring all nine men across wins.

When a player's ship is reduced to 1 man, it may turn around (not more than 90° in a square) and return to home dock, but once turned around it must proceed in that direction. Similarly when a ship is returning after disembarking men.

I suggested the rule that a player's ship may not move into the dock spaces along his route across. This will prevent a player from playing it safe by hugging the shore.

Alice gave me the rules for a game that she had already sent to "X" - SEAPOWER. She also gave me WORD CHESS again to try out. She thinks it better to mix up the letters and then place them haphazardly on the board for the start.

Called Claude. Got Herb Ahrend's address.

Ahrend Associates
601 Madison Ave.
PL 1-0312

TEN magazine had an article about a PERQUACKITY "happening" conducted by commissioner Hoving in N.Y. parks.

WEDNESDAY 5 OCTOBER

1966 278th day - 87 days to come

Saw Arthur. Got the information on Simulmatics from him.

Simulmatics
16 E. 41st St. (Mezzanine level)
LE 2-7980
Michal Goodkin

Called Herb Ahrend. He was supposed to call back, but didn't.

Called Bill Bentzin. He was supposed to call back, but didn't.

Called Alice to ask about INVASION? She wasn't in and will call me tomorrow.

Letter from Brother Daniel welcoming me home.

THURSDAY 6 OCTOBER

1966

279th day - 86 days to come

Called Michal Goodkin @ Simulmatics, will bring him DATA PROCESSING• on Monday Oct. 17.

~~Called~~ Herb Ahrend called. He will come here 10/8 to discuss my ideas and see some of my games.

Alice called. She sent INVASION• to 3M, Told her about my ideas for a piling ~~game~~ STACK STICKS• GAME• with Cuisinaire sticks. She told me about ~~STAK STIX~~ which "X" likes but can't cost out. There are some 30 sticks with (she said) twelve different spaces of different colors. These are placed on a flat surface and then piled in turn, the player having to match a specific (spun) color at the points of intersection. This is enough like my game idea to make it useless to continue. Alice said that "X" is looking for special card game and that I should work on one.

Letter from Haav Hoolim. Had an enclosure of a letter he sent to Clark Abt who was written up in Time Magazine (when ?) and it said he liked serious games.

FRIDAY 7 OCTOBER

1966

280th day - 85 days to come

Bill Bentzin called. He sent out a feature story on me to some service which presents features to all over the country. He expects quite a few publications will take it up. He wanted to check a few points of fact. There were a few errors and he said most publications would check back and could be given the corrected information. He is to send me a corrected copy of the story. He also said the whole line is selling well. There will be no trip for me this year - the new man in Bud Meyers' job didn't have time to set one up.

Claude called Nerb Ahrend liked almost everything Claude showed him :- WATCH, NEXT, DUEL.

SATURDAY 8 OCTOBER

1966 281st day - 84 days to come

Looking over solitaire and small equipment games to show to Herb Ahrend. Found quite a few. He called later, however, and called off the meeting till next week due to a bad reaction to a flu shot.

Spoke to Claude about Herb Ahrend and the prices to ask for various games. (Such as $1500 for the first use of WATCH® with rights returning to Claude.) He suggested that I try making up a game with a small board and two markers.

SUNDAY 9 OCTOBER

Eighteenth Sunday after Trinity 1966 282nd day - 83 days to come

Played CASINO with Bernice and my mother.

Called Bob Abel in evening. He is making a third rewrite on the article for True Magazine. I will be given a good mention. It should be in some time in January or February. Claude's BIG FUNERAL will be mentioned if it is definitely published in time.

I am to call Bob some time at the beginning of November to set a date to see his files.

Bob told me that it is his friend who is interested in Arthur's HIGH DECK. Arthur never told this to us.

MONDAY 10 OCTOBER

1966 283rd day - 82 days to come

Thought of an idea for a GAME using two markers on a quadrille field (see 10/8). It is probably best played on a pc. of paper, using a large 5x5 square and two coins as markers. The two players start in opposite corners. Moves are orthogonal as many spaces as desired. As a space is left a cross is placed in it. This space can never be entered again. Spaces with crosses can be passed over to reach an empty space. A marker cannot pass over the opponent's marker, or land in the same space. Object is to stop the opponent from moving. A point score could be based on 1 point for winning and 1 additional point for each additional move the winner can make.
Showed the game to Claude. He thinks it is much like WATCH. I think it is more like his TIGHTROPE.

Alice called. She had a letter from John Rocknowski. Another run of Focus will be made this month or early next month. He will be in town in a few weeks. I thought of working up THE FIRST MILLION to show him.

TUESDAY 11 OCTOBER

1966

284th day - 81 days to come

Thought of a variation of the GAME• I showed Claude yesterday. Use a 4×4 quadrille. A space can be entered over and over. Spaces with an odd number of crosses can be passed over, but those with an even number cannot be passed over. Otherwise the same as yesterday.

Alice called. She asked if I had heard of KABOOM• which is listed as being a big hit. I have seen it. It is a game of blowing up baloons to bursting. Didn't see the rules.
Also Avalon-Hill has a new game SHAKESPEARE• which is packaged like the 3M games and is called "Bookcase".
She mentioned that HIGH BID• made about as much ACQUIRE• for the 2nd quarter of this year. This seems strange since Acquire is supposed to be running in the lead.

A fellow from Schacht Stl. I spoke to on the phone was interested in my games and I promised to send him a copy of the FOCUS• booklet.

Called Arthur. Nothing new. Tentative date to get together for supper next Monday, if o.k. with Claude.

BB received a catalog from Creative Playthings. They list ON SETS• for $4.

Looked for information on Claude's game NEXT•. Didn't have it.

WEDNESDAY 12 OCTOBER

Columbus Discovered America 1492 — 1966 — 285th day - 80 days to come

called Claude about getting together with Arthur next Monday. Not definite yet.

called Herb Ahrend. Supposed to call back, but didn't.

Rcd. another letter from Haar Hoolim.

THURSDAY 13 OCTOBER

1966

286th day - 79 days to come

Thought of another GAME to be played on Checker Board. Each player has 8 checkers which are started in the row nearest him. Movement is directly forward only. The first player moves any checker 1 space. The other player can move either the checker in the same column or the one adjacent on either side (unless at an edge) 2 spaces. The first player then moves a similarly restricted checker 3 spaces, the 2nd player 4 space, the 1st player 5 spaces, etc. When a player lands directly on a another player's checker he wins that column for 1 point. If a column is won the next one is considered adjacent, etc. If a player has no other move possible than to jump over an opponent's checker, he does so and the opponent wins the column for ½ point.

Did some further thinking on a pencil and paper game I thought of some years ago called X AND O. It is played on a penciled in 5×5 grid. Each player in turn places his mark (X or O) in a box until each has 12, and one space is vacant. Score for each row, orthogonal or diagonal, according to the following table:-

2 --- +1
3 --- −3
4 --- +5
5 --- −7

FRIDAY 14 OCTOBER

1966

287th day - 78 days to come

Received MINE A MILLION® & TOTOPOLY® from Hamley's.

SATURDAY 15 OCTOBER

1966

288th day - 77 days to come

Looking thru game diaries & sound Claude's game of NEXT. It was previously called CROWN JEWELS and can be found on 7/10/65. Also looking for things to show Herb Ahrend. He called again, not feeling well & cancelled again. He'll call me next week.

Rcd. OIL, HOROSCOPE; & BATTLE OF THE LITTLE BIG HORN from Hamley's.

Looking over the original rules of MILLIONAIRE with idea of presenting it to Whitman.

Played CONCENSUS at Mary Ann's with 9 people playing. Debbie liked it but the others, including me, not too much. Think it might be preferable to play ~~with~~ with all ~~the~~ numbers of players similar to the Skill version for 2 to 6, except that with 2 to 12 the players whose colors, are in a box vote, after discussion, whether to take the right or left end number. In case of tie the left wins.

SUNDAY 16 OCTOBER

Nineteenth Sunday after Trinity 1966 289th day - 76 days to come

Read over rules of DATA PROCESSING.

Claude picked up a wooden CHINESE CHE~~CKERS~~SS set for me — $1.

MONDAY 17 OCTOBER

1966

290th day - 75 days to come

The game I had shipped from Copenhagen to Freda finally came - THE BIG INDIAN GAME. (DET STORE INDIANER-SPIL).
The store in which it was purchased was:-
Crome & Goldschmidt
Department-Stores
Østergade 32,
Copenhagen K, Denmark

Called Simulmatics to confirm appointment for DATA today. Goodkin couldn't make it.

With Claude & Arthur to Brentanos.
Bought:- ON SETS.
Saw:- CHAMPIONSHIP BASEBALL. Another game with a lot of charts by the makers of PRO QUARTERBACK & CHAMPIONSHIP GOLF.
SOLAR CONQUEST: Couldn't see sealed box. Seems to have shooters, launching pads & other action gimmicks.
SHAKESPEARE (A-H). Seems to be a PARCHISI type game with penalty and advance spaces on the path, also luck cards. In the "beginners" game each player has three markers but must always move the rear one. In the "advanced" game he can choose between the 3. In the "tournament" game a player can move ahead for each character he can name in a specific play.
FACULTY CARDS.

October Playthings came. It has a picture of SHAKESPEARE!

During day called Bill Bentzin about the article on me which I didn't receive. He will have his secretary send me a copy. He will also get me a copy of BREAKTHRU and some extra copies of ACQUIRE.

In meeting (in Manhattan) with Claude & Arthur, the latter mentioned that the fellow interested in the HIGH DECK had published another GAME. He refused to give me the name of the game. Claude and I were both annoyed.

Felicia called. The check for the second FOCUS run came.

An inventor brought them a game called ANALYSIS. Felicia says it is a board game which is a lot of fun and is different. Alice says there is no skill involved. At present it is at both Milton Bradley and S&R. They had him take his copy with him until there is some result from these to ~~cop~~ companies, or lack of results.

In October Playthings saw that Jules Cooper is now head of development for Ideal. Think I'll contact him about DATA PROCESSING.

Thinking of another checker board GAME. Use 12 black & 12 red checkers. Put them at random on a 6x4 area of a board. Player 1 takes off a row of as many of the same color as he wishes. A row may be orthogonal or diagonal but they must be continuous. If the 1st player takes an odd number the next player must take a row of the same color. If an even number he must take a row of another color. Etc. If a player is supposed to take a color that no longer is on the board, he loses his turn and the other player can then take a row. The player with the most pcs. scores the total of his pcs. In case of 12-12 tie the 2nd player scores 12. (It might be a good idea to have one color worth more than the other.)

Thinking of another ~~game~~ checker board GAME. Don't have it worked out yet. The pcs. (about 8 black & 8 red) are lined up on the 4 sides. The 1st player may move one of the pcs. on his side in an orthogonal direction away from him, one space for each red pc. next to it and two for each black. Cannot land on an occupied space ~~or~~ but if go passed end of board start again at near side. The next player then moves a pc. next to the one just moved. Etc. Object is to land a pc. on the row across the board. Score 1 for a red pc., 2 for a black pc. (There may be a game here, but it needs a lot of work.)

Claude called. Paul Mila220 is definitely going ahead with BIG FUNERAL. Claude met the man who may finance the company and they seemed to hit it off well. Paul wants Claude to work full time for him as a development manager. I felt a little left out. They are talking of doing all of Claude's games.

WEDNESDAY 19 OCTOBER

1966

292nd day - 73 days to come

Called Jules Cooper at Ideal. He was in conference but wanted to call back. I was leaving the office & will call him tomorrow.

Called Claude and told him of my feeling about Paul. Claude said that Paul was anxious to attend a NYGA meeting and suggested that I call him. Talked a long time with Claude, very amicably. Then called Paul and had a long conversation. He is quite interested in GO SEE - A GLOBAL HOLIDAY. And he wants me to work along with them with the eventual aim of working full time. He is offering Claude a salary plus a 5% royalty for all games he creates. Paul likes the idea of a game museum.

Made a tentative date to have a NYGA meeting here next Monday plus Paul, his assistant - Jim, and the potential backer - Frank.

THURSDAY 20 OCTOBER

1966 293rd day - 72 days to come

Called Jules Cooper. Will go there next Saturday and bring ~~DATA~~ DATA PROCESSING. He asked if I'd ever thought of working full time on games. I said that it had entered my mind. He also said that he had been thinking about me.

Called Alice to tell her I wanted to pick up GO SEE-A GLOBAL HOLIDAY. to show to Paul. Also POTENTIAL. There was a carbon of a letter to me. INVASION. is being returned. They like it but are test-marketing a war game called CHIVALRY. If this doesn't go over they would like to look at mine again. No mention of SIT DOWN AND THINK.

Another letter said that LOA. was being returned. Too short duration and so simple that don't want to play again.

They also have another letter from Natelie Donna asking (demanding) about TRAPS.

The letter from 3M came during day.

Claude called. Paul contacted him and they will be here Monday.

Alice called later. She said she couldn't find POTENTIAL. I looked at night but couldn't either.

FRIDAY 21 OCTOBER

1966

294th day - 71 days to come

Called Arthur. He is coming Monday and bringing POWUR.

Called Michal Goodkin at Simulmatics. Called off meeting for Monday. Told him I had another lead on DATA PROCESSING. He suggested a meeting later in week and we agreed on Thursday morning at 9. He will show me some educational games and thinks that I might be able to work with them in developing others.

BB was supposed to pick up GO SEE - A GLOBAL HOLIDAY and POTENTIAL. But Alice had to go to Phila. and Felicia was out of the office. Felicia told BB and me later that Alice had an idea to approach the president of western printing with the idea of doing a line of adult games, and taking back the games "X" has been sitting on for so long.

SATURDAY 22 OCTOBER

1966 295th day - 70 days to come

To see Jules Cooper at Ideal. He didn't care for DATA PROCESSING. Not enough excitement. Suggested a board game with the data cards used for influencing the moves.
He said that they are interested in one or more logic GAME's of the same nature as CLUE. They want them for a secret project and are in a hurry for them. They will pay a royalty. He said that this is the first time he ever gave an assignment to a free-lance inventer.
He did not mention my working there.

Spoke to Alice about her idea of yesterday. They have probably landed a very large BALI order and she will have to go to Racine to talk to the president of Western Printing to talk about financing. This will probably be in March. She will talk to him about an adult line, but will tell "X" first. In the meantime she thinks I might as well show GO SEE-A GLOBAL HOLIDAY to Paul.

Spoke to Claude. He read off a long list of Mechanical games he is working on.

Alice mentioned an artical in today's Times on a game put out by Kaiser Industries called FUTURE. It will not be for distribution to the general public - but Mayor Lindsey will get one. Think I'll write and ask him to look at it. Bought a copy of the Times. (Filed in Misc. Games Folder.)

Played CONCENSUS at Marylin's with 9 people playing. Debbie liked it but the others, including me, not too much. Think it might be preferable to play with all numbers of players similar to the skill version for 2 to 6, except that with 7 to 12 the players whose colors are in a box vote, after discussion, whether to take the right or end number. In case of tie, the left wins.

SUNDAY 23 OCTOBER

Twentieth Sunday after Trinity 1966 296th day - 69 days to come

Claude picked up a copy of:-
ESCORT•, ELECTRIC FOOTBALL•, ELECTRIC BASEBALL•

(Cont. from 10/24) [10/24]

Claude had bought a copy of Parker's AVALANCHE• There are a series of different games and we played around with it for awhile before Paul came.

Claude gave me a clipping he took from a newspaper- possibly the N.Y. Enquirer- about a month ago!-
MONACO• anyone? Fantastic, sensational new playing cards! Big deal! Your money refunded within 30 days if you cannot make at least one word with any two cards in the 52-card deck without repeating a word! 2 deck box, including booklet of rules, $3.00, ppd. Single deck, $1.75. Combo Playing Cards, Inc., 500 Griswald St., Detroit, Michigan 48226.

Sunday Oct. 23 Cont.

Clipped ad from N.Y. Times for SHAKESPEARE• In 1966 Ad Clips Folder.

10/23

MONDAY 24 OCTOBER

United Nations Day 1966 297th day - 68 days to come

Called Kaiser Industries. Talked to a man in public relations. He suggested writing but was not too excouraging. His name and address:- R.E. Rhody (PL 9-1100) Kaiser Aluminum 300 Park Ave. New York, N.Y. 10022 About the game FUTURE•

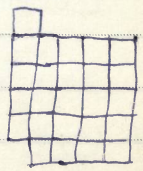
At lunch walked over to I/S. Picked up GO SEE - A GLOBAL HOLIDAY• & POTENTIAL• (which she found).

She showed me a letter describing two mechanical games:-
MANNED ORBIT• - magnetic game of orbitting a projectile around the moon without getting it caught by the moon's "gravity".
SCORE 64• - Getting magnetic pcs. into scoring spaces. 64 is particularly hard to attain.

Alice told me that Lakeside had bought out ~~[illegible]~~ TANTILIZER•, the manipulating puzzle worked thru a mirror. They want to reduce the royalty to 2½% and only thru 1968. If not they'll change the name and put it out anyway.

Claude, Arthur, Paul Millazzo and a number of his business associates (and a potential backer) here to see my game room. Arthur showed POWUR•, and I played part of a game with him, (Was winning when we stopped.)
Claude showed LOA• & WATCH•.
I showed RED LETTER• & GO SEE-A GLOBAL HOLIDAY•.
(LOA, Red Letter & Go See-A Global Holiday were particularly popular.)
Later I showed Paul AIRLINE• which he also liked.
Paul hopes to have a number of games ready for the Toy Fair next March, just a few prototype models. Of course everything depends on how CAMPAIGN• and BIG FUNERAL• do.
Paul is trying to interest some airlines in having games in their lounges and would like a game that would be appropriate. I told him about CORPORATION• and he was interested.
Paul's lawyer thought that I could pretty easily get money from a foundation to do a scholarly book on games.
Paul was going to a Toy Fair in Atlanta this Thursday thru Monday. He asked if I wanted to go - he'd pay my expenses, but not my pay. Too short notice.

Claude has a new setup for WATCH• as shown. The groups of similar tiles are as follows:-
4-4-3-3-2-2-2-2-2-1



(cont. on 10/23)

TUESDAY 25 OCTOBER

1966

298th day - 67 days to come

Spoke to Alice & Claude about last night. Claude had an argument with Paul about the art work for BIG FUNERAL. Claude was unhappy with it but Paul said it was too late to change - even tho Claude had voiced his objections long ago.

Sent myself a registered letter with the rules for GO-SEE - A GLOBAL HOLIDAY which I had reproduced yesterday.

Freda Stardt gave me a clipping from the New Republic magazine of Oct. 29, 1966:-

(Massage your mind!! Play provocative "thinking" games. Ideal for at-home or company evenings. Free brochure. Flaghouse, Inc., Box 202H, NY 10003.

WEDNESDAY 26 OCTOBER

1966

299th day - 66 days to come

Wrote out a letter to send to R.E. Rhody about FUTURE, including a reproduction of the Rambler article and that from the Post. (Filed in Correspondance to companies.)

Call from Alice. She rcd. the carbon of the royalty statement for ACQUIRE. Close to $1600. HIGH BID did a little better, but Alice pointed out that these were first orders to stores rather than reorders as in the case of Acquire.

10/28

THURSDAY 27 OCTOBER 1966

300th day - 65 days to come

To Simulmatics to see Michal Goodkin. Played DATA PROCESSING with him and another man there. Played well and they liked it but they are not in position to put out such a game. Goodkin would like me to do some work on Simulated Environment games and will contact me in a week or two.

He showed me two such games:-

THE COMMUNITY DISASTER GAME:- This is played on a board representing a city. It is divided into rectangular areas and there are separate lids over each area which can be raised to look at just that area. The map is reproduced on top of the lids. The game leader puts disaster chips in several of the grids without the players knowing which. In turns players can expand 10 units of energy, moving their token, making phone calls (or trying too), moving police cars. They each have a duty to perform and friends and relatives to locate and remove from the disaster area. Each turn they receive "anxiety" points. At the end of the game there is a vote for the three players who performed best. The one, among these, who has the least "anxiety" points is the winner. (Rough idea.) Michal is supposed to send me the rules when they are printed.

THE LIFE CAREER GAME:- Each team of 2 is given a profile. They divide up the available hours in a week between study, athletics, social activies, etc. They recieve points for achievement and also for gratification. They start with school and follow into work, marriage, etc. The team that did the most with their potentialities is the winner. There are dice to represent the vagaries of fortune. (Rough idea.)

Michal gave me a leaflet, reprinted from "The Johns Hopkins Magazine - March 1966, which mentioned these two games & the following:-

THE LEGISLATURE GAME:- (Printed in Oct. 1963 edition of Johns Hopkins Magazine.)

THE CONSUMER GAME, THE HIGH SCHOOL GAME.

(This leaflet filed in "Articles on Games from Periodicals")

Alice called while I was out and I called back and spoke to Felicia.

They had a letter from "X". They are returning:-

HAVING A WONDERFUL TIME:- Don't think it is any fun.

TRAPS:- Has possibilities but have trouble pricing it and don't want to hold it up if Natalie has other possibilities.

They are moving slowly but surely ahead with their program.

A couple, Fern & Joe Scott approached them to act as their agents. They did the game SHAKESPEARE for A-H and are not satisfied with their deal.

(cont. on 10/28)

FRIDAY 28 OCTOBER

Sts. Simon and Jude, Apostles — 1966 — 301st day - 64 days to come

Called Claude and talked some more about the Action games he wants me to work with him on. Didn't make any final decisions.

(cont. from 10/27) [10/27]

Larry Winters called them. He is working on two new games which he will have ready to show soon. They have been checking how various games are doing around. Abercrombie & Fitch insists that ACQUIRE• is just another MONOPOLY•, and STOCKS AND BONDS• is doing best there. Macy's says the who line is too expensive. Whole effect was mildly discouraging.

Claude called late at night. He would like me to work with him on some action games. Will call him tomorrow.

BB typed the letter to Kaiser.

Friday Oct. 28 cont.

The registered letter on GO SEE - A GLOBAL HOLIDAY• was delivered.

Mailed the letter to Kaiser.

Recieved the INVASION• game returned by 3M. In pretty good shape.

SATURDAY 29 OCTOBER

1966

302nd day - 63 days to come

Alice sent me the rules for DANGER STRAITS. (previously called CROSSINGS). Rules seem well written except that the provision against going into dock spaces on the way across was not included. Filed in Board Games folder.

Spoke to Claude again about the action games. Will get together next Tuesday at lunch time.

Wrote to:- Mayor Lindsay (about FUTURE.)
Hagr Hoolim
K.G. Collins

SUNDAY 30 OCTOBER

Christ the King
Twenty First Sunday after Trinity

1966

303rd day - 62 days to come

Though of idea for GAME for Ideal (see 10/22), will have to work it out.

MONDAY 31 OCTOBER

Hallowe'en—Reformation Day 1966 304th day - 61 days to come

Wrote to Fr. Daniel

Rcd. letter from William C. Herring.

Thinking of yesterday's GAME idea.

Paul Millazzo called. He bought a copy of AS THE WORLD TURNS & WIDE WORLD TRAVEL GAME to see how they compare with GO SEE-A GLOBAL HOLIDAY. He will give me the former after he plays it. He definitely would like to do Go See for the toy fair in March. He is also thinking of making RED LETTER with interlocking squares and pegs for moving and scoring so it can be played on an air plane.
He thanked Bernice and me for last Monday and said that the men were impressed by my knowlege and games and BB's hospitality. Frank is definitely going in financially. BIG FUNERAL will be ready for X'mas, and I reminded him to call Bob Abel.

Called Alice about DANGER STRAITS and told her a little more about the European games I saw.

Royalty check from 3M came and I sent Alice her cut. Royalty was $ 1,578.62.

TUESDAY 1 NOVEMBER

All Saints' Day 1966 305th day - 60 days to come

Call from Alice. Bill Carason will be in town tomorrow & will stop by. Decided to show him DATA PROCESSING, CONSENSUS & TRAPS! Alice will call me when to come over. Also we'll show him HAVING A WONDERFUL TIME. (which came back.)

Rcd. two copies of Hamley's catalog.

Claude met me at lunch. Discussed his mechanical action games. Charlie there too. Nothing particular settled.

Called Arthur in the evening. Nothing new.

WEDNESDAY 2 NOVEMBER

All Souls' Day 1966 306th day - 59 days to come

Brought DATA PROCESSING & CONCENSUS to office, but Alice called to say that Bill Caruson couldn't make it today. Possibly he'll be in again soon. Suggested mailing in our games. He said that SIT DOWN AND THINK is quite popular, particularly with the copy-writers. An answer should be in in about 3 weeks.

Working on a 64 square board and set of cards for game for Ideal. Too large. Later called it OPERATION SEARCH.

THURSDAY 3 NOVEMBER

1966

307th day - 58 days to come

Made a layout for a 36 square board for OPERATION SEARCH and a set of cards.

FRIDAY 4 NOVEMBER

1966

308th day - 57 days to come

Rcd. a note that there is a registered letter at the post office.

Called Bill Bentzin about that information on me. Supposed to call back but didn't.

SATURDAY 5 NOVEMBER

1966

309th day - 56 days to come

Picked up a letter from Haar Hoolim at the post office.

Finished a board and other equipment for OPERATION SEARCH. Played a game with BB, Marylin & Dave and a second which we called because of distractions. Worked almost perfectly the first time. Only had to change the rule that a player couldn't enter a space occuppied by an opponent, and add two additional roads. Played it again at night with Phil & Annette. Annette won and they liked it very much.

(cont. from 11/6) [11/8]

At F.A.O. Schwartz & Riis Bros. did not see anything new. At Bloomingdale's saw TRICON. This consisted of a considerable number of differently shaped wooden pieces. The instructions are in German and state that it is not a game per se, but rather an amusement and a means for studying geometric relationships.

Rcd. another long letter from Haar Hoolim.

Rcd. a letter from Mayor Lindsay saying he hadn't rcd. a copy of FUTURE yet and that he couldn't help me. (Filed in "individuals" folder.)

At office making new tracing for clue sheets for OPERATION SEARCH.

Spoke to Arthur, then Claude. Nothing in particular new.

Bill Bentzin's secretary called. He is out of town but she will send the information for publicity on me.

[started 11/8]

Sunday Times had an ad for Henri Bendel for a new game- THE ADVERTISING GAME.

(Cont. from 11/7) [11/8]

He then draws a card from a deck of ~~cards~~ "open for presentation" cards. He has a 1 in 2 chance of getting the account. If he does he must immediately pay for a team to process the account - the amount is stated on the card representing the account which the player takes. If he doesn't get the account he loses his $10,000.

A player may try to take an account away from another player. He pays $20,000 for a presentation and then draws from a "not looking-but" deck where there is a 1 in 3 chance of getting the account.

Everytime a player throws a 7 he collects the "billings" for each account he has, minus the cost of the team (again as listed on the company card).

A player may ~~attract~~ protect an account by putting an extra creative team on the space. There is an immediate fee for this and also each time "billings" are collected upon the salary is again deducted. When an account is protected, not only is it safe against being taken over, but another player land on it must pay $50,000. (With a free choice of paths this should not happen too often.

There are a number of "fluke" blocks. When landed on a card is drawn which can be lucky or unlucky. A player who is behind is well advised to land here. He will either tend to catch up or will go broke.

According to the instructions, the remaining player after the others have gone bankrupt is the winner. (With money continually coming into the game as "billings" are collected this may never happen.) The Ad for the game says the first to rack up a million wins.

It is not ethical for an agency ~~to~~ to have to accounts with the same type of firm. If a player lands a larger account he must immediately turn back any smaller accounts in the same field.

In the game there are 3 types of agencies; - market oriented, creative & ~~heavy duty~~ [illegible] There are 2 (of the 6) of each kind, depending on the ~~type~~ color of the token. The various firms have a preference for one of the three. If a player is tries for a company that prefers his type of agency, he draws two cards from the proper deck instead of one.

For strategy they suggest trying for smaller accounts first (since the starting money is undoubtedly limited) and then moving up to larger accounts as get more money.

[One card I looked at had billings of about $200,000, regular salary of about $70,000, & creative team salary of about $30,000.]

Picture in "Ad Clippings '66".

(cont. on 11/5)

Called Jules Cooper, Made an appointment for next Saturday.

~~Alice~~ Felicia called. Alice was talking to Larry Winters and wanted Bill Bentzin's phone number. Gave it to Felicia. She'll call me with more info. Mentioned ad for THE ADVERTISING GAME. Said that Brentanos would have it.

Claude called. Paul is having a stock ~~mtg~~ holder's meeting next Thursday. He invited Claude who is working. He suggested me. I called Paul & told him I'm busy but would come if he thaught I could help. He said it wasn't that important. So I'm not going. His backer decided not to come in, but he'll go ahead anyway. Wants to take along RED LETTER & GO SEE-A GLOBAL HOLIDAY when he goes on a vacation after x'mas. I was somewhat noncomittal.

Rcd. another short letter from Haar Hoolim.

(cont. from 11/8) [11/8]

numbers is thrown as the total of 2 dice. When get 5 pads can try for a launch. A double (again with 3 throws) is required for this. Then move along path to moon. Then must launch again from moon. May use countdown numbers for destroying an opponent's pad if desired. (Rough idea.) (Put out by Atech, N.Y. 1966)

Also saw FACULTY CARDS again. This follows the play of CANASTA except that melds are words and score by the points on the cards, I think. Words can be added too but cannot be changed around (probably would be more interesting to allow this). There is nothing equivelent to red or black 3's.

Also saw TYCOON (P.) This is the same game as I have - originally put out by H.C. Jacoby Co.

Also saw ACQUIRE and the new rules are not in it yet. A woman was looking for a game for her son & I sold her on Acquire.

At Henri Bendel saw THE ADVERTISING GAME (Archive Div. of Caldwell-Davis). There is a board showing blocks in midtown Manhattan. Players move by ~~throw~~ of 2 dice, starting @ Grand Central Station (black rectangle on board - see Ad 1966 Solder). A move is made by counting street intersections as one move each except that a black dot halfway on a block must be stopped on as the last count. Players can choose their path except that they cannot go the wrong way on a one-way street or go around a block to use up a move. ~~Many~~ Many blocks have the names of companies which purchase advertising. When a player lands on the black dot for ~~the~~ a company he may prepare a presentation for $10,000.

(cont. on 11/6)

11/7
11/6
11/5

TUESDAY 8 NOVEMBER

Election Day 1966 312th day - 53 days to come

At Korvettes saw:- JAMES BOND - MESSAGE FROM M • (Ideal). Elaborate plastic game. Essentially there are four separate paths each one with a villain and each player has a marker to move in each path. Players have hand of cards with the different villains on them. Play of these cards at the beginning of a turn sets the board to play in on that move. (The 007 card allows a choice. A hand of 5 cards is dealt, and used up and then replaced. There is a special gadget which gives the move when a lever is pushed. A "Smersh" soldier may come up, in which case there is no move. A player can try for a 2nd move, in the same board, but if the soldier comes up the player must move his token back 3 spaces. A 3rd move can be made similarly, with a 6 space penalty if the soldier comes up. If the gadget directs a player, instead of moving he takes a special message card which is put in a decoder. (Seems to be a plastic sheet with holes cut that show occasional words on the message card. There is also a direction to take special equipment which is helpful in avoiding being sent back by the villain. When a player moves his own pc. he first moves the villain the same number of spaces. If an opponent's token is landed on he goes back (or something like that). The first player to reach the last space on one of the boards (evenly I think) has captured the villain and wins the game.

Also saw JAMES BOND - GOLDFINGER GAME • (Ideal) This is a game very similar to TABLUT • except that the eight pcs. belonging to the escaping king (Goldfinger) are arranged in spaces around him. Also if the king is in one of the spaces orthogonally next to the center (which cannot be entered or passed over by any pc. except the king) he can be captured by one enemy pc. opposite the center space or by only two pcs. adjoining him at right angles to his connection with the center. Players must announce when within one move of victory.

Also saw WATCHWORD • (Ideal). There is an elaborate gadget in which four letter cards are placed and it is set to spinning. Before this each player receives 6 letter cards. Object is to make longest possible word using these letters and one from gadget. When decide which you want, push a lever which drops a card in front of you (I guess the wrong one can come) and then form your word. There is a timing device and if no one pushes the lever a card is dropped in front of each player. (Not sure of scoring and penalties.)

At Brentanos saw SOLAR CONQUEST: Players have a countdown card which have 3 numbers on them (different for each player). In a turn throw 2 dice three times and put up one launching pad for each time one of the

(Cont. on 11/7)

WEDNESDAY 9 NOVEMBER

1966 313th day - 52 days to come

Finished clue sheets for OPERATION SEARCH and ran off a number.

The publicity material came from 3M. Filed it in 3M folder.

Spoke to Bob Abel, He is rewriting the True artical again. As of now I am in the lead paragraph. The Diplomat artical is sold. Doesn't know when it will appear, also can't remember if I am in it or not. He does not want to repeat the same material in two articals.

There will be an artical on games in the Dec. Holiday but he says it doesn't cover much.

THURSDAY 10 NOVEMBER

Martin Luther—Born 1483

1966

314th day - 51 days to come

FRIDAY 11 NOVEMBER

Veterans' Day

1966

315th day - 50 days to come

SATURDAY 12 NOVEMBER

1966 316th day - 49 days to come

In Haar Hoolims latest letter he tells me the artical on Educational games by Clark Abt's company is in Sept. 16, 1966 Time Mag, found it and added it to "Articles on Games from Peridicals".

Wrote to manufacturer of MONACO. asking if it is still available. (See 10/24)

Wrote to Flaghouse asking for the brochure. (See 10/25)

To Ideal to show OPERATION SEARCH. to Jules Cooper and Lavry Reiner who is in charge of the game dept. Played 2 games but it goes too fast with only three playing. They wanted to keep it to play around but I said I wanted to do some further work, prepare the rules, and then bring it to him. Will call him next week.

At home played with Dana & BB. Dealt out ten cards to each and opened 5 on the table. When a player asks for a file, it is not passed to him, only the number is told. Of course the other player gets the same info, but it still pays to ask the questions, since otherwise you may be the one asked.

Thinking of adding the rule that within an area one space all around a bonus question marker only a question ~~[illegible]~~ with a location (NWES) can be used. This would be for any number of players. This would get away from the preponderance of questions such as urban-lake.

Dannie Phillips mentioned that there is an educational film on ancient games put out by some foundation that was listed in a Donnell Library folder about 6 months ago. He said that if I found out its name he could obtain it and show it for me.

A girl visiting there was interested in FOCUS. and I promised to send her some booklets.

Miss D. Merkin
50 west 72 nd St.
N.Y. 23, N.Y. (SU 7-0500)

At Ideal Cooper told me that they are developing a GAME. which he says will be the best mystery game yet. Couldn't tell me anything about it, naturally.

SUNDAY 13 NOVEMBER

Twenty-third Sunday after Trinity 1966 317th day - 48 days to come

In Times saw an advertisement for Flaghouse. The only interesting game was FACTS-IN-FIVE.

Played OPERATION SEARCH with family. Used geographic limitations in the sectors adjacent to the bonus square. Worked well. Dana and I had a photo finish. Wrote a first draft of the rules.

On special TV program on Ch. 4 on subject of Hungary they showed the people playing a board GAME. the object of which was ~~Evans~~ to get cards representing various objects of furniture and appliances and putting them together on the board to furnish an apartment.

MONDAY 14 NOVEMBER

1966 318th day - 47 days to come

Called the Hungarian Mission and asked about the game I saw on TV yesterday. He told me it was called GAZDALJON OKOSAN. (which means Smart Management)
For a copy I should write to:-
{Artex, POB 167
{Budapest 62, Hungary
This is the state toy & game monopoly and they may have other games. Will write to them.

Alice called. John Rocknowski will be in town Wednesday to introduce his successor - John is moving up - and to look at games. I'll get some things in shape to show him.

Called Jules Cooper to tell him that I won't have OPERATION SEARCH ready this week.

With Claude went to Toy City. YAHTZEE.
Saw YUM. (P.) a cheesey imitation of [redacted] which is only the old game YACHT.
Bought BARREL OF MONKEYS. (Lakeside).

Claude had the game pages from the X'mas Sears-Roebuck catalog, and I left them in Toy City.

Rcd. a letter from Kaiser Industries saying they were sending me a FUTURE. game. The game also ~~sold~~ came, with $3.30 1st class postage.

TUESDAY 15 NOVEMBER

1966 319th day - 46 days to come

Pete promised to bring me his Sears-Roebuck catalog.

Spoke to Arthur. He asked me about terms in my game contracts.

Prepared games to bring for Rocknowski to see tomorrow.

Rose Dambra gave me the pages from her Sears-Roebuck catalog, 5 of the 3M games are included!- BREAKTHRU•, TWIXT•, STOCKS AND BONDS•, ACQUIRE•, OH-WAH-REE•.

There are 2 games specially prepared for Sears are listed!-
TEE'D OFF•
SIEGE• (by Milton Bradley)

Also shown!- GETAWAY CHASE GAME•, CLOCK-A-WORD•.
(Filed in 1966 Ad Clips)

To I/S @ 11:00. John Rocknowski and the new head of the game developement there — [redacted] Bob Engel. Showed Bob my games. John didn't play or pay much attention to them. Showed:-

HAVING A WONDERFUL TIME:- Alice joined us and we played two deals. Bob liked it but said at present they are staying away from card games. Took notes for future reference. I took it home to repair the box which was ruined because X put tape on it.

FOA• which I changed the name to FREE FOR ALL•:- This he liked and wants me to send as soon as possible.

JAM-BIT•:- Liked the idea but wants to wait a while with sending it in. I told him I could probably develope it for 3 & 4 players. This, of course, he wants me to do. I'll talk to him about it next time he's in.

NEWTOWN•:- He didn't care for this. Under the rules of drawing cards one at a time it was rather dull. Probably dealing out a number of lot cards and then bidding on others would be more interesting.

THE FIRST MILLION•:- Just told him the have essentials, they were out of time. Wants to look at it again next time he is in town.

MARLBORO COUNTRY•:- Just gave him a short rundown and he liked it well enough to have it sent in. Said I'd have have the two of them ready in about 3 weeks. Alice [redacted] suggested the name COW COUNTRY•.

John said that FOCUS• is very popular with their salesmen and that they get a lot of fan mail. He figures that there will be a new run the middle of next year. They will put new art work of a more adult nature on the box.

Alice mentioned Watkins-Strathmore and I brought up 36 FITS• & PASS-O•. Bob said he'd send me a copy of each and also 6 more copies of FOCUS•.

The 2 registered letters on OPERATION SEARCH• came. Rcd. a short letter from Haar Hoolim containing a copy of his letter to Piet Hein & Life International.

Rcd. a brochure from Flaghouse, Inc. 112 Fourth Ave. (OR 4-7070)

They listed KALAH•, 4-CYTE•, FACTS-IN-FIVE•, TANTALIZER•, WFF'N PROOF•, MANDALAY•, TRIANGLES• (Think I'll get the latter.)

THURSDAY 17 NOVEMBER

1966

321st day - 44 days to come

Pete brought in his copy of the Sears X'Mas catalog for me. At home cut out the game pages & filed them in 1966 Ad Clips.

FRIDAY 18 NOVEMBER

1966

322nd day - 43 days to come

At lunchtime went to Flaghouse and bought TRIANGLES. Left my name and address and they'll contact me when they get further games.

Read the rules of FUTURE. Fair.

On T.V. saw ad for CLOCK-A-WORD. This is a slot-machine type of gadget with a lever which when pushed turns up about 9 letters. There is also a timer with a dial pointing to descending numerical values. The lever is pushed and players race against time to make the longest word. (Rough idea?)

Ran off another batch of clue sheets for OPERATION SEARCH.

Spoke to Arthur about a possible date next Monday at his house, will go there if I don't meet Claude & Anne for supper. He would like to play several games of ALCHEMY.
He would like to submit THREE. and LINES. to Whitman.

SATURDAY 19 NOVEMBER

1966 323rd day - 42 days to come

The letter I sent to Combo Playing Cards about the game MONACO was returned - Addressee unknown.

The Times had advertisements by Brentano's. Two new games:- PROPAGANDA, INTERNATIONAL MÜHLE. (Filed in 1966 Ad Clips)

Made a new board for OPERATION SEARCH and started a set of cards.

Spoke to Arthur. Told him I'd rather if he waits with submitting games to Whitman until after mine are decided. He said O.K.

SUNDAY 20 NOVEMBER

Sunday next before Advent | 1966 | 324th day - 41 days to come

Finished all the equipment for OPERATION SEARCH. Also finished the rules.

Made a board for FREE FOR ALL.

To Brentano's new store on 8th St. Saw:-

INTERNATIONAL MÜHLE:- This is simply MILL played on the board without the diagonal points connected.

THE PROPAGANDA GAME: (See 1966 Ad Clips) This is more of a excercise in spotting tricks in writing (such as setting up a straw man) than a game. There are two sets of cards, 20 in each set. One set is used in a game. The cards have statements which have tricks in them. Cards are read one at a time. Players decide the specific type of trick they think it is and set the number on a dial (4 provided with game). The number that has a majority wins and each player with this number moves ahead 1 space on a chart. Unless one player thinks his opinion is the same as the game authors and this player was not in the majority. He may make a "bold statement". He then checks in the book. If he is correct he moves ahead ~~one space. If wrong he moves back~~ as many spaces as there are players in the game. If wrong he moves back 1 space. Player who is furthest ahead after the 20 cards are gone thru wins. ~~There are~~

There are 6 different categories of "tricks" labeled from A thru F and only one is chosen for a game, so each set of cards is good for 6 games.

In case of a tie ~~for~~ between the dialed numbers, the book is consulted for the authors opinion. There can be no "bold statement".

THE ADVERTISING GAME:- (see 11/3) Cleared a few points which I added to the original write up.

Called Jules Cooper and made an appointment to bring OPERATION SEARCH to his house tomorrow

Arthur called. He didn't want to meet me, Claude and Anne for supper tonight, I'll go to his house 12/2. I met Claude & Anne. Claude had an F.A.O. Schwartz catalog. Nothing of interest. He saw FOCUS at A&S.

Bought 4 Scientific American magazines on 8th Ave.

Wrote letter to the director of advertising at Kaiser thanking him for sending me FUTURE.

TUESDAY 22 NOVEMBER

1966

326th day - 39 days to come

Called Bill Bentzin. He promised to send me a copy of BREAKTHRU. and a spare ACQUIRE.

Ordered 20 prints of the Clue sheets from Capitol Blueprint for OPERATION SEARCH.

To Jules Cooper's home on Long Island, bringing him OPERATION SEARCH.

He told me of a mystery GAME. they are working on. Players move around a board and can in some degree affect the commission of the crime. Time also enter into it. A suspect could not commit a murder at 4 if he was killed at 3. There is a point in the game where players ~~cards~~ fill out a questionaire concerning what they have observed and are marked on this. tho this is not the end of the game.

Their idea is to publish three deduction games; a highly intellectual type - theirs; an in-between type - mine (if they take it); and a simple one. Ideal at present is second only to Milton Bradley in sale of games but they are not in the adult board game market, because, as Jules says, they don't have any really good board games. He is trying to rectify this and to convince top management that they will sell.

They are also developing a completely skill football GAME. played without dice, cards, or spinners, and in which at each turn a player moves all 11 pieces.

Jules told me of a war GAME. he has invented but which he has not been able to have his company put out. It is a ground and sea war between two countries which are too small to have airplanes involved. Each player sets up his forces as he wishes (there is a screen between the countries). There are two types of troops, offensive & defensive. Each player writes out a "plan of attack" which he must follow in his use of his offensive troops. The defensive troops can be used at will. When one player is ready to cross the border the screen is removed. Object is to occupy and hold the opponent's capitol and two other cities. Promised to show it to me sometime.

We discussed some of the old games - such as STRATEGY. BLOCKADE. & ROSE BOWL FOOTBALL.

WEDNESDAY 23 NOVEMBER

1966

327th day - 38 days to come

Called Jules Cooper to tell him that I forgot to point out the limitation in requests around a bonus question area when he asked what changes I had made in OPERATION SEARCH?

Later I thought of playing OPERATION SEARCH with two or possibly three cards under the board.

Rcd. a short letter from Hoar Hoolim.

THURSDAY 24 NOVEMBER

Thanksgiving Day 1966 328th day - 37 days to come

Played MARLBORO COUNTRY• with my father & Dave (whose hand was taken over by Morris Berdick). Played O.K. but the high numbers were taken first and at the end we were playing for pcs. that really couldn't influence the winner. Will have to work on a way of having the lower numbers taken first. Dave suggested the name "Maverick" and I think that perhaps MAVERICK COUNTRY• or OPERATION MAVERICK• might be good.

Played FREE FOR ALL• with Dad & Morris, twice. Then a third including Debbie. Added a rule that when a player was reduced to one pc. it could move as many spaces in a straight line that the player wishes. Probably would be better to allow this privilege to the last two pcs. that a player has.

FRIDAY 25 NOVEMBER

1966

329th day - 36 days to come

Looked in at Polk's on 5th Ave. Nothing I haven't seen. They have THE ADVERTISING GAME for $7 instead of the usual $8. The clerk also said that the 3M games were selling well.

Thinking about improving NEWTOWN. Deal out all the cards to the players (what about those that don't divide equally). Players put markers on their lots. Players in turn can suggest a trade to another player. These two may negotiate, but only they can come to terms. Instead of offering a trade a player may build a building. It would probably be better to eliminate the mansion.

Rcd. a FOCOS order.

SATURDAY 26 NOVEMBER

1966

330th day - 35 days to come

Played MAVERICK COUNTRY with BB & Dale. Played that had to get sets in sequence starting with 1's. Worked very well.

Played OPERATION SEARCH with BB & Dana. Put 3 cards under the board and dealt 11 to each. Played with passing of cards, in order to win must identify all 3 cards.

SUNDAY 27 NOVEMBER

First Sunday in Advent | 1966 | 331st day - 34 days to come

Wrote to Magasins de la Samaritaine asking about the possibility of obtaining the following games:- PETITES ANNONCES DE ~~PARIS~~ FRANCE SOIR•, LA BOURSE AUX IDÉES•, LE GRAND VOYAGE•, TORDU•.

Wrote to Artex in Hungary inquiring about GAZDALJON OKOSAN• (which means Smart Management)

In order to get boxes for packaging MAVERICK COUNTRY• and FREE FOR ALL• I made the following condensations. CHEK-RO• into the TOP ME• box. PEG-YEN• & WILD WEST• into the CHERRY AMES• box.

Sent out a FOCUS• order. Also sent ~~a copy~~ 2 copies to Denise Merkin (see 11/12).

Played 4-hand MAVERICK COUNTRY• with the family. Came out extremely close.

Called Jules Cooper to tell him of the idea of playing OPERATION SEARCH with three hidden cards. Also suggested ~~using~~ for three players using passing of ordinary requests, but only giving the number of bonus requests.

He says some of his men have played it but find it is inferior to CLUE in chances for deduction. I read over the rules of the latter and feel that the game is played simply be keeping the positive and negative information on the detective sheets. It seems almost automatic.

Claude called. He was at Arthur's. Nothing new.

Solution of puzzle on 11/29

1) A has 2-SU and C has 1-SU, so all SU are accounted for.
2) B has 2-UL which must be NUL & WUL since EUL & SUL are already accounted for.
3) B has 1-UM but 0-EM. Since NUM and SUM are already accounted for, B must have WUM.
4) B has 1-WR. B also has 3-W. Since B has already been shown to have WUL and WUM and the 3rd W is in the Rural area, B cannot have WIL or WIM.
5) A has 1-NM. C has 3-N but 0-NF. Since NUL and NUM have already been accounted for, C's 3-N must be NIL, NRL and either NIM or NRM. (It can be proven that C has NIM rather than NRM, but this not necessary for the solution.)
6) C has 1-SI. This must be SIL since SIF and SIM are accounted for.
7) C has 2-IL. Since C has already been shown to have NIL and SIL, C cannot have WIL or EIL.
8) A, as stated before, has 2-SU. A also has 2-EI and 4-R. This limits the location of all 8 of A's cards to the SU, EI, and R areas. Among the cards that A cannot have is WIL, which has already been proven not to be in the possession of B or C. WIL is the solution.

The statement, A has 2-W was thrown in as a small red herring. They must both be in the Rural area.

Developed a puzzle to show the chances for deduction in four-hand game of OPERATION SEARCH• without passing of files.

	N	W	E	S
UL	B	B	OWN HAND	A
UF	B	OWN HAND	TABLE	A
UM	OWN HAND	B	C	C
IL	C		A	C
IF	B	OWN HAND	C	OWN HAND
IM	C	C	A	TABLE
RL	C	A	B	B
RF	TABLE	B	OWN HAND	OWN HAND
RM	A	A	OWN HAND	A

For solution see 11/28

A	B	C
4-R	1-WR	1-SU
2-SU	1-UM	0-NF
1-NM	2-UL	1-SI
2-W	3-W	3-N
2-EI	0-EM	2-IL

Called Alice, Nothing new.

Suggested three levels of play:-
1) With passing of all files.
2) With passing of regular requests, but not of bonus requests.
3) With no passing at all. (Egghead version)
With the 3 hand game play with 3 hidden cards, but with the same 3 levels.

WEDNESDAY 30 NOVEMBER

St. Andrew, Apostle 1966 334th day - 31 days to come

Wrote a letter to Jules Cooper sending him the OPERATION SEARCH puzzle. BB typed it.

Also suggested that three different levels of difficulty be included in the rules; the game with passing of files; the game with passing of regular requests; the egg-head version with no passing of files. Also the three-hand game should always be played with 3 hidden cards, with the same 3 difficulty options.

THURSDAY 1 DECEMBER

1966 335th day - 30 days to come

At Sterns saw AROUND THE WORLD (MB). Appears to be a world travel game. Movement is based on answering questions on various categories of questions.

FRIDAY 2 DECEMBER

Monroe Doctrine Declared 1823 — 1966 — 336th day - 29 days to come

To Arthur's. Played five games of ALCHEMY. Enjoyed it & I won three. Played with rules of 5/6 with one slight change. A player may turn over a diagonally adjacent card on the opponent's side.

SATURDAY 3 DECEMBER

St. Francis Xavier 1966 337th day - 28 days to come

Rcd. a postcard saying that SNEEKEE is being sent to me as a present by Warren H. Buell.

Played 2 games of MAVERICK COUNTRY with BB. Decided that it would be best to end a 2-hand game when all of the 4s & higher are taken. Probably in the rules I will say that the game is over when all the 3s and higher are taken. For a faster game 4 on 5 & higher can be suggested as an ending.

Started working on the instructions.

SUNDAY 4 DECEMBER

Second Sunday in Advent 1966 338th day - 27 days to come

In Sunday Times saw ad for CALL IT GOLF. Filed in 1966 Ad Clips. Magazine section had a half-page Ad for ACQUIRE., Alice called to tell us about it.

Spoke to Claude (he called yesterday when I was out). He saw a folder that Dover has a reproduction of HISTORY OF PLAYING CARDS. by Hargrave. Wants me to pick up a copy for him when I get one for myself. He'll come here a week from tomorrow.

Rcd. packages from Whitman, special delivery, with 4 copies of FOCUS., and 1 ea. of PASSO. and 36 FITS. (These, I am pretty sure, came next week.)

~~Alice called~~ Felicia called. She had a letter from X. They are not doing much now because they have other matters of greter importance, and they are moving to other offices. But he says that ~~when the decision is made we~~ they will really move. He asks us to have patience. Among the recent submittions:-
GALLEON • & VOILA • - ~~still being considered~~ in committee.
AIRLINE • - there is an idea here but it needs ~~consideration~~ work.

Vince told me that last Saturday they heard ACQUIRE • advertised several times on WPAT.

Working on rules of MAVERICK COUNTRY;

TUESDAY 6 DECEMBER

1966

340th day - 25 days to come

At Barnes & Noble bought 2 copies (1 for Claude) of A HISTORY OF PLAYING CARDS • by Catherine Perry Hargrave (Dover reprint, ~~$5.00~~ $3.00 each.)

Ordered HELMSMAN • from Hamleys. Sent them a personal check.

~~[redacted]~~ ACQUIRE • was featured in an A&S ad in the Post.

Brought in a Focus • booklet for Christine, our new secretary.

WEDNESDAY 7 DECEMBER

1966

341st day - 24 days to come

Claude was looking at mechanical games at the patent library. He said he saw something that looked something like DATA PROCESSING. It works with lights thru cutouts. It is patent #3,263,999 and is called WINDOW PATTERNS.

Ed Weber was over to look @ my tax situation. He wouldn't take money but I gave him the following games:- FOCUS, STOCKS AND BONDS, NUMBER FOOTBALL, NUCLEAR WAR.

Saw PANIC• (Ideal) :- (See 3/12/65). At the beginning of the game each player is given a "problem" card (there are 6 in the game), when he has rid himself of all trouble he can take a "solution" card. If it is the solution to his problem he wins. If not he returns it (probably to a specific spot) and then must get some more "trouble" and then get rid of it to get another "solution" card. Certain spaces collect trouble, certain spaces allow throwing the dice and distributing the number of "trouble" discs to any of the players or a combination. When land on start can distribute twice the number on dice.
Push panic button when throw a one on either die, and don't move. Double 1's - push twice. If five buttons are pushed without panic, the setting is changed. When the machine is opened, the contents are taken, up to a maximum of 20.

Rcd. SNEEKEE• (George Howard). This is a present from Warren Buell. Board looks something like FOCUS• but it is a CHESS• variation for 2, 3, or 4.

Claude called. BIG FUNERAL• will definitely be out next week. Will be in Brentanos & A&S.

Called Arthur invited him here next Monday when Claude comes. Doesn't care for the long trip with work next day.

Called Alice and read her my introduction to MAVERICK COUNTRY•. She liked it and had one suggestion for an improvement.

Al Costelos told me that he plays FOCUS• frequently with his daughter.

FRIDAY 9 DECEMBER

1966

343rd day - 22 days to come

Bill Bentzin finally sent me the copy of BREAKTHRU• he promised, But instead of sending me ACQUIRE• he sent HIGH BID:

SATURDAY 10 DECEMBER

1966

344th day - 21 days to come

Finished the rules for MAVERICK COUNTRY. Wrote the rules for FREE FOR ALL.

Rcd. a letter from Bob Engel of whitman. Very pleasant. He is sending me a copy of 36 FITS. and PASSO and also 4 FOCUS.

Played FREE FOR ALL. and MAVERICK COUNTRY. with BB & the Laurences. The latter dragged at the end and BB suggested ending when less than 6 pcs. were left on the board. I played to try & monopolize the 1's. While I didn't win, I almost did & it sort of ruined the game.

~~Plays~~ Boxed FREE FOR ALL•. Played MAVERICK COUNTRY• with the family The ending with less than 6 left worked well. I again slowed up the game by monopolizing 15. Decided to limit players to 2 sets in a color except with 2 or 3 players, when 3 are allowed. Made new ranch cards with less stalls.

Two packages from Bob Engel came. There were 4 copies of FOCUS, and 1 each of PASSO• & 36 FITS•.

Saw an ad for SOLOS•, an expensive version of the 33 hole SOLITAIRE• put out by the same company that does ROYALTY•. Also added an Ad showing the board for SHAKESPEARE• to the Ad clips folder. (Both in Sunday Times.)

MONDAY 12 DECEMBER

1966

346th day - 19 days to come

Call from Alice. She received a package from Bob Engels with 36 FITS, PASSO & 6 FOCUS. She will give me 3 of the FOCUS games.

Call from Jules Cooper. He asked for the solution to the OPERATION SEARCH problem. He also said that Larry Reiner likes the game and tho he (Jules) doesn't like it as much as CLUE. they [redacted] want to buy it. Since they are going to license some name (wouldn't tell me which) they can't offer me more than 2% royalty and $500 advance. I agreed. He said the contract would arrive within a week.

Claude was at the patent library. Saw the following:-
Strategical war GAME. (1960) - 2,964,323.
Claude spent evening here. Discussed his mechanical games.

TUESDAY 13 DECEMBER

1966

347th day - 18 days to come

Stayed up very late finishing the equipment and packaging of FREE FOR ALL & MAVERICK COUNTRY.

WEDNESDAY 14 DECEMBER

Ember Day 1966 348th day - 17 days to come

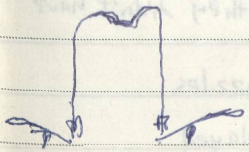
Thinking of a new idea for SCOPE•. Win when get three lines across the board, not including diagonal.

Brought FREE FOR ALL• & MAVERICK COUNTRY• to Alice. She is somewhat afraid to send them thru mail before X'mas. Will send letter to Bob Engel tomorrow, asking him whether to send them or to wait till after holidays.
She gave me three of the FOCUS• games Bob Engel sent her. Also gave me a BALI• game for my father (to give to Harold Brenner).

In Pete Hamill's column in the Post devoted to violent toys he mentioned CHICKEN OUT• a game about being Mucy macho that must been dreamed up by Hemingway.

Called Bill Bentzin and told him of getting HIGH BID• instead of ACQUIRE• He said to keep the former and he'd send me the latter as soon as he gets some more. His last one was sent to somewhoo who was connected with some kind of a banker's publication and requested information about ACQUIRE•.

In May's bought BARREL OF MONKEYS• to give to Claude. Also saw REFLEX• (Lakeside). This is a game for 2. There are 3 dice, with numbers but different colors on some of the faces. There is a wire gadget as illustrated with moveable pcs. that can be flipped to the top. Players in turn take the dice and choose a type of combination, such as all odd, all low numbers (1, 2, 3), all red. He then keeps throwing the dice till a proper combination shows up. When a proper combination shows up each player tries to be the first to flip his pc. to the top. If a player gets to the top on a false throw, he loses points.



FRIDAY 16 DECEMBER

Ember Day

1966

350th day - 15 days to come

~~In Pete Hamill's column in Post devoted to violent toys he mentioned CHICKEN OUT a game about being very macho that must have been dreamed up by Hemingway.~~

From news clipped an Ad for RACE TRAP GAME• and later saw it at Klein's. It seems to consists of two special trap-sticks which are used to send a car thru different gateways. Some apparantly give + and some - scores. Where does the race come in. (See 1966 Ad Clips.)

At Kleins bought SCORE-A-WORD• (T.A.G.) for 99¢, but the instructions were missing.

Looked for CHICKEN OUT• but they didn't have it.

One women asked for a game "where you save the blonde". The salesman said it was called SPYS-A-POPPIN• but they didn't have it.

Rcd. another letter from Haar Hoolim with puzzles.

Dale, Dana, & Joe (Dale's current steady) played BOOM OR BUST•.

SATURDAY 17 DECEMBER

Ember Day | 1966 | 351st day - 14 days to come

Wrote letter to Jules Cooper with the solution to the OPERATION SEARCH problem.

Wrote a thank you letter to Bob Engel thanking him for FOCUS, 36 FITS & PASSO.

Miriam [redacted] & Jerry Fredericks over. Brought me the Sci. American columns thru the end of 1966.
They saw the last 3M special on Rome. One advertisement was devoted to the bookshelf games, each one being separately described, including ACQUIRE.

Claude called. He has a game HURRICANE for me. It is a boat race game.

SUNDAY 18 DECEMBER

Fourth Sunday in Advent — 1966 — 352nd day - 13 days to come

In Sunday Times had add for TIPP-ROULETTE. (See 1966 Ad Clips.)

Took Bernice, Edith, and another woman to a bazaar in White Plains. I bought a copy of BOOM OR BUST (in a smaller box) and a nice small GO, $2.75 for the two of them.

Thinking of a new approach to DATA PROCESSING: Each player has a card with the 60 cards arranged so that those of the same classification are arranged in a horizontal row. Each card and its corresponding box is identified in some way. When a player takes cards from an opponent, he puts a marker on each space he has taken (except if it was covered before). Object to cover 1 (or perhaps 2) complete horizontal rows. Get extra points for completing "South America" or "Australia"
Possible variations:- Use less than 10 ~~of each~~ in a horizontal row so that each card is different. ~~And~~ And/or spaces can only be covered in order starting from the left.

To Claudes. He gave me HURRICANE as a present. It is an attractive sailing race game.
Played THE FIRST MILLION with Claude, Jacquie and Raymond. Forgot about distributing all the spaces by use of cards at the beginning & it was very slow starting. Also thinking of several improvements.

Rcd. X'mas cards from Warren Buell and Paul Greenough's wife, Jacquie.

Dana mentioned that he has been hearing 3M ads on WHN. There is one for ACQUIRE alone and one that mentions a number, not including ACQUIRE. There are others mentioning other games individually.

Gave Ken Hiller in our office a FOCUS booklet.

Spoke to Arthur. He saw the ACQUIRE ad in the Times (12/4), on the same day he saw it in another paper, possibly the News but he is not sure. I was annoyed about this but he wouldn't have understood if I told him.
In a letter from Walt there was a GAME idea for a card word game. Arthur will make up the equipment and play around with it.

To Gimbels:- Nothing. To Woolworth:- Looked at rules for TROKE, (At home checked my copy of [redacted] TROQUE and the new rules for TROKE are included - having copied them from Bob Abbott's set.)
At Macy's saw:- SPIN OUT which is a new name for FORMULA-1. BOX-BINGO - played with two dice and nine numbers (1 to 9) which have sliding covers. Throw the two dice and cover 1 or 2 numbers totaling to the throw. When all numbers left are under (I think) 6, throw 1 die. Object to have least total uncovered.
SEDUCTION - a wild board game with no-holds-barred sex. [redacted] The rules were missing on the two sets there so I couldn't buy it. 4 plays, 2 men & 2 women and the markers are numbered from 1 to 4. Apparantly each member of a sex is pursued by one member and pursues one member of the opposite sex. The board has 2 paths around the edge, the men's on the outside and the women's on the inside. In the four corners there are four bedrooms, 1 for each player. Most of the other spaces represent places, such as "Put 2 & Balls" - a golf course (I think). Some spaces are marked "Quickie" and when these are landed on a player takes a "Quickie Card" which direct them to go someplace (such as "The Bard's Corner" where maidenheads were deflowered"). They also sometimes direct them to draw another "Rendezvous" card which I believe are the cards corresponding to the place spaces on the board. They also can direct you to expose "Rendezvous" cards or to return them or exchange them. They also can cause you to lose or gain "Seduction" points, which are represented by cards with values of 1, 2, or 5. You gain seduction points when you pass your own bedroom. At times a player can have a choice of actions depending on their reaction to a situation. For example one of the female "Quickie" cards says "You are wearing your lowest dress when your date whirls you around and suddenly you are topless---", There are then 3 different moves to be made depending on the reaction. Game was put out by { CREA TEK
P.O. Box 25297
Los Angeles, Calif.
The price was $7.95.

TUESDAY 20 DECEMBER

1966

354th day - 11 days to come

Rcd. letter from Hamley's confirming my order of ~~HELMSMAN~~ HELMSMAN.

Rcd. X'mas cards from John Rocknowski & Campaign game co.

Wrote cards with messages to Warren Buell, Paul Greenough Frank Thiebaut, Plain cards to Campaign Games (Paul Milazzo & Jim Lynch), Bob Engel, & John Rocknowski.

Called Bob Abel. He is busy rewriting the artical for True Magazine & will call me back.

WEDNESDAY 21 DECEMBER

St. Thomas, Apostle
Pilgrims Landed 1620

1966

355th day - 10 days to come

Looked at Klein's, Brentano's, Green's 5 & 10, John's, University Place book store, Strand book store, 4th Ave book store - Nothing.

Called Bill Bentzin & Felicia to tell them my new telephone number at work

Sent cards with messages to Fr. Daniel and Martin Gardner. plain card to Bill Bentzin.

THURSDAY 22 DECEMBER

First Day of Winter 1966 356th day - 9 days to come

Sent X'mas card with message to Natelie Donna.

Called Anne Souci to give her our new telephone number @ the office. She told me that Claude has a book for me TOWIE. It is probably the one I already have.

Rcd. letter from Haar Hoolim, He has some move puzzles and a game developed from one of them which he calls ENTER.

Had the thought that when X starts to manufacture NOMINATION it will be necessary to check on the latest electoral votes and if there is a change to recalculate the cards.

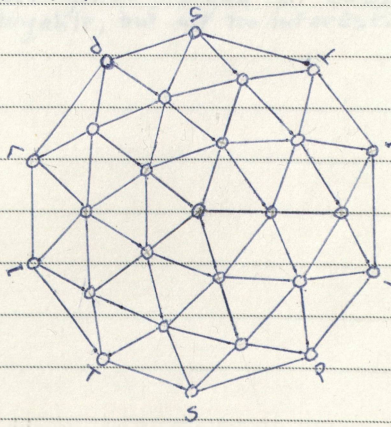
At Bloomingdale's saw:- PALET MATCH, A French import. There is a large die (about 2" cube). Each player has a set of 4 discs (about 2½" diameter) which are number from 1 to 4. There are discs for 4 players. The die is thrown some distance away on the ground or on the floor. Players in turn throw a disc trying to get as close as possible to die. Discs may hit the die or other player's discs and may move them. After all discs are thrown, player with disc or discs closest to die scores the total of the disc or discs. If this total matches top of die, score double.

BETTABRIDGE:- A BRIDGE practice gimmick with set hands. (British import.)

ORNABO:- (German import) 36 or possibly 49 blocks with different patterns on their 6 sides. Make designs by turning over the cubes

CONFERENCE:- The game I saw in Europe.

At Lamston's 5 & 10 saw SPLIT (Whitman). There is a board as shown. Each player (2 play) has 14 marbles (the points are depressions in the board). Each player chooses a letter S-P-L-I or T and puts marbles in the points next to his letter. Play 1 marble at a time. Object is to connect a line between your two letters.



It appears that a blocked game could easily develope. (This game was licensed by the Toy Development Center & they probably pay royalties on it. See letter from Frank Thibault dated Aug. 11, 1966 about the T.D.C.)

Played two games of THE FIRST MILLION with BB & Dana.

SATURDAY 24 DECEMBER

1966

358th day - 7 days to come

Rcd. card from Bob Engel.

SUNDAY 25 DECEMBER

Christmas Day 1966 359th day - 6 days to come

Bette Bailen saw Bernice, Dale, Claude, & me on the Granada film made here last year. Only the last part showing us playing BIG FUNERAL was shown; it was on WPIX yesterday about 1:00 P.M. She called again in evening that it was on again - about 10 P.M. today. We watched it. The commentator said that 2 out of 3 games sold in U.S. were about war or violence and that we had a morbid fascination with death and destruction. They had a part of Claude's commentary, but made it seem that we were dead serious and ended with, "if a player doesn't die he becomes a zombie. I called WPIX to complain about the distorted presentation. Noone of authority was there but I was told to call the programming director on Tuesday.

Hank Boardem
MU 2-6500
EXT. 787-8

Played 5 hand THE FIRST MILLION (morris) with Dad, Debbie, Dale, & Dana. It dragged horribly and we called it off. Then played 3-hand with Debbie & Dad. Much better. At home made a few changes and then played 6-hand by myself. Seemed quite good. Played 2 2-hand games with BB. Fast, playable, but not too interesting.

MONDAY 26 DECEMBER

St. Stephen
Washington Crossed the Delaware 1776 1966 360th day - 5 days to come

Laura Papa borrowed my MONOPOLY game and said it would be returned today. It wasn't.

Spoke to Claude about the T.V. broadcast yesterday. Understandably, he was less annoyed than I was. He saw a game BET A MILLION by Lowe, just the box, and asked if I had it. I thought I knew what it was but after looking thru all possible spots I couldn't find any info on it. I'll have to have Claude look at it. (Later found out it was just a set of gambling devices.)

TUESDAY 27 DECEMBER

St. John, Evangelist 1966 361st day - 4 days to come

Called Hank Booraem at WPIX. Said I might be able to sue, if I didn't sign a release which I don't think I did. He said he'd look at the film and call me back with his thoughts on it.

Spoke to Arthur. Nothing new & no date set.

WEDNESDAY 28 DECEMBER

Holy Innocents 1966 362nd day - 3 days to come

Wrote to Crea Tek (see 12/19) asking about obtaining a copy of SEDUCTION.

Called Bob Abel. He has finished the piece for True Magazine. It's a long one and I'm mentioned at the beginning and again in connection with Claude & BIG FUNERAL*. Doesn't know when it will be in. Asked him about Diplomat. It was bought out by Status Mag, but he thinks they'll use the material.

Dec. Holiday had an artical on games but he's sure that there is nothing I don't have. I'll try to look at a 2nd hand copy.

He'll probably send me some of his clips by mail in a few weeks. In any case, if I don't hear from him by the beginning of February, I'll call him.

(* That it has a new "playing principle")

He mentioned that REAL ACTION BASEBALL is a game which was put out by an individual who spent a lifetime on it. It is played on a quadrille board and the baserunners, fielders, and balls all move. I'll have to get a look at it.

He has the golf game to give me eventually, but he may do a piece on sports games and will hold on to it. He says it is difficult to learn, and possibly I'll go over it with him.

The game that was put out by his friend, who is working on Arthur's HIGH DECK, is INFLUENCE.

Told him about THE ADVERTISING GAME, which he has heard of, but not seen, and SEDUCTION which he had heard (he couldn't remember where) of before it was published.

Alice called. The inventor of WORD CHESS called to ask about it. Alice asked if I could find a little time to try it out. Said I'd try. Bob Engel wrote saying to hold on to FREE FOR ALL & MAVERICK COUNTRY till after the holidays.

Called Jules Cooper, In conference. Supposed to call back but didn't.

Dreamt of an idea for a game which could be called ELECTION CHESS. It is played on a map of the United States including Hawaii and Alaska which will have to be as connected to 1 or two states (to be determined). Two play. Each has a token. The first player places his token in any state, then the 2nd places his. Then in turn each moves to any adjacent state he wishes. Each time a player enters a state he can, if he wishes, take the electoral votes for that state, if they haven't been taken. One limitation; a player cannot take the electoral votes from a state ~~[illegible]~~ with less votes than one he has already taken. If a player has no more states available before he has a ~~majority~~ majority of electoral votes, he loses the game.

Called Jules Cooper again. Their legal secretary was sick and is behind in her work. But there is no hitch in their plans for OPERATION SEARCH. He doesn't seem to understand my solution to the puzzle. Discussed it somewhat but will get together soon to discuss it, and other things.

At Polk's bought SCORE-A-WORD. Probably I'll return it and add to the money and buy THE ADVERTISING GAME.

At Macy's swayed a woman from buying ROYALTY and into buying BALI instead.

Saw CHAMPIONSHIP BASEBALL (Tod Lansing's Championship Games) An elaborate game for Baseball fans. Each player has a roster of 25 players with ther batting, fielding, and (for pitchers) pitching factors. Also whether right handed or lefthanded. The pitcher (player in the field) has a number of different cards with different types of pitches. Batter (player at bat) has a series of cards for different actions at bat. Each chooses one secretely and the relationship determines whether it is a strike, ball, or a hit ball. If the latter, the batter throws 3 dice and the fielder 2. The difference between the two totals (corrected for factors in the batter's card) tells the kind of hit it is, such as line-drive, grounder, etc. If the defensive total is larger than the offensive total on a swing, it is a strike swinging.

When the ball is hit their is a minimum fielding number based on the combination of pitcher's card, batter's card, and O-D (Offense total - Defense total) (tho I am not sure if O-D enters into it). If the total is less than the minimum, the ball was not fielded and it is a hit. If the defense rolls the minimum or above, both players then roll 3 dice (offense) and 2 dice (defense) to see the results of a throw to a chosen base.

This is only a very rough idea. All plays of baseball, including tiring of pitchers, etc. are supposed to be included.

SATURDAY 31 DECEMBER

1966 365th day

At Honig's saw LONG SHOT. (P.) This is a horseracing game. There is a deck of cards, each card having the name of one of the horses on it (are there the same number of each horse?). 12 cards are dealt out and faced. The number of cards of a particular horse faced sets the odds on that horse. If five or more (I think its 5) of a particular horse are faced, it is "scratched" and out of the game. The race is run by facing the deck 1 at a time and moving the horses proper 1 space for each card turned.

MEMORANDA

MEMORANDA

ACELOW :- 9/23

ACQUIRE (S.S.) :- 2/3, 2/14, 2/21, 2/28, 3/7, 3/20, 3/23, 3/27, 3/28, 4/2, 4/3, 4/5, 4/25, 5/4, 5/9, 5/27, 6/1, 6/7, 6/8, 6/10, 6/13, 6/27, 6/30, 7/4, 7/9, 7/18, 7/20, 7/29, 8/1, 8/2, 8/11, 8/27, 10/2, 10/11, 10/17, 10/26, 10/27, 11/8, 11/15, 11/22, 12/4, 12/5, 12/6, 12/9, 12/15, 12/17, 12/18, 12/19

ADVERTISING GAME, THE :- 11/6, 11/7, 11/8, 11/21, 11/25, 11/28, 11/30

AERIAL MAIL GAME :- 6/9

AGON (AMB. - S.S.) :- 1/7

AIRLINE (S.S.) :- 1/14, 3/11, 4/9, 5/14, 5/15, 5/20, 5/21, 5/22, 5/23, 5/24, 5/27, 5/28, 5/29, 6/5, 6/7, 6/8, 8/1, 8/8, 8/16, 8/18, 8/24, 10/24, 12/5

AIR POWER - STRIKE (1-S) :- 7/20, 7/28

ALCHEMY (AMB.) :- 5/3, 5/6, 5/10, 5/30, 11/18, 12/2

AMERICAN HERITAGE GAME OF THE CIVIL WAR :- 9/27

ANALYSIS (1/S) :- 10/18

ARMAGEDDON :- 1/7, 1/9, 1/13, 1/15, 1/28

ARMOR :- 1/15, 1/22, 1/28, 2/8, 2/19

AROUND THE WORLD :- 12/1

ASCOT :- 9/14

AS QUI COURT, L' :- 9/23

AS THE WORLD TURNS :- 3/11, 8/25, 10/31

ASTRO - DOM :- 1/3

ASTRONAUTS :- 9/26, 10/2

AUCTION BID :- 5/5, 6/14, 7/18, 7/29, 8/1

AUTO - RACE GAME :- 3/6

AVALANCHE :- 3/11, 10/24

AVIS AUX AMATEURS :- 9/16

BABEL (B.A.) :- 6/9, 6/11, 6/28

BAFFLE (1-S) :- 3/9, 4/20, 5/9, 5/23, 8/24

MEMORANDA

BALANCING ACT, THE :- 4/8

BALI :- 8/3, 10/22, 12/14, 12/30

BALIGRAMS (1-S) :- 2/10, 3/4, 3/11

BAMBU :- 1/22, 1/24, 1/26, 1/27

BARREL OF MONKEYS :- 11/14, 12/15

BATTA HAI :- 3/11

BATTLE OF THE LITTLE BIG HORN :- 9/22, 10/15

BATTLESHIPS :- 3/11, 5/19

BATTLESHIP VARIATION :- 3/6

BERKELEY LSD FLIP-OUT GAME :- 10/1

BET A MILLION :- 12/26

BETTABRIDGE :- 12/23

BIG FUNERAL (C.S.) :- 1/2, 3/11, 5/19, 6/3, 6/18, 6/27, 6/28, 7/1, 7/2, 8/5, 8/7, 8/13, 10/2, 10/9, 10/18, 10/24, 10/25, 10/31, 12/8, 12/25, 12/28

BIG INDIAN GAME, THE :- 10/17

BIG WORD, THE (1-S) :- 3/4, 3/11, 4/20

BINGO :- 4/20, 7/28

BIRD WATCHER :- 6/5

BLACK JACK :- 4/8

BLACKOUT :- 1/3

BLITZ (B.A.) :- 1/7

BLITZKRIEG :- 2/4

BLOCKADE :- 11/22

BOOBY TRAP :- 9/29

BOOM OR BUST :- 8/6, 12/16, 12/18

BOORAY :- 8/26

MEMORANDA

BOTTLE TOPS (1-S):- 6/17

BOURÉ:- 8/26

BOURSE AUX IDÉES, LA :- 9/14, 11/27

BOX-BINGO :- 12/19

BREAKTHRU:- 2/21, 8/2, 10/17, 11/15, 11/22, 12/19

BRIDGE:- 4/25, 12/23

BRIDGE-BALL :- 3/11

BROKER:- 3/1

BUSY BEE (1-S) :- 2/10

CALL IT GOLF :- 12/4

CAMPAIGN GAME:- 3/11, 5/23, 6/3, 6/13, 7/1, 10/24

CAMP RUNAMUCK:- 5/7

CANASTA :- 5/19, 11/8

CAPTURE THE CARGO (1-S):- 7/15, 7/28, 8/24

CARD FOOTBALL :- 3/5

CARRÉ (S.S.):- 1/14, 2/10, 2/23, 3/1, 3/9, 4/20, 5/9, 8/24

CARTE BLANCHE :- 3/11

CASINO:- 10/9

CATECHISM GAME :- 3/11, 3/14

CATEGORIES 500 (1-S) :- 1/14

CAUCUS :- 6/3

CHAMPIONSHIP BASEBALL:- 5/19, 10/17, 12/30

CHAMPIONSHIP GOLF :- 5/19, 10/17

CHAOS :- 2/12, 2/19

CHARADES (1-S) :- 1/14

MEMORANDA

CHARADES :- 3/11

CHARAIDS :- 3/11

CHASE, THE :- 3/11

CHASSE-COEUR :- 9/23

CHECKER-CHESS :- 5/5, 6/14, 7/29, 8/1

CHECKERS :- 4/8, 6/13

CHECKER VARIATIONS :- 1/15

CHECK-MATE (1-S) :- 7/20, 7/28

CHEK-RO :- 11/27

CHEQUERO :- 3/11

CHERRY AMES :- 11/27

CHESS :- 8/17, 12/8

CHICKEN OUT :- 12/15, 12/16

CHINESE CHECKERS :- 5/7, 6/13

CHINESE CHESS :- 10/16

CHIP-IN :- 4/6

CHIVALRY :- 10/20

CINEMA (S.S.) :- 1/14, 1/17, 2/9, 2/10, 3/1, 3/3, 3/19, 3/26, 3/28, 4/2, 4/3, 4/6, 4/20, 4/25, 4/27, 5/9, 5/13, 5/23, 9/19

CIRCULAR GOLF (1-S) :- 6/28, 9/1

CIVIL WAR SKIRMISH (1-S) :- 6/7, 6/8

CLOCK-A-WORD :- 11/15, 11/18

CLUE :- 10/22, 11/28, 12/12

COINGRATULATIONS (1-S) :- 2/19, 2/27

COLOR CLOWN (1-S) :- 2/10

COLOR SCRABBLE :- 3/9

EARNINGS AND WITHHOLDING TAX

Date	Earnings	Tax
COMARIN :- 9/23		
COMBAT :- 9/27		
COMMUNITY DISASTER GAME, THE :- 10/27		
CONCENSUS (S.S) :- 1/1, 1/25, 1/27, 1/28, 2/6, 2/7, 2/8, 2/10, 2/14, 2/19, 2/20, 2/22, 2/26, 2/27, 3/1, 4/20, 5/5, 10/1, 10/22, 11/1, 11/2		
CONFERENCE :- 9/7, 9/10, 12/23		
CONSUMER GAME, THE :- 10/27		
CONTINUUM (1-S) :- 2/10, 3/9, 5/6, 5/9, 5/13		
CONTRACT RUMMY :- 3/4		
CO-OPERATIVE BACKGAMMON :- 3/18		
COPADE (1-S) :- 1/14, 2/10, 3/9		
CORPORATION (S.S.) :- 10/24		
CORRAL :- 5/19, 5/20, 6/19		
COVER-UP :- 3/14		
COW COUNTRY (S.S.) :- 11/16		
CRISS-CROSS (1-S) :- 6/8, 7/28		
CROSSINGS (1-S) :- 10/4, 10/29		
CROWN JEWELS (C.S.) :- 10/15		
CUISENAIRE :- 6/17, 6/29, 6/30, 9/29, 9/30		
CUPS (AMB.) :- 2/11, 2/15		
DAKTARI (1-S) :- 5/23, 5/25		
DANGER STRAITS (1-S) :- 10/29, 10/31		
DARE (TO SPEND) (1-S) :- 2/10		
DATA (S.S.) :- 1/14, 2/10, 2/17, 3/6		

EARNINGS AND WITHHOLDING TAX

Date	Earnings	Tax
DATA PROCESSING (S.S.):- 3/6, 3/13, 3/19, 3/20, 3/23, 4/20, 5/2, 5/5, 6/7, 6/8, 8/1, 8/2, 8/8, 8/16, 8/24, 10/6, 10/16, 10/17, 10/18, 10/20, 10/21, 10/22, 10/27, 11/1, 11/2, 12/7, 12/18		
DEALER'S CHOICE:- 5/19		
DEDUCTION (C.S.):- 1/22, 1/28, 2/10, 2/14, 2/17, 2/21, 2/27, 4/20, 5/9, 5/23, 7/15, 8/24		
DÉFENSE D'AFFICHER:- 9/14		
DEWHIRST MUSIC GAME:- 1/3		
DIAMONDS:- 6/9		
DINER'S CLUB GAME, THE:- 5/20, 5/29		
DIRTY GAME, THE:- 5/19		
DOCTOR NIM:- 3/10, 3/11		
DOMINIQUE (1-S):- 3/9		
DOMINO BEAD GAME (C.S.-S.S.) 5/30, 5/31, 6/1, 6/3, 6/10, 6/17, 6/23, 6/24, 7/3		
DOODLE GOLF (1-S):- 8/24, 9/1		
DOUBLE ACELOW:- 9/23		
DOZEN DIAMONDS (1-S):- 1/14, 9/5		
DRAWORD GAME:- 3/11		
DUEL (C.S.):- 10/7		
DYNACHEX (1-S):- 2/17, 2/18		
ÉCHAPPÉE, L':- 9/14		
EÉNMAAL ANDERMAAL:- 9/12		
EGG HEAD (C.S.):- 5/6, 8/16		
ELECTION CHESS (S.S.):- 12/29		
ELECTRIC BASEBALL:- 10/23		
ELECTRIC FOOTBALL:- 10/23		

EARNINGS AND WITHHOLDING TAX

Date	Earnings	Tax
ENTER:- 12/22		
EQUATIONS:- 3/11		
ESCORT:- 10/23		
FACTS-IN-FIVE:- 2/3, 11/13, 11/16		
FACULTY CARDS:- 3/14, 5/19, 5/25, 10/17, 11/8		
FESTIVAL AT CANNES:- 9/19		
FIFTY FOUR:- 9/23		
FIRST MILLION, THE (S.S.):- 3/11, 10/10, 11/16, 12/18, 12/23, 12/25		
500 RUMMY:- 1/14, 3/21, 4/11		
FLINCH:- 6/30		
FOA (S.S.):- 8/6, 8/9, 8/17, 8/18, 8/19, 8/20, 8/21, 8/28, 10/2, 11/16		
FOCUS (S.S.):- 1/11, 1/16, 2/8, 2/21, 2/24, 2/25, 3/21, 3/30, 5/9, 5/23, 5/27, 5/30, 6/3, 6/19, 6/27, 7/23, 8/5, 8/7, 8/11, 8/21, 8/26, 8/27, 8/28, 8/29, 8/30, 9/22, 9/27, 10/10, 10/11, 10/18, 11/12, 11/16, 11/21, 11/25, 11/27, 12/4, 12/6, 12/7, 12/8, 12/10, 12/11, 12/12, 12/14, 12/17, 12/19		
FOLLOW THE ARROW:- 4/8, 5/7		
FORMATION:- 3/17, 3/21, 3/25, 4/20, 4/26, 5/4, 5/5, 5/23, 8/24		
FORMATION HOCKEY:- 7/1		
FORMULA-1:- 12/19		
FORTY EIGHT-7-11:- 6/9		
4-CYTE:- 11/16		
FOUR HOUSES, THE GAME OF THE (AMB.):- 7/27, 7/30		
FOUR LANE ROAD RACING GAME:- 5/7		
FOXY GAME:- 6/9		
FREE FOR ALL (S.S.):- 11/16, 11/20, 11/24, 11/27, 12/10, 12/11, 12/13, 12/14, 12/28		
FREEWAY COMMUTER GAME:- 10/1		

JANUARY

Date	Item	Rec'd	Paid	Bal.
F TROOP :- 5/7				
F TROOP CARD GAME :- 2/12, 2/19				
FUTURE :- 10/22, 10/24, 10/26, 10/29, 11/8, 11/14, 11/18, 11/21				
GALLEON (1-S) :- 6/29, 7/7, 7/16, 7/27, 7/29, 8/1, 8/6, 8/8, 12/5				
GAMBIT :- 7/18, 7/21				
GAME TRAIN :- 6/30				
GAZDALJON OKOSAN :- 11/14, 11/27				
GEOMETRICS, GAME OF (1-S) :- 3/11, 3/23.				
GETAWAY CHASE GAME :- 11/15				
GLIB :- 2/3				
GO :- 8/17, 8/29, 12/18				
GO AND SEE (1-S) :- 1/14				
GO AND SEE (1-S -S.S) :- 1/21, 1/24, 1/25, 1/29, 1/30, 1/31, 2/2, 2/3, 2/4, 2/10, 2/20, 2/21				
GOLDEN SPIKE :- 1/28				
GOMER PYLE :- 1/6				
GO-NARABE :- 7/22				
GOOSE :- 3/11				
GOOSES WILD :- 3/11				
GO SEE-A GLOBAL HOLIDAY (1-S -S.S.) :- 2/22, 2/26, 2/27, 3/1, 4/20, 5/9, 5/23, 5/27, 6/8, 7/18, 7/19, 7/20, 7/21, 8/1, 8/14, 8/16, 8/21, 8/24, 10/19, 10/20, 10/21, 10/22, 10/24, 10/25, 10/28, 10/31, 11/7				
GRAND VOYAGE, LE :- 9/17, 11/27				
GREAT GAME, THE (AMB.) :- 7/12, 7/19				
GREEN BERETS, THE :- 6/14				
GUADALCANAL :- 3/11, 6/6, 8/12				

JANUARY

Date	Item	Rec'd	Paid	Bal.
GUSHER:- 1/10, 1/16, 6/24				
HARNESS RACING:- 4/8				
HASAMI:- 7/22				
HAVING A WONDERFUL TIME (S.S.):- 8/21, 8/24, 10/27, 11/1, 11/16			7/15, 7/24, 7/25, 7/31, 8/7, 8/14, 8/16,	
HEADS UP:- 8/25				
HEARTS:- 6/28, 9/23				
HELMSMAN:- 12/6, 12/20				
HEY PA! THERE'S A GOAT ON THE ROOF:- 3/11				
HIGH BID:- 2/21, 3/4, 3/29, 6/8, 9/5, 10/11, 10/26, 12/9, 12/15				
HIGH DECK (AMB.):- 4/10, 5/3, 10/2, 10/9, 10/17, 12/28				
HIGH SCHOOL GAME, THE:- 10/27				
HIGH SPIRITS (S.S.):- 3/11, 5/24, 6/14, 6/26, 7/8, 7/9, 7/10, 7/14, 7/15				
HIT 'N' MISS:- 3/14, 8/25				
HONEY WEST GAME:- 2/22				
HOROSCOPE:- 9/22, 10/15				
HUE GO (1-S):- 2/10, 3/9				
HUNT, THE:- 5/12				
HUNT, THE:- 5/19				
HURRICANE:- 12/17, 12/18				
ILLYA KURYAKIN CARD GAME:- 4/13				
IMAGE (1-S):- 9/5				
I'M THE BRAIN:- 6/9				
INDOOR BASBAL:- 3/11				
INFLATION (1-S):- 7/29, 8/6, 8/16, 8/17				

FEBRUARY

Date	Item	Rec'd	Paid	Bal.
	INFLUENCE :- 12/28			
	INNOCENCE ABROAD :- 3/18			
	INTERACTION :- 6/28, 6/29, 7/13, 7/15, 7/16, 7/17, 7/26, 7/27, 7/29, 8/1, 8/16, 8/24, 8/28			
	INTERNATIONAL MÜHLE :- 11/19, 11/21			
	INTRIGUE :- 5/5, 6/14, 7/18, 7/27, 7/29, 8/1			
	INVASION (S.S.) :- 3/9, 4/9, 4/10, 4/15, 4/16, 4/23, 4/30, 5/1, 5/2, 5/3, 5/4, 5/5, 5/9, 5/23, 7/28, 8/8, 8/24, 8/31, 9/1, 10/5, 10/6, 10/20, 10/28			
	IPCRESS FILE, THE :- 5/7			
	I SPY :- 2/12			
	JAMES BOND :- 9/7, 9/10, 9/17, 9/22			
	JAMES BOND - GOLDFINGER GAME :- 11/8			
	JAMES BOND - MESSAGE FROM M :- 11/8			
	JAMES BOND 007 CARD GAME :- 4/13			
	JATI :- 2/21, 3/29			
	JET AGE WARFARE (1-5) :- 7/20, 7/28			
	JOHN DRAKE SECRET AGENT :- 5/7			
	JUMP - CHICKS AND CHECKERS :- 1/15, 1/18			
	JUSTICE :- 4/9			
	KA BOOM :- 10/11			
	KALAH :- 11/16			
	KANUGO :- 9/26			
	KÉBIR, LE :- 9/23			
	KHEDIVE :- 4/25			
	KLU KLUX KLAN GAME :- 10/1			
	KNIFE YOUR BUDDY (C.S.) :- 1/18, 10/2			

FEBRUARY

Date	Item	Rec'd	Paid	Bal.
	KNIGHTS AND VASSALS (AMB.):- 4/29			
	KOMMISSAR:- 3/11, 8/12			
	LAW, THE:- 5/17			
	LEGGE, LA:- 5/17			
	LEGISLATURE GAME, THE:- 10/27			
	LET'S FURNISH A HOUSE:- 2/10			
	LETTER GO:- 1/3			
	LEXICON:- 9/20			
	LEXICON DUPLEXICON:- 9/20			
	LEXICON NEWMARKET:- 9/20			
	LIAR'S DICE:- 5/19			
	LIAR'S POKER:- 5/19, 6/7, 7/4			
	LIFE CAREER GAME, THE 6/15, 10/27			
	LINES (AMB.):- 1/18, 1/20, 2/1, 2/9, 2/10, 2/13, 2/24, 2/27, 5/5, 11/18			
	LINJO:- 6/11			
	LOA (C.S.):- 6/14, 6/24, 7/8, 7/10, 7/14, 8/5, 8/24, 9/1, 9/28, 10/20, 10/24			
	LONG SHOT:- 12/31			
	LOST CITY (1-5):- 3/11, 4/20, 4/21, 5/23, 8/16			
	LOW BIDDER:- 1/5			
	MAGNATELS:- 1/22, 5/13			
	MAH JONG:- 8/17			
	MAJOR LEAGUE BASEBALL:- 8/5			
	MANAGEMENT:- 9/22			
	MANCALA:- 8/29, 9/7			

MARCH

Date	Item	Rec'd	Paid	Bal.
	MANDALAY :- 11/16			
	MAN FROM UNCLE :- 2/12, 2/22			
	MAN FROM UNCLE CARD GAME :- 4/13			
	MANNED ORBIT (1-5) :- 10/24			
	MARKET RESEARCH GAME, THE :- 10/1			
	MARLBORO COUNTRY (S.S.) :- 3/11, 11/16, 11/24			
	MATADOR :- 9/7			
	MAVERICK COUNTRY (S.S.) :- 11/24, 11/26, 11/27, 12/3, 12/5, 12/8, 12/10, 12/11, 12/13, 12/14, 12/28			
	MEMORY GAME :- 4/23, 5/7			
	MERGER :- 5/5, 6/14, 6/18, 6/28, 7/17, 7/18, 7/29, 8/1			
	MERLIN'S SOLITAIRE (AMB) :- 4/6, 4/15			
	MILL :- 11/21			
	MILLIONAIRE (S.S.) :- 10/15			
	MILLION DOLLAR SOLITAIRE :- 3/11			
	MINE A MILLION :- 9/22, 10/14			
	MR. PRESIDENT :- 3/29			
	MONACO :- 10/24, 11/12, 11/19			
	MONOPOLY :- 8/18, 9/7, 10/1, 10/27, 12/26			
	MOONHUNT :- 6/24, 6/28, 6/29, 6/30, 7/3, 8/24			
	MOSAICO (1-5) :- 1/21, 2/10			
	MOVEMENT (S.S.) :- 1/14, 2/10, 3/9			
	NAPOLI :- 6/15			
	NEWTOWN (S.S.) :- 3/11, 11/16, 11/25			
	NEXT (C.S.) :- 10/7, 10/11, 10/15			

MARCH

Date	Item	Rec'd	Paid	Bal.
NIM:- 3/11				
99:- 3/4, 8/24				
NOMINATION (S.S.):- 12/22	1/14, 1/17, 2/9, 2/10, 2/13, 3/28, 4/20, 4/25, 4/27, 5/9, 5/13, 5/23			
NOODLE HOCKEY (C.S.):- 5/13				
NOVA BOARD (AMB.):- 3/1, 6/8				
NUCLEAR WAR:- 1/3				
NUMBER FOOTBALL:- 12/7	2/4, 3/17, 3/21, 3/23, 4/20, 5/2, 5/9, 5/23, 7/1, 8/24,			
NUMBLE:- 3/9				
NY FINANS:- 9/7				
OBLIGE (AMB.):- 4/26, 4/29, 5/3				
OH-WAH-REE:- 5/18, 11/15				
OIL:- 9/22, 10/15				
ON-SETS:- 3/11, 10/11, 10/17				
OOPS:- 3/11				
OOP-STICKS:- 6/15				
007:- 1/3				
OPERATION MAVERICK (S.S.):- 11/24				
OPERATION SEARCH (S.S.):- (1-S)	11/2, 11/3, 11/5, 11/8, 11/9, 11/12, 11/13, 11/14, 11/16, 11/18, 11/19, 11/20, 11/21, 11/22, 11/23, 11/26, 11/28, 11/29, 11/30, 12/12, 12/17, 12/30			
ORIENTAL LEAP FROG RACE:- 7/20, 7/28				
ORNABO:- 12/23				
PALET MATCH:- 12/23				
PANIC:- 12/8				
PARCHISI:- 10/17				
PASSATELLA:- 5/17				

APRIL

Date	Item	Rec'd	Paid	Bal.
	PASS-O :- 3/11, 11/16, 12/4, 12/10, 12/11, 12/12, 12/17			
	PATHFINDER :- 2/10, 2/27			
	PATH LOGICAL (C.S.) :- 10/2			
	PEACHY (1-S) :- 2/3, 2/10, 3/4			
	PEG-YEN :- 11/27			
	PERILS OF PAULINE, THE :- 7/8			
	PERQUACKITY :- 10/4			
	PETITES ANNONCES DE ~~PARIS~~ FRANCE-SOIR :- 9/15, 11/27			
	PHLOUNDER :- 5/18			
	PICK-UP-STICKS :- 6/15			
	PIGGLE-WIGGLE BOARD :- 6/9			
	PIKE'S PEAK OR BUST (1-S) :- 7/20, 7/28			
	PIRATE'S HUNT :- 1/3			
	PLANE GAME :- 9/26			
	PLAY DANCE (AMB.) :- 2/16			
	PLAYOUT :- 9/23			
	POKER RENO :- 5/19			
	POLARIS :- 6/9			
	PORT-OF-CALL :- 6/24, 6/29, 7/7, 8/24			
	POTENTIAL (S.S.) :- 2/10, 2/28, 10/20, 10/21, 10/24			
	POWUR (AMB.) :- 8/17, 8/18, 10/21, 10/24			
	PRO-AM GOLF GAME :- 3/14, 4/8			
	PROBE :- 1/13			
	PROJECT (1-S) :- 6/7, 6/8, 8/8			

APRIL

Date	Item	Rec'd	Paid	Bal.
	PROPAGANDA GAME, THE:- 11/19, 11/21			
	PRO QUARTERBACK:- 2/19, 4/20, 5/19, 10/17			
	PSYTÉGÉ:- 1/5, 1/17, 2/14			
	PUBLISH OR PERISH GAME:- 10/1			
	QUADRUPLE ACE LOW:- 9/23			
	QUINTUPLE ACE LOW:- 9/23			
	RACE TRAP GAME:- 12/16			
	RALLY-TALLY (1-S):- 6/30, 7/3, 8/24			
	RATIONAL SOLITAIRE (AMB.):- 4/6, 5/6			
	REAL ACTION BASEBALL:- 12/28			
	REAL NUMBERS GAME, THE:- 3/11, 7/18			
	RED LETTER (S.S.):- 1/14, 1/17, 2/10, 2/11, 2/14, 2/23, 2/27, 3/1, 3/9, 4/20, 5/3, 5/5, 5/6, 5/9, 5/11, 5/13, 5/14, 5/20, 5/25, 5/30, 6/1, 6/4, 6/5, 6/7, 6/8, 6/11, 6/28, 6/29, 8/13, 8/17, 8/24, 9/1, 10/24, 10/31, 11/7 (7/11, 8/18)			
	REFLEX:- 12/15			
	RIDE-A-RAY (S.S.):- 6/13, 6/19			
	RISK:- 9/14			
	ROLABOWLA:- 8/5			
	ROSE BOWL FOOTBALL:- 11/22			
	ROTARY CHECKERS:- 5/7			
	ROYALTY:- 12/11, 12/30			
	RUMMY CLUB (RUMMY CUB):- 3/22			
	RUSTLERS (1-S):- 1/14, 1/15, 1/21, 2/10, 5/9, 5/23, 7/15, 8/24, 9/1			
	SALVOS GAME:- 3/11, 6/3			
	SCHADA:- 1/3			

MAY

Date	Item	Rec'd	Paid	Bal.
	SCIEN-FACT-O:- 3/11			
	SCOPE (S.S.):- 7/28, 12/14			
	SCORE-A-WORD:- 5/19, 12/16, 12/30			
	SCORE 64 (1-S):- 10/24			
	SCRABBLE:- 3/11			
	SEA POWER (1-S):- 8/8, 10/4			
	SEDUCTION:- 12/19, 12/28			
	SETS AND RUNS:- 3/4			
	7-UP:- 2/19			
	SEX, THE GAME OF:- 3/11			
	SEXTET CONTRACT BRIDGE:- 5/19			
	SHAKE-A-NUMBER:- 5/19			
	SHAKESPEARE:- 10/11, 10/17, 10/23, 10/27, 12/11			
	SHAPE AND SHATTER (S.S.):- 5/9, 5/23, 7/15, 8/24			
	SIEGE:- 11/15			
	SIROCCO:- 9/10			
	SIT DOWN AND THINK (S.S.):-	1/14, 1/20, 3/17, 3/18, 4/5, 4/6, 5/4, 5/5, 5/8, 5/9, 5/23, 7/18, 7/20, 8/24, 9/1, 9/28, 10/20, 11/2		
	6 STEPS:- 2/12, 2/17			
	SKILL CARRÉ (S.S.):- 3/19, 3/20			
	SNAKE (1-S):- 1/16, 2/10			
	SNEEKEE:- 12/3, 12/8			
	SNOOP:- 8/12			
	SOLAR CONQUEST:- 10/17, 11/8			
	SOLDIER'S POKER:- 5/19			

MAY

Date	Item	Rec'd	Paid	Bal.
	SOLITAIRE (33 HOLE):- 12/11			
	SOLOS:- 12/11			
	SOUPY SALES CARD GAME:- 2/12, 2/19			
	SPARE-TIME BOWLING:- 5/19, 6/7, 7/4			
	SPARTAN CHECKERS:- 6/3, 6/13			
	SPECK-CHECK (1-S):- 2/10			
	SPECTRUM (S.S.):- 5/18			
	SPIN OUT:- 12/19			
	SPLIT:- 12/23			
	SPLIT PERSONALITY (C.S.):- 1/22			
	SPORTS ARENA:- 4/20, 5/9, 8/24			
	SPY RING:- 1/31			
	SPYS-A-POPPIN:- 12/16			
	SQUARES:- 9/7			
	SQUIZZETS:- 5/23, 5/24, 7/20			
	STACK-STICKS (1-S):- 2/10, 8/24, 10/6			
	STOCKS AND BONDS:- 2/14, 2/21, 5/4, 6/8, 10/2, 10/27, 11/15, 12/7			
	STORE INDIANER-SPIL, DET:- 9/7, 10/17			
	STRAIGHT AWAY (1-S):- 5/13			
	STRATEGY (1-S):- 2/10, 3/9, 4/11			
	STRATEGY:- 11/22			
	STRIP CHECKERS:- 1/11			
	SUB ATTACK:- 2/4			
	SUBERBIA (1-S):- 2/14, 2/15, 2/16			

JUNE

Date	Item	Rec'd	Paid	Bal.
	SUBMARINE CHASER GAME:-	6/9		
	SUMERIAN GAME:- 6/15			
	SUMIT:- 9/22			
	SUPER ACELOW:- 9/23			
	SWIST:- 4/14			
	TABLUT:- 11/8			
	TAC-TICKLE:- 3/11			
	TAC-TICS:- 5/3			
	TAC-TIX:- 7/22			
	TAM-BIT (S.S.):- 11/16			
	TANTALIZER:- 5/19, 10/24, 11/16			
	TAXI:- 1/3			
	TEE'D OFF:- 11/15			
	TEN COMMANDMENTS BIBLE GAME:- 3/11, 5/7			
	TESPERCEPTION:- 3/11			
	THINK A DOT:- 3/11			
	36 FITS:- 3/11, 11/16, 12/4, 12/10, 12/11, 12/12, 12/17			
	THISTLE:- 3/11, 5/7			
	THREE (AMB.):- 1/18, 2/9, 2/13, 2/27, 5/5, 11/18			
	THREE DIMENSIONAL DOMINOES:- 5/19			
	THREE GUARDSMEN:- 6/9			
	THREE-LETTER WORD:- 1/3			
	THRUST (S.S.):- 3/15			
	THUNDERBALL:- 1/6			

JUNE

Date	Item	Rec'd	Paid	Bal.
	TIDDELY-WINKS:- 4/14			
	TIGHTROPE (C.S.):- 10/10			
	TIPP-ROULETTE:- 12/18			
	TOP ME:- 11/27			
	TORDU:- 9/14, 11/27			
	TOSS WORD:- 5/19			
	TOTEM POLE (1-S):- 9/22			
	TOTOPOLY:- 9/14, 9/22, 10/14			
	TOUS RISQUES:- 9/14			
	TRAFFIC JAM (1-S):- 6/29, 6/30			
	TRAPS (1-S):- 6/24, 7/15, 8/24, 9/27, 10/20, 10/27, 11/1			
	TRIAL, THE:- 9/23			
	TRIANGLES:- 11/16, 11/18			
	TRICON:- 11/8			
	TRIMINO:- 1/3, 5/19			
	TRIPLE ACELOW:- 9/23			
	TROKE:- 12/19			
	TROQUE:- 12/19			
	TRUC, LE:- 9/23			
	21:- 9/16			
	21 SKIDOO:- 5/7			
	TWISTER:- 3/11, 5/7			
	TWIXT:- 6/3, 10/2, 11/15			
	TYCOON:- 3/11, 5/7, 11/8			

JULY

Date	Item	Rec'd	Paid	Bal.
	TYCOON (English) :- 9/22			
	VARSITY FOOTBALL :- 1/17			
	VASSALS (AMB.) :- 4/29			
	VERSAILLES (AMB.) :- 1/2, 5/30			
	VIETNAM :- 8/13, 10/1			
	VIETNAM WAR GAME :- 6/15			
	VOILA (1-S) :- 12/5			
	WALLSTRETE :- 3/31			
	WATCH (C.S.) :- 4/9, 4/10, 4/15, 4/23, 10/10, 10/24	4/24, 4/29, 4/30, 5/6, 8/16, 10/7, 10/8,		
	WATCHWORD :- 8/11, 11/8			
	WFF 'N PROOF :- 3/11, 3/23, 6/15, 11/16			
	WHIRLING DERBY :- 5/19			
	WHITE KNIGHTS :- 9/27			
	WHOT :- 9/24			
	WIDE WORLD TRAVEL GAME :- 10/31			
	WIEKSLAG :- 9/10			
	WILD TURKEY :- 2/12			
	WILD WEST :- 11/27			
	WINDOW PATTERNS :- 12/7			
	WITTY DEGAULLE VS. THE WORLD GAME :- 10/1			
	WORD CHESS (1-S) :- 8/24, 8/26, 8/31, 9/1, 9/5, 10/4, 12/28			
	WORD RUMMY :- 7/18			
	WYNTRE GOLF :- 6/9			
	X AND O (S.S.) :- 10/13			

JULY

Date	Item	Rec'd	Paid	Bal.
YACHT:- 11/14				
YAHTZEE:- 11/14				
YIN-YANG (AMB):- 7/30, 8/1, 8/5, 8/7, 8/17, 8/28				
YUM:- 11/14				
ZIG-ZAG:- 9/7				
ZOO QUEST:- 1/3				
♀ VS. ♂ GAME, THE:- 10/1				
(See 6/19/67 for list of Ad clippings from 1966 magazines)				
UNNAMED GAME IDEAS-MINE:-	1/18, 2/12, 5/16, 6/30, 7/8, 9/29, 9/30, 10/6, 10/10, 10/11, 10/13, 10/18, 10/30, 10/31			
UNNAMED GAME IDEAS-AMB.:- 6/28, 12/19				
UNNAMED GAME IDEAS-C.S.:- 1/22, 4/5				
UNNAMED GAME IDEAS-OTHERS:-	3/4, 3/13, 3/17, 5/27, 6/19, 7/15, 8/2, 8/21, 10/17, 10/22, 11/12, 11/13, 11/22, 12/12			

AUGUST

Date	Item	Rec'd	Paid	Bal.

BOOKS

ACCORDING TO HOYLE:- 8/26

BATAILLES, JEU DES:- 9/13

BEAT THE DEALER:- 4/8

BIBLIOGRAPHY OF WORKS IN ENGLISH ON PLAYING CARDS AND GAMING, A :- 9/5

CAVALRY CHESS:- 9/13

CODICE DELLO SCOPONE, IL:- 7/22

CORONEL, A CARD GAME FOR FOUR PLAYERS:- 9/23

CRAPETTE ET LE JEU D'ALUETTE, LA:- 9/15

ÉCHECS-GÉRARD:- 9/13

FOUR NEW CARD GAMES (B.A.):- 6/9

GAY PARTIES:- 5/7

GIOCHI DI CARTE:- 8/27

GO PROVERBS ILLUSTRATED:- 3/18

HISTORY OF PLAYING CARDS:- 12/4, 12/6

JEUX DE CARTES:- 9/23

KAARTSPEL, HET:- 9/10

MATCHANG, LE JEU DE:- 9/19

NEO-SCHAAK:- 9/13

NIEUWSTE SPELREGELS VAN HET COMMERCE EN LOTERIJEN :- 9/10

101 GAMES TO MAKE AND PLAY:- 5/16

ORIGINAL GAMES [redacted] BY C.E. AHLGREN:- 9/23

PANDOEREN:- 9/10

PSYCHIC AND OTHER ESP PARTY GAMES:- 9/8

AUGUST

Date	Item	Rec'd	Paid	Bal.
	RECREATIONS IN THE THEORY OF NUMBERS:- 1/6			
	RÈGLES DE JEU DU LUNG-CHAN:- 9/19			
	REVOLE DE IOCARE E PAVARE, LO MEDIATORE E TRESSETTE, DELLO SIOCHITARELLA CO NA JONTA DE LO JUOCO D'O SCOPONE :- 7/22			
	RULES OF LEXICON AND ADDITIONAL GAMES:- 9/20			
	SEPT JEUX PAR LUC MÉGRET:- 9/19			
	SHOGI:- 5/16, 5/17			
	SIGFRED'S RAFLE BOG:- 9/7			
	SPELEN MET DOBBEL-EN POKERSTENEN:- 9/10			
	THREE DIMENSIONAL CHESS:- 9/13			
	TOWIE:- 12/22			
	WORLD OF TOYS:- 8/26			

SEPTEMBER

Date	Item	Rec'd	Paid	Bal.
	ACCORDING TO HOYLE:- [illegible]			
	BATTLES:- [illegible]			
	BEAT THE DEALER:- [illegible]			
	BIBLIOGRAPHY OF WORKS IN ENGLISH ON PLAYING CARDS AND GAMING:- [illegible]			
	CAVALRY CHESS:- 9/13			
	CODICE DELLO SCOPONE, [illegible]			
	CORONEL, A GA[illegible]			
	CRAPETTE ET LE JEU D'ALI[illegible]			
	ÉCHECS-GÉRARD:- 9/13			
	FOUR NEW CARD GAMES (FA):- 6[illegible]			
	GAY PARTIES:- 5/7			
	GIOCHI DI CARTE:- 8/27			
	GO PROVERBS ILLUSTRATED:- 3/18			
	HISTORY OF PLAYING CARDS:- 12/4, 12/6			
	JEUX DE CARTES:- 9/23			
	KAARTSPEL, HET:- 9/10			
	MATCHANG, LE JEU DE:- 9/19			
	NEO-SCHAAK:- 9/13			
	NIEUWSTE SPELREGELS VAN HET COMMERCE EN LOTERIJEN:- 9/10			
	101 GAMES TO MAKE AND PLAY:- 5/16			
	ORIGINAL GAMES [redacted] BY C.E. AHLGREN:- 9/23			
	PANDOEREN:- 9/10			
	PSYCHIC AND OTHER ESP PARTY GAMES:- 9/8			

SEPTEMBER

Date	Item	Rec'd	Paid	Bal.

OCTOBER

Date	Item	Rec'd	Paid	Bal.

OCTOBER

Date	Item	Rec'd	Paid	Bal.

NOVEMBER

Date	Item	Rec'd	Paid	Bal.

NOVEMBER

Date	Item	Rec'd	Paid	Bal.

DECEMBER

Date	Item	Rec'd	Paid	Bal.

DECEMBER

Date	Item	Rec'd	Paid	Bal.

RECAPITULATION

	Rec'd	Paid	Bal.
Cash on Hand Jan. 1			
January			
February			
March			
April			
May			
June			
July			
August			
September			
October			
November			
December			
Total			
Balance to New Acct.			

RAILWAY EXPRESS DATA

FIRST CLASS — General Merchandise—Rates vary according to weight and distance carried.

SECOND CLASS — Articles of Food and Drink with limitations, also grains, roots, seeds, etc. Rates vary according to weight and distance carried and are 25% less than First Class.

PRINTED MATTER — Attractive low rates are in effect on Printed Advertising Matter, Printed Cards, Books, Calendars, Catalogues, Pamphlets, Paper, etc., and include valuation coverage up to $50.00 per shipment or 50 cents per pound without additional cost.

Special Express Rates are available for certain classes of merchandise, and point to point commodity rates are available.

Shipments may be forwarded C. O. D. and charges for shipments may be Paid in Part.

All Rates and Charges include Collection and Delivery in cities and principal towns, and charges may be prepaid by shipper or collected from the consignee.

Regular Express Charges include valuation coverage up to $50.00 on each shipment of 100 lbs. or less, and 50c. per lb. when shipments weigh over 100 lbs. Additional insurance may be obtained at 25c. per $100.00 or fraction thereof.

Additional information can be secured from any Railway Express office.

AIR EXPRESS DATA

PRIORITY SERVICE — Air Express is the fastest and most complete cargo transportation service available. It combines priority air movement via 35 scheduled airlines and the expedited ground service of R E A Express.

GOES ANYWHERE — Direct to 1,800 airport points and through combination air-ground service to some 21,000 off-airline communities.

LOW RATES — For many weights and distances you pay less than by other means of air transport.

VALUATION COVERAGE INCLUDED — No extra cost for valuation coverage up to $50 on shipments weighing 100 lbs. or less. Above 100 lbs. coverage is 50 cents per pound. Additional valuation available at nominal cost.

PRIVATE WIRE SYSTEM AND 2-WAY RADIO—Swift communications trace shipments, expedite pickup.

FAST PICKUP AND DELIVERY—Door-to-door service without extra charge within published R E A vehicle limits. Signed receipts at both ends of trip.

LEGAL HOLIDAYS

Holidays observed in all States

January 1—New Year's Day
February 22—Washington's Birthday
July 4—Independence Day
1st Monday in September—Labor Day
November 11—Veterans' Day
4th Thursday in Nov.—Thanksgiving
December 25—Christmas Day

Ala......Jan. 19, Shrove Tuesday, April 13, April 26, June 3, Oct. 12.....

Alaska...Mar. 30, Oct. 18 .....

Ariz......Feb. 14, Good Friday (5 counties) May 30, Oct. 12.....

Ark......Jan. 19, May 30, June 3, Oct. 12

Cal......Feb 12, May 30, Sept. 9, Oct. 12

Colo......Feb. 12, May 30, Aug. 1, Oct. 12

Conn.....Feb 12, Good Friday, May 30, Oct. 12 .....

Del......Feb. 12, Good Friday, May 30, Oct. 12 .....

D.C......May 30.....

Fla......Jan. 19, Shrove Tuesday, Good Friday, April 26, May 30, June 3, Oct. 12 .....

Ga......Jan. 19, April 26, June 3, Oct. 12

Hawaii...Good Friday, Mar. 26, May 30, June 11, Election Day. .....

Idaho. ...May 30, June 15, Oct. 12.....

Ill......Feb. 12, May 30, Oct. 12.....

Ind......Feb. 12, May 30, Oct. 12.....

Iowa.....Feb. 12, May 30.....

Kan......Feb. 12, May 30, Oct. 12.....

Ky......Jan. 19, Feb. 12, May 30, June 3, Oct. 12.....

La......Jan. 8, Jan. 19, Shrove Tuesday, Good Friday, June 3, Aug. 30, Oct. 12, Nov. 1.....

Me......April 19, May 30.....

Md......Feb. 12, March 25, Good Friday, May 30, Sept. 12, Oct. 12, Nov. 23

Mass......April 19, May 30, Oct. 12.....

Mich.....Feb. 12, State Election Day, May 30, Oct. 12.....

Minn.....Feb. 12, Good Friday, May 30....

Miss......Jan. 19, April 26, June 3.....

Mo......Feb. 12, April 13, May 30, Oct. 6

Mont....Feb. 12, May 30, Oct. 12.....

Neb......Feb. 12, March 1, April 22, May 30, Oct. 12.....

Nev......Feb. 12, May 30, Oct. 12, Oct. 31

N.H......Fast Day by Proclamation, May 30, Oct. 12.....

N.J......Feb. 12, Good Friday, May 30, Oct. 12, Election Day.....

N.M......May 30, Oct. 12.....

N.Y......Feb. 12, May 30, Oct. 12, Election Day .....

N.C......Jan. 19, April 12, Easter Monday, May 20.....

N.Dak...Feb. 12, Good Friday, May 30, Oct 12 .....

Ohio....Feb. 12, May 30, Oct. 12, Election Day ½ Holiday.....

Okla.....April 13, May 30, Oct. 12.....

Ore......Feb. 12, May 30.....

Pa......Feb. 12, Good Friday, May 30, June 14, Oct. 12, Election Day.....

R.I......May 4, May 30, Oct. 12.....

S.C......Jan. 19, Good Friday, May 10, June 3

S.Dak....Feb. 12, May 30.....

Tenn.....Jan. 19, Feb. 12, March 15, Good Friday, May 30, June 3, July 13..

Texas.....Jan. 19, Feb. 12, March 2, April 21, May 30, June 3, Oct. 12.....

Utah.....Feb. 12, May 30, July 24, Oct. 12

Vt......Feb. 12, May 30, Aug. 16, Oct. 12

Va......Jan. 19, April 13, May 30, June 3, Oct. 12, Election Day.....

Wash.....Feb. 12, May 30, Oct. 12.....

W.Va....Feb. 12, May 30, June 20, Oct. 12

Wis......May 30, Oct. 12.....

Wyo.....Feb. 12, May 30, Oct. 12.....

Counting House Calendar for 1967

	S	M	T	W	T	F	S	Week No.
JAN.	1 1	2 2	3 3	4 4	5 5	6 6	7 7	1
	8 8	9 9	10 10	11 11	12 12	13 13	14 14	2
	15 15	16 16	17 17	18 18	19 19	20 20	21 21	3
	22 22	23 23	24 24	25 25	26 26	27 27	28 28	4
	29 29	30 30	31 31	..	..	..	..	5
FEB.	..	..	..	1 32	2 33	3 34	4 35	5
	5 36	6 37	7 38	8 39	9 40	10 41	11 42	6
	12 43	13 44	14 45	15 46	16 47	17 48	18 49	7
	19 50	20 51	21 52	22 53	23 54	24 55	25 56	8
	26 57	27 58	28 59	..	..	..	..	9
MAR.	..	..	..	1 60	2 61	3 62	4 63	9
	5 64	6 65	7 66	8 67	9 68	10 69	11 70	10
	12 71	13 72	14 73	15 74	16 75	17 76	18 77	11
	19 78	20 79	21 80	22 81	23 82	24 83	25 84	12
	26 85	27 86	28 87	29 88	30 89	31 90	..	13
APR.	..	..	..	..	..	..	1 91	13
	2 92	3 93	4 94	5 95	6 96	7 97	8 98	14
	9 99	10 100	11 101	12 102	13 103	14 104	15 105	15
	16 106	17 107	18 108	19 109	20 110	21 111	22 112	16
	23 113	24 114	25 115	26 116	27 117	28 118	29 119	17
	30 120	..	..	..	..	..	..	18
MAY	..	1 121	2 122	3 123	4 124	5 125	6 126	18
	7 127	8 128	9 129	10 130	11 131	12 132	13 133	19
	14 134	15 135	16 136	17 137	18 138	19 139	20 140	20
	21 141	22 142	23 143	24 144	25 145	26 146	27 147	21
	28 148	29 149	30 150	31 151	..	..	..	22
JUNE	..	..	..	..	1 152	2 153	3 154	22
	4 155	5 156	6 157	7 158	8 159	9 160	10 161	23
	11 162	12 163	13 164	14 165	15 166	16 167	17 168	24
	18 169	19 170	20 171	21 172	22 173	23 174	24 175	25
	25 176	26 177	27 178	28 179	29 180	30 181	..	26

	S	M	T	W	T	F	S	Week No.
JULY	..	..	..	..	..	..	1 182	26
	2 183	3 184	4 185	5 186	6 187	7 188	8 189	27
	9 190	10 191	11 192	12 193	13 194	14 195	15 196	28
	16 197	17 198	18 199	19 200	20 201	21 202	22 203	29
	23 204	24 205	25 206	26 207	27 208	28 209	29 210	30
	30 211	31 212	..	..	..	..	..	31
AUG.	..	..	1 213	2 214	3 215	4 216	5 217	31
	6 218	7 219	8 220	9 221	10 222	11 223	12 224	32
	13 225	14 226	15 227	16 228	17 229	18 230	19 231	33
	20 232	21 233	22 234	23 235	24 236	25 237	26 238	34
	27 239	28 240	29 241	30 242	31 243	..	..	35
SEPT.	..	..	..	..	..	1 244	2 245	35
	3 246	4 247	5 248	6 249	7 250	8 251	9 252	36
	10 253	11 254	12 255	13 256	14 257	15 258	16 259	37
	17 260	18 261	19 262	20 263	21 264	22 265	23 266	38
	24 267	25 268	26 269	27 270	28 271	29 272	30 273	39
OCT.	1 274	2 275	3 276	4 277	5 278	6 279	7 280	40
	8 281	9 282	10 283	11 284	12 285	13 286	14 287	41
	15 288	16 289	17 290	18 291	19 292	20 293	21 294	42
	22 295	23 296	24 297	25 298	26 299	27 300	28 301	43
	29 302	30 303	31 304	..	..	..	..	44
NOV.	..	..	..	1 305	2 306	3 307	4 308	44
	5 309	6 310	7 311	8 312	9 313	10 314	11 315	45
	12 316	13 317	14 318	15 319	16 320	17 321	18 322	46
	19 323	20 324	21 325	22 326	23 327	24 328	25 329	47
	26 330	27 331	28 332	29 333	30 334	..	..	48
DEC.	..	..	..	..	..	1 335	2 336	48
	3 337	4 338	5 339	6 340	7 341	8 342	9 343	49
	10 344	11 345	12 346	13 347	14 348	15 349	16 350	50
	17 351	18 352	19 353	20 354	21 355	22 356	23 357	51
	24 358	25 359	26 360	27 361	28 362	29 363	30 364	52
	31 365	..	..	..	..	..	..	