

NATIONAL
DIARY FOR
1967

Counting House Calendar for 1967

	S	M	T	W	T	F	S	Week No.		S	M	T	W	T	F	S	Week No.
JAN.	1	2	3	4	5	6	7	1		2	3	4	5	6	7	1	26
	1	2	3	4	5	6	7		183	184	185	186	187	188	189	183	
	8	9	10	11	12	13	14	2	9	10	11	12	13	14	15	27	
	15	16	17	18	19	20	21	3	190	191	192	193	194	195	196	28	
	15	16	17	18	19	20	21		16	17	18	19	20	21	22	29	
	22	23	24	25	26	27	28	4	197	198	199	200	201	202	203	30	
	22	23	24	25	26	27	28		23	24	25	26	27	28	29		
	29	30	31	5	204	205	206	207	208	209	210		
	29	30	31		30	31	31	
	1	2	3	4	5	1	2	3	4	5	31	
FEB.	5	6	7	8	9	10	11	6	6	7	8	9	10	11	12	32	
	36	37	38	39	40	41	42		218	219	220	221	222	223	224		
	12	13	14	15	16	17	18	7	13	14	15	16	17	18	19	33	
	43	44	45	46	47	48	49		225	226	227	228	229	230	231		
	19	20	21	22	23	24	25	8	20	21	22	23	24	25	26	34	
	50	51	52	53	54	55	56		232	233	234	235	236	237	238		
	26	27	28	9	27	28	29	30	31	35	
	57	58	59		239	240	241	242	243		
MAR.	1	2	3	4	9	1	2	35	
	5	6	7	8	9	10	11	10	3	4	5	6	7	8	9	36	
	64	65	66	67	68	69	70		246	247	248	249	250	251	252		
	12	13	14	15	16	17	18	11	10	11	12	13	14	15	16	37	
	71	72	73	74	75	76	77		253	254	255	256	257	258	259		
	19	20	21	22	23	24	25	12	17	18	19	20	21	22	23	38	
	78	79	80	81	82	83	84		260	261	262	263	264	265	266		
	26	27	28	29	30	31	..	13	24	25	26	27	28	29	30	39	
	85	86	87	88	89	90	..		267	268	269	270	271	272	273		
APR.	1	13	..	1	2	3	4	5	6	7	40
	2	3	4	5	6	7	8	14	274	275	276	277	278	279	280		
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	113	114	115	116	117	118	119		29	30	31	44	
	30	18	302	303	304		
	190		
MAY	..	1	2	3	4	5	6	18	..	1	2	3	4	5	6	7	44
	7	8	9	10	11	12	13	19	5	6	7	8	9	10	11	45	
	127	128	129	130	131	132	133		309	310	311	312	313	314	315		
	14	15	16	17	18	19	20	20	12	13	14	15	16	17	18	46	
	134	135	136	137	138	139	140		316	317	318	319	320	321	322		
	21	22	23	24	25	26	27	21	19	20	21	22	23	24	25	47	
	141	142	143	144	145	146	147		323	324	325	326	327	328	329		
	28	29	30	31	22	26	27	28	29	30	48	
	148	149	150	151		330	331	332	333	334		
JUNE	1	2	3	22	48
	4	5	6	7	8	9	10	23	3	4	5	6	7	8	9	49	
	155	156	157	158	159	160	161		337	338	339	340	341	342	343		
	11	12	13	14	15	16	17	24	10	11	12	13	14	15	16	50	
	162	163	164	165	166	167	168		344	345	346	347	348	349	350		
	18	19	20	21	22	23	24	25	17	18	19	20	21	22	23	51	
	169	170	171	172	173	174	175		351	352	353	354	355	356	357		
	25	26	27	28	29	30	..	26	25	26	27	28	29	30	31	52	
	176	177	178	179	180	181	..	26	31		
JULY

AUG.

SEPT.

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1967

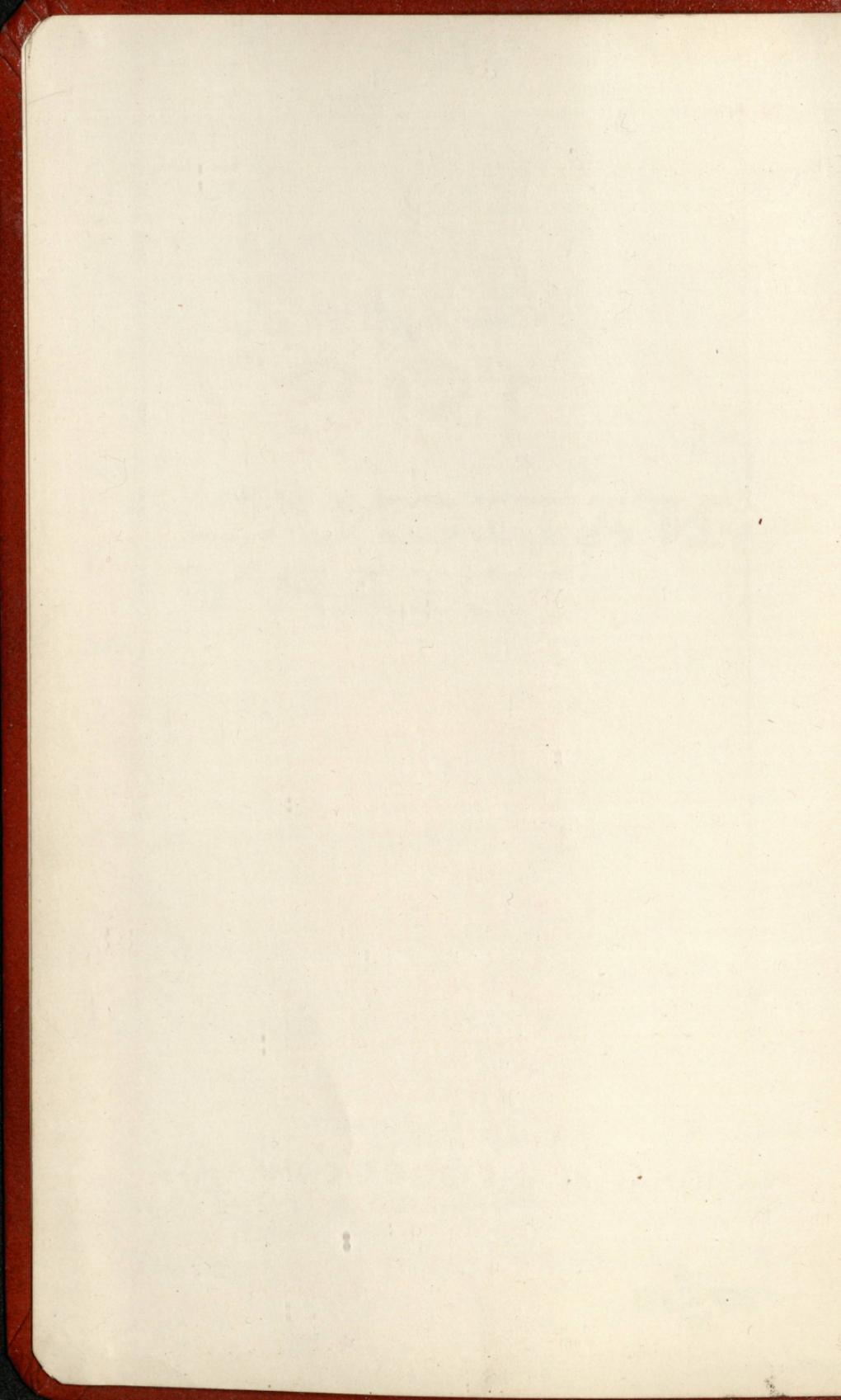
**NATIONAL
DIARY**

**NATIONAL BLANK BOOK COMPANY
HOLYOKE, MASSACHUSETTS**

MADE IN U.S.A.



55-046



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SUNDAY 1 JANUARY

Happy New Year—Circumcision

1967

1st day - 364 days to come

Hand review of crystal hats
be provided because there would be no damage to the hats
in a carton each of which weighed 10 pounds. In
Section 2) Score: These "prize" cards are very minor in a
the same hierarchy as the card winning the trick (as
a cover or Maid up to 40 points for a Knight or
King), unless the player has a longer
time limit than necessary to discard a trick at
the end of the game.

Should the following rule be incorporated. The game
can be ended when 8 or less cards remain (existing
scores either (he hasn't made up his mind yet) to form
the difference between the total number of
cards for the total number. (I think the latter is prob-
ably preferable.)

The next letter to Claude. He asked me to send him a copy of the
work in its present form. It is basically "a new
game legal to play with cards and chips".
He typed the letter to Claude, and I
recopied the one to Frank Thibault.
I have reproduced the rules for SCORE-A-WORD
of which with Claude. He looked at BET-A-MILLION
but it is just a variation of this dealing
with cards, wheel, chips.

Another letter from Haar Hooton.

MONDAY 2 JANUARY

1967

2nd day - 363 days to come

Spoke to Claude. Asked him to take a look at
BET A MILLION for me.

Started letters to Warren Buell and Frank Thibault.
Sent Frank a copy of SLAM and promised Warren
to send him ~~COPY~~ NUMBER FOOTBALL & NUCLEAR WAR.

TUESDAY 3 JANUARY

Alaska Proclaimed 49th State 1959

1967

3rd day - 362 days to come

Arthur called. He is interested in the provisions in my contracts with game companies. Said I'd try to get time to read one.

He has changed the name of YIN YANG to KNIGHTS AND VASSALS (see 1966 diary). He has also changed the scoring. Each card in each trick won counts as 10 points. In addition certain cards are "prize" cards and get an additional score. These "prize" cards are any minor in a trick won by a major or visa versa. Or a card of the same hierarchy as the card winning the trick (as two Knights, etc.). The bonus value is 10 points for a Lover or Maid up to 40 points for a Knight or Vassal. With these scoring rules it is no longer necessary to discard a trick at ~~He added this for the beginning.~~

He added the following rule to VERSAILLES. The game can be ended when 8 or less cards remain (existing rule) and the team with lesser number remaining scores either (he hasn't made up his mind yet) 10 points for the difference between the totals or 5 points each for the total numbers. (I think the latter is probably preferable.)

The word GAME which Walt suggested to him doesn't work in its present form. It is basically "a new reason for forming words". He will work on it further.

BB typed the letter to Warren Buell and I finished and recopied the one to Frank Thibault.

At work reproduced the rules for SCORE-A-WORD.

Had lunch with Claude. He looked at BET-A-MILLION. (Low). It is just a package of gambling devices; dice, cards, wheel, chips.

Rcd. another letter from Haar Hoolim.

WEDNESDAY

4

JANUARY

1967

4th day - 361 days to come

Rec'd. a copy of the WFF'N' PROOF news letter. Filed it in "Miscellaneous Games" Folder. It contains a variation of EQUATIONS.

At Brentano's looked at CHAMPIONSHIP BASEBALL again. (See 12/30/66 for description.)

Met Claude. He told me of some stores on Canal St. about a block west of the BMT subway where they have plastic pcs. of various colors and sizes.

At Azuma store on 8th St. saw a large assortment of attractive plastic boxes. Also saw a Japanese imitation of TUMBLE-NUMBERS. (don't remember their name.)

THURSDAY

5

JANUARY

3600 of 3600 - job 100

1967

5th day - 360 days to come

BB returned ~~THE ADVERTISING GAME~~ to Polk's and bought

BB returned SCORE-A-WORD to Polk's and bought
THE ADVERTISING GAME instead. There seemed to be
some cards missing and there were two tokens of
the same color.

Rcd. the OPERATION SEARCH contract. They want to
limit royalties to 10 years and want to take out
copyrights in their name. There is really no provision
for my getting the game back when and if there are
thru with it. There is a \$500 check enclosed.

FRIDAY 6 JANUARY

Feast of the Epiphany

1967

6th day - 359 days to come

At lunch walked to Folk's and looked at other sets of THE ADVERTISING GAME. Exchanged my set of "Open for solicitation" cards for another which was a little better. Exchanged one token but took one of the wrong color.

Called Jules Cooper about the OPERATION SEARCH contract. He transferred me to the legal secretary but told me that if I couldn't straighten it out to my satisfaction I should call him back.

Spoke to her secretary and gave her my objections. Miss Gittleson (the legal secn) was supposed to call back but didn't. I called her. She'll have to see Mr. Cooper about making variations from their Standard form. He will be out of town at the beginning of next week so I won't hear from her till towards the end of next week.

BB & Dana played WORD CHESS while I kibitzed. It is slow moving, fragmented, and concentrates on ~~mostly~~ short words and variations by changing one letter.

I could probably improve it with one or more of the following:- Make a board that was more square, such as 14x13 rather than the present 7x26. Allow words to be formed in any direction (so that TOB would also be BOT). Allow pces. to pass over another pc. in a move. Color the board in a checker board pattern (possibly 10x10) and use only 1 alphabet - with possibly some extra vowels - which are set up at random in specially marked spaces. ~~The~~ One player can move pces. that are in one color square, the other the other colors. Give extra score, such as double, for using the difficult letters, such as Q, X, Z.

SATURDAY **7** JANUARY

1967

7th day - 358 days to come

Changed the color of one of the markers for
THE ADVERTISING GAME by pasting colored paper
on it.

SUNDAY

8

JANUARY

First Sunday after Epiphany

1967

8th day - 357 days to come

Wrote to Douglas Malwicki and ordered a copy
of VIETNAM.

Made changes on two cards of THE ADVERTISING GAME.
to bring the game into the balance mentioned on
the rules. Fixed the wrong-color cube by covering it
with colored paper.

Claude over. Didn't talk much about games.

He found the following ~~ad in a~~ book in a Marlboro ad
in the Times.

MAN, PLAY, AND GAMES. By Roger Caillois. Provocative new
theory of play and games, studied under the headings;
Competition, chance, stimulation, and vertigo - an important
study of man and his many roles in games as total activity
by a leading French sociologist. (Orig. \$5.00. Only \$1.98.)

WEDNESDAY

9

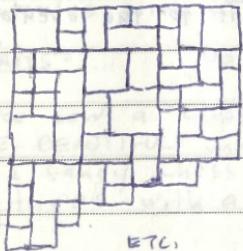
JANUARY

1967

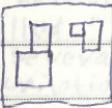
9th day - 356 days to come

Thinking of a game which could be called PATTERNS. There is a board divided into an irregular pattern similar to a tile floor. Probably it would be preferable to have about 3 or 4 different colors.

There are a number of cards with a portion of a pattern, as for example:-



ETC.



Game is based on finding the portion of the main pattern in which the cards fit. Just a germ of an idea.

Posted 4: BABEL information slips on a sheet for reproduction.

TUESDAY **10** JANUARY

1967

10th day - 355 days to come

A flyer for SEDUCTION arrived. Available by mail for \$7.95.

Spoke to Alice about WORD CHESS. I'll return it to her next Wednesday. She will return it to the inventor and suggest a square board.

WEDNESDAY **11** JANUARY

Alexander Hamilton—Born 1757

1967

11th day - 354 days to come

Alice called. She rec'd. the following games back from X-i-AIRLINE.

RALLY TALLY.

INTERACTION? by Dick Conner. A race to complete jigsaw puzzles with a horse-race or auto-race theme.

DANGER STRAITS. No letter came yet.

At I-2 Kangeroo saw a clipping of an article in Nov. 1966 ~~HOUSE BEAUTIFUL~~ magazine called "Adult Games". It showed a fancy chess set and several action games. Mainly pictures with a short description and where to buy it.

Prepared NUCLEAR WAR and NUMBER FOOTBALL to send to Warren Buell.

Pasted 4 BABEL information slips on a sheet for reproductions.

THURSDAY

12

JANUARY

1967

12th day - 353 days to come

BB brought NUCLEAR WAR & ~~FOOTBALL~~ to the Post office and mailed them to Warren Buell. NUMBER FOOTBALL.

Ran off reproductions of BABEL information slips for use at Dale's party Saturday.

Rcd. another letter from Haar Hoolim. It has more puzzles and another game, BASKET.

FRIDAY 13 JANUARY

1967

13th day - 352 days to come

*Alice called. A letter came from "X". It covered the games returned Wednesday and also gave a report of the games they are still considering:-

AIRLINE:- Some of the committee liked it, but general concensus was that it wasn't as good as my other games. The bidding was interesting but later the play bogged down.

These games still in committee:-

GALLEON - No decision by committee yet.

RED LETTER - After some revision probably will be tested.

FORMATION - To be tested.

NUMBER FOOTBALL - To be tested,

CIRCULAR GOLF - (An action game) If model can be built it will be tested.

SPORTS ARENA - Like the idea but are having trouble costing it out.

These game are passed committee and in testing program:-

BAFFLE.

SHAPE AND SHATTER.

RUSTLERS.

DEDUCTION.

STACK STICKS.

Called Mrs. Gittelson. She was sick until today, but she did speak to Jules Cooper about OPERATION SEARCH, and she is sure everything can be worked out. Will either call or write next week.

Rcd. HELMAN from Hamley's.

SATURDAY 14 JANUARY

1967

14th day - 351 days to come

At Honig's looked @ LONG SHOT (P) again. (See 12/31/66). There are 17 of each card, making a total of 102 cards. When the 12 cards are dealt out at the beginning; if there are none of a horse the odds are 1:1. If 1 of that horse is out the odds are 2:1. If 2 of that horse are out the odds are 3:1. If 3 of that horse are out the odds are 4:1. If more than 3, the horse is scratched.

The track is 14 spaces long.

Bets are \$1 and the payoffs are as follows:-

	1-1	2-1	3-1	4-1
WIN	\$2.00	\$3.00	\$4.00	\$5.00
PLACE	\$1.50	\$2.00	\$2.50	\$3.00
SHOW	\$1.25	\$1.50	\$1.75	\$2.00

There is provision for a daily double but I don't know the details,

cut up the information slips for BAQUEL, but didn't use them at Dale's party. Added them to the one's I already had in "Correspondence - Bob Abbott" file. Read the instructions in Bob's book.

SUNDAY **15** JANUARY

Transfiguration (Lutheran)

Second Sunday after Epiphany

1967

15th day - 350 days to come

Sent \$7.95 check to order a copy of SEDUCTION.

MONDAY **16** JANUARY

1967

16th day - 349 days to come

TUESDAY 17 JANUARY

17

Benjamin Franklin—Born 1706

1967

17th day - 348 days to come

Spoke to Claude. He is sick with a cold and had to miss a meeting with Paul Milazzo who is hot on ELECTRONIC PLAYMATE and wants 5 games to play on it.

Spoke to Arthur. The fellow who is redoing his HIGH DECK has worked out a packaging as part of a book. Arthur has contacted Random House and they are interested in seeing it again.

Rcd. a notice of a registered letter- probably from Haar Hoodlim.

Rcd. a letter from Frank Thibault. Sent a clipping from the Minneapolis Tribune mentioning me and picturing ACQUIRE. Also the color ad from a California paper.

Mentioned his games:- SQUIGGLE, TACK & MOBY DICK. Also mentioned Jerry D'Arcey's games CHERRY PIE and COUP D'ETAT. Jerry will be in New York in a few weeks and wants my phone number. He also mentioned his game CHANNELWORD and that SQUIGGLE is somewhat similar to TANGLE.

Mentioned that the October and November 1966 issues of the AMERICAN BEHAVIORAL SCIENTIST MAGAZINE are devoted to learning simulation games.

In my conversation with Arthur he mentioned seeing a magazine called FEATURES which had the release Bill Bentzin put out on me. He saw it at the ad agency that is doing his cards. He said he'd check where it can be obtained.

1/19

WEDNESDAY 18 JANUARY

1967

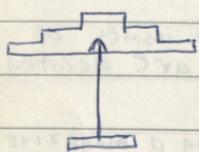
18th day - 347 days to come

Brought WORD CHESS back to I-S. Alice, Felicia & Conner Barrett there. Saw two GAME ideas by Conner. The first had plastic discs with letter parts on them. By turning the discs letters are formed. Seemed too difficult for children to see and too uninteresting for adults.

The other idea consisted of cards with half of a letter, divided horizontally, on each. The card tells what letter it can be used as a part of, for example the following card could be used for an E or an F □

Four of us played. About 12 cards were dealt to each. Object was to form a word at least 4 letters long. Trading was done by offering 1 or more cards to be traded, sight unseen. It worked fairly well. I suggested a few changes to make the cards more interchangeable, such as making the previous card good for an S also (his S was rounded). He also will have to provide more of the more common letters. I suggested a scoring system where a 4 letter word scores 1 pt., a five letter word - 2 pts., a 6 letter word - 4 pts., etc.

He also had a completed game called TOTTER.



This consisted of a three-tiered disc balanced on a rod. This is a totter table. There are 12 "totts" which are shaped like bowling pins and are weighted on the bottom to make them stand upright. There is a catapult with which players try

to launch a "tott" onto the "totter-table". The "totts" are divided equally between the players (with 5 players, 2 are not used). The "totts" are lettered from A thru L and the players take consecutive groups. Players in turn launch ~~a~~ a "tott". Continue until either one player has all his "totts" on the table including one on the center or all players' "totts" are on the table. Score 100 pts. for each "tott" in the center, 25 pts. for the middle, and 10 pts. for the outside. Knocking ~~an~~ an opponent's "tott" off the table scores minus 10. Knocking off one of your own or knocking an opponent into a lower score area does not give a penalty. I found it pleasant. The girls liked it very much.

Took home AIRLINE which was in pretty bad shape. Will fix it up, rebox it, and we'll show it to 3M, probably after toy fair.

Also took home a revised version of the rules for SEAPOWER, with some photos of the equipment.

Felicia asked me to send her a ~~photostat~~ reproduction of the Times article on FUTURE. Said I would.

In Toys & Novelties and also Playthings saw a Parker ad for COUP D'ETAT.

(cont. on 1/19)

THURSDAY **19** JANUARY

Robert E. Lee—Born 1807

1967

19th day - 346 days to come

Spoke to Claude. Still not feeling too well. Paul is interested in putting out WATCH and ELECTRONIC PLAYMATE. He also has had some games submitted, including one from Germany, which he is willing to pay Claude to evaluate. I told Claude I'd be glad to help him, without recompense.

Made a ~~#~~ reproduction of the FUTURE article and mailed it to Felicia.

(cont. from 1/18) [1/19]

Rcd. a letter from Grand Magasins de la Samaritaine in Paris. They can supply me with:
PETITES ANNONCES DE FRANCE SOIR.
LA BOURSE AUX IDÉES.
LE GRAND VOYAGE.
TORDU.

Wrote short letter to Frank Thibault with my phone numbers for Jerry D'Arcey.

(cont. from 1/20) [1/20]

will come of it, but it should be interesting. Anne and Bernice are also invited and are coming. Talked about Arthur and decided it was up to ~~me~~ Bob to decide if he should be invited. I'll call Bob. His number is 982-2218.

I told Claude about ELLERY QUEEN'S CASE OF THE ELUSIVE ASSASSIN.

1/19

FRIDAY 20 JANUARY

1967

20th day - 345 days to come

In Chemical Bank bought a draft for 106,38 Francs to send to Paris. The draft cost \$1.15, plus the amount of the draft, of course.

Bob Abel called me at work. He is finishing another rewrite of the article for TRUE MAGAZINE. He wanted information about SEDUCTION. Told him I hadn't seen the rules but that I had a flyer at home. Will call again. He was interested in some of the business arrangements concerning games. Suggested he call Alice. I told him that 5% is not very often given on games. He asked me if I'd have any more games on the market by May, the earliest the article would be run, so he can mention them. Told him I'd tell him when I call tonight.

Called Cooper at Ideal but he had left. Called him at home. Told him of Abel's story. He said it is alright to tell him about OPERATION SEARCH which will be called ELLERY QUEEN'S CASE OF THE ELUSIVE ASSASSIN. The other two games of the series will be based on Sherlock Holmes and Fu Manchu. He said that they are already showing it to buyers. About the contract, there will be a clause that rights return to me. He is fighting with his bosses about the ten year limit. He is showing them other contracts. He said it will be alright. Couldn't talk long since he was going to visit his brother in the hospital. Said he'd get in touch soon.

Alice called. Bob spoke to her. She tried to tell him that 5% is a standard royalty rate and wants me to emphasize it so that "X" doesn't get ideas. (This was before I spoke to Cooper.) Spoke to Bob Abel for quite a while in the evening. He was interested in the sales of ACQUIRE and we figured it was something over 25,000 in 1965. I'm to get in touch with him at the beginning of March. He'll be in California on a story most of February.

Claude called me about 11:30 to say that:-

~~Fay Baker~~
40 Park Ave.
MU 9-6575

had been trying to reach me. She is interested in creating games for TV since she has some connections. She is particularly interested in using a computer. She called Martin Gardner for his suggestion on someone to work with. He suggested Bob Abbott who she contacted. Bob in turn suggested Claude and me, and mentioned Arthur. Fay called Claude. He called me, I called her and we're getting together in her house next Thursday at 6:30, for a brainstorming session.

I called Claude. We don't know if anything (cont on 1/19)

SATURDAY **21** JANUARY

Stonewall Jackson, Born 1824

1967

21st day - 344 days to come

FRANCE

Wrote letter ordering:- PETITES ANNONCES DE PARIS-SOIR,
LA BOURSE AUX IDEES, LE GRAND VOYAGE & TORNU.

BB finished typing another set of rules
for FREE FOR ALL and MAVERICK COUNTRY.

To post office to pick up a registered letter from
Haar Hoolim and to mail the letter to Paris and
the two registered letters to myself.

Called Alice and told her of selling ELLERY QUEEN'S CASE
OF THE ELUSIVE ASSASSIN to Ideal. Told her I felt
funny about it. She said not to give it a thought.
After all I do do plenty of things for them. (?)

Cut the AIRLINE board into 4 parts so that I can get it
into a smaller box.

SUNDAY **22** JANUARY

Septuagesima

1967

22nd day - 343 days to come

In N.Y. Times Marlboro had an ad for the following book: ~~GAMES, ANYONE?~~ A witty collection of ~~adult~~ GAMES, ANYONE? - A WITTY COLLECTION OF ADULT GAMES. By Robert Thomsen. Illus. by Tomi Ungerer. Word games, brain-teasers, action games, memory-testers, anagrams - a mixed bag of fun games for both solitary and party entertainment. Orig. \$3.95. Only 1.49.

Looked at rules of SEAPOWER, the new revised rules. Called Alice with my report. Well done simplification of ~~Fletcher~~ FLETCHER PRATT'S NAVAL WAR GAME. But not too much chance for strategy. Alice will not send the new rules in until she gets some reaction from "X" on the original rules. Also told Alice about my ideas for Conner Barrett's split-letter GAME. Worked out the entire alphabet so that only 4 card halves can only be used in one letter. She'll contact Conner to contact me.

Called Bob Abbott. He prefers that Arthur doesn't come next Thursday. A group of mathematicians are going to hold a weekend meeting in Suffolk, England devoted entirely to playing and discussing his games. His book is still selling and has almost earned the advance royalties.

Told him about selling a game to Ideal.

He doesn't think much will come of our Thursday meeting with Fay Baker.

Filed SEAPOWER in "board games" folder.

WED MONDAY

23

JANUARY

1967

23rd day - 342 days to come

Alice called me with some questions about Connor Barrett's
TOTTER. She is typing the rules.

Sent a copy of BIG FUNERAL to Frank Thibault, first class.
Registered letters for FREE FOR ALL and MAVERICK COUNTRY
came.

TUESDAY **24** JANUARY

1967

24th day - 341 days to come

Connor Barrett called me about my ideas on his split-letter
GAME. Promised to send him my ideas by mail. His address:-
Oliver O'Connor Barrett
313 W. 57th St.
New York, N.Y., 10019

WEDNESDAY **25** JANUARY

Conversion of St. Paul

1967

25th day - 340 days to come

Another letter from Haar Hoolim with some more puzzles, He told me of a booklet of puzzles which he received free from Canada from the following address:

{ Canada Trust
{ Huron & Erie
(Montreal, Quebec, Canada.

Sent a postal letter to Haar.

From the N.Y. Daily News of today, "Joe Cassidy Offbeat".

About George Kreskin a mentalist and magician.

"He has [redacted] it (ESP) neatly wrapped up in a game (it can be played by children and adults alike) that is called, logically enough, "KRESKIN'S ESP." At \$5 a package, it includes a playing board, a deck of cards and an instruction booklet that will tell you how to measure your ESP quotient and how you can determine attitudes toward love, career, finance and travel."

Ken Hiller heard Kreskin interviewed on TV yesterday. He sounded like a serious scientist, or at least he tried to.

THURSDAY **26** JANUARY

1967

26th day - 339 days to come

Ran off some prints of SCOPE layouts at the office.

Bob Abbott, Claude & Anne, and Bernice & I to Fay Baker's house. Discussed TV games using a computer.

Came up with only one solid idea. 3 male and 3 female contestants are chosen, preferably with some common bond of interest. The computer matches up the couples in the best manner; also gives some of the pertinent points. The contestants discuss things between them and try to find out the matings, the pertinent points, and the common bond. They each fill out a questionnaire and the computer then picks the winner from the questionnaire.

Fay mentioned a word GAME where a group of letters are given. The players make up words from the letters. A player scores for a word only if he is to make a word of that length and also no longer word has been made. Must be over very quickly.

Fay wants to use contestants in various cities around the country. I suggested a "treasure hunt" theme and Faye liked the idea.

Found the whole project rather boring.

Faye wanted us to meet every week but we set it for Monday after next.

Using the 1890 card game SCOOP as a point of departure, thinking of a game that could be called TRADE UP.

While I was out Arthur called.

FRIDAY **27** JANUARY

1967

27th day - 338 days to come

Rec'd. a FOCUS order from the Sci. Am. article. Also asked questions about game collecting.

SUNDAY 29 JANUARY

Sexagesima 298 - 1st A.M.

1967

29th day - 336 days to come

Sent the following ideas for letters for his split-letter
GAME to Connor Barrett (see 1/24).

A B C D E F G H I I' J K L M

N O P Q R S T U U' W X Y Z

Made a set of cards for TRADE UP. Tried it out with
12 cards in the higher ~~10~~ figures and gave special
value to 2 identical cards and to complimentary color
sets. Didn't work at all.

MONDAY **30** JANUARY

1967

30th day - 335 days to come

Thought up new ideas for TRADE UP and a new theme with the name INFINITE PLANE.

TUESDAY **31** JANUARY

Gymnastics Day
President and CEO: John Burke

1967

31st day - 334 days to come

Arthur called. The meeting is off for this week. No new one set.

~~After calling~~ Felicia called. Connor Barrett would like to work on his split-letter GAME next Friday. I said OK. Also mentioned to her that Connor's game is as much competitive to RED LETTER as Claude's LOA is to CAPTURE THE CARGO. Alice called in the evening and said that she didn't care for LOA. I said it was good and she said that if Claude wanted to bring it in she'd look at it again.

I will also bring in INFINITE PLANE to play next Friday. Felicia also told me there was a letter from the inventor of WORD CHESS desiring to have me work on the game and share royalties. I'm to write to him when I get the time.

Spoke to Anne. We'll get together next Monday at Fay Baker's. Claude is spending day with Paul Milazzo.

WEDNESDAY 1 FEBRUARY

1967

32nd day - 333 days to come

Alice called and asked me to bring back the new rules for SEAPOWER. X wants to look at them.

Claude called. Paul wants to put out WATCH and is pricing ELECTRONIC PLAYMATE, Gimbel's is the first store to take BIG FUNERAL.

Claude looked at ~~some~~ some games submitted to Paul. One he took with him is called JUM-PING and was published in Columbia. It is played on a quadrille board which has an hourglass shape. The players start at the long ends and move towards each other as in CHINESE CHECKERS. Jumps are not captures except a horizontal jump which is. At the far ends the spaces are numbered. The player scores for pts. brought to these squares - the value of the square. He'll bring it along Monday.

Another game he saw but didn't take with him - ARABIAN CHECKERS. This is CHECKERS with numbers on the squares. Each player has checkers with numbers on them and 1 (or more?) plain checkers. Only the plain one can capture. A pc. on a square of its own number is safe from capture.

BB recd. a call from Fay Baker. She contacted a big shot at RCA. They would be interested in a TV game that would popularize computers for women. Their eventual aim is home computers to do the housework.

I called ~~the~~ Jules Cooper about ELLERY QUEEN'S CASE OF THE ELUSIVE ASSASSIN. He said he thought he had settled the contract with a clause that it would be renegotiated at the end of 10 years. He'll look into it. He doubts if it will run 10 years. Their idea is to introduce new Ellery Queen cases periodically and remove old ones as interest flags. Said he hoped I'd supply some of the new ones. Wants to get together for lunch during toy fair.

THURSDAY 2 FEBRUARY

Groundhog Day

Purification B. V. Mary

1967

33rd day - 332 days to come

Call from Alice, 3M statement came. Something over \$2600 which means the sales were somewhat larger than last year, but it is still a big disappointment.

In Time Magazine they mentioned in the news about Viet Nam the game of CO TUONG, a variant of CHESS that uses "elephants, cannon and 14th century infantry tactics.

Changed the pent from 15 points to 16 points in INFINITE PLANE and ~~also~~ printed the numbers on the cards.

Alice also told me about a letter from Bill Caruson. They are interested in educational games, age 5 to 14 but will look at adult educational games if we have any. No mention of SIT DOWN AND THINK.

• BB and Anne spoke about preparing the report for Fay Baker. Anne has a pretty complete one and will type it up.

FRIDAY

3

FEBRUARY

1967

34th day - 331 days to come

R.C. letter from Haar Hoolim. Mentioned buying 2 paper back books :- DICTIONARY OF GAMES by J. B. Pick, Contains ALGON THE ZEBRA BOOK OF GAMES AND PUZZLES.

The game SEDUCTION came. It is quite dirty but holds together as a game.

To I-S. Alice, Felicia, and Connor Barrett there. Played a little of his split-letter GAME. He made a new deck with more interchangeability in the letters but not as much as mine. He also gave a point value to the letters.

Bob Abbott called. Discussed ^{our} feeling about the TV game. Neither of us find them much interest or fun. We'd only do it for money, which is not at all assured.

He is seeing Funk and Wagnalls ~~next week~~ next week. Thru a friend, they are interested in having him do a book of POKER variations just a rehash of existing games. ~~etc.~~ They talked about an advance of \$3000 and publicity for him. He is going to ask them if they are interested in doing a book on CROSSINGS, my FOCUS, and Claude's LOA.

He has an idea for encouraging offense in ULTIMA. Pcs. in the first line can move a maximum of 1 space, in 2nd line - 2 spaces, etc. Hasn't tried it yet. He'll come here some evening to look at my books on POKER.

Midge invited us up to play RUMMY ROYAL (Whitman). We didn't go but I dropped up a moment. It is a ~~Michigan Rummy~~ type game with a large number of pools. There is one for the 10 \heartsuit , J \heartsuit , Q \heartsuit , K \heartsuit also Q \heartsuit -K \heartsuit , 789 of any suit, and probably some others. There is also a poker showdown at the beginning which players can join or not as they wish. (Fairly complete idea)

SATURDAY

4

FEBRUARY

35th day of year 1967 - 360 days

1967

35th day - 330 days to come

Rec'd. a letter from Sally Erath of F.A.O. Schwartz saying that a large collection of antique toys will go on display starting Feb. 15.

Played two games of INFINITE PLANE with BB. Great.

SUNDAY 5 FEBRUARY

Quinquagesima

1967

36th day - 329 days to come

Started a game of INFINITE PLANE with my & Bernice's father. They found it too difficult to be worth learning for one time.

Played CONSENSUS and they liked it.

Started a letter to Frank Thibault.

MONDAY

6

FEBRUARY

1967

Vehicle should

37th day - 328 days to come

Rcd, a FOCUS order from Sci. Am. From Canada with a delightful letter from:-

{ Dr. & Mrs. R. Makepeace
5550 Smith Ave.
(South Burnaby) B.C., Canada

BB, I, Anne, Claude, & Bob met @ Faye Baker's. Did not come up with much in the way of concrete ideas. I thought of an idea for a STOCK MARKET GAME where contestants push buttons to buy, sell, and change the prices of stocks. Have to think about it. I am to work further on the "treasure hunt" theme using travel and fashion as part of it.

Bob Abbott suddenly decided to duck out and leave the project. Faye will get another programmer eventually. Her plan for distributing the profits was - 50% for her and 50% divided between Claude, me, and the programmer.

Claude gave me a copy of Paul's edition of BIG FUNERAL. He also gave me the copy of JUM-PING to look at. The rules are in Spanish, with an English translation. Neither are completely clear.

TUESDAY

7

FEBRUARY

Shrove Tuesday

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

1967

38th day - 327 days to come

Alice called to ask some questions about INFINITE PLANE. Discussed the packaging and she said it is a big plus to limit the number of cards to 54, which is standard with manufacturers. She and Felicia really like it. Another call from Alice. The letter of 2/2 was from Bill Erickson, not Bill Carlson. She will write to him mentioning that SIT DOWN AND THINK is based on manipulation of equations.

Spoke to Claude. He has ideas for making a game out of DEDUCTION and KNIFE YOUR BUDDY. Sounds good. Told him off my STOCK MARKET GAME. He thinks that each of us should get the major share for the games he originates. I feel that this can lead to many honest arguments. We'll have to discuss it further.

Worked on the letter to Frank Thibault.

Bernice, Dana, and I played INFINITE PLANE. Dana won a close and exciting game. Great.

WEDNESDAY

8

FEBRUARY

Ash Wednesday

1967

39th day - 326 days to come

Another letter from Haan Hoolim. More puzzles and a
SUPER GAME.

THURSDAY

9

FEBRUARY

1967

40th day - 325 days to come

At B & N saw a book by Roger Price called SNOOP. It is called a party game but is really a party diversion. There are 12 faintly large squares with some lines in each. Each player has a set of these and draws a picture in each box. The drawings are then analyzed according to character traits given at the back of the book for the various types of lines, etc.

FRIDAY 10 FEBRUARY

1967

41st day - 324 days to come

Called up Bill Bentzin. He said there were quite a few clippings resulting from the release he sent out on me but unfortunately, they were sent to 3M headquarters. He will write today to get copies for me. He will also send me a copy of ACQUIRED. He will try to check diplomatically on the status of SIT DOWN AND THINK.

In Time Magazine they had a South Viet Nam political game called DEFLECTION. Filed in "Board Games" Folder.

Rcd. a letter from Warren Buell. Enclosed a newspaper article mentioning SEDUCTION, PASSOUT, TEN COMMANDMENTS, NUMBLE, WFP'N PROOF, & NUCLEAR WAR, among others, (From L.A. Times 10/23/66.) Also a folder for CAMERIZ, a quiz game using a projector.

He will be in N.Y. March 15th to 19th and wants to get together.

SATURDAY **11** FEBRUARY

Thomas Alva Edison, Born 1847

1967

42nd day - 323 days to come

(contin. from 2/12) [2/12]

en forma vertical o diagonal ésta no queda eliminada.

Regla Cinco:- En los cajones numerados, no está permitida la comida de fichas.

Regla Seis:- Cuando en el centro se cierre el paso, es obligación del jugador que ya no tenga adonde avanzar, abrirlo aunque tenga que sacrificar una o más fichas.

Regla Siete:- En el Jum-Ping gana la partida el jugador que al terminar, obtenga más puntaje. No se gana por número de fichas, sino por número de puntos y se cuentan de acuerdo al cuadro en donde hayan quedado colocadas, al hacer la última jugada. El juego se termina cuando uno de los jugadores logre colocar todas sus fichas, o las que le queden, en los cuadros de corona del lado opuesto.

Ejemplo:- Al jugador A le quitó durante la partida, el jugador B, 5 fichas - pero las 5 restantes logró colocarlas en los cuadros de corona 6-7-8-9 y 10, que sumados corresponden a 40 puntos. Mientras que el jugador B que no perdió ninguna, pero que tampoco colocó un número igual o mayor en los cuadros, pierde la partida por tener menos puntos que el jugador A.

Published by Creaciones Hengame

Apartados Aéreos 6220 y 17

Cali, Colombia

Handled in U.S. by Industrial Developments

75 E. 55th St.

New York, N.Y. 10022

Claude here for supper. Discussed TV games. He, Dana & I discussed one based on a maze, possible name- GET TOGETHER. I also had an idea based on living CHESSE games.

Played a little INFINITE PLANE. 3-hand. Claude liked it but he had to leave before we finished.

BB and I played 2-hand. I got a setup where I continued to get bonuses ~~and~~ and kept getting more and more cards in my hand. Stopped and I introduced a rule that only one bonus could be earned in a turn. Played again and seemed better, but I ran off 4 infinites before BB got one.

Finished the letter to Frank Thibault. Wrote one to Warren Buell. Mailed them.

SATURDAY

Played INFINITE PLANE with Dana & BB. She won by making a very long move with continuous bonuses.

SUNDAY 12 FEBRUARY

Abraham Lincoln, Born 1809

First Sunday in Lent—Georgia Day

1967

43rd day - 322 days to come

Copied the game of JUM-PING

The game as packaged, designed and created here will not necessarily appeal to the U.S. market. This sample game represents the type currently being sold in Columbia and is the only type so marketed.

The regulations are simple. There follows a rough translation of these regulations, the Spanish copy being attached.

Reg. 1:- Ten of the pieces are placed on each back line, which are numbered 1 to 10.

Reg. 2:- The pieces may move in any direction; that is, vertically, horizontally or diagonally, regardless of whether they are your own or your opponents.

Reg. 3:- An enlargement on Regulation 2, with the information that you need not necessarily jump and there is no limit to the number of jumps in one move.

Reg. 4:- It is possible, and mandatory, to eliminate your opponent's piece when jumped horizontally. The piece is not eliminated when jumped vertically or diagonally.

Reg. 5:- A horizontal jump on the back row; that is to say, the one with the numbers, will not eliminate your opponent's man.

Reg. 6:- When there is a blockage in the center section and one cannot pass, it is the obligation of the player who cannot advance to open even if he has to sacrifice one or more of his pieces.

Reg. 7:- Either player terminates the game by moving all his remaining pieces to the opponent's back line. The game terminates immediately the last remaining piece is moved to this line and the winner is determined not by the number of pieces but the total of the points on which the pieces rest, when compared with his opponents.

Reglamento para el Jum-Ping

El juego consta de un tablero, una caja y 20 fichas.

Regla Uno:- Las fichas se colocan en los cuadros numerados del 1 a 10; quedando así listo el juego para que lo inicien los dos participantes, que deberán coronar sus fichas en el lado opuesto.

Regla Dos:- Las fichas corren en cualquier dirección, es decir, vertical, horizontal o diagonalmente pudiendo devolverse desde cualquier punto para quitarle una ficha al contendor y regresar al mismo punto de partida o continuar avanzando, si se encuentra el camino.

Regla Tres:- Una ficha avanza paso a paso o saltando por sobre otra, ya sea propia o del adversario, siempre con un cajón vacío intermedio, para que la ficha que avanza tenga adonde caer y seguir adelante. No hay límite al numero de saltos que se pueden hacer en una jugada.

Regla Cuatro:- Para comerase una ficha es necesario tener en cuenta, que solo está permitido hacerlo en forma horizontal (de lado.) Está permitido comerse varias fichas en una sola jugada, observando la regla anterior. Al saltar la ficha de un adversario // cont. 2/11



MONDAY

13

FEBRUARY

1967

44th day - 321 days to come

Rcd. a letter from Haav Hoolim. More puzzles - based on
~~FANORONA~~:

Mrs. Gittleson of Ideal called. Dictated an additional clause to the contract which sets it for 10 years and reverts all rights to me in case of termination. I had BB do the typing. ELLERY QUEEN'S CASE OF THE ELUSIVE ASSASSIN.

Played INFINITE PLANE. with BB & Dana. Made a rule that a "wild card" when played could not be picked up in that turn. That seemed O.K. But Dana kept accumulating cards and forced us to buy cards at a disadvantage. He won but made a very dull game. Later I decided to change ~~the~~ the rules to make only a trade mandatory, not a purchase. This should stop a player from hogging all the cards. In the case when no player can make a trade, after all players have showed their hands, the first player to have done this must make a purchase, if possible. ~~Each other must also make a play on the table before~~ if not, the next player, etc.

MONDAY

Played 3-hand INFINITE PLANE. with BB & Dana.

TUESDAY 14 FEBRUARY

St. Valentine's Day

1967

45th day - 320 days to come

Sent letters to Mr. Fred Brahdles & Dr. & Mrs. R X Makepeace with their Focus booklets. In the latter letter told them I would investigate the possibility of organizing a "play by mail" club.

Sent the signed contract for EVERY QUEEN'S CASE OF THE ELUSIVE ASSASSIN to Ideal. Put the \$500 check in the checking account.

Jerry D'Ancey called from Washington

(cont. from 2/15) [2-16]

A player can play in his own "tally" zone as a defensive move but only in a space that the offensive opponent would be entitled to play in at that time (i.e. the circuit must be complete). A player wins by placing 6 markers in his target "tally" zone.

At any time in a period — a player may substitute a "junction" or a "circuit breaker" for his colored marker and place it in a space of the proper symbol. They are placed on top of an opponent's marker. The "junction" can be placed in either the "hot" or "neutral" zones. The "circuit breaker" can be placed only in the "hot" zone. A "junction" and "circuit breaker" can not be placed in the same space. Once placed no marker, "junction", or "circuit breaker" is ever moved or removed.

A "junction" makes the space it is on a part of any player's circuit. A "circuit breaker" makes that space unusable for any circuit.

Good game. I won after he let me take back a bull. He gave both Parker and Transogram copies of PROGRAM-IT and will sell it to whoever decides they want it first.

Transogram has put out his CHERRY PIE game which is a children's game. Marbles are placed on a spinning disc to see which come off. (Very rough idea.) This was shown to Transogram by T.D.C. which is connected to Art Linkletter. They got 67% from Transogram and gave Jerry 3/4 To.

Transogram wondered if something like PROGRAM-IT had been done before. Jerry gave them my phone and told them about me, Ed Cole, the one he spoke to, said he might get in touch with me.

Jerry showed Frank Thibault's MOBY DICK to Transogram. They thought it was too hard for children to play and too juvenile. (cont'd 2/17)

WEDNESDAY

15

FEBRUARY

Ember Day

1967

46th day - 319 days to come

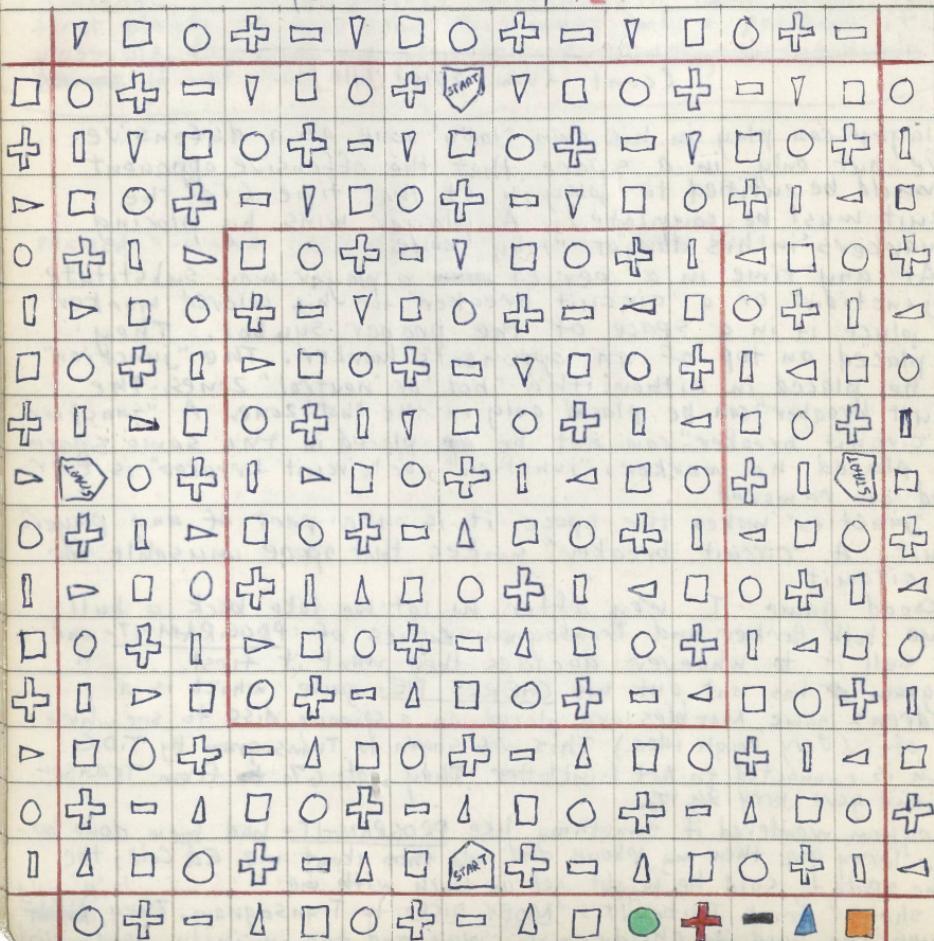
Sent letters to Mr. Brandes & Dr. & Mrs. R. Make peace, with their FOCUS booklets. In the latter letter told them I would investigate the possibility of organizing a "Play-by Mail" club.

Sent the signed contract for ELLERY QUEEN'S CASE OF THE ELUSIVE ASSASSIN to Ideal. Put the \$500 check in the checking account.

Jerry D'Arcey called from Washington. He will come here for supper tomorrow. Will bring me copies of COUP D'ETAT: Both versions.

The copy of ACQUIRE Bill Bentzin sent came, First class mail).

(contin. from 2/16) [2/16]



2/15
2/14
2/17
2/18

THURSDAY **16** FEBRUARY

1967

47th day - 318 days to come

Called Alice. Told her I was still working on INFINITE PLANE. She told me that Arnold Shapiro of X would be in for the toy fair. Also Bob Engel of Whitman, as I already knew.

Alice called me later, she rec'd. a carbon of a letter from Bill Cavuson to me. They are going to test market SIT DOWN AND THINK. Would like my thoughts on a new name however.

In March Playboy saw a layout called THE GROOMING GAME. It was not a game. Just a series of grooming product ads set on a game-like path.

Met Jerry D'Arcey at the office. Here for an evening of games & supper.

He brought me a copy of his original edition of COUP D'ÉTAT, which Parker bought from him after a few days study. Gave him \$4,500 advance royalties. He had spent about \$3000 in producing the game but then decided to try Parker before marketing it. It is based on the old French game of BAMBU or BARBU. (See large card file) and Jerry's main addition was attractive equipment for keeping score. BB, he & I played part of a game, very pleasant.

He & I played his game of PROGRAM-IT. It is played on a board (see 2/15 by 2 or 4 players. (I am not sure about 3 hand but believe it would be completely unfair.) The center area is called the "hot" zone, the next area is the "neutral" zone, the outside is the "tally" zone. Each player has an unlimited number of markers in his color. He also has two green markers, called "junctions" and one red marker, called "circuit breaker." Each player has a programmer which is used later in the game.



choose for first. Each player in turn places a marker. The first one is in their "start" space.

Then they are placed in the "hot" zone and each player's must be contiguous (orthogonally or diagonally) to each other. Continue until each player has 6 markers in the "hot" zone.

Then each player "programs" his next six moves by turning the six dials to the desired symbols. The player to the left of the player who went first at the start of the game, now goes first. (In subsequent periods the first move rotates to the left.) Players place their markers anywhere on the board (see later for rules concerning the "tally" zone) on a space with the symbol corresponding to the window of the programmer (the markers are placed on the programmer at the start of the period) and need not be contiguous.

Markers can be placed in the "tally" zone opposite to the player's start space and only when there is an unbroken chain from the start space to the space in the "tally zone". || (cont. on 2/15)

WEAR

FRIDAY 17

FEBRUARY

Ember Day

1967

48th day - 317 days to come

BILL CARUSON'S letter about SIT DOWN AND THINK came also the statement of earnings for 1966 - \$6,211.09.

Anne, Claude, BB, & I to Faye's house. Discussed Claude's idea for combining KNIFE YOUR BUDDY and DEDUCTION; looks promising. Discussed my "living CHESS" idea. Liked it for children. Didn't think the STOCK MARKET GAME would have too much appeal. Later I thought that it might be better just to use KNIFE YOUR BUDDY; Faye typed a small summary which is in a "TV Games" folder.

PAUL MILAZZO gave Claude a contract for WATCH. Claude told him he thought other games would be more commercial but Paul wanted this one. Probably it will be inexpensive but attractive.

Called Jerry D'Arcey at his hotel. He called me back again. Transogram doesn't have a decision yet on PROGRAM-IT. He gave me another buildup to Ed Cole. The latter sent him to Ideal where he spoke to Mr. Benko. Discussed plastic gadgets rather than games.

(cont. from 2/14) [2/16]

for adults. It consists of a considerable number of plastic "picks" and 12 whales in 4 colors and 1 white whale. Players in turn choose a pick and try it in a hole in the whale. If it fits right the whale can be picked up with it and the player gets it. After getting 3 whales (what colors?), he can try for the white whale.

~~Jerry~~ looked at PATHFINDER. He found it was much like ~~Jerry~~ Frank's SQUIGGLE, which 3M is going to test market. Jerry worried about this and decided not to say anything to Frank.

Jerry, who is a good friend of Hans Goldschmidt, worked on assembling FUTURE. He and Hans worked out a better version (which he forgot) but Kaiser wasn't interested in it.

He and Hans were also involved with CHOICE.

Jerry was looking for a children's card GAME. Transogram is interested in but wants to make sure it is in public domain (why?). It is a game where you ask for cards, each one having a long name such as "Sir Harry Finenduster" (not quite this), his wife, children, dog, etc. and must ask by full name and must say thank you when get it. I looked thru my books and couldn't find it tho I remember the funny name from somewhere.

In my conversation with Alice we decided not to send Connor's split-letter GAME to "X" before we talk to Arnold Shapino at the toy fair.

(cont. on 2/18)

SATURDAY **18** FEBRUARY

Ember Day ab 218 - ab 402

1967

49th day - 316 days to come

Rcd. a letter from Bill Bentzin with clippings from four small newspapers about me, calling me the acknowledged foremost expert on games.

Played ~~two games~~ a game of INFINITE PLANE with Dana & Dale. In evening played two games with BB and the Fredericks. Changed the rule for forced play so that a player who has two of the same plane has to play even if he has to buy, provided the next highest plane is present on the table. Also changed the goal to getting 5 infinites for 2-hand, 4 infinites for 3-hand, 3 infinites for 4 hand.

(cont. from 2/17) [2/16]

Jerry started to discuss a TV game he has worked out based on INK-PINK. I asked him not to tell me anything about it since I am also working on TV games.

[Started 2/16]

SUNDAY **19** FEBRUARY

Second Sunday in Lent

1967

50th day - 315 days to come

Played INFINITE PLANE with BB.

Made some rough changes on THE FIRST MILLION board. Later thought of the following rule for "Holding Company". When the player with "Holding Co." throws the "Company" number he can take a company of his pick without the qualifying dice throw. Will not overcome the "bank" protection however.

Thinking of what to put on business cards. Decided on:-
Specialist in Games • creation • development
• evaluation • research.

MONDAY

20

FEBRUARY

1967

51st day - 314 days to come

BB & I to Esthetic press to pick out business cards for me.
He didn't like my choice of layout but I persisted.

Claude called. Paul wanted my opinion of JUM-PING: Very
ordinary.

TUESDAY

21

FEBRUARY

1967

52nd day - 313 days to come

Claude & Anne over. Played 4-hand INFINITE PLANE. They didn't catch on too well, and consequently didn't like it that well. Later BB & I played 2-hand. When I used my wild tri with the complimentary hex I got a lead she couldn't overcome. The complimentary hex is all important, too important.

Claude was supposed to take back JUM-PING to return to Paul. He forgot it.

Fay called BB. She checked and found there are more women playing the stock market than who watch TV. She said to go ahead with my idea for a STOCK MARKET GAME. She also wanted to know whether I had heard of a Mr. Brambier at Educards. He may be putting money into our project.

WEDNESDAY

22

FEBRUARY

George Washington—Born 1732

1967

53rd day - 312 days to come

Played 2 - two hand games of INFINITE PLANE • with BB. 1st I clobbered her but second was very close, tho I won. Added a rule that a bonus could not be taken when using a wild card. Also rescinded the rule that a wild card could not be picked up in the same move it was used. They are not that crucial now.

Wrote to Bill Caruson with these three suggestions for new names for SIT DOWN AND THINK:- INTERPLAY, EQUIVALENCE, Q.E.D.

For Fay copied a list of computerized business games from the book BUSINESS GAMING.

THURSDAY 23 FEBRUARY

1967

54th day - 311 days to come

To Gimbel's & Macy's. Both had ACQUIRE. At Macy's saw CALL IT GOLF. (I think that is the name). Played on a large quadrille board. Can choose your club, and a spinner for that particular club gives you the distance measured straight ahead with hooks & slices, if any, measured to the sides. The later clubs just tell you that you have missed the green or what position on it you have landed. The patter tells you how many puts to hole out. A very ordinary game and not particularly fancy (the board in corrugated cardboard) but they ask \$12.95 for it.

Called Arthur. Random House turned down the High Deck but they thought it was great. Told him I might see Bill Caverson during Toy Fair. He asked me to tell Bill about the High Deck. I said I couldn't do it in front of Alice. He then asked me to write to Bill. I said I wouldn't but suggested that he write and use my name. He said that his material was so good he wasn't going to beg them. I said that his stuff was good but that mine was just as good and I wasn't too proud to solicit. Left it there.

The game VIET NAM came. Looks like a rather interesting wavy game.

Bought the February Scientific American. Martin Gardner's column had a number of games! - JAM, HOT, GAME OF THE HAMSTRUNG SQUAD CAR, The latter is from the book DIFFERENTIAL GAMES by Rufus Isaacs (Wiley, 1965).

While talking to Arthur explained INFINITE PLANE to him. Said he didn't quite understand it but would like to try it.

FRIDAY **24** FEBRUARY

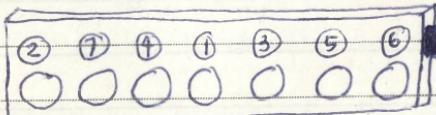
St. Matthias, Apostle

1967

55th day - 310 days to come

Rcd. letter from Warren Buell. He'll be here 3/5.

Rcd. Feb. ~~playthings~~ PLAYTHINGS. Some new games!—
RSVP. (S & R) by Jim Brunot - inventor of SCRABBLE;
LINK UP, COUNT DOWN, WILD LIFE. (The same as the English game);
TRAFFIC, HARNESS RACING. (Have this by another co.)
(E.S. Lowe),
KRESKIN'S ESP. (M.B.)
THE HOLLYWOOD SQUARES. (Watkins-Strathmore) Copy of a TV game.
SPARE-TIME BOWLING, KISMET.— Taken over by Lakeside
KOASTER.



by Ralph Waders, 24-30 41st St. Astoria, N.Y.

The puck-like pieces start off by each covering a hole that shows a number from the cylinder inside a rectangular box.

To begin play, a player is allowed to move any of the coasters on the box-like board. The number that appears under the coaster that is moved indicates the length of the count-off that must be made starting horizontally either from the far left or far right coaster. For instance, if a player chose to begin play by moving the number two coaster from the left, and number seven was under the coaster, see photo, the player ends up picking up the seventh coaster from the left or the right, this play leads to another uncovered number calling for another move, and so on.

To Fay's, Claude, Anne, & BB too. Notes in folder. Fay suggested that Claude and I get a lawyer to go over the contract that her lawyer will draw up.

Gave the copy of JUM-PING back to Claude.
Gave the games I copied 2/22 to Fay.

SATURDAY

25

FEBRUARY

1967

56th day - 309 days to come

Rcd. the initialed pages for ELLERY QUEEN'S CASE OF THE ELUSIVE ASSASSIN back from Ideal.

Played 2 - two hand games of INFINITE PLANE. with BB.
I won too easily.

SUNDAY **26** FEBRUARY

Third Sunday in Lent

1967

57th day - 308 days to come

Began counting the games in my collection to get an idea of their value for Ed Weber. Came across COLOR CUT-OUTS, which might make a good game of the BOOBY TRAP variety.

MONDAY **27** FEBRUARY

1967

58th day - 307 days to come

Alice called. Asked if I had heard from Bob Abel when the True article will be out. Want to mention it to buyers. Said I'd call tonight. Told her I was thinking of putting off INFINITE PLANE myself. She thought it an interesting idea. She said that Arnold Shapiro would be in for Toy Fair and she wants to threaten to pull out the games they have if they don't have any idea when they will start moving.

Asked Bob Oxhandler if he knew of a contract lawyer. He says a school friend does his contracts. He does it on the side - he works for someone else - and is not expensive, but is good.

Claude called. He has an idea for a TV GAME about dress designing.

Arthur called. He wanted Jules Cooper's number so that he could ask him for some marketing information concerning the HIGH DECK. He once saw Jule's at Lowell. I gave him the number but suggested that he wait till after Toy Fair.

Called Bob Abel and got Carol. Bob had a deadline and she couldn't get thru to him. Asked her to have him call me if he knew when the True Article would come out.

Called Alice to tell her about Bob Abel. She does not care for the name INFINITE PLANE and would like me to think of something else. Said I'd try. She also says she likes the name SIT DOWN AND THINK and will write to Bill Caruson telling him the story of how it came about.

Arnold Shapiro will be in town for Toy Fair and she is going to insist that they get moving.

Completed the estimate of the value of my collection:-
Games - 640 in card file. Those not indexed not counted (\$4 ea.)
Books - About 375. (\$3 ea.)
Patents - About 800.
Estimated value - \$4,000.

TUESDAY 28 FEBRUARY

1967

59th day - 306 days to come

Called Claude. Told him about the lawyer Bob suggested. I also offered to loan him his half of the fee.

Felicia called to ask if I'd heard of a card game called "Jark". A buyer in Buffalo says it is popular there. I looked up SARK CARDS. and think this is what she had in mind.

Started working on a new set of cards for
INFINITE PLANE;

WEDNESDAY

1

MARCH

1967

60th day - 305 days to come

called Alice about the SARK CARDS. She agrees that they are the ones in question.
She has heard from Bob Engel of Whitman. They will be in town Friday of next week to look at THE FIRST MILLION.

THURSDAY

2

MARCH

Texas Independence Day

1967

61st day - 304 days to come

Got photostat reproductions of several newspaper clippings that built me up and mentioned BIG FUNERAL. BB & I prepared a bibliography of me for Fay. (Rough draft in TV games folder.)

Claude called Fay wants a business simulation game

WEDNESDAY

FRIDAY

3

MARCH

1967

62nd day - 303 days to come

To Fay's with Claude but women not there. Blocked out a Business Simulation GAME, using bidding for raw materials, manufacturing, and offering items for sale at different prices. Didn't accomplish much more and Fay blamed it on the women not being there.

Fay gave some material on computers from Fortune & Times to read.

Fay is going to write to Ed Dwyer (a government big-shot on computers) to suggest someone to work with us.

SATURDAY **4** MARCH

1967

63rd day - 302 days to come

Finished a new set for INFINITE PLANE. Only the instructions and boxing are needed.

Played part of a 4 hand game of THE FIRST MILLION. by myself. Then played two games with BB and Dana. The new rules work O.K. Think that it would improve the game to give a handicap to the "Stock Market" in making the player use the lower of the two dice when throwing for profit.

Received a leaflet from Flaghouse advertising an ESP TEST KIT. Filed in "1967 Ad clips folder".

(cont. from 3/5) [3/9]

spaces to move varies with the position (1st, 2nd, etc) of the horse. It sometimes pays to drop back to make use of a card that gives a good move from a back position. He will send me a copy. I will send him a copy of FOCUS booklet.

I have a game called JOCKEY and he called in the evening to get a description of it. It is different.

At Cadaco got a catalog. Three new adult games listed.
NIK NAK NUMBERS.

MANEUVER.

WHEEL & DEAL.

Catalog filed in 67 Ad clips.

At Western Printing asked about FOCUS in N.Y.C. They didn't know of any place in N.Y.C. carrying it.

Selchow & Righter will send me a catalog. Their new games are:-

RSVP. - a word game played on vertical grill which is filled with letter cubes from the opposite sides by two players.

MADAME PLANCHETTE. - a race game, the winner of which gets her fortune told by a "planchette" (a writing ouija). Aimed at teen age girls.

[started 3/9]

SUNDAY

5

MARCH TAB

Fourth Sunday in Lent

1967

64th day - 301 days to come

Finished the line work on a new board for
THE FIRST MILLION.

Warren Buell over for supper and to spend the evening. Talked about games but didn't play any.

The Sunday Times had ads for the following games:-

BE A MANAGER, SPACE ACE GAME, E.S.P. GAME, MATHMATAB,
SKI-GO GAME, SOLAR CONQUEST, E-S-P TEST KIT, CONFIGURATIONS,
WONDER WORDS. (Filed in 1967 Ad Clips)

(cont. from 3/6) [3/9]

At Avalon Hill they have added one war game, JOTLAND. Only the box was there.

At Parker spoke to Randy Barton & got a catalog. (Filed in Bottom file drawer. Their new games are UNIVERSE. which is a 4-hand version of PAN-KAL. When 4 play the entire field is used. When 3 play use the darker squares at two opposite ends, when 4 play use the entire board, when 2 play use only the light squares.)

PLAY 'N TALK. - An educational spelling and pronouncing game.

FIVE THOUSAND (V). - See 12/10/63.

COUP D'ETAT.

DUET BRIDGE. - Double Dummy.

Randy said by all means to send in GO SEE-A GLOBAL HOLIDAY. They are not particularly happy with AS THE WORLD TURNS. They have had their best success with card games.

At Lowe got a catalog with their new games (Filed in 1967 Ad Clips);-

WILD LIFE. (The English Game)

NILE. (This is almost exactly the same as SNAKE)

COUNT DOWN. (Supposed to have come from Europe.)

HOME STRETCH HARNESS RACING. - I have it as HARNESS RACING.

TRAFFIC.

WHIRL-A-WHEEL. - Gambling games

SCAMPER. - Children's game of catching a mouse with a cup.

At Gary & Riedel (Jobbers who handle many ~~small~~ games of small cos.)

saw ESP TEST KIT. - not a game but equipment for testing ESP.

PLAY THE BEATS. - a simple single track race based on music.

TOSS-A-CUBE MUSIC GAME. - About 12 dice with musical symbols on them. Throw them and then place in matching spaces on a small board. (Rough idea.)

Met Steve Spencer (BROKER). He is putting out a game called

JOCKEY. It is played with cards which give distances for the horses to move ahead. On each card the number of (Cont. on next page)

MONDAY

6

MARCH

1967

65th day - 300 days to come

Bob Abel called. The artical for TRUE Magazine still doesn't suit them and he doubts if he going to try again.

The four games I ordered from La Samaritaine came, boxed in wood and in good condition. The games:-
LE GRAND VOYAGE.

TORDU.

AVIS AUX AMATEURS LA BOURSE AUX IDEES.

PETITES ANNONCES DE FRANCE SOIR. (One card is missing and ~~two~~ two of another are in the set. It won't affect the play of the game.)

Finished all the printing on the board for THE FIRST MILLION.

Times had Ad for one additional game:- 23 SKID-DOO GAME.

(cont. from 3/9) [3/9]

At Aco Games saw the inventor of FACULTY CARDS; He would like new games for his line and took my card. He ~~would~~ offered to send me a copy but, since he was very nice, I said I'd get one at Brentano's. Have his card.

Saw E.S.P. GAME. (Hamlet Educational Toy Co.). This is only an Ouija Board, with a record for atmosphere. (Ad clips)

Saw Charlie Parker at CO-5. He promises to come visit me during the year. He is looking for fast games with dice or spinner. He will send me a copy of GOOSE'S WILD. They have a new game, JOLTZ, which is an abbreviated version of AGGRAVATION, for 2 or 3 players.

At WFFN Proof the only new game is a Solitaire game, CONFIGURATIONS, which looks interesting (they don't have the rules printed yet) and will be out in a few months.

Couldn't get in at Ideal, Jules Cooper was at factory. Called and I'll go tomorrow before 2:30.

Didn't go to Built Rite Toys at rm. 1112, 5th Ave., Bldg. but they have adult game listed. Will give them a call or go over there at lunch some day.

At Deluxe Topper saw CLOCK-A-GAME which is similar to CLOCK-A-WORD, but have replaceable scrolls based on various subjects.

(cont. on 3/5)

3/8

TUESDAY 7 MARCH

1967

66th day - 299 days to come

Called Jules Cooper. I'll see him at Ideal Thursday afternoon.

At BEN looked at the book DIFFERENTIAL GAMES by Rufus Isaacs (Wiley, 1965). It is mainly mathematics and costs \$15. Didn't buy it.

Called Felicia. Arnold Shapiro not in yet. Claude's game of WATCH is doing well but not BIG FUNERAL.

BB called. BIG FUNERAL mentioned in Post. I called Anne to tell her. (in articles from periodicals)

When got home from work, Alice had called. Shapiro will only be in for a short time and she wants to talk to him alone. I called but she didn't change her mind. She will mention INFINITE PLANE to him tho.

~~The March issue of PLAY THINGS came, contains the following.~~

~~Felicia also told me, in strict confidence, that Paul would like to sell out to "X".~~

The March issue of PLAY THINGS came. Contains the following:-

SNAKE'S ALIVE.

COLD FEET.

CAREFUL.

SLAP TRAP.

ALL-PRO NFL FOOTBALL.

MURDER ON THE ORIENT EXPRESS.

THE CASE OF THE ELUSIVE ASSASSIN.

HIDDEN HOARD.

CHOP SUEY GAME.

SLAP STICK.

KRESKIN'S ESP.

FEELY MEELEY.

FANG BANG.

BATTLESHIP.

AUTOFUN GAME - American Machine & Foundry Co.

CHARAIDS - Advanced Ideas - (subjects for charades)

SOLAR CONQUEST GAME - Atech

RSVP.

MADAME PLANCHETTE.

COUNT DOWN.

TRAFFIC.

WILD LIFE.

NILE.

Ideal

M.B.

S&R

Lowe

(cont. on 3/8)

WEDNESDAY

8

MARCH

1967

67th day - 298 days to come

Alice called me. "X" will send contracts for the following games by May 1st:-

SHAPE AND SHATTER.

DEDUCTION.

COLOR CONFUSION. (new name for BAFFLE)

STACK STICKS.

The following are being tested and look encouraging. Answer should come soon after May 1st:

CIRCULAR GOLF. (An action game)

TOTTER.

RUSTLERS.

RED LETTER.

Some people there like NUMBER FOOTBALL but took about a week to learn it.

They like SPORTS ARENA. (Dick Conner's) but can't price it at less than \$15, and they want to price the line at from \$5 to \$10.

Alice said that the CO-5 company has a new version of AGGRAVATION and to look at it.

Alice wrote to Bill Carlson about SIT DOWN AND THINK.

Called Anne about DEDUCTION and Claude called me. Told him that [REDACTED] Alice should be told of the TV games. He agreed and told me to tell her. I said I'd call Fay tomorrow and tell her that we haven't done anything this week and suggest that we call off the meeting this Friday.

Alice told me that Arnold Shapiro is quite interested in seeing SCOPE. (or possibly TRINGO would be a better name) and also INFINITE PLANE. He also said that the changes in RED LETTER were minor.

(cont. from 3/7) [3/7]

UNIVERSE.

PIRATES OF THE CARIBBEAN.

IT'S A SMALL WORLD.

COUP D'ETAT.

DUET BRIDGE.

FIVE THOUSAND.

FEELY MEELY.

FANG BANG.

SLAP STICK.

KRESKIN'S ESP.

} P.

} M.B.

3/6
3/5
3/4

THURSDAY **9** MARCH ~~WEDNESDAY~~

1967

68th day - 297 days to come

Not into Toy Fair as a "guest".

Saw Dick Conner. He is doing quite well and is beginning to think of putting out games again. He'll contact me. Told him of X's comment on SPORTS ARENA. He will contact Alice with some ideas.

At Campaign saw Jim Lynch. Saw WATCH. It looked good and is selling well. The board is as shown and the 25 pieces, are broken into colors as follows:-

4-4-3-3-2-2-2-2-2-1.

Jim gave me a new ~~CAMPAGN~~ CAMPAIGN game. They are doing a religious game called CATECHISM:

Leaflet filed in 1967
Ad Clips.



At Atech Enterprises spoke to the inventor of SOLAR CONQUEST (See 11/8/66). (Ad Clips)

At Bamco Enterprises, Inc. saw BE A MANAGER: This is a baseball game. There is a card for each player in all the teams in either the National or American Leagues (can buy either version). These cards are based on the batting statistics of the players. There is an additional pitching card for each pitcher based on their pitching statistics. ~~There~~ There is a chart which assigns a number to every throw of 3 dice, in ascending order: - 1-1-1 = 1, 1-1-2 = 2, 1-1-3 = 3, etc. The batting cards have these numbers listed on them with a result for each. The pitching cards have some of the numbers but not all.

The players ~~in the~~ choose their team and make a lineup. The pitcher chosen is put on a space and the 3 dice thrown. If the number is on the pitcher card this gives the result, such as strike out. If the number is not on the pitcher card, the dice are thrown again and result is given on the batter's card. There are special optional rules for advanced plays. ~~Leaflet~~ Leaflet in 1967 Ad Clips.

Regal Games had a number of different AUTO BINGO games, based on makes of cars, or types of bldgs., etc.

Met BB's cousin, Sonny Goldowitz. He has two hobby kits but wants to expand his line. He will contact us about coming with Shirley, his partner and his wife to see us and look at my available games.

(cont. on 3/6)

3/11

FRIDAY 10 MARCH TAB

1967

69th day - 296 days to come

From the newspaper I picked up at fair yesterday clipped an Ad for M.B. with descriptions of the following games: KRESKIN'S ESP, SLAP STICK, FANG BANG, FEELY MEELY, BATTLESHIP (Filed in 1967 Ad clips)

Bob Abbott and Natelie Donna here for supper & evening. Played Claude's WATCH. Showed Bob my OPERATION SEARCH puzzle, he couldn't solve it but he liked it.

At 10 o'clock to 1-S. Alice told me that her meeting with Arnold Shapiro and Jim Goldenbury (or something like that) was very encouraging. She thinks that RED LETTER is practically in. I looked at the model and the rules of RALLY-TALLY. It is attractive but only a children's level game.

Bob Engels of Whitman came and he, Alice & I played part of a game of THE FIRST MILLION. He said it played well but that it was in the same field as their STOCK MARKET GAME. They had been thinking of discontinuing that game but it does sell some 100,000 a year. They will upgrade the quality but not change the rules. He will send me a copy of the new version. They don't wish to put another game of the same type out now.

He did say that MAVERICK COUNTRY and FREE FOR ALL were liked by the initial committee. The former rec'd. a particularly enthusiastic reaction from the woman who is in charge of the committee. He said we'd have a progress report in about 3 weeks and indicated that at least one would be accepted.

In answer to a ~~del~~ question from Felicia he said that their new policy is to pay from 2% to 2½% royalties, without a cut off.

In answer to my question he said they would be glad to put my name on the box.

Played a very little of Connor Barrett's CROSSINGS and he said to send it in. He wasn't interested in RALLY-TALLY.

Walked to 200 5th Ave but Jules Cooper had just left for lunch. To work and then called him up. He will call and arrange a date for me to come over and see their games and go to lunch.

Told Alice what Randy Barton said about sending GO SEE-A GLOBAL HOLIDAY and I brought it to her to send. Also spoke about card games but decided to send INFINITE PLANE to "X" first.

Told Alice that NILE was the same (with minor variation) at SNAKE. Alice said that "X" wasn't interested in buying out Paul since the only game they liked was WATCH. (cont. on 3/11)

SATURDAY 11 MARCH

1967

70th day - 295 days to come

The 1967 Playthings Directory came. Steve Speyce had told me that there was another game called STOCK MARKET. in addition to Whitman's. It is listed by a company called Futures, Inc. in Akron Ohio.

Working on TRINGO or SCOPE. Dana put the nails in four boards and I started cutting holes in cards.

BD, E, Claude & Anne met in Flushing. Went to Toy Town where I saw KRESKIN'S ESP. The board has the alphabet, numbers and (I believe) a Yes-No section. There is a pendulum and some cards with colored symbols. Does not look like a true game, tho I couldn't see the rules, under cellophane. At store bought 6 pair of dice.

Told Claude & Anne about my ELLERY QUEEN'S CASE OF THE ELUSIVE ASSASSIN. Mentioned to Claude the fact that Bob Abbott's SWITCH probably triggered his thinking about the removable tiles in WATCH.

(cont. from 3/10) [3/10]

Bob Abbott told me that he signed a contract with McGraw-Hill to write a book on POKER variations. But he isn't sure that he wants to go thru with it. If he doesn't he will suggest me, Bob & I. Both noticed that Claude's WATCH has a resemblance to Bob's SWITCH. But certainly not enough to be a steal.

SUNDAY 12 MARCH

Passion Sunday

1967

71st day - 294 days to come

At Dad's cut more cards for TRINGO or SCOPE. Dad, BB, Dava, & I played THE FIRST MILLION. Worked quite well.

Called ~~BB~~ Fay. She had a phone call from Ed Dwyer. He suggested John Carr or Claude Shannon. The latter is practically the father of switching theory for electronic computers. He is mentioned in the book I have on computers. Spoke to Claude about him and then to Fay again.

At night Frank Thibault called me from California. He received a contract from 3M for SQUIGGLES. It is for \$70 without a cut-off. He doesn't care for the reduction in royalties in case of a "knock-off" or using the royalty money to fight a law suit. I told him they were standard features in all ~~the~~ the contracts I have signed so far. He said he would be writing shortly. He mentioned that Jerry D'Arcey enjoyed his visit with BB and me greatly.

MONDAY 13 MARCH

1967

72nd day - 293 days to come

Called Felicia to check on the provisions of the 3M contract I discussed with Frank Thibault yesterday, she'll have Alice check and call me back.

Felicia told me that Alice had made up a card GAME to be played by 4 to 12. She had Ruth do the mathematics involved and, if sold, 25% will go to the business, 25% to Ruth, and 50% for herself. When we go to their house soon we will play it.

Alice has sent GO SEE - A GLOBAL HOLIDAY to Parker, Ruth is pleased that it is going out again.

Felicia told me that Alice had given "X" ~~an adult~~ an adult GAME to take with them. Didn't recall which.

Rimsky gave me a clipping from today's Times mentioning the game THE DEADLY DOUBLE (Fifth in "Articles from Periodicals" folder)

Alice called me later in day to confirm my memory of the 3M contract. They have all my contracts. Discussing the "Knock-off clause" we discussed MERGER. It is still around and one place in Pennsylvania did better with them than the 3M games.

She will check with Bill Dodge whether ~~they~~ bought NILS ^{love} from him. If they did we will try AIRLINE there.

Her game is ~~a~~ about ESP and fortune telling.
She couldn't recollect the GAME. "X" took with them.

Fay called. Don't remember exactly what about.

Rec'd. a FOCUS order. No mention of source.

Cut out some more cards for TRINGO and BB and I played several games. She loves it.

Alice also had an idea for X to package their games. Her idea is a drawer type box so that they can be piled and a game taken out without disturbing the pile.

TUESDAY (14) MARCH

14

1967

73rd day - 292 days to come

Thinking of an idea for my old game of CIRCUITS. Have the movable discs marked with the letters A thru E. The first player moves a disc marked A, the second a disc marked B, etc.

Thought of an idea for a TREASURE HUNT game for TV and also details for the HERALD SQUARE children's quiz game, I think a better name would be TOURNAMENT. These thoughts were during the day and called Fay to tell her I had a break thru. In the evening lay down for 1 1/2 hours to think them thru but couldn't do it. Called Fay to tell her the bad news. Talked a long time and agreed that I wouldn't quit.

Fay mentioned that there is a computerized SPACE WAR GAME, which a programmer named Minsky has created. She wants to get this game and John Glenn as an M.C.

As she will be busy tomorrow she asked me to call one of the following two men to set up a date for Thursday:-
Charles Asmus?

Charles Asmus 7

345 E. 47th St. } Head of American Federation of Information
MD 1-3494 } processing societies.

Isaac Seligson & Bill eliot at IBM

PL 3-1900] Big shot at IBM.

WEDNESDAY 15 MARCH

15

1967

74th day - 291 days to come

Worked out the details of the two TV games TREASURE HUNT & TOURNAMENT. I am pretty satisfied with them. Wrote out the rules for the former roughly to send myself a registered letter.

Called and spoke to Zeke Seligson. Date for tomorrow morning at 10.

Called Claude but got Anne. She is working on a children's ~~game from GAME~~ from an idea by Paul. It will use colored squares of cardboard placed on the floor which will be used as bases for children to move around, making use of color relationships. She told me about it so that I wouldn't worry about the use of color relationships.

Called Fay to tell her I had worked out the two games. She saw a computerized strategy GAME which she thinks would replace Claude's machine learning GAME. Asked me to tell him not to work on it further.

Called Claude and he is annoyed about the machine learning game. He has ideas for a TV STOCK MARKET GAME and a COPS AND ROBBERS GAME.

(cont. from 3/16) [3/16]

Rcd. a letter from Warren Buell. He went to the toy fair and at Regal Games got copies of some of their AUTO BINGO games. He is sending them to me and also his copy of Berne's GAMES PEOPLE PLAY.

BB took the TREASURE HUNT registered letter to the post office and had it cancelled and took it with her.

3/15

THURSDAY **16** MARCH

1967

75th day - 290 days to come

To Fay's at 9:15. Claude there. Meeting called off at AFIPS because of the two men being snowbounds. Told Fay ~~& Claude~~ ^{Academy} TREASURE HUNT & TOURNAMENT ~~new~~ games. Fay loved the former.

Claude told of his idea for STOCK MARKET GAME with rounds of purchasing stock with the different companies having fairly certain potentialities and dividend payment a dividend payment after each round of purchasing. The idea was good but Fay was not listening, instead was all taken up by my game.

Walked to office and picked up some rubber bands to use with TRINGO.

Felicia had called when I got to office. Called her back and spoke to her even tho she had already spoken to BB. Larry Winters has come up with a new panty type card GAME for up to 12. We will go there 3/29 to try it out. Larry is also interested in TV games. Felicia thinks that "X" might sometimes want to do something with TV and that I shouldn't tip myself up. (Fay wants a long term exclusive contract.) There was a short but encouraging letter from "X".

The contract for SIT DOWN AND THINK came. It is for 4% without a cut off. They also sent two checks for \$125, one for me and 1 for VS. This is a closing fee, not an advance on royalties.

Called Alice to tell her about the 3M contract. She was pleased. She is against TV games after her bad experience with a producer. They were actually taping when he ran out of money.

The game she sent to "X" was Connor Barrett's split-letter GAME. She asked Arnold Shapiro if they would consider having two completely different word games and he said "of course".

BB and I will go to their house next Thursday to try her new game with Ruth there too.

Claude called. Meeting tomorrow will be in Fay's mother's apt. called Fay to tell her I got the message. She loves my TREASURE HUNT game!

Claude mentioned a book, paper back, which I might find interesting:- 2 PERSON GAME THEORY ~~(by Anatole Rapaport)~~
by Anatole Rapaport
(Publ. by Anne Arbor books)

Rcd. a FOCUS order.

Rcd. a letter from 200 Games (FACULTY CARDS) asking me to submit games particularly in the educational field. //cont. on 3/15

WEDNESDAY FRIDAY

17

MARCH

St. Patrick's Day

1967

76th day - 289 days to come

Jerry Fredericks sent the Feb. Sci. Am. Martin Gardner's column to me though the mail.

Meeting at Fay's mother's, Anne, BB, and Claude there. Discussed business arrangements most of evening. Have general agreements on most points and it was a very productive evening. (BB took notes which are in files.)

BB brought the 3M contract to VS. Alice wasn't feeling well but got out a letter to 3M.
(2 copies)

SATURDAY **18** MARCH

1967

77th day - 288 days to come

Dinner 32

Fay called me in morning to say how pleased she was about last night and hopeful for the future. She later called Claude to tell him she had called Claude Shannon today and he is very interested in the project. ←
She will bring our games to him as soon as we have them written up. Claude is having trouble with his games.

BB, Dana and I played INFINITE PLANE. Very nice with the new deck. Dana won by hoarding cards and by using a lot of wild cards to get 3) infinites at one time to win. I thought of reinstating the rule that a wild card could not be picked up after being so used, but, after discussing it with them, decided against it.

Called Alice to see how she was. Still has pains in her neck.

Started writing rules for INFINITE PLANE.

Finished the 8 cards for TRINGO: BB, Dana, & I played about half a dozen games.

Faye called in evening & held BB for quite a while.

SUNDAY 19 MARCH TAB

St. Joseph
Palm Sunday

1967

78th day - 287 days to come

Finished rules for INFINITE PLANE. And also wrote rules for TRIPLE CROSS - my new name for TRINGO.

Fay called. She found my resume which she had misplaced.

Sent #1 for copy of 23 SKID-DOO which was advertised in Times for March 6.

Sent the Feb. Sci.Am. Gardner column to Claude - the one Jerry sent me.

Called Jerry to thank him for the column. He said he'd send me the Jan. & March.

W MONDAY **20** MARCH HT

Monday in Holy Week ~~1967~~

1967

79th day - 286 days to come

going to visit Bill

Fay called me at work. Wants a copy of my Look, Sales Management, & Esquire mentions. Mario's (the fellow from ~~and RAND~~) game is not complete and she asked if I would be interested in completing it, without Claude. I said O.K., if it was O.K. with Claude, and she said she'd write to Mario, asking him if he wanted to share his split with me. Spoke to Claude and he doesn't mind it this once I work on something without him.

The package Warren Buell sent from California came. It contained GAMES PEOPLE PLAY by Eric Berne and two AUTO BINGO cards.

Packaged TRIPLE CROSS using the box from PASS-O.

TUESDAY

21

MARCH

First Day of Spring

Tuesday in Holy Week

1967

80th day - 285 days to come

Called Fay. Told her it was O.K. with Claude if I worked on Mario's game. She said she didn't mean to leave Claude out, and would write to Mario. I called Anne to tell her - she invited us to come over with the family in the near future, with some discussion on TV games.

Claude is coming along on his STOCK MARKET game. He checked with his nephew who works on Wall St. to get authentic details.

At Barnes & Noble bought two paper backs at \$1.95 each:-
TWO-PERSON GAME THEORY by Anatol Rapoport
MATHEMATICS AND THE IMAGINATION by Edward Kasner & James R. Newman

BB typed the rules of TRIPLE CROSS and INFINITE PLANE. Decided to change the latter and retype it. Also boxed it in a U.N.E.S.C.O. Xmas card box.

WEDNESDAY 22 MARCH

22

Wednesday in Holy Week

1967

81st day - 284 days to come.

Called Alice. She is feeling better and tomorrow is on. They had a letter from Hank Simpkins at Parker. They rec'd. GO SEE - A GLOBAL HOLIDAY and it is being considered by the committee. They also had a letter from Bob Engel at Whitman. He enjoyed his last visit here, and their should be an answer on FREE FOR ALL and MAVERICK COUNTRY in a few weeks. Talked to her about INFINITE PLANE & TRIPLE CROSS. B.A finished retyping the former and I got both of them ready for tomorrow.

THURSDAY

23

MARCH

First Day of Spring

Maundy Thursday

1967

82nd day - 283 days to come

BB and I to Felicia and Alice's house for supper. Ruth Shaller there too. We played a little of Alice's ESP ~~game~~ GAME. There is a deck of 108 cards, divided as follows: - 24 "Zodiac" [redacted] cards (2 sets of 12), 21 "Number" cards (1 to 21), 3 "Lucky Star" cards, 42 "Good Fortune" cards, and 18 "Bad Fortune" cards. There is a hanging chart for keeping score. The player's names are entered in a vertical row. Players in turn take the deck and have someone they are to "send" to. The order is arranged so that the players rotate in "sending" and receiving and the pairing is never the same. The "receiver" tells the number down of the card he wishes. The "sender" transfers cards to the bottom of the deck till reaching the number desired. He then turns it face up and endeavors to transmit the identity of the card by ESP to the "receiver". The "receiver" tries to identify of the card. If successful he receives a score of from about 1500 points up to 8000 depending on the type of card, from "good fortune" to "lucky star." A player can try to further try to identify a card, such as the specific number, or whether it is even or odd, etc. There is a large bonus for getting some of these, depending on the odds against it. There is a flat 1000 point (my ideal) penalty for trying and failing. There is no penalty for misguessing the type of card. The "sender" [redacted] Another receives 1/2 the score of a successful "receiver" and 1/2 the penalty of a player who guesses (senses) neither the type nor an attempted further identification.

We also decided to allow other players who think they receive the message to speak up. If right they get the proper bonus. If wrong they lose 1000 points (my ideal).

Each player keeps their card except a player who senses a "bad fortune" card can refuse it and takes the next card. After each player has 7 cards the one with the highest score wins. Each then has a fortune told, reading his fortune from a book, based on his 7 cards.

For 2 to 12 players,

Fairly interesting, but the arrangement of "senders" and "receivers" and also the scoring gets a little messy, especially if as many as 12 are playings.

Played a little TRIPLE CROSS. Ruth was very dense and even Alice had a little trouble understanding. Decided to take it home and expand the rules.

Played a very little INFINITE PLANE. Ruth didn't get it at all and Alice isn't sure she understands or likes it (Felicia and BB didn't play.) Told Alice to read the rules before sending it in and make sure she understands it.

Alice said it would cost about \$7,000 to get 10,000 sets made up, and thinks it would be a lot better to have a company put it out.

During day had two sets of reproductions made of TRIPLE CROSS and INFINITE PLANE.

3/25

FRIDAY 24 MARCH TAB

Easter Day

Good Friday

1967

83rd day - 282 days to come

At Azima on 8th St. bought 15 small plastic boxes for 15¢ each. Used 6 of them for keeping the markers for AIRLINE!

Alice had had a idea for packaging "X" games (see 3/13). I got a great idea for a modual, color coded use of this idea. Called Alice about it and will show her my sketches next Wednesday. I think we should really be paid for this idea.

Called Claude. We'll go there next Saturday and we'll discuss TV games and possibly play a rough version of my TREASURE HUNT game. Sunday he'll come here after work and we'll do some more on finishing up the TV games.

At May's saw two new Ideal games - neither much good.
T.H.E. CAT. There is a board with starting spaces in the center of the side C.A.T. spaces in the corners and about 8 jewel spaces in the center surrounded by special entrance paths. Each player has two markers, one T.H.E. cat and one inspector. There is a spinner with 3 rings, one for the inspector, one for T.H.E. cat and one for "challenges." Players ~~start~~ start with both markers in one of the "start" spaces. Players in turn spin the spinner and can move either of the markers the full amount of the number in that ring. Moves are orthogonal and may turn. T.H.E. cat must go to a corner and land on a C.A.T. square & then take the top card from an equipment deck. Can get up to three different types in separate visits. In order to get to the jewels in the center, two "entrance" spaces must be passed, using "equipment" cards that match those spaces. After getting a jewel the player leaves the center area but does not need "equipment" cards to get out. Try to move T.H.E. cat back to the start, where it is secure. An opponent's "inspector" if it can land next to a T.H.E. cat w/ a jewel can "challenge" the spinner spins the spinner. If the "challenge" is successful the "inspector" takes the jewel (does he bring it in, can he be challenged?). If the "challenge" is unsuccessful the player challenging must give the other player an equipment card, unless that player has all three types, in which case one is returned to the bottom of the deck. First to bring 3 jewels back safely wins.

TIME TUNNEL - a race to go thru 4 different time periods. (Didn't look at the details.)

SLAP STICK - (M.B.) Also saw this at May's, but didn't look at the details.

At Brentano's saw:-

TUMBLE NUMBLE - (Mag-Nif) Played with 11 number cubes. I'll buy this one.

// Cont. on 3/25

SATURDAY **25** MARCH

Easter Even 388 - vab bie8

1967

84th day - 281 days to come

put the pcs. and rules for PASS-O in a U.N.E.S.C.O. X'mas box and put the board, which was a checker board, with the others.

Fay called. She wants Claude and me to come up with some 12 to 15 game ideas to present to Charley Asmus for AFIPS money. She also wants me to write up TREASURE HUNT. So she can glamorize a presentation for the networks. Invited her to come for supper next Sunday when Claude comes. Maybe.

Sent out two FOCUS orders.

Wrote a letter to ZCO games - FACULTY CARDS.

BB is supposed to type it.
Jerry Fredericks brought me the Jan. & Mar. Sci. Am. Columns.

(cont. from 3/24) [3/24]

STOCK MARKET. This is a large upstanding box with a cylinder inside that shows stock quotations. There are 16 different stocks and 5 blocks available of each. The first quotations are set by some ~~that~~ chance method. After this it is moved one space (can players memorize the fluctuations?). Players buy and sell at the quotations, but if demand is higher than the supply, players may bid for the stock. Lining up of certain marks on the cylinder and the cover causes market reports, which can bring dividends as well as other payments, events, etc. Other lines cause owners of certain stocks to draw "personal trouble" cards which cause players to pay money. (Very rough idea!) Patent # 2,908,501.



SUNDAY

26

MARCH

Easter Day

Kuhio Day (Hawaii)

1967

85th day - 280 days to come

Cooking at the Jan. 1967 Sci. Am. column. Also the Mar. 1967. This one has a puzzle (#7) which could be worked up into a card GAME.

BB typed the letter to 200 games.

MONDAY 27 MARCH

1967

86th day - 279 days to come

Played 4 games of 500 RUMMY with dad & Ilka.

TUESDAY

28

MARCH

WEDNESDAY

1967

87th day - 278 days to come

Called Felicia to see if it would be alright if BB doesn't come to play Larry's ~~game~~ tomorrow. Felicia said that the five of us without BB would be plenty.

After work stayed to draw up a presentation for my packaging. Made a number of copies.

At home drew up a sample of three completed lines in TRIPLE CROSS.

Fay called. I promised to have TREASURE HUNT ready for her by Sunday.

WEDNESDAY

29

MARCH

1967

88th day - 277 days to come

Felicia called; Pearl Winters ~~didn't~~ has a bad cold. We'll make it next Wednesday. I went anyway to give Alice the packaging presentation & TRIPLE CROSS to send to X. Played a complete game of INFINITE PLANE and she finally understood & liked it. She'll sent that to X also. Took home the March T&N.

Claude called. Discussed TV Game ideas. We'll go to his house Saturday night and he'll come here Sunday after work. Manufacturers from Canada & Japan want to license WATCH for manufacture in those countries. Paul doesn't know what to ask in the way of payments.

THURSDAY **30** MARCH

Seward's Day (Alaska) 1967

1967

89th day - 276 days to come

Called Alice to tell her I couldn't make it next Wednesday because of a doctor's appointment. She'll check with Larry about another day.
Ed Weber told her that out of a clear sky his son had said that FOCUS was a better game than CHECKERS.

WEDNESDAY FRIDAY 31 MARCH UNT

1967

90th day - 275 days to come

Called Jules Cooper. He was busy & supposed to call back. He didn't.

Alice called, wanted the details of Jerry D'Arcey's sale of ~~Coup d'Etat~~ Coup d'ETAT to Parker to use in her report to X. I didn't think it right to give the details, but we agreed that she would say that Parker bought the game in a big hurry and gave a very substantial advance. We will get together next Friday to play Larry's GANT!

At University Pl. book store spoke to Mr. Goldwasser. He is not doing much with games any more. He had a booklet of ads and mentions about TRI-KING for \$1 which I considered getting, but decided not to take up the room.

At Brentano's bought TUMBLE NUMBLE. Looked at STOCK MARKET again (see 3/24). The quotations are printed on the cylinder. The names of the stocks and the arrow is on a sliding card which can be moved up or down to 5 different positions. At the start it is in the center (#3) position and the cylinder is turned with a hand over it, to a starting position. Then it is moved one space in either clockwise or counterclockwise direction - once started continue for game. When the arrow points at a red ~~line~~ line on the cylinder, a "market analysis" card is drawn which gives events, including moving the sliding panel up or down. When a red number comes up, all players holding that stock get a dividend. There is a card giving instructions for figuring the dividend. A player owning all 5 of a stock gets double dividends. When a white number in a red background comes up, each player owning that stock draw "personal trouble" cards which call for payments, etc.

At Marlboro bought POINT COUNT CHESS. Looked for the following books which had been advertised in Times. They didn't have them.

MAN, PLAY, AND GAMES - By Roger Caillois. Provocative new theory of play and games, studied under the headings: competition, chance, stimulation, and vertigo - an important study of man and his many roles in games as Total Activity by a leading French sociologist. Orig. \$5.00. Only \$1.98.

GAMES, ANYONE? - A witty Collection of Adult Games. By Robert Thomsen; Illus. by Tomi Ungerer. Word games, brainteasers, action games, memory-testers, diagrams - a mixed bag of fun games for both solitary and party entertainment. Orig. \$3.95. Only \$1.49.

The game 23 SKID-DOO came. Not much.

SATURDAY

1

APRIL 18

1967

91st day - 274 days to come

To Post Office to have the following registered:-
TRIPLE CROSS, INFINITE PLANE, "packaging" Idea. Took them
with me.

Called Claude. He is layed up with a twisted knee. We'll go
tonight but he can't make it tomorrow. Called Fay. She will
come tomorrow. Promised to have TREASURE HUNT ready for her.
Worked on a board for playing TREASURE HUNT all day.
To Claude in the evening. Discussed his STOCK MARKET GAME. It is
based on buying shares in four different ~~stocks~~ stocks. Then there
are trading periods where players offer stock for sale and others offer
to buy. The agreed price sets the market price (as in the real
stock market). The problem is, what is to stop two players who
have large holdings in a particular stock to arrange a sale of one
share at a ridiculously high price and thus bring up the value of
their entire holdings. There are announcements of dividend pay-
ments, which come true ~~within~~ about 10% and also
rumors of company stock values going up. This is to try
and stimulate activity in the stock. I feel the game needs
more work to iron out the problems.

The 4 of us played my TREASURE HUNT. It played well,
though it was over fast.

SUNDAY

2

APRIL

First Sunday after Easter

1967

92nd day - 273 days to come

Wrote up the instructions for TREASURE HUNT. Fay & her daughter, Aimee here. Played a game of TREASURE HUNT. Aimee understood it, but Fay didn't listen long enough to get it. Also told her about TOURNAMENT. She wanted to get a choreographer for the kid contestants. ~~We all~~ We all, including Aimee, thought she was nuts. It was a hectic $\frac{1}{2}$ hours.

Read the rules for LE GRAND VOYAGE.

WE MONDAY 3 APRIL EUT

Annunciation B. V. Mary

(from March 25th) ~~Feb 1967~~

1967

93rd day - 272 days to come

Fay called at work. Wanted me to come there to read her presentation of Jerry Greenburg's GAME. Told her I'd look at it tomorrow when I bring her copies of my rules of TREASURE HUNT to send to her lawyer and the screen writer's guild.

Rcd. a letter from a college student in Utah. Claims that the 4-hand FOCUS game results in either a draw or a win for the 2nd player. I am sure he means the 2-hand game.

Claude called. Told ~~him~~ of my unpleasant day with Fay yesterday.

TUESDAY

4

APRIL

1967

94th day - 271 days to come)

Called Jules Cooper. He was out of town.

BB talked to Fay a few times. Prepared a list of prizes for the various cities in TREASURE HUNT.

WEDNESDAY

5

APRIL RUHT

area of rob 902 - rob 1000

1967

95th day - 270 days to come

Got 3 sets of reproductions of ~~the~~ TREASURE HUNT. Brought them to Fay. Waited 'till 6:35 but she didn't show up. Left the material with the doorman.

Brought a FOCUS game to Dr. Schwartz.

Jules Cooper called while I was out of the office. When I called back a few ~~a few~~ minutes later he was not at his desk. He had said that he would call again.

THURSDAY

6

APRIL

1967

96th day - 269 days to come

Fay called. The Monocan counsel is thrilled with TREASURE HUNT and wants to bring it back with him. I told her I'd prepare a large map to go with it. She didn't even mention her standing me up last night.
She is not satisfied with the summaries Claude sent her and wants me to talk to him. I told her to. She is going to see Claude Shannon tomorrow and wants to be able to talk to him about a lot of ideas. She expects him to be creative, rather than a programmer. She also met another very creative person from TFP or ATT. (Where does all this leave Claude & me?) Bell Labs.

In evening spoke to Claude about it.

Bob Abbott sent me a letter and a mimeographed report of the University of Sussex' Mathematical Societies weekend of Robert Abbott games. ELEUSIS was the big success. (Filed in Bob Abbott correspondence folder.)

Fay called and spoke a long time about the direction of our relationship. We are still her primary ~~←~~ suppliers of games. No one else will be involved with TREASURE HUNT. But she wants other ideas for TOURNAMENT. It will be up to us to discuss splitting our 50% between us. Will discuss it further when she gets back from Boston, next Tuesday. She said that she didn't realize we had a date yesterday - that I just intended to drop the material off.

At lunch time looked at Klein's toy department. Nothing.

FRIDAY

7

APRIL

1967

97th day - 268 days to come

Called Alice to check on tonight. On. MAVERICK COUNTRY • came back with just a letter that it was coming back. No reason why. On the box was taped the note from the initial reviewer. She started it - "This is really terrific--"

They say that there should be a decision on FREE FOR ALL in about 2 to 3 weeks.

After work to I-S. Alice & Felicia there. Pearl and Larry Winters came shortly after. We saw and discussed their new game WHAT'S HAPPENING?. This is not really a game, but rather a party pastime. There is a deck of about cards, on each one is printed a story - such as a man ~~is~~ (or woman) leaves a party after drinking. He finds he has locked the car door with the keys inside. He tries to pry open the window when a policeman walks up. He tries to explain but the policeman asks to see his license, and this too is in the car.

There should be at least 8 people playing and there is no upper limit. They divide into two teams, which don't have to be equal. One team is dealt 4 cards. They pick the one they like best and then one of the team is chosen to act out the story. The other team is out of the room while this goes on. Then the first one comes in and sees the story acted out. The first then acts it out for the second. The 2nd for the 3rd, Etc. After it is acted thru the entire team, they say what they think they were doing. There is no scoring.

Felicia told me that she might be doing an article on me soon but won't tell me about it until it's more definite.

Took MAVERICK COUNTRY home to check the parts.

Claude called before I got home, called him later. Talked about Fay mainly. He called Arthur and Wald is back in town. Nothing definite yet with the HIGH DECK.

Thinking about a game theory game I was thinking about in 1965 - called COALITIONS.

Rcd. a letter from Haar Hoolim. Had a new version of 7 UP and, for a change, the rules were presented pretty coherently and completely.

SATURDAY

8

APRIL

1967

98th day - 267 days to come

Working on the arrangement of letters for COALITIONS:

Rcd. the writeup that Fay ~~had~~ did for Jerry's game which they call TANGLELANG. A ten letter word is shown mixed up. The players try to make as long a word as they can with the letters. Each length of word has a money value getting higher rapidly and starting with \$100 for a 1-letter word. When a player makes a word he collects the value of that length and all shorter lengths not yet collected on. After 30 seconds the first letter of the 10 letter word is placed by the computer in its proper position. At the same time the remaining values are reduced. After another 30 seconds the second letter moves into place and the values go down again. Etc.

Looked at the big bookstore in Yonkers. Only interesting thing was a ~~sample~~ booklet GAME CONTRACT BRIDGE, which I already have.

In evening called Claude. He was playing ACQUIRE with his family and Barbara's boyfriend.

SUNDAY **9** APRIL

Second Sunday after Easter

1967

99th day - 266 days to come

Wrote letters to Warren Buell, and Steve Spenser (BROKER).

Fay called. Had a long talk with her and we understand each other much better. The only problem, she would like to dump Claude. No!

It's hard to do a set of problems without some amount of practice.

It's hard to start doing one you know to get it right.

Wanted to present a paper at the TELEVISION symposium.

Planning to go to the TELEVISION conference.

Wanted to go to the TELEVISION conference.

B

C

D

E

F

S MONDAY

10

APRIL 10

1967

100th day - 265 days to come

Called Bill Bentzin. He is still trying to get clippings on me from St. Paul. He said there is some 100 to 150. Bill Carusen is coming into town with his replacement as head of the game program, Jim Morgan. (Bill has been promoted.) Bill Bentzin will try to arrange a lunch meeting for the 4 of us when they are in town. Bill Bentzin has a copy of their ~~Golf~~ ~~Game~~ Golf GAME. I'll try to come up some lunch time and look at it.

Making a tracing of the TREASURE HUNT game.

Claude called. Nothing particular on games.

Thinking of a new approach to DATA. Each set of 10 cards — 15 lettered from A to J. Each player has a board with the 60 spaces laid out 6x10. The deck of "address" cards is used. Each player has a hand of, say, 5. In a turn a player uses one of the "address" cards to "process" an opponent's pack. He then can choose one continent and "sort" it. He places markers on all spaces corresponding to the cards he finds, unless he has already covered those spaces. Object is to get a complete line of 10 covered. But at least one line of 6 must also be covered. The rows of 10 score 1 each except that South America is worth 2, and Australia is worth 3. Each row of six counts 1. Multiply the score for the 10 ~~space~~ lines by that for the 6 space lines.

TUESDAY **11** APRIL MEDNEDNE

1967

101st day - 264 days to come

Thinking of an idea for a financial card GAME. It will be simpler than INFINITE PLANE, and I hope it will be good for Parker.

Made up a set of cards for the 7 to 9-hand COALITIONS.

WEDNESDAY 12 APRIL

1967

102nd day - 263 days to come

Alice called. ~~They~~ There is a letter from X. Some points. They work slowly, but they work surely.

They thank us for our packaging idea. They are working on a similar idea and a final ~~decision~~ decision will be coming from a meeting in a month or so.

They liked the idea of SCOPE (which Alice sent in a letter with her monthly report) and are looking forward to seeing the games - TRIPLE CROSS and INFINITE PLANE.

SEA POWER returned. Not worth the effort. Alice wants me look at my notes on it and call her about so that she can report to the inventor - she'd prefer to return it to him. (I checked in evening. Not particularly interesting.)

She ended the call when two inventors came in with a new game to show her.

Fay called. She will pick up her presentation of TANGLELAND from me in the office tomorrow.

Rcd. a letter from Haar Hoolim. It had a clarification on one of the rules of 7UP.

Both BB and I working on equipment for COALITIONS.

Rcd. a letter from Bill Bentzin with clippings from three small newspaper. Filed in 3M correspondence.

Finished the TREASURE HUNT tracing.

Alice also said that X was returning VOILA. It is charming but they are staying away from children's games for the present.

THURSDAY

13

APRIL

Thomas Jefferson—Born 1743

1967

103rd day - 262 days to come

Alice called for my report on SEA POWER.

The two inventors who were in yesterday had a game called FREUDIAN BLOCKS. It has a ~~psychological~~ psychological background and has some PARCHISI and some MONOPOLY in it. They are going to have a better model made up and will bring it in again. Alice will have me in to see it then. One of them is an ACQUIRE fan.

Ran off 7 prints of TREASURE HUNT map.

Fay picked up TANGLELAND at the office. She told me of running across an available computerized game - THE TURING GAME, which was ~~invented~~ invented by an English professor. Fay said it had a "Lady of the Tiger" flavor.

Thinking further on a card business game - possible name GROWTH POTENTIAL. Worked it out on the basis of a 108 card deck.

At night looked Parker's THISTLE. It has a 108 card deck.

Finished COALITIONS - enough for 8 players.

Alice also said that ~~X~~

WEDNESDAY FRIDAY APRIL 14, 1967

1967

104th day - 261 days to come

Alice called. Was writing to X, wanted to say she was looking forward to the new contracts and wanted to mention the games. I told her they were SNAP AND SHATTER, DEDUCTION, BAFFLE, & CAPTURE THE CARGO.

Alice (or I think it was Felicia) met the inventor of IMAGE; Springbok (the Jig Saw Company) is interested in his game. They haven't decided yet.

Practically finished all the thinking on GROWTH POTENTIAL.

Fay called BB. She will want lots of copies of the TREASURE HUNT presentation. She doesn't want to sign a contract with Claude, only me.

I visit Claude. Played several games of WATCH with him and the children. Frankie beat me about 3 in 4. Played LOA. Decided that 3-hand is better with the prohibition against jumping over an opponent's piece. Tried it with 4, but it was too congested. The 4-hand version allowing jumping wasn't ever too quickly. I did suggest, however, that it might be better to ~~make~~ make the initial arrangement with a 2-2-2 split rather than the 3-2-1 split now used. With the latter the tendency is to leave the 3 in place and move the others to them.

Played COALITIONS, including MaryEllen, Barbara, ~~Frankie~~ Marty, & Jacque. It played well but the deals were too quick. Played twice & Claude won both. He suggested using the timer to slow the game, rather than speed it, as I originally had it. His idea is to set the timer at 5 minutes and not allow any final deals till it sounded.

Claude told me of an action game he is working on, tentative name - SCRAMBLED POKER. There is a board with 20 holes in it, marked with 20 cards. Each player (up to 4 can play) has four egg-shaped plastic pieces. These are rolled on the board using back-scratchers to manipulate them. Players try to move their own eggs into holes to get a good poker hand and to move opponent's into holes for a bad hand. Holes are deep enough that the entered eggs cannot be pulled out by the scratchers. I told him that X would probably be interested in it.

Claude had spoken to Bob Abel. He likes WATCH (which Paul sent him). The TRUE article is still stymied.

A booklet ad came for Macy's. They had the following 3 bookshelf games:- STOCKS AND BONDS, HIGH BID, BREAKTHRU.

SATURDAY **15** APRIL 1967

1967

105th day - 260 days to come

April Playthings came. Had a number of games-as follows:-

SHERIFF'S POSSE • }

CHICKEN CHECKERS • }

ATTACK • }

LEAPING LIZARDS • }

TIC-TAC BUG TOE • }

SCREWBALL RELAY • }

MEN FROM A.U.N.T. • }

SPARE-TIME BOWLING • }

PERQUACKY • }

KISMET • }

CAREFUL • - Ideal. Build a tower, then remove the columns

without toppling the tower.

WHEEL AND DEAL • -(Cadaco)

RENDEZVOUS IN SPACE • -(The Idezer Corp.-408 Oliver St. St Louis 63102)

For players of all ages; moves are dictated by the flight commander's battery-powered "computer."

~~AIRPLANE QUILA~~ • -(Lord & Freiber, Inc., 1025 N. Highland Ave. Hollywood 38, 61.)

FUNNY FACE • -(De Luxe Topper)

} Taken over by (Lakeside)

NFL ALL PRO FOOTBALL GAME • - Ideal

Fay called. She wants to add U.S. cities to TREASURE HUNT, in case American Airlines is interested. I agreed to start at New York and include U.S. cities on the way back, and will leave out the iron curtain cities. Did some work on the prints of the old arrangement for her to take to AFIPS convention in Atlantic City.

Finished the equipment for COALITIONS. Played with 9 people at Wein meeting at Lora's. Played O.K. using a five minute limit before deals could be binding.

SUNDAY

16

APRIL

UTAH

Third Sunday after Easter

1967

106th day - 259 days to come

Wrote a new presentation of TREASURE HUNT • describing the first two moves. Prepared three maps. BB typed presentation.

Sent letter to college student who wrote about the symmetrical draw in FOCUS. Gave him the following two options:
A draw is a loss for the 2nd player. The 1st player switches one of his pieces with one of his opponent's. Then the 2nd player makes a switch. Neither may result in a symmetrical position.

Decided to change the name of COALITIONS to PAYOUT.

WE MONDAY 17 APRIL 1967

1967

107th day - 258 days to come

Jim Lynch called. Paul Milazzo wants to sell CAMPAIGN to raise money to promote WATCH and other games using vinyl or vinyl. Asked who to see at Bradley. I suggested Mel Taft. Jim also asked for other possible companies. I mentioned S&R and BM.

Brought 3 copies of new presentation (ran off reproductions) and 2 of the old for TREASURE HUNT to Fay. She said to concentrate on TREASURE HUNT and not to worry about ~~other~~ further games for the present.

Finally got Jules Cooper in. He ~~was~~ was just wrapping up the rules for ELLERY QUEEN'S CASE OF THE ELUSIVE ASSASSIN. They will only use the basic game with passing of files.

He told me about MURDER ON THE ORIENT EXPRESS. There are 12 spies and two detectives moved around a board of a train with compartments & passages. At the end of each ~~move~~ series of moves by all the players the position of all the pieces is noted by all the players. A spy who comes into a place where another spy had been murders him, unless a detective is present or the second spy has been killed himself. Players score by figuring out who is killed by whom. The evaluation is made after 8 moves (hours) and is played for 1 day. He was interested in my reaction to the game. The three detective games will be coming out towards the beginning of June and he will send me copies. He also promised me a copy of NFL ALL PRO FOOTBALL GAME which will be coming out soon. He wants, he says, to get together soon.

Alice called to check of how PAYOUT went. Told her it went well.

TUESDAY 18 APRIL

1967

108th day - 257 days to come

Thinking of the following two names as a possibility for my financial card game:- CORPORATE GIANT, SUCCESS.

WEDNESDAY 19 APRIL RUHT

Patriots' Day (Me., Mass) HOLIDAY

1967

109th day - 256 days to come

Felicia called. Would like BB and me to come to their place 4/28 to play WHAT'S HAPPENING with Larry & Pearl. I suggested PAYOFF and she said sure, will go right from work but they'll have snacks, not supper. Macy's has a fancy display of games & puzzles for eggheads. Nothing new she says.

Called Bob Abel. The inventor of REAL ACTION BASEBALL, Bill Hart Jr., will be ~~in~~ in town May 1st and Bob will contact me about all getting together. I told him about 3M and SIT DOWN AND THINK. Talked for quite a while. He'll call me next Wednesday or Thursday ~~about~~ for a report on the Toy Fair. It is a stand-off so far with the TRUE artical. They want him to rewrite it and he doesn't want to.

Claude called, told him I'd probably go there Friday. Arthur had visited him. Arthur and Wald have started a company, "The Great Game and Symbol Company." They silk screen boards for THREE and have sold several dozen to Y's and similar organizations at \$3.50 each. Arthur also intimated that he and I had had a tiff; didn't elaborate.

Looking at the setup of cards for 4-hand PAYOFF. It doesn't seem to be too good.

THURSDAY

20

APRIL

WEDNESDAY

1967

110th day - 255 days to come

Worked out our expansion of PAYOUT to 42 cards. Worked out the number of cards of each number, but still have to lay out the individual cards. With 42 cards there can be six rounds of 7 cards each, or 7 of 6 cards each.

Started making cards for HIGH FINANCE - new name for my financial card game.

Barney Rich called. DOZEN DIAMONDS has been under consideration by Chicago firm which is affiliated to IBM and also is putting out WFF 'N' PROOF, etc. This must be a recent tieup. I'll have to look into it. They have had it for over a year. Now they say their is another game which is an infringement. He asked me if I knew of it. The only one I could think of was TUMBLE NUMBLE and described it to him. We both agreed there was a considerable difference. He may fly to Chicago to check on it.

Bob Engel of Whitman, sent me Professor Yearout's letter about the symmetrical draw in FOCUS. (See #16) He also mentioned that FREE FOR ALL should be decided by the end of next week. Also they may reconsider MAVERICK COUNTRY in the future with a different theme.

FRIDAY **21** APRIL UTAH

1967

111th day - 254 days to come

Went to Claude's in the evening. Played many games of WATCH with him and the kids. We played two games of Haar Hoolim's 2-UP. Played smoothly and might be quite good when we get better acquainted with it. It is rather like solving a puzzle and there is not much interaction.

Borrowed Claude GAME THEORY AND RELATED APPROACHES TO SOCIAL BEHAVIOR edited by Martin Shubik. Told him I'd try to pick up another copy at B&N so that he could keep this one.

Took back LoA with me so that I can bring it to Alice Friday next week. Took the equipment and he will mail me the instructions after he redoes them to put the 2-hand first.

From Claude's called Arthur. Talked to him and Walt. They are involved with selling THREE but didn't mention any new games. Will get together as soon as my load lessens.

SATURDAY

22

APRIL

1967

112th day - 253 days to come

Finished the cards for HIGH FINANCE; Played with BB & Dale. Needed some refinements. Removed the "forced purchase" cards and two "purchase order" cards and replaced them with more financing. Played with Dale again, BB & then with BB alone. Then decided to make a few more changes, particularly changing the symbols on the lower "financing cards" to three different instead of six. Looked at MILLES BORNES and I think that HIGH FINANCE is better. They have a scoring system & I started thinking of one for my game.

At Korvette's saw CHICKEN OUT. (Ideal - I think). There is a board with a number of independent short paths. There is a spinner in the shape of a chicken. The paths have scoring values which get bigger towards the end. The paths are traveled one at a time. Movement is by spin of the chicken spinner. Players can keep on moving, trying for a high score. But if they overshoot the end they get no score.

SUNDAY **23** APRIL 1967

B. Mark, Evangelist

Fourth Sunday after Easter

1967

113th day - 252 days to come

Played HIGH FINANCE with BB using my latest rules. Played wonderfully.

Fay called, we have to get TREASURE HUNT into shape to present to the networks. I'll go there Wednesday to discuss ideas. The people she showed my presentation to claimed they couldn't understand it.

Figured out a scoring system for HIGH FINANCE.

In evening called Bob Abbott and talked quite a while. He is not doing the book on POKER variations. Doesn't want to take the time. Also doesn't have the energy to do a book on ~~the~~ checker board games he was thinking of.

MONDAY 24 APRIL 1967

1967

114th day - 251 days to come

Called Felicia to tell her of Barney Rich's call of 4/20. She had heard of some new money behind WFF'N'PROOF. She has been surveying the stores for her report to X. ACQUIRE is doing well, but not quite as well as STOCKS AND BONDS! Money games seem the most popular. They had a letter from X. They are considering SCOPE and TRIPLE CROSS as one game. Looks promising. PERCEPTION looks interesting but haven't tried it with a large group yet. (This is Alice's game we ~~haven't~~ tried 3/23.) ~~PERCEPTION~~ INFINITE PLANE doesn't look too strong but haven't given it a fair chance yet. HALF AND HALF (Connor Barrett's split letter game) is being considered. TOYS AND NOVELTIES has an article on the "Game Explosion". She will loan it to me Friday.

Played HIGH FINANCE with Morris Berdick. He caught on to it quite well and liked it.

Dave & Marylin saw ACQUIRE and one other 3M game featured at B Altman's in New Jersey,

TUESDAY

25

APRIL

St. Mark, Evangelist

First Day of Passover—Pesach

1967

115th day - 250 days to come

Called Bob Abel's wife, Carol, to tell her I'd be out part of tomorrow evening and would call Bob when I got back to give him info on Toy Fair.

At BEN bought GAME THEORY AND RELATED APPROACHES TO SOCIAL BEHAVIOR, edited by Martin Shubik, so that Claude could keep my other copy.
Also bought TANGRAMS, by Peter Van Note.

WEDNESDAY

26

APRIL

1967

Jilligan's Room #2

smo. of sub 022 - web mkt

116th day - 249 days to come

To Fay's, She will write up the presentation for TREASURE HUNT herself. She discussed our contract. She wants me to send her a letter covering a number of points; particularly that I acknowledge that if I get on TV it is her idea & doing. She also is going to sign the same contract.

Spoke to Claude about the contract. He says we should insist on credits. Which started me thinking that I wouldn't be happy having my name on his games and visa versa. Me felt that we'd get more exposure by putting both on all games. He is right, but it is a matter of emotional principle with me.

On way to Fay's bought 1000 blank business cards for \$6.50.

In evening, looking at the arrangement of cards for PAYOFF when 4 play. Realize that I'll have to make changes.

Forgot to call Bob Abel.

THURSDAY **27** APRIL

1967

117th day - 248 days to come

Claude called at office to tell me that Anne would bring me ~~the~~ He LOA rules at lunch time. Discussed the matter of credits, ~~he~~ doesn't agree but respects my position. Anne brought over the instructions and we discussed the matter of credits some more.

Bob Abel called ~~me~~ at work. He'll call me Saturday at home for my notes on Toy Fair. The inventor of REAL ACTION BASEBALL will be in New York May 11. Bob will try to arrange to get all of us together.

Felicia called. She'd like the name of the company Barney Rich has DOZEN DIAMONDS with. Tried to reach Barney but no answer.

Looked at Claude's LOA rules. He had a problem which was set up without a solution being possible and he forgot to mention that when 3 play an opponent's piece may not be jumped. I called him and we straightened it out by my making some additions.

(cont. from 4/28) [4/28]

Wait with sending it to X until we hear about the 4 contracts they promised for beginning of May.

Rcd. a letter from Haar Hoolim with some changes in 7-UP:

Thought of an idea for checking that all the letters are present in a pack in PAYOFF; Punch a hole for each missing letter on a card. Put the pack together. If a hole shows completely thru, then a letter is missing.

4/27

WEDNESDAY APRIL 28

1967

118th day, 247 days to come

Spoke to Marvin Cohen about the contract with Fay and the letter she wants me to write. (He is the lawyer Bob Orlandler recommended.) He brought up the point that a partnership entails sharing losses as well as profits. Made arrangements to go see him Sunday.

Spoke to Claude. He agrees on the matter of credits.

After work to Alice & Felicia's. Ruth Shaller and Jake Williams (who is an industrial designer and invents toys & some games) was there. BB came later, also Larry & Pearl Winters.

The 8 of us played PAYOFF. It played very well and everyone liked it. Ruth & I tied for first with \$61 each. We then played the Winters' WHAT'S HAPPENING? It was pleasant tho it is not a game.

Parker rejected GO SEE, with another letter of praise. I took it with me to reproduce & return to them.

Jake discussed a game idea of his with me, called FACTOR. It is played on a square quadrille board (size to be determined). Some of the squares are colored, in four different colors and arranged symmetrically by rotation. Each player has a set of tiles in a color matching that of one on the board. Each player has the same set of numbers! - as for instance 222222/333355. The tiles are played one at a time and must be placed either next to the outside edge or a played piece. Object is to place the 4th tile in a square such that the 4 numbers multiplied together give a total that matches a list of numbers (such as 60, 90 etc.) which are listed along the 4 edges. The player scoring the square receives its value on his score. More than one square can be completed at a time. In the colored spaces only pieces of matching color can be placed. He was also thinking of using tiles with 1 and with 0. The latter, of course, will kill any square they occur in. (Rough idea)

We discussed the matter of the ACQUIRE rules and I promised to send him a reproduction of the expanded rules (Jake that is.).

Tried to reach Barney Rich. Spoke to Jean & he'll call tomorrow.

Felicia heard that Hallmark will announce their game program at the Stationary Show, so the secret is out. She also had a clipping from the Times announcing a Hallmark series of gift books which will be sold in their 5000 to 6000 retail outlets.

Took home a copy of TOYS AND NOVELTIES with an article on the "Game Explosion." They want that article back. Alice has a new model of FREUDIAN BLOCKS. (See 4/13). I'll try to get over there to look @ it.

BB & I brought LOA for them to send to X. She will

(cont'd on 12)

SATURDAY **29** APRIL

1967

119th day - 246 days to come

Spoke to Fay about the contract but decided not to mention the matter of partnership losses until I receive the contract.

Spoke to Claude about the contract and talked about the possibility of my picking him up and driving him to see the lawyer, Marvin Cohen. Told Claude who X was.

Barney Rich called. The company which was considering DOZEN DIAMONDS is Science Research Associates. They finally rejected it, saying they had not had success in marketing games to the public, only to schools, etc. They had it evaluated at RAND and the person doing the evaluation liked the game with cubes very much. Barney didn't say a word about my giving him the suggestion. He asked suggestions for where to send it. I said Parker. Barney didn't know how WFF'N' PROOF fits into the picture with S.R.A.

Called Alice to pass on Barneys information.

Played HIGH FINANCE with BB and Dang. But Dang took so long before each move that I broke it up to watch TV. Later played all 3 hands myself and it worked fine. Decided to change the "Purchase Order" cards to the following - 2@ $\frac{1}{2}X$, 3@1x, and 3@ $\frac{1}{2}X$.

SUNDAY **30** APRIL 1967

Rogation Sunday

1967

120th day - 245 days to come

called Marvin Cohen. He told me how to start letter to Fay. Decided to wait till we get the contract before getting together.

Called Claude. He has an idea for his mystery GAME which I think will really work. We'll probably play it next Saturday. His idea is that when a player unscrambles a scrambled word he can get into a vault where he can get information about players say every 15 seconds. He can ask about the player he wishes to try and find out their identity so as to eliminate them, as in KNIFE YOUR BUDDY. I think it would be preferable to have a short scrambled word which gives the player solving it a chance at a question on a player of his choice. Then a new word gives another question etc. Even if I do help Claude on this I don't know if my contract with Ideal will allow me to have my name on it.

wrote the letter to Fay concerning the contract.

Played 3 hand HIGH FINANCE with BB & Dale. I won. Played very well. Made samples of a thin card with contact on both sides and it makes a nice card. My intention is to use it for presentation model of HIGH FINANCE.

MONDAY 1 MAY 1967

Rogation Day

Sts. Philip and James, Apostles

1967

121st day - 244 days to come

Felicia called. Statement from 3M for ACQUIRE came - \$937.55. This is close to 15% better than last year on sales. HIGH BID did less well.

I'll go there Thursday to see FREUDIAN BLOCKS.

A woman in Chicago has a music game called KEYNOTE which they think is interesting and will have the woman send it.

Connor Barnett has two new GAMES. One is a 2-hand strategy and the other she doesn't remember. Don't know when or if we'll get to see them since Connor is returning to England. He has to leave his studio.

Larry Winters was crazy about PAYOUT and wishes he had made it up himself.

Rec'd another call from Felicia. Arnold Shapiro called after receiving their report where they mentioned that the secret was off. He said that at the stationery show they are only announcing a series of pad and pencil games and the secret is still on. When something happens we will be the first to know, and we should be getting news that we will be pleased with in about two weeks.

They are standing out contracts for BAFFLE, DEDUCTION, ~~SHADE~~ SHAPE AND SHATTER, and STACK STICKS.

They are having trouble with the rules of CAPTURE THE CARGO and are having trouble costing TOTTER. But they like both of them. They still like PERCEPTION.

Felicia gave them a buildup for PAYOUT and they are looking forward to seeing it.

Spoke to Claude. EGGHEAD POKER, the new name for SCRAMBLED POKER is almost done.

BB bought me some clear contact for making cards for HIGH FINANCE.

Felicia had told me of their financial troubles, including a payment check from a store which got lost. In evening I called and offered to loan them money from my 3M check until theirs comes thru. They declined with thanks.

TUESDAY 2 MAY

Rogation Day

1967

192nd day - 243 days to come

Felicia called. From a private source she learned that Springbok puzzles was being bought by Hallmark.

Worked out new arrangement of letters for PAYOFF.

In evening played a few games of FOCUS with myself, having the 2nd player mimic the 1st and looking for an opportunity to gain an advantage. The 2nd player can win if the first is careless. However I think that if the first player is carefull to completely disengage he can keep the 2nd from gaining any advantage.

*

(cont. from 5/3) [5/4]

game; regular KEYNOTE, the purpose of which is to build all the octaves on the playing mats in correct sequence starting with the "C" cards; KEYNOTE RUMMY, played as ordinary rummy with note sequences; KEYNOTE SOLITAIRE; and BLINKO KEYNOTE, designed for a party group to hilariously teach one the notes -- and with great fun.

BB got a call from Fay, in answer to mine during the day. The letter I sent her was fine.

The check for ACQUIRE came

[Started 5/4]

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

HOODWINK (lowe) - Another version of LIAR'S DICE:

TIDDLER POKER - a layout with about 25 cards. Four raised felt pads at one end for shooting winks onto the layout.

At Gimbel's saw: RACK-O. The scoring has been jazzed up somewhat. Added the changes to my set.

Further info. on WHEEL & DEAL. There is a series of airline spaces and another of TV channel spaces. A player owning 1 collects the face value, if he owns more than 1 of a series he collects the total face value of all of them each time any one of them is landed upon.

Sent a check to Alice for her cut on ACQUIRE,

WEDNESDAY

3

MAY

Rogation Day

1967

123rd day - 242 days to come

Started a letter to Bob Engel of Whitman concerning FOCUS and professor Yeavout's letter.

Made a new set of cards for 4 to 6 players in PAYOFF.

(cont. from 5/4) [5/4]

space on the "Progress Chart" puts a player into winning position, if a player lands on another player's "appointment" space and the latter does not have a "trauma" to unload, the latter moves forward on the board to the next "appointment" space (his own or any?). The "Waiting Room Whoopie" cards contain things like asking another player a personal question. 2 to 4 can play. [by Jeffrey Marlin, 267 W. 89th St., N.Y., U.S. 10024]

Jake also told me about another one of his games, BLITZ BLOCK. It is played on a 19x19 board. The center square is colored yellow. Two play. Each player has pieces in his color as follows: - 50-1x1, 9-2x1, 2-3x1, and 1-5x1. The players sit facing each other and each starts at the center space on his side by putting a piece covering it and, if a larger pc, adjoining spaces. In each turn a player places a piece. It must be adjacent, either on a side or a corner, to a previously played pc. Object is to make a continuous chain to opposite side. Chains can cross where there are point contacts. A player may play in the center space, but a special yellow pc. is used and it is considered to be a part of either player's chain. 2 plays. There is also a version with 7 forts towards the center. The first player to surround (what happens if both have pieces around a fort?) ~~if~~ four forts wins.

Jake also mentions that in playing STRATEGO he has given more incentive to attack by introducing a rule that in case of a tie, the attacker wins. He has also changed two pieces on each side to "moving bombs". When these are involved in a confrontation they and the piece they are involved with are destroyed.

Gave Jake a copy of the expanded ACQUIRE rules.

Copied the following from a letter by Mrs. Georgia R. Anderson
4512 North Monticello Ave.
Chicago, Illinois 60625

My game is called KEYNOTE and it is designed to teach the child or adult, alike, how to read all the notes on the music staff in printed music as related to the piano keyboard. It is a card game, comprising one different note to each card with each octave depicted in a different color for ease both in playing the game and in learning as well. There are four different ways of playing the

(cont. on 5/2)

5/3
5/2

THURSDAY MAY

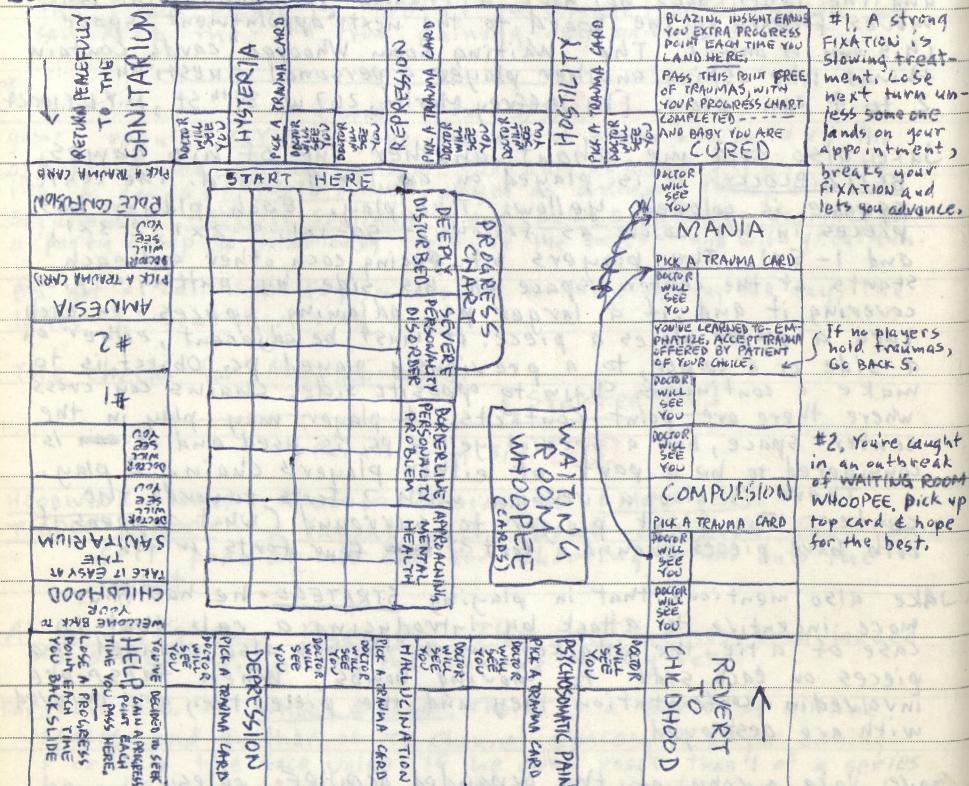
Ascension Day

1967

124th day - 241 days to come

To I-S. Felicia and Jake Williams there.

Jake and I played his FACTOR, two games. I liked it and he was impressed on how well I caught on. I won both games. He wanted me to write an analysis of strategy for 10% of the royalties. I said I would be willing to do it but I really don't feel it is necessary. He will think about it. He also offered to make models of my games for 10% of the royalties.

Looked at FREUDIAN BLOCKS. The board is as follows.

Each player has one marker for using in moving around the edge and another to move on the progress chart. Move is with throw of dice. When a player lands on a "Doctor will see you" space for the first time, he places one of ten markers to show ownership. There are four sets of "Trauma Cards", one for each stage on the "Progress Chart". Some of these are good and cause advance. Some are bad and cause Backsliding (moves back). When a player gets a bad one he can choose not to follow it and instead keep it. He can give it to another player who lands on one of his "appointment" spaces. He cannot win until all "traumas" are gotten rid of. Reaching the 8th

(cont. on 5/3)

5/2

FRIDAY 5 MAY 1967

1967

125th day - 240 days to come

Thinking of changing the name of HIGH FINANCE to
VENTURE CAPITAL or PLAN AND PROFIT.

At Brentano's saw:-

RSVP (SER). There is an upright stand 8×11 spaces. There are about 80 letter cubes. Each one has the same letter on all 6 sides and the letters have number values from 1 for the common letters up to 8 for X. An agreed on letter is placed in the center space, then each in turn places any letter they wish from those available in the common supply, next to an existing letter or in line with one or more with an empty space or spaces between. A word does not have to be completed on a turn but the player must have a word that can be completed in mind in case he is challenged. Players score the point value of any word they complete. Horizontal words are formed from left to right on player's own side so that they are working in opposite directions and can block each other (two play). Vertical words are read only down-words and are common to both players.

KRESKIN'S ESP. - Not a game at all.

WHEEL DEAL (Eadaco). See picture in catalog in 1967 Ad Clips.

This is a MONOPOLY imitation with some new touches. Each player starts with \$3,300. Move is with two dice and doubles give an extra turn. There are property squares with names of streets, probably 20 of them - each with values \$100, \$300, \$500, \$700 - which are bought when a player lands on them. The rental for a landing player is 10% of the face value if no house is on the property. A player whenever it is his turn, can build houses on any piece of property he owns. He can build as many houses on a piece of property as the number of pieces of property he owns with the same face value (color coded). Thus with one of a kind he can only build 1 house. Rental on a piece of property is the face value times the number of houses. There is one space along the short cut on the board where a player landing can either collect \$2000 or buy a "super motel" for \$5000. A super motel can be placed on any unmortgaged piece of property and if there are houses they must be sold back to the bank. Rental on a super motel is \$10,000 times the total number of "super motels" on the board, regardless of who owns them. Property is mortgaged for full value and 10% interest is added when taking out of mortgage (I believe). Houses can be sold back to bank for the price. Whenever a player draws a card mentioning a saleable space that hasn't been bought, he may buy it. The Racketeer space allows a player to get money from rackets. District Attorney space lets player become District Attorney and he can stop Racketeer. (Fairly complete idea)

(Game sells for \$7.50.)

(cont. on 5/2)

SATURDAY

6

MAY

1967

126th day - 239 days to come

called Bob Abel. He will call me back tomorrow.

Did some straightening up in game room.

BB and I to Claude's in evening. BB, I, Anne, and one of the kids played his TV mystery GAME. while Claude gave us the clues. Each player is given an identity and located in a different tavern. Players, after they solve a tangled 5-letter word, have reached a vault where they got information about the player of their choice by pushing a button. (We played by simply taking turns in asking for a piece of information.) Once a player gets to the vault he receives all the information that has been given out so far. Information is in the form of a statement such as: "The 'invisible man' is in either the 'golden tablet' on the 'winter ~~palace~~' palace." "The man in the 'winter palace' must kill either the 'diamond cutter' or the 'sailor'." "The 'diamond cutter' must kill either the man in the 'royal hind' or the 'golden tablet'." "Etc." We played 'till we figured out who and where everyone was, and whether lost sight of the object of eliminating the others as in the original KNIFE YOUR BUDDY. Played two games.

Played Claude's EGGHEAD POKER: He had it played with the players putting their eggs in their scratchers one at a time and then bringing them onto the board, that is they bring one egg ~~onto~~ the board at a time per player all starting together. This gave them the opportunity of putting the egg directly into the hole they wanted. I suggested, instead, that they be placed on the corner opposite from the player. This was a definite improvement.

Claude told me of an improvement in his game PATH LOGICAL. Instead of players taking turns extending a single word, they each build ~~the~~ their own word and attempt to block their opponent's.

Claude gave me a copy of the NEWLYWED GAME, also a set of colored pentals.

Felicia called while I was out. Had a question about a game.

SUNDAY 7 MAY

Sunday after Ascension 1967

1967

127th day - 238 days to come

Finished my letters to Bob Engel and Professor Yeavout concerning the latter's criticism of FOCUS. BB typed the letter to Yeavout but messed up the one to Engel. Decided to leave it for tomorrow.

Spent most of day punching holes in cards for PAYOFF.

Bob Abel called and I gave him a report on the Toy Fair.

MONDAY

8

MAY

1967

128th day - 237 days to come

Called Felicia. She had called Saturday to ask a question about FACTOR that she disagreed with Alice on. Straightened them out. Spoke with Alice. She wasn't sure if she wanted to send it to X and I convinced her it was a good game.

Speaking to Fay and Claude about TV games, mainly Claude's.

I rewrote some of the letter to Bob Engel and BB typed it.

Finished punching the PAYOFF cards.

Dana & BB player several games of SPILL & SPELL. I think it would improve the scoring to give a bonus for the use of the difficult letters by counting them as two, or even three letters in the length of the word.

TUESDAY

9

MAY

WEDNESDAY

smos ct tab 262 - tab 400CT

1967

129th day - 236 days to come

Alice called. She still didn't receive the check I sent Friday.

Fay called at work and wanted me to call in evening to work out a new arrangement for the first two moves in TREASURE HUNT. In evening she had changed her mind.

A copy of the WFFIN PROOF, ~~copy in~~ the Newsletter came in the mail. Put it in the 1967 Ad Clips folder.

WEDNESDAY

10

MAY

1967

130th day - 235 days to come

Thought of a cube number GAME. There are 12 dice — each face has a number from 1 to 6 and a letter from A to F, in different combinations. They are shook out and arranged in crossword fashion in either letter or number sequence and special bonus for both. They are in two different colors and bonus for a sequence in one color. (Didn't work out.)

More work on PAYOUT cards.

(cont. from 5/11) [5/11]

offense is running the ball and the spinner lands on a colored space, this represents either a single or double foul by offense or by defense or one color represents an interception. Rules for fouls and aftermath of fouls are as in regular basketball. When ~~the~~ a player is running the ball on its own side of the centerline, the defense player does not spin to move the defensive marker. The game was rather fun, particularly shooting for baskets. Claude called and I had him F' Bill talk for awhile.

Fay called before I got home and told BB she wants me to make TREASURE HUNT into a board game.

THURSDAY 11 MAY 1967

1967

131st day - 234 days to come

Had new ideas for a cube number game. Call it TAKE A NUMBER.

Walked to Alice's apartment and gave her a check to replace the one I sent last Friday and which didn't get there.

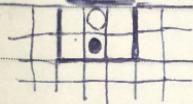
Met Bob Abel and the inventor of REAL ACTION BASEBALL, Bill Hart, from Richmond, Va. at a bar on 2nd Ave. Bob was talking about arranging a panel to discuss jazz on radio. I said how about games and he thought he might just set one up.

He is working on a game idea he calls GOURMET, based on preparing a perfect meal. He thinks it would have appeal. I have my doubts. He will probably want me to make a game out of it when he gets the preliminary ideas in shape.

Bill Hart came here for supper. His baseball game was originally published as RED BARBER'S BASEBALL GAME. He now publishes it himself. There are improvements in the new game and he will send me a copy. The change in the rules that has not been incorporated. When a ~~hit~~ ball is hit to the outfield, the defensive player may choose, instead of moving the ball three spaces on a turn, to spin a 2-3-4 spinner on the hope of catching a runner who would otherwise be safe. (why not always use this spinner for an outfield ball?)

He had a sample of his new REAL ACTION BASKETBALL and we played

~~backboard~~



a little of it. There is a spinner with numbers 3-4-5-6 (this is approximate since he had other numbers but is going to change) on the outside. In the inside there is two spaces, the somewhat larger one

being marked "defense" (I think) and the other marked "offense". There are also the numbers "0" and "1" in these two spaces. In the outer ring there is a thin color space between each number. The board is a fairly large quadrille with the two ends being marked as shown. The backboard is raised above the board.

The players choose for ~~the~~ possession of the ball (which is a sphere with a flattened side on which it rests). The offense spins and moves the ball in a straight line, including diagonally, the full number of the spin. The defense spins and then moves either the 1 or 0 shown in the center portion. With a 1 he must move the defensive man (shown in the diagram) 1 space, but must stay in the five spaces ~~in~~ within the heavy line (the 6th has a circular hole.). When the defense wants to try for a basket they flip the ball with a finger, trying to get it into the hole (off the backboard usually). If they get in the hole they score two points and the other team gets the ball from their end of the court. If unsuccessful they spin to see who recovers at the spot the ball is resting. If the offense they can ~~try~~ try again for a basket. While the

(cont. on 5/10)

WEDNESDAY FRIDAY 12 MAY

1967

132nd day - 233 days to come

Paul Milazzo called me at the office. Milton Bradley is interested in buying WATCH. - That is Jim Hoolihan saw it and loved it. Paul wanted X's name so he could get an offer from them. I said he'd have to deal thru Alice and he said he didn't want to give them 25% as a finder's fee. I said I had to keep my confidence and he understood. He said he'd send me a copy of WATCH as soon as the new run is finished, also a copy of ATECHISM.
He is interested in selling out all the games and then work at developing games to sell to established companies - in the nature of Marvin Glass.

Claude called me later and I told him of Paul's call.
Working on PAYOUT cards. Finished inking in all the letters.

Looked at TUMBLE NUMBERS, to see if it was anything like TAKE A NUMBER. It wasn't.

SATURDAY **13** MAY 1968

1967

133rd day - 232 days to come

At Vessey St. bought JOHN DRAKE SECRET AGENT (M.B.), Broke down the box and put equipment in a box, but did not file it.

Also downtown bought four more of the 48¢ timers (I am using the one I had for the PAYOUT model). Also bought 50 small plastic boxes at 3¢ each.

Another letter from Haar Hoolim with more on 7-UP.

Finished the PAYOUT cards - cut the corners off.

SUNDAY **14** MAY

Whitsunday

Mother's Day

BBB - vol. BEER

1967

134th day - 231 days to come

Almost finished packaging PAYOFF. Played 4-hand with BB, Dana, Dale, and my father starting. Later I took over for dad, who didn't understand it. Played, but not great. Nobody really wanted to play, however.

Speaking with Fay a number of times about TREASURE HUNT. She had wanted me to prepare a board game of it so that Princess Grace could play it, but she seems to have dropped this.

Made a set of dice for TAKE A NUMBER. BB, Debbie, Dave, and Marilyn all liked it. So did I.

MONDAY (15) MAY

Monday in Whitsun Week

1967

135th day - 230 days to come

Asked Pete, in the office, if it is difficult to make up wood cubes, as someone once did for me when I worked in the Navy Yard. He said "no" and that he would make some for me.

Called Alice. Made arrangement to bring PAYOFF to her next Monday during the day, after which I'll go to stationery show, will also show them VENTURE CAPITAL and TAKE A NUMBER.

In Playboy Magazine saw a 3M sports game among the father's day's gifts - THINKING MAN'S GOLF!

Called Bill Bentzin and had quite a long talk.

He told me of a piece on 'me in July in ~~the~~
WOMEN'S WORLD MAGAZINE. He'll try and get another copy
of it to send me.

He told me that the following games are in the 3M
sports line:-

THINKING MAN'S GOLF
WIN, PLACE, AND SHOW
BIG LEAGUE BASEBALL
PRO FOOTBALL

Only new bookshelf game is FACTS-IN-FIVE.

I mentioned that since I am supposed to be a consultant I should see all the latest games. He said he'd send me copies of all the new games as he gets them.

Dick Joyce, the publicity man from St. Paul was with him and he asked him again for copies of my clippings. The man who has Bill Carlson's job (Bill was promoted) is Jim Morgan. Either one ~~or the other~~ will be in town for the stationery show. Bill Bentzin will try to set up an appointment for me to see them on Monday (the only day I'll be in town). He'll call me later in week.

Asked him about JATI; It is definitely finished. As for MR. PRESIDENT, they may do something with it, or with another political game.

Fay called. She will send me her, more-or-less completed, presentation of TREASURE HUNT for me to check for technical errors.

Played several games of TAKE A NUMBER by myself. Great.

TUESDAY **16** MAY

Tuesday in Whitsun Week

1967

136th day - 229 days to come

Alice called. T & N has an article about Milton Bradley extending its adult game line. They mention two action party games - OH NO & BODY ENGLISH. There is also a deluxe version of KRESKIN'S ESP:

I think it might be a good idea to send them HAVING A WONDERFUL TIME. They did like it as HIGH SPIRITS.

Called Arthur. Nothing is moving on the HIGH DECK. Wald has made up a new standard card GAME which he'd like to get together to show. I'll call him after I get back from Montreal.

A lawyer on our floor in the office building told me, when I mentioned that I make up games, said that his nephew is married to E.S. Lowe's daughter and that he would be glad to introduce me to his nephew. Said I'd take him up on it as soon as I clear up some pressing business.

BB, Dana & I played TAKE A NUMBER, and couldn't stop.

Fay called before I got home and said I should start thinking about an "oil game" and a "library game."

WEDNESDAY **17** MAY TREASURE HUNT

Ember Day

1967

137th day - 228 days to come

Fay's presentation of TREASURE HUNT. Came special delivery.
Read half of it.

May Playthings came. Had ^{writeup} for a new word game -
ALPHABET. (Solar Products, Miami).

Pete brought in a number of redwood cubes for me.
They have very nicely finished edges, but are
dark and rather large.

Decided to change the numbers of the 2 master dies
in TAKE A NUMBER. from 13-14-15-16-17-18 &
20-21-22-23-24-25 to 12-13-14-15-16-17 & 18-19-20-21-22-23.

THURSDAY

18

MAY

1967

138th day - 227 days to come

Finished reading Fay's TREASURE HUNT. presentation on the subway. There are errors but I didn't track them down.

Alice called. The CARRÉ and DEDUCTION contracts came. Another call. FREE FOR ALL is being returned. They kept it so long because they were considering several of a similar nature and decided on another one.

Bill Bentzin called. Bill Caruson will be at the Hotel NEW YORKER starting Sunday, wants me to call him and set up a meeting - if possible.

Thinking of ideas for a Political GAME for 3M. Will ask Bill Caruson if they need one.

After work to pick up the two contracts from Alice. Also picked up an extra copy of the ACQUIRE contract.

Claude, Anne, BB & I to Fay's. Played a sample a Claude's TV mystery GAME. Aimee played the fourth hand. Fay liked it. Claude explained his STOCK MARKET GAME. Fay was not too sure she liked this. Possibly she would prefer my original idea. Also Sue Murphy has a game on the same topic.

Rcd. a letter from Bob Engel of whitman and one from Bill Marin of REAL ACTION BASEBALL. He has sent out a game to me.

FRIDAY

19

MAY

SATURDAY

Ember Day

1967

139th day - 226 days to come

Call from Fay. She wants me to check the rules for Claude's mystery game which she wants to call HI-SPY. I told her she'd have to call Claude and ~~then~~ have him get it over to me.

In evening played one solitaire game of TAKE A NUMBER.

(cont. from 5/21) [5/22]

Called Alice with my report on the Stationery Show.

Frank Thibault called. He asked me about NILE and SQUIGGLES. I told him about my conversation with Bill Caruson today, and hated to tell him. He told me that in his contract they removed the clause that infringement fights would be payed for out of his royalty, and also the one reducing the royalty to 1% in case of knock-off. Frank said he'd write to me soon.

Rec'd. the copy of REAL ACTION BASEBALL that Bill Hart sent me.

[] Started on 5/22]

SATURDAY **20** MAY

Ember Day

Armed Forces Day

1967

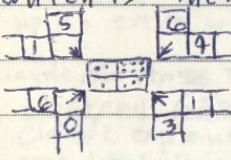
140th day - 225 days to come

Rec'd. a letter from Haar Hoolim. A third version of 7-UP.

Bill Bentzin sent me a clipping from a small newspaper in the midwest.

Looking at the combinations in PAYOUT and determined the number of cards to use for different numbers of players. Finished ~~-----~~ writing most of the rules.

At Wanamaker's looked at BATTA HAI (Cadaco) again. (See the Cadaco catalog in 1967 Ad Clips). Each player has a set of 28 dominos and "1" "doubler". ~~2~~ ~~3~~ ~~4~~ ~~5~~ ~~6~~ ~~7~~ ~~8~~ ~~9~~ ~~10~~ ~~11~~ ~~12~~ ~~13~~ ~~14~~ ~~15~~ ~~16~~ ~~17~~ ~~18~~ ~~19~~ ~~20~~ ~~21~~ ~~22~~ ~~23~~ ~~24~~ ~~25~~ ~~26~~ ~~27~~ ~~28~~ Each player takes a card. (For more variety the cards are printed on both sides.) One player acts as a caller but he also plays in the game. He first draws one domino which is then turned over and placed in the center, as shown. Each domino has four numbers on the back which set the numbers necessary in the four adjacent squares. Each player sets the same domino in the center of his board. The caller pulls dominos one at a time and each player uses the same dominos. The dominos can be arranged, and rearranged, at will as long as they cover corresponding numbers. The "doubler" can be used to repeat any previously called domino, including the center domino. First to completely cover his card, calls "Batta Hai" and wins.



This game, they saw, was originally a gambling game in Las Vegas and has been revised for home use.

In Wanamaker's saw a book, FUN FOR ALL. Just party games and word puzzles. It might be a good name to replace my FREE FOR ALL which BB, Claude, & Anne say sounds too much like a juvenile action game.

At Cross County bought 14 sheets of the thin colored cardboard, also 9 speedball pens.

At toy store in Cross County saw CHOP SUEY. There is a bowl which rotates. There are different shaped and colored pieces put in the bowl. Also from one to four sticks can be placed at the top of the bowl to make it more difficult. Players fish out pieces, using chop sticks as long as the bowl turns. Count score when bowl stops. A booklet called "Menu" gives the scores of the different pieces & combinations. (See 7/10)



SUNDAY **21** MAY '67

Trinity Sunday ESS - web break

1967

141st day - 224 days to come

Finished rules for PAYOUT and also a few notes on its original and the mathematical basis of ~~for~~ payments to players. BB typed it.

Made a set of numbers to use with TAKE-A-NUMBER.

(continued from 5/24) [5/22]

THE GAMES PEOPLE PLAY GAME. (Alpsco) Based on the book. Mr. Samuels of Alpsco wouldn't even let me go near it. The equipment seemed quite attractive.

WATCH. - Played a game with Mr. Gary. He won.

WHAT'S THAT ON MY HEAD. - A book store in Westchester bought 6 copies while I was there.

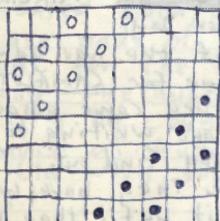
Taylor Press. - CHUTZPAH. - a yiddish MONOPOLY. (sheet in ad clips.) The fellow said that they were interested in buying some new pad games, to be played with pencils. I said I'd keep them in mind.

T.A.G.! - ANALYSIS. - a board path game played, I was told, by using word association. Win when you get rid of all your hypothesis and reach the end space. (very rough idea.)

LIAR'S POKER. - The same game as that played with dollar bills, but they have trademarked the name. Played with cards containing numbers similar to serial numbers on dollar bills.

WORDS. - Pads with different arrangements of spaces in lines, vertical and horizontal, and meeting at their ends. Letters are called on in turn by the players (I think) and they are filled in at will trying to make as many words as possible. (Rough idea.)

EAGLES. - Played on a checker board. Each player has 8 pcs. (shaped like eagles) set up as shown. Moves are either a single space in any direction (or is this allowable?) or a jump or series of jumps in any combination of directions. Jumps can be over friendly or enemy pieces in any order. Enemy pieces are taken when jumped over. Win by eliminating opponent.



Went to Fay's. We went over part of her presentation of TREASURE HUNT. and tried to straighten out some of the cities. Didn't finish but she is going to continue working on it.

Called Claude. Told him about the Stationery Show. He told me about sheets of wood with different shaped cutouts I can have some if I have any use for it.

which he bought.

(cont. on 5/19)

5/23
5/24
5/21
5/19

MONDAY 22 MAY 1968

1967

142nd day - 223 days to come

Brought PAYOFF. to I-S. Showed them VENTURE CAPITAL and TAKE-A-NUMBER. They liked the former and loved the latter. Discussed where to send them but didn't come to a definite conclusion.

I called Bill Caruson at the stationery show and arranged to meet him before 12.

Alice gave me a game which someone had manufactured and wanted to have them sell to a game company. It is called 7-28 and is a variation of MICHIGAN RUMPS.

To Stationery Show at Hotel New Yorker.

To 3M and spoke to Bill Caruson for a considerable time. They still think ACQUIRE is their best game even tho STOCKS AND BONDS outsells it 2 to 1. They are making a better board for ACQUIRE and are putting initials on the chain markers for easier identification. The new rules are in the sets they had displayed, tho they are still in the top of the box.

They are making all buyers sign a fair trade agreement which may cut sales temporarily.

I asked about MR. PRESIDENT and he said they have a new political GAME, ready to go. Candidates can be bid for (or, for a simpler game, dealt out). They have advantages and disadvantages, can raise money (some candidates are better at it than others) and use it for TV advertising. Know where opponent has gone but not how many votes he picked up. Ends with state by state vote. (Cough idea!)

They are looking for a legal GAME and a management GAME. He will try to get me a reproduced copy of Minneapolis-Honeywell's TOP BRASS which is an executive training game, but does not require a computer.

I told him about the improved [REDACTED] AIRLINE and he would like to see it, but after Labor Day.

I mentioned that CHIVALRY, the name of the war game they are test marketing, was the original name for CAMALOT. He said that in their trade-mark search they came across a card game with the same name. They are writing to the address given and will tell me what they find out. Their war game can be played by 2, 4, or 6. They have had it for some time and held off with producing it until they made arrangements to have molded pieces made in Hong Kong.

Bill asked me what I knew about NILE and I told him. He is afraid it is almost exactly like SQUIGGLES and they may have to drop the latter. They are looking at Frank Thibault's JACK and also another sailing GAME.

Bill said that at present they are thinking of calling SIT DOWN AND THINK BAZAAR. The art department likes it. I said that it might conflict with HIGH BID in the public mind and that I preferred INTERPLAY.

(cont. on 5/23)

TUESDAY 23 MAY

1967

143rd day - 222 days to come

(Cont. from 5/22) [5/22]

(3M cont.)

Bill showed me their 4 new sports games:-

BIG LEAGUE BASEBALL

WIN, PLACE, AND SHOW

PRO FOOTBALL

THINKING MAN'S GOLF

} They also need a
HOCKEY & BASKETBALL
game.

They are starting a new line of less expensive special card games. They should be on a definite theme. VENTURE CAPITAL would probably be just right. The line will not be test marketed until 1968.

I mentioned that they probably didn't find that my reports as a consultant were worth the bother. He said that they were quite useful and was glad that I had brought the subject up. He definitely wants to send some for me to look at.

They also get a lot of manufactured games sent to them for consideration, which do not have to be returned. Instead of throwing them out, he will send them to me.

I said that I would be glad to do the consulting without fee because of the games they have sent and will send but he said that I definitely deserved the money.

The next time he comes into town, probably in the fall, he will come here for supper and a look at the collection.

While at 3M a fellow came in with a game, MATCH MATE. They would like the 3M sales force to handle this game on a mutual basis. Bill said that 3M would not be interested in such an arrangement, but would like to see the game. The fellow will send one to them, and also one to me.

The game consists of a booklet of questions, some sophisticated such as "Would you like to join a nudist camp? There are pads of answer sheets which have holes to push out for the proper answer. After completion of the questions, the husbands and wives compute their compatibility by counting the holes they have in common. One source of humor - the fact that you are much more compatible with someone else's wife. (Sheet filed in Ad Clips.)

Are-Jay Co.- They still have CORRAL. (see 1966).

Milton Bradley:- These are supposed to be Adult games but are really simple games with fancy boxes.

BODY ENGLISH:- A variation of TWISTER where players have to point out letters with their foot and act out charades at the same time.

OH NO:- Played in teams. There are "stepping stones" and at the start there are two for each player. (cont. on 5/24)

WEDNESDAY

24

MAY

1967

144th day - 221 days to come

(cont. from 5/23) [5/22]

The players have cards which are compared between players, one confrontation at a time. The loser must kick away one of his stepping stones and share one with a team mate. Continue, I guess, until one team has no place left to stand.

BALAROO:- Cardboard figures of various characters (with a western motif) are set in a circle. A ball ~~with~~ on a pendulum is activated by a battery and moves around knocking over the figures. Players bet on the last three figures standing (win, place, and show).

STRATEGY POKER:- A poker variation using a board and which is supposed to be good for two players. (Didn't look at details.)

WORD WILD:- CATEGORIES. with this difference. Players use ~~one~~ slips of paper with the category listed. Each player starts with one. They try to put in the first letter of a suitable word. Then the slips are passed around and players try to put in a letter on the slip they get. Etc. Players identify their letters with their number. Score for number of letters correctly placed. A timer tells when to pass the slips.

WORD OUT:- Don't remember this one.

ONE MORE TIME:- This is similar to CENTENNIAL (see THE COMPLETE Book of GAMES, by Wood & Goddard).

A triple on the dice is wild in some way (don't remember exactly how).

KRESKIN'S ESP:- Saw it demonstrated by Kreskin. It is definitely not a game.

Gary & Reidel:-

AL-PHA-BET:- A word game using 60 cards. The letters are divided into 5 sets of 12, each colored differently. The black set consists all of only vowels.

The basic game consists of forming words (probably by drawing from the deck - altho I don't quite remember). The word must contain a black vowel in order to score. The length of the word also enters into the score and if it is ^{also} a word backwards it is counted both ways.

There are 3 "advanced ways of playing as follows:-

ALPHA:- They say it is a "rummily" type but it appeared to be more like ~~An~~ ANAGRAMS.

BETA:- A solitaire version very much like BALL.

CAPA:- A BRIDGE type for four. The high bidder sets the color as trump and plays with his partner's hand as a dummy. What constitutes a trick is not very clear, something about completing a word and more than one card from a player may be required. (Sheet in Ad. Clips)

(cont. on 5/23)

THURSDAY **25** MAY

Corpus Christi 9:25 - 10:30 AM

1967

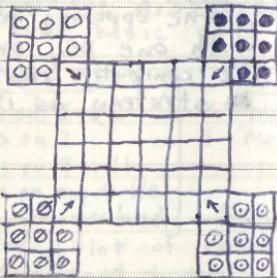
145th day - 220 days to come

In the Montreal department stores bought NEVER SAY DIE (Phillips).
Saw:- PERCENTAGE:- 64 hands of Duplicate BRIDGE.

O-K-O:- Another version of POKER KENO?

PRINCE:- (1 of a set of three games. This was the only different one)

This is CHINESE CHECKERS with each player having 8 pieces set up as shown.



Played 3 games of TAKE-A-NUMBER* with BB. Won all.

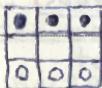
WE FRIDAY 26 MAY 1967

1967

146th day - 219 days to come

Bought a souvenir game EXPO 67.

At Canadian exhibit saw a game played against a computer called HEXAPAWN. Each side has three pawns. They can either move directly forward or capture diagonally forward. May move forward even if a capture is available. Win by eliminating the opposing pawns, by reaching the opposite side with one pawn, or blocking the opponent from moving. The computer starts with only the rules but learns strategy as it plays.



SATURDAY **27** MAY 1968

1967

147th day - 218 days to come

In Plattsburg saw KENTUCKY DERBY. (Whitman). There is a race track with about 50 spaces in the ~~one~~ circuit. There are 8 horses, known as 4A, 5A, 6, 7, 8, 9A, 10A, & Double Trouble. There are four dice, two colored and two white. The two colored dice determine the horse that moves and the two white dice the distance. The numbers that a horse moves on and the basic odds for that horse are as follows:-

Odds 6 to 1	Odds 7 to 1	Odds 9 to 1
5A - Moves on 5 or 3	6 - Moves on 6	4A - Moves on 4 or 2
7 - Moves on 7	8 - Moves on 8	10A - Moves on 10 or 12
9A - Moves on 9 or 11		
DT. - Moves on any double (along with other horse)		

There are a lot of rules for different kinds of combination bets, and a good supply of betting tickets.

At Floyd's saw JAMES BOND 007 CARD GAME. (M.B.) (see 4/13/66) Each player gets a total chip value of 36 and each chips 4 chips to the pot. When a player is out of chips he is out of the game and the game is over when the pot is out of chips.

SUNDAY **28** MAY

First Sunday after Trinity

1967

148th day - 217 days to come

Claude called. During week he brought EGGHEAD POKER to I-S. Alice liked it. Mel Taft came in while he was there. Showed EGGHEAD POKER to him & he didn't care for it. Showed him GO SEE-A GLOBAL HOLIDAY. He also didn't care for it. Claude didn't think that Felicia made much of an effort to sell it. He is looking for gimmicky games that can be sold on TV.

Fay called Anne and said that she is not interested in the mystery GAME right now and wants Claude to do a Space GAME instead to see if he could do a better one than Claude Shannon's. Anne said that Claude is busy on other projects. Fay is having trouble with her back and is not doing anything right now.

At a sorority reunion met (Rebecca & Isadore Malpern
10 Dalton St.

{ Long Beach, L.I. 11561
(516-GE1-6261)

He is a teacher and he suggested that I could set up a course in games to teach in the adult education program.

MONDAY **29** MAY 1967

John F. Kennedy, Born 1917

1967

149th day - 216 days to come

Claude came up to the office. I told him that X is looking for card games and he suggested his card baseball game which he calls PITCHER'S BATTLE. I haven't seen it, but he might as well try it.

He also has a GAME idea for dice with different parts of patterns on the faces which are put together to form up Art pictures. His original idea was for tiles, but when I told him of TAKE-A-NUMBER, he thought of putting it on dice.

TUESDAY

30

MAY

Memorial Day

1967

150th day - 215 days to come

Esther & Allan Ferguson here, also my fathers showed Esther and my father CENTO GIUOCHI LIBERALI ET D'INGEGNO RITROVATI. My father translated GIUOCO DE METALLI. There seems to be a series of 7 metals each ~~is~~ connected with a heavenly body and a quality. Apparently all that happens is that a player mentions one of the 3 parts of a group and the others must supply the other 2. As is the case in most old books, the exposition assumes that the game is already known.

Showed TAKE-A-NUMBER to Esther. She liked it.

WEDNESDAY

31

MAY

1967

151st day - 214 days to come

Call from Felicia. Letter from X. They will try to work faster, especially in getting games back. In the middle of June they will have a big meeting to decide on the program, packaging, etc.

They are returning:-

PIDDLE PADDLE }
SPORTS ARENA } Costing problem.

INFINITE PLANE }

FACTOR } Weren't interesting or fun.

HALF AND HALF }

The following are being play tested and look pretty good. Results should be in in a month or so:-

CIRCULAR GOLF

CAPTURE THE CARGO

RED LETTER

TOTTER

TRIPLE CROSS

The following are in committee:-

FORMATION - Ready to go to testing.

PERCEPTION

LINES OF ACTION } Still being changed.

FREUDIAN BLOCKS

Felicia also told me about Mel Taft's visit. (See 5/28). They also told Mel about HAVING A WONDERFUL TIME. He wasn't interested.

At Victor Fliegelman's bought 20 dice at \$1 a dozen.

Felicia called again to say that Bob Abbott's girl friend, Laura Egrie (?) who did the MD piece on games is going there Friday to show them a ~~new~~ GAME based on the Montessori ~~new~~ system. Felicia wanted to know if I had ever seen it, which I hadn't.

In evening Alice called for information on AL PHA BET for her report to X.

Thinking of changing my party game idea, KNOTS TO YOU, into a game for Milton Bradley and called I'M ALL TIED UP.

THURSDAY JUNE 1 1967

1967

152nd day - 213 days to come

Worked out the details of a new card game to be called
DRILL FOR OILS.

Showed TAKE-A-NUMBER to Ruth Wilder. She can't add so
she doesn't care for it too much.

FRIDAY

2

JUNE

Sacred Heart

1967

UTAS

153rd day - 212 days to come

called Alice. Laura Eglie was there. Her GAME was
really a children's toy.

Started cutting up lengths of rope for I'M ALL TIED UP:

SATURDAY

3

JUNE

Confederate Memorial Day (Tenn., Ky.)

1967

154th day - 211 days to come

Started working on a finished model of TAKE-A-NUMBER.

BB bought 5 boxes of dye to dye ropes for I'M ALL TIED UP.

Got together with Claude and Anne. Loaned Claude February, April and May 1967 PLAY THINGS, magazines.

Told Claude about I'M ALL TIED UP and he told me about seeing a Hasbro game TIE AND TANGLE. He only saw the cover but it shows kids with a web of differently colored strings passing around them.

Paul Milazzo is negotiating with E.S. Lowe for them to take over WATCH. They only want to give 2% royalties.

SUNDAY **4** JUNE

Second Sunday after Trinity

1967

155th day - 210 days to come

BB dyed a number of ropes for I'M ALL TIED UP. Later played it with our family, Marylin's, and Morris. Tangled up one rope for each pair of players. A pair of players start with the two ends of their colored rope and try to be the first to untangle. Dave got Marylin, his partner to let go and just pulled and the rope came loose. This can be remedied by putting plastic blocks at each end of the rope. However, I am not interested enough in the whole idea to continue.

Paul Milazzo had an ad in the Sports Section of the Tims for WATCH and STUKKO which is a chess and checker set similarly packaged.

Fay called. She wants Sue Murphy to vauch for the feasibility of programming our games and to prepare the budget. How much will we give her from our share? She intimated that our share would be about \$500 a week. I'll talk it over with Claudio. Fay wants BB to type the presentation, since Fay is layed up with a bad back. BB will go there tomorrow.

Did further work on TAKE-A-NUMBER; but didn't finish it.

MONDAY JUNE 5

1967

156th day - 209 days to come

BB went to Fay's. Took home Fay's presentation of
TREASURE HUNT to type.

Felicia called. Checks from X came.

Later I spoke with Alice. Will get together Thursday to discuss where we will send my games.

TUESDAY

6

JUNE

1967

157th day - 208 days to come

Called Arthur Amberstone. He has developed a new double-solitaire game with the HIGH DECK. It is called CASANOVA. It is made to be played by a girl & fellow. Wald's new card game is called PARIS. It was originally made for the High Deck. Each player plays with two cards in his hand. A trick consists of one card from each player. The winner of a trick leads to the next. After each trick each player draws from the deck. The high card played, regardless whether major or minor, wins the trick. Thus a vassal beats a priest. If the second player plays the corresponding card to the first played (no account is made of house) it is a revolution and this card wins. The first trick is worth 1 point, the 2nd 2, etc until the last which is worth 16 points.

When played with a regular deck a revolution is made by playing a 2nd card of the same rank as the first. There are three ways of playing.

- 1- Each player has two cards in his hand at a time. Draw after a trick. Play till 13 tricks are completed.
- 2- Deal out 13 cards to each player. Play 13 tricks with these cards. The rest of the deck is not used.
- 3- Each player gets the same (by rank) 13 cards. Play is as in the 2nd variation.

Claude called. Paul Milazzo thinks he can get 5% royalty from Lowe for WATCH. However, he wants the first \$5000 before they start splitting. Claude, after a long argument, agreed provided his name is on the game.

WEDNESDAY JUNE 7

1967

158th day - 207 days to come

Made a list of games of mine to talk with Alice about to-morrow (see below.)

Made a set of dice for TAKE-A-NUMBER. to give to Alice tomorrow.

Claude called. He subscribed to Toy & Novelties. They gave him a copy of the June 1st issue. In the Classified Ads there is one by a "Prominent Toy Mfr." wants a freelance game developer. Good opportunity. Please write

Box Number 6498
Toys & Novelties Magazine
111 4th Ave.
New York 10003.

The magazine also had a mention of a new gambling game - MONEY CARLO.

Paul Millazzo told Claude that Cadaco was looking for a patriotic GAME.

Claude went to see Jake Williams about having the latter make up models of Claude's action games. Discussed terms but didn't come to any conclusions.

SOLD

ACQUIRE.
SIT DOWN AND THINK. } (3M)
FOCUS. (Whitman)
CASE OF THE ELUSIVE ASSASSIN (Ideal)
CINEMA.
NOMINATION. } -(X)
CARRE. }

RED LETTER. }
TRIPLE CROSS. } (X)
PAYOUT. }

OTHER GAMES (and companies that have seen them)

GO SEE - A GLOBAL HOLIDAY. (X, 3M, PARKER, MB)
AIRLINE. (Parker, X) [Bill Carson wants to see after Labor Day]
DATA PROCESSING. (Parker, X) [Have a new idea]
CONSENSUS. (X)
MAVERICK COUNTRY. (Whitman) [Whitman may reconsider in future]
FREE FOR ALL. (Whitman)
THE FIRST MILLION. (Whitman)
INVASION. (X, 3M)
HAVING A WONDERFUL TIME. (X, MB)
POTENTIAL. (X, 3M)
TAKE-A-NUMBER.
VENTURE CAPITAL.
DRILL FOR OIL.
INFINITE PLANE. (X)

6/10

THURSDAY **8** JUNE

1967

159th day - 206 days to come

Called Jules Cooper. There is a delay in CASE OF THE ELUSIVE ASSASSIN and it will be at least a month and a half till they get the series out. Actually the delay is in their game, not mine. When they are ready I will definitely get copies.

To Alice & Felicia at their apartment. Gave Alice a TAKE-A-NUMBER game. We played a few hands for her to get the scoring.

Tried to discuss when to send games but didn't get very far. Will send PAYOUT to MB if X doesn't take it.

Will send INFINITE PLANE to Parker, tho I am not very hopeful. Alice is going for a two-week vacation and we'll hold off till she gets back.

Picked up \$187.50 check for advance royalty on CARRE.

Bill Caruson told Alice to write to him and ask for samples of SIT DOWN AND THINK in November.

Went to Brentano's,

Bought THE GAMES PEOPLE PLAY GAME. (\$10)

Saw JUTLAND (A.M.) just glances at it since I'll eventually buy it. WORD OUT (M.B.) There is cardboard top piece with sliding windows. There are a number of cardboard pieces which are used, one for a game, under the top piece. Next to most of the windows there are words. One of the windows is marked "1st letter," another "2nd letter," another "last letter." Object is to guess the word on the card used. If a window with a word is opened the number of letters common to the word shown and the word to be guessed is given. 1st letter window gives the first letter in the word to be guessed. There are points lost for opening windows, the first letter being more than for letters in common, etc. Guessing word with least points is the object. (Fairly complete rules.)

TWISTER (M.B.) Finally read the rules. Players start with their two feet in circles near the ends (and edges if 3 or four are playing). The referee spins a dial which gives one of the four limbs and a color. The players must move that limb to a ~~color of~~ circle of that color. They may temporarily lift a limb to pass another under. When a player cannot make the required shift or if a knee or elbow touches the floor they are out.

If only two players are available they eliminate the spinner and take turns calling the next limb and color.

Claude called. Fay wants to give Sue Murphy 5% of our share. Also she is annoyed at BB for not finishing the typing.
(continued)

FRIDAY

9

JUNE

1967

160th day - 205 days to come

Called Bill Bentzin. He is going to Minnesota next week and he'll try to get my clippings. Will send me the 3M sports games as soon as he gets samples. Told me to call him again in about 2 weeks.

Thought of 2 ideas for MB.

GAME. idea. Have sets of six cards with various fanciful pictures and names such as "Martians", "Great Goloops", etc. There is one set of 6 cards for each player in the game. One of each set is marked as a chief. The cards are shuffled and dealt out so that each player gets 6 cards. ~~Then~~ A player with a chief card tries to locate the other five of his group and get them to go with him. The first chief to collect his whole group gets a certain number of points, from which he must pay out his promises to the members of his group. It can be played with more than one completed group - except that a player can only belong to one group. First group completed should get the most points, etc. This game of course, is similar to PAYOFF.

HAT IN THE RING. Up to's can play. Each player has a "soapbox" which is a slightly raised platform about 16" x 16". These platforms are set around a "hat" which is made like a flat straw hat and is placed upside down on the floor. Each player has a set of 15 "vote" cards with from 5 to 1 votes noted on them. (5 of 1, 4 of 2, 3 of 3, 2 of 4, 1 of 5). Standing on their platforms the players try to throw their cards into the hat. If a player can reach another player's missed card he can pick it up. Others just remain on the floor. After all cards have been thrown there is a "Scramble for votes" and all players pick up as many missed cards as they can. Then there is a bargaining session where players trade to get back their own cards. Then they go back to their platforms. This can be repeated one or two more times. Most votes in the hat wins. Only those touching the bottom are counted unless there is a tie in which case the tying players can count any that are on the brim.

At my father's tried flipping cards into a bowl. Fun.

Rcd. another letter from Haar Hoolim. Another version of 7 UP.

SATURDAY **10** JUNE 1967

Indemnity \$2

Recd. at 9:00 AM - rec'd. back.

1967

161st day - 204 days to come

Rec'd. a Catalog from Selschow & Richter. Filed in filing cabinet.

Bought 3' of "whitewood" for Pete to cut into cubes for me.

(Continued from 6/8) [6/8]

Paul gave Claude a copy of WATCH to bring me Sunday.

Called Fay. Told her we agree to sue Murphy getting 5%. She wants it on paper. She said she wasn't annoyed with BB about the typing.

SUNDAY 11 JUNE

St. Barnabas

Kamehameha Day (Hawaii)

1967

162nd day - 203 days to come

BB and I tried to make sense out of Fay's choice of cities for TREASURE HUNT. Couldn't. Called her and told her, I'll return her presentation tomorrow. BB typed as far as the beginning of city naming.

Filed Clipping on HOLLYWOOD SQUARES. from April 1967 Playthings Magazine.

Fay called again. Wants BB to type the presentation as is so that she can have "clean copy" to work with.

Claude over. Brought me a copy of WATCH, unfortunately without the box. Played about 6 games. I won most, for a change. Claude brought me a present of the book THE STRATEGY OF CONFLICT. Claude brought me the June 1st issue of T&N (see 6/7). Earlier I started a letter in answer to the ad. Claude, BB, & I played DRILL FOR OIL. (I made a rough copy in a hurry! I had too many "Refinery" cards by mistake, but the game still played well! Claude had an excellent idea to add a "Choice" face to the Drill-Refinery die.

Showed Claude TAKE-A-NUMBER. He wasn't too impressed, but BB still couldn't stop.

Claude and I signed a paper offering Sue Murphy 5% of our share of TV games for preparing the computer budget and attesting to the feasibility of the programming.

WE MONDAY **12** JUNE 1967

1967

163rd day - 202 days to come

Asked Pete in the office if he would be interested in preparing 8 platforms for HAT IN THE RING in return for \$100 if I sell the game. I'll pay for the material. He'll let me know tomorrow.

BB finished typing Fay's presentation of TREASURE HUNT.

Finished letter in answer to Ad of 6/7 and BB typed it.

TUESDAY 13 JUNE 1967

1967

164th day - 201 days to come

Made duplicates of PAYOUT rules. Will send them to myself in registered letter.

Made duplicates of article on games from Toys & Novelties of April 15 to give to Claude when I see him.

Thinking of ideas for a management GAME for 3M (see 5/22) and thought of the name TOP DECISION. In evening looked at Avalon-Hill's MANAGEMENT. There may be too much similarity.

Fay had someone pick up the TREASURE HUNT presentation, her original and BB's copy. Also sent the paper Claude and I signed (see 6/11).

Pete said he would make up the platforms for HAT IN THE RINGS. Brought in the "whitewood" I bought also.

WEDNESDAY **14** JUNE RUHT

Feast of Weeks—Shebuoth

American Flag Adopted 1777

1967

165th day - 200 days to come

Thinking of a new approach to TOP DECISION. Seems to be working out.

Felicia called. Someone had called her asking about NUCLEAR WAR. She told him she would check with me. He is connected with Indiana University and wants the game for class use. I told her to have him call me. He did and he'll pick up a copy tomorrow.

Paula Stone wrote to Felicia that she is sending her a card game called WHOZAT, which Paula invented. It is a straight card game but it is good for TV. The English representative of Goodson-Todman, whom Paula works for, likes it but would like it to be placed as a commercial game first. Felicia will try MB.

O'Connor Barrett's DANGER STRAITS came back from Whitman. They would like it for their 1969 line if it isn't sold elsewhere.

Told Felicia about making up HAT IN THE KING but not what it is about.

Rcd. a letter from Haav Hoolim with another version of 2-UP.

Sent a letter to Bill Hart (REAL ACTION BASEBALL).

THURSDAY

15

JUNE

1967

166th day - 199 days to come

The fellow picked up NUCLEAR WAR. He is a student at Indiana. Collected \$3.50 from him.

Felicia called. A woman was in with a GAME. It has to do with license plates and Felicia was wondering if it was too much like GET THAT LICENSE. As this new game is made to be played in a car, I doubt it. Felicia will have her send it in.

Connie Barrett is bringing her a new game called PITFALL. He is leaving for England tomorrow, possibly permanently.

Felicia told me of an article about "Think Tanks" in yesterday's Times. It mentions 3 games:- THE PRISON GAME, NAPOLI, CRISIS. The latter two will be distributed by Bell & Howell. (Filed in Articles from periodicals.)

FRIDAY **16** JUNE UTAH

1967

167th day - 198 days to come

Spoke to Arthur, will have a N.Y.G.A. meeting at his house 6/30.

6/18

SATURDAY **17** JUNE

Bunker Hill Day (Boston)

1967

168th day - 197 days to come

Rec'd. a form letter and submission forms from Colorforms Company. This is undoubtedly in answer to my letter of 6/12 (also see 6/17). Called Claude to tell him about it.

Finished going over 1965 Toys & Novelties and Playthings magazines. Filed clips on the following games:-

THE GAME OF LOVE. (Kanrom Inc.)

GEOGRAPHY. (Cadaco)

SILVER DOLLAR. (Cristloid Plastics)

COMBAT TANK GAME. (Magic Wand Corp.)

PANIC. (Ideal)

TIP-IT. (Ideal)

THE TWIZZLE GAME. (Schaper)

WHAT'S WHAT. (Cadaco)

FRANTIC FROGS GAME. (M.B.)

PAR TWO GOLF. (Realistic Products Co.)

GRAND PRIX. (Magic Wand Corp.)

PASS THE BUCK.

MONEY TREE. } (Ideal)

GLIB.

WHIRLING DERBY. (Replogle Globes)

SPACE ACE. (Lucky Star, Inc.)

PYRAMID. (Cristloid Plastics Inc.)

BATTLES. (M.B.)

SPIN-A-WORD. (Picco Products Co.)

JACK POT. (Cristloid Plastics)

KRYPTO. (Krypto Corp.)

SCRIBBAGE. (Lowe)

SQUANDER. (AH)

ADD-E-D. (Ted's Sales Service)

TIDDLY CARDWINKS. (Lowe)

GO FOR BROKE. (S&R)

GANO. (EMD Games)

GETAWAY CHASE GAME. (AMF)

HULLABALOO'S DISCOTHEQUE PARTY GAME. (Cardinal)

FREEZE. (Royal Freeze) (A&L Mfg. Co.)

BOTTLE-NECK CHECKERS. (Common Tatar, Inc.)

HULLABALOO. } (REMCO)

SHINDIG.

VEDA BOARD. (Pressman)

SWAP. (Ideal)

TUMBLE-O. (Whitman)

DOP STIX. (Transogram)

GIZZ GAMES. (Lakeside)

Finished the dice for the presentation copy of TAKE-A-NUMBER; played a few solitaire hands. In evening showed it to the Laurences but didn't really play.

Made new cards for DRILL-FOR OIL, also new dice with 2

(cont. on 6/18)

SUNDAY 18 JUNE 1967

Father's Day

Fourth Sunday after Trinity

1967

169th day - 196 days to come

Played game of CASINO with BB & Esther.

(cont. from 6/17) [6/17]

"choice" faces. Played with BB and the Laurences. Played fairly well but bogged down towards the end. Used a deck of 36 oil well cards ("OIL", "DRY", 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, REPEAT). Divided into 5 packs and put back at random. Repeated twice more. Used 18 "refinery" cards 3 each of 3, 5, 6, 8, 10, 12. One die had the following faces: Drill, Drill, Drill, Refinery, Choice, Choice. The other had: Profit, Profit, Profit, Loss, -, -. Players in turn throw the two dice. When "Drill" comes the players bid for the right to take the top oil well card (sight unseen). Each player has a set of 18 cards: 1 thru 9, -1 thru -9, two of which are used for a bid. After nine bids the cards are picked up and used again. Refinery cards are bid for in the same way, except that the top card is faced up to be bid upon.

When a player throws "Profit" he is credited with the number of matched "oil well" and "refinery" cards (in other words, the one he has least of). When a player throws "Loss", he loses the top "Oil well" or "Refinery" card in his pile, depending on the other die. In case of "Choice" he can choose to lose either one or a loss of points equal to that he would gain.

When "Profit" comes up there is bidding after the player collects his profit. With "Loss" there is no bidding.

Play until either "Oil well" or "Refinery" cards are exhausted and it comes up again. Most points wins.

The bidding for the oil wells is the most interesting feature and I will have to emphasize this, probably eliminating the dice and the refinery cards.

6/20

MONDAY 19 JUNE

1967

170th day - 195 days to come

Finished going over 1966 Toys & Novelties and Playthings magazines.

Filed clips on the following games:-

KA BOOM • (Ideal)

BANGAROO GAME • (Amsco Industries)

PDQ • (MB)

PUSHOVER • (Ideal)

DOUBLE AGENT • (Transogram)

BATMAN • (MB)

MONOPOLY • (P)

SCIEN-FACT-O • (Sunshine & Chamus)

FLIPPO • (Amsco Industries)

KOMMISSAR • (S&R)

REFLEX • (Lakeside)

TRIANGLE CHECKERS • } (Knuck)

CIRCLE CHECKERS • }

SKIBBLE • (Lakeside)

WHAT SHALL I BE? • (S&R)

BIRD BRAIN • (MB)

BATTA HAI • (Cadaco)

THE LAST STRAW • (Schaper)

BATS IN THE Belfry • (Steven Mfg. Co.)

RACE TRAP • (Multiple)

CITIES-U.S.A. • (S.S. Adams Co.)

HEADS-UP • (Clowes)

ROSE BOWL • (Clowes)

CHARAIDS • (Advanced Ideas Co.)

THE WACKIEST SHIP IN THE ARMY GAME • (Standard Toykraft)

CHICKEN OUT • (MB)

STOCK MARKET • (Futures, Inc.)

COVER-UP • (Crisloid)

PRO-AM GOLF GAME • (Schuhhorn Enterprises)

CHAMPIONSHIP BASEBALL GAME • }

CHAMPIONSHIP GOLF • } (Championship Games)

PRO-QUARTERBACK • }

FLIP FOR FUN • (P)

ACTION GO-GO CAR RACE • (Cardinal)

ORBIT-X SPACE GAME • (Motor Products Co.)

21-SKIDDO GAME • (Mattel)

CLOCK-A-WORD • (Topper)

PEACOCK GAME • (S&R)

BB sent a registered letter with a copy of the PAYOUT rules.

At store on University Pl. bought T.H.E. CAT • (Ideal)

Saw LETTER STICKS • (Hasbro). Seems to be the same as PICK UP STICKS except that the sticks have letters formed at one end. Obviously words are formed from the sticks as they are taken.

At Brentano's saw STRATEGY POKER • (MB)

(Cont. on 6/20)

TUESDAY 20 JUNE MEDINE

1967

171st day - 194 days to come

call Bill Bentzin. He didn't get my clippings when in St. Paul because Dick Joyce's secretary was sick. Dick Joyce told him that she is not reproducing them. Bill said he'd try again to get me a copy of the magazine (see 5/15).

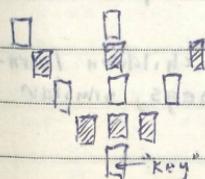
He will send me imperfect copies of THINKING MAN'S GOLF and WIN, PLACE, AND SHOW. Since they seem to be stingy with the corrected ones.

The registered letter with the PAYOUT rules came.

Two short telephone calls from Fay with questions on TREASURE HUNT.

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

This can be played by from 2 to 4 players. There are 4 layouts, each one having a single card space at the apex and three rows of 4 lined with the single card. See diagram.



A 52 card deck is used. A card is dealt face up into each player's "key" space. There is then a round of betting as in stud. Each player is then dealt 4 cards. Each player chooses three of these and place them face down in the three spaces next to the "key" space. Another three cards are dealt to each player which, together with the one remaining from before, make 4. 3 of these are placed face up in the next three spaces. Then there is another round of betting. Another 3 cards are dealt and the players place 3 cards face down in the fourth spaces. Then a final 2 cards are dealt to each and three cards are placed up in the last spaces. Another round of betting. Then each player removes two lines of 4 cards, leaving the hand he wants to stay with. A final round of betting.

Claude suggested that if we both become very successful at betting games that we work out an agreement where if either of us make more than a certain amount in a year, we give the excess to the other for advice given in preparing the games. I agreed to discuss it when we really get going.

WEDNESDAY **21** JUNE 1967

1967

172nd day - 193 days to come

Felicia called. PAYOFF is coming back from X. They found it no fun and could see no point in making the groups. Also returning EGGHEAD POKER. Found this more fun but found it got too slapstick for their taste. Called Claude to tell him.

A young fellow was there with a strategy game - BEZANT. She'll have him bring it Friday and I'M be over to see it and also Connor Barrett's game PITFALL.

THINKING MAN'S GOLF, & WIN, PLACE, AND SHOW came.

Dr. Schwartz told me about a GAME he saw at a medical meeting. It is used by a psychologist to test married people. There is a electric train set up with two trains on two tracks. One the husband is trying to make reach a destination, the other the wife. Each has controls for their own track but also for the other track. The test consists of whether they try to help their mate or not. (Rough idea.)

On a TV program about education they showed children learning with a device using rubber bands on pegs, similar to my TRIPLE CROSS.

THURSDAY **22** JUNE 1967

First Day of Summer 1967

1967

173rd day - 192 days to come

Went to the beach at Brighton Beach. It was very crowded and noisy. The beach was very wet and there were many people swimming.

Spent the afternoon at the beach. It was very hot and humid. There were many people swimming and sunbathing. The beach was very crowded and noisy. The water was very cold and refreshing.

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WED FRIDAY 23 JUNE SAT

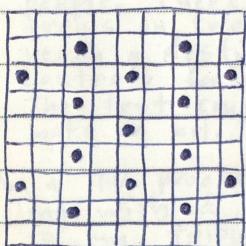
1967

174th day - 191 days to come

Pete brought in the 8 platforms he ~~had~~ built for me for HAT IN THE RING. He did a very good job on them, but they are rather massive.

After work to 1/3, Felicia and D. J. Kerley there. Kerley and I played part of a game of his BEZANT. It is interesting but quite difficult to learn. It is also quite reminiscent of GO. Felicia seemed to like it although she didn't understand it. Dan gave me a set of the rules which are filed in Board Game folder.

Dan left and Felicia showed me PITFALL. It is played on a 9x9 board as shown.



The board is raised over a space below and the black circles represent holes. Each player has 9 pieces which have a cavity in the bottom in which a marble can be placed. Each player has four marbles, 3 green and 1 red. At the start of the game each player places his nine men on his starting row and places his marbles under any four of them, with the other player not watching. The pieces have the letters A thru I on the top and the easiest way to remember where the marbles are is to think of a four-letter word.

Moves are made sideways or straight forward. In each turn a player makes two moves, either with the same piece or with two different pieces. In making a move a player may push an opponent's piece before him (or to the side), in an attempt to force his marble over a pitfall or just to get him out of the way. Two opponent pieces in a row can be moved by two of yours in the same row. In all pushing moves the moving player makes his two moves, the opponents' piece just being moved along.

Players moving their red marble piece across the board got 10 points, green marble piece - 5 points, plain piece - 2 points. As soon as one player gets all his pieces across the game is over (I think that this is how it ends). Most points across wins.

If a player thinks he has thrown enough of opponents into pitfalls he can say "Game". If other player accepts, the first player wins. If other player "challenges" the game continues. If player having said "Game" wins, he wins a double game. If other player wins, he wins a triple game.

Took home INFINITE PLANE, but left FREE FOR ALL and GO SEE-A GLOBAL HOLIDAY.

SATURDAY **24** JUNE 1962

St. John, Baptist

1967

175th day - 190 days to come

Rcd. short letter from Haav Moolim with more on TRUE.

Rcd. another batch of clippings from Bill Bentzin.

Rcd. ad from A-H. for JUTLAND. (Filed in 1967 Ad Slips).

Sent a FOCUS booklet to D.J. Kerley (see 6/23),

Finished making the cards for HAT IN THE RING.

SUNDAY

25

JUNE

UTAH

Fifth Sunday after Trinity

1967

176th day - 189 days to come

Finished a hat for HAT IN THE RING. The play was to be as follows. Each player has 12 cards with votes printed on them, from 1 to 5. Each stands on his ~~the~~ platform, around the hat. Tries to get his cards (votes) in the hat. Can pick up any missed cards that he can reach from his platform. When all except one have finished throwing there is a "scramble" for votes as players pick up cards from the floor. Then they trade to get back their own cards. Then another period of throwing cards; etc. Tried to play at Marylin's with Dave and some of the kids. Just no interest to anyone.

It might be more interesting to have a large plastic layout with different compartments. But at present I'll leave it be. It is not my type of game.

Arthur called. Asked me to bring my set of the HIGH DECK next Friday.

WE MONDAY 26 JUNE 1967

1967

177th day - 188 days to come

Called Felicia to tell her that HAT-IN THE RING was a flop.
We talked some more about BEZANT. She is more impressed
with Dan's background than the game, tho she doesn't
realize it.

Alice probably won't be back till end of July.
FREUDIAN BLOCKS was returned by X. They like the theme
but do not care for the play of the game.
Arnold Shapiro will be going on a 2 week vacation.

Claude called in the evening. Both rather depressed about
the game situation.

Made four sets of cardboard squares for TAKE-A-NUMBER:

TUESDAY

27

JUNE

1967

178th day - 187 days to come

PAYOUT arrived from X. Felicia checked it out and sent it to M.B. Also an enthusiastic letter.

Fay called BB. Tried to get her to do more typing. BB didn't bite.

WEDNESDAY

28

JUNE

1967

179th day - 186 days to come

Since of Feb 28 - Vol. 1081

Started indexing 1967 game diary.

(cont'd. from 6/29) [6/30]

then the other 26 cards are dealt and these are played. Then from the full deck another 13 cards are dealt for a third round and the player with the highest score wins. If a player makes 55 or more points in the first hand he wins without playing the remaining two hands. 100 points in two hands also wins. (A suit from another deck is used for scoring.) I then suggested this version for two. Divide the red cards from the black cards. Shuffle each separately and deal 13 to each player, each using one deck. Play this hand and then each uses his remaining 13 cards for a second hand. The two hands constitute a game. We played it and it worked very well. (I won.)

When three play three suits are used for either the version with mini-hands or with ^b card hands. With the latter there is, of course 1 hand from the deck, rather than two. In case of a challenge by the leading player either of the other two may accept it and if accepted the winner gets 2 tricks.

When four play the full deck is used. Play is in partnership.

(A missed point,) whenever the game is played with 13 card hands and there is an accepted challenge, each player throws off a card of his choice.

During day thought of an idea for a game IMMOBILIZATION. Play on a checker board. Each player has (about) 16 pieces. Place them on the board one at a time. After each has placed his first piece subsequent pieces must be placed next (including diagonally) to a piece of a player's own color or more than one such piece. A piece may also be placed next to an even number of opponent's pieces, but not an odd number. A piece may also be placed next to an even number of opponent's pieces plus one or more friendly pieces. Object is to pin one or more than one opponent pieces in a straight line between two of your pieces, or one of your pieces and the edge. Such pieces cannot be moved. ~~when pinned~~ Moves are made as a queen in chess. When a player in his turn cannot move and has no more pieces to enter, he loses.

Also thought of the following possibility for SPECTRUM. Each player in a turn is allowed 5 units of movement. A "color intercept" counts 1 unit. A "color match" counts 3 units.

[Started 6/30]

THURSDAY

29

JUNE

St. Peter, Apostle

1967

180th day - 185 days to come

Worked out some new ideas for DRILL-FOR-OIL: Made a number of new cards and got rid of a lot of others.

(cont. from 6/30) [6/30]

there are prize cards which score in addition to their basic value of 10 points. Only cards played by the opponents of the winner of a trick can be prize cards. A card of a different hierarchy than the winning card is a prize card. Also a card of the same rank and hierarchy as the winning card is a prize card. Prize cards are valued as follows: L or M - 10 points each; F or C - 20 points each; P or S - 30 points each; K or V - 40 points each. Additionally, if a team has won two prize cards of the same rank and hierarchy, each counts double its value. 3 would count triple. And 4 would count quadruple. The team with the highest total scores their total; the other scores nothing.

When 4 play the scores are kept for each team. When 3 play the player with the dummy scores the entire score if he wins. If the opponent's win they each score half their total. With 3 players multiples of 3 games must be played so that each player has the dummy an equal number of times. (Played quite well.)

Wald and I played his PARIS. We used a standard deck with just two suits. A third suit was placed in order with a 1 on top down to a King on the bottom, for use in scoring. The two suits are shuffled together and two cards are dealt to each. One leads either of his two cards. The other player then plays a card. The high card (suit has no significance) wins the trick and leads to the next. If two of the same value are played the 2nd wins. The winner of the trick takes the top card from the scoring deck. (In other words the tricks are valued from 1 to 13.) Each player draws a card from the pack to return their hand to 2 cards.

At any time the leading player may lead his ~~K~~ card face down. If the 2nd player accepts the challenge he also plays his card face down. The cards are then faced and the winner wins two tricks. Each player throws in his 2nd card to keep the tricks and cards balanced. If the 2nd player refuses the challenge, ~~he~~ he throws his card face up and the first player wins the trick without showing his card. High score wins.

We then played another version using the full deck and dealing 13 cards to each and playing as in the first revision except that no cards are drawn after ~~a~~ a trick. After the first 13 cards are played the hand is scored,

(cont. on 6/28)

6/29
6/28

FRIDAY 30 JUNE UTAH

1967

181st day - 184 days to come

NYGA meeting at Arthur's. Wald & Claude there.

Claude showed COPS AND ROBBERS, which is a game idea rather than a completed game. The equipment is the AVALANCHE board (see 1966) with some of the flip-flops removed and the upper part of the board covered. One marble of a different color is the robber. This dropped so that it lodges under the covered portion of the board. Each player has a set number of marbles. At the beginning of a turn he says how many he will use and then must use ~~at~~ exactly that amount. Object is to get the robber marble together with one of your own in a compartment at the bottom. The compartments only hold two marbles each.

I showed :- DRILL FOR OIL. I liked it (I won handily) and the others found it moderately good.

Wald, Claude and I played VENTURE CAPITAL. (Again I won). They were very enthusiastic about it.

Told Wald and Arthur about my INFINITE PLANE and showed them the equipment. Didn't play.

The Amberstones showed THREE and we played several games. (I even beat Wald one game.) The rules are the same as those in the large card file except that two captures can be made on a turn, one with the first pc. played another with second. Also the board did not have the red dots. They have silk screened boards for the game and offered me one. This did not have legs and they can put legs on it if I wish, will wait for one with legs.

Arthur, Wald, and I played their KNIGHTS AND VASSALS. This is similar to the game played on 1/3 but to avoid complications I'll give the complete rules here.

3 or 4 play. Four hands are dealt using the high deck and each hand gets 8 cards. The hand opposite the dealer is played as a dummy hand. Before pone leads, the K's & Vs in dummy's hand are faced up. The pone leads any card he wishes. In the next play, the next player must play a card in the same hierarchy (House has no significance in the game unless he rebels by playing ~~a~~ a corresponding card of the other hierarchy. The third player may counter-rebel by playing ~~a~~ a corresponding card in the original ~~hierarchy~~ hierarchy. And the fourth player may rebel again. Only the 2nd player may institute a rebellion and if he doesn't all players must play in the originally led hierarchy, unless a player is out of that hierarchy in which case he throws off a card which cannot possibly win the trick. Once there is a rebellion, the new hierarchy must be followed, unless there is a counter-rebellion. The high card of the proper hierarchy wins the trick. If two equal are played, the first wins.

In scoring every card counts 10 points. In addition

(cont. on 6/29)

SATURDAY

1

JULY

1967

182nd day - 183 days to come

Playing around with IMMOBILIZATION. There may be a game here but it needs to be worked out.

Made considerable changes in the game shelves, the 30's & 40's to clear more space, will have to go over the index completely to get it up to date.

SUNDAY

2

JULY

Sixth Sunday after Trinity

1967

183rd day - 182 days to come

Played VENTURE CAPITAL with Dad, Dana & Dale. Then Dad & Dana. Later in evening played with BB, Dana & Dale. Then a game with David alone. Made small changes along the way, particularly in the use of the "Company Bankrupt" cards. Finally got it working right I think.

In Sunday Times saw the following ad in the magazine section! Did not send for it since it doesn't seem to be a game.

Now you too can... RIOT, RUMBLE AND DEMONSTRATE. The Adult Activity that lets you strike back!

Now the whole family can riot, demonstrate and rumble right in your own home. Strike back. Agitate against (for) friends or enemies of your choice.

At last, a cheap party game that's ideal for suburban sit-ins, inflammatory dinner parties. Adds conflict to coffee breaks, cocktail hours, drop-ins. Turn your next nitecap into a nighttime riot.

You get: A 62 piece kit. 5 provocative 10²"x15" placards and wooden handles. 50 interchangeable slogans, 250 ways to incite, instigate and inspire your closest housemates and dearest enemies to SUPPORT (OUR BOYS IN CHERRY GROVE), BRING BACK (THE HERALD TRIBUNE), UNLEASH (LASSIE), etc. Make up hundreds of your own. Complete with authentic demonstration crayon.

Send for this Riot, Rumble and Demonstrate kit today. (Placards make ideal fans in warm weather.)

All this mayhem for only \$2.95 plus 35¢ postage.

Send Check or Money Order to Riot, Rumble & Demonstrate

Room 702, 40 East 49 St, New York, N.Y. 10017

Copyright: 1967 W.C. Oriol.

MONDAY 3 JULY

3

1967

184th day - 181 days to come

Rec'd. a long registered letter from Haari Heo Lim. More on Z-UP and DOWN.

Filed the following books; an accumulation of several years :-
BUSINESS GAMES by Alfred G. Dale & Charles R. Klasson

CAPERTSIM.

CAVALRY CHESS by F. Mans

CODICE DELLO SCOPONE da "Un Vecchio Giocatore"

CRAPETTE ET LE JEU DE L'ALUETTE, LA par Guy Rebour

DECISION EXERCISES IN MARKETING by Arnold Corbin, Ph.D & George

DOUBLE-PACK PATIENCE by Basil Dalton, M.A.

(Blagovidow, Ph.D)

ÉCHECS-GÉRARD OU JEU DES BATAILLES par E. Gérard

EQUAL SUIT BRIDGE.

FUN WITH GAMES OF RUMMY Edited by William S. Root

GAME OF DRAW POKER by John W. Keller

GAME OF MA CHIANG, THE by Mrs. Prescott Warren

GAMES PEOPLE PLAY by Eric Berne, M.D.

Edited by Martin Shulik

GAME THEORY AND RELATED APPROACHES TO SOCIAL BEHAVIOR Martin Shulik

GIOCHI DI CARTE by Rino Fulgi Zaini

GONG HEE FOT CHOY by Margarete Ward

GO PROVERBS ILLUSTRATED by Kensaku Sege

GOREN'S BRIDGE COMPLETE by Charles H. Goren

HANDBOOK OF MOST WIDELY USED BRIDGE CONVENTIONS (as reviewed) by Charles Goren

HISTORY OF PLAYING CARDS, A by Catherine Perry Hangrove

HOW TO PLAY GO by Kaku Takagawa

KAARTSPEL, HET door S.H. Van Groningen

MATHEMATICS AND THE IMAGINATION by Edward Kasner and James Newman

NÉO-SCHAAK door E. van Dier

NIEUWSTE SPELREGELS VAN HET COMMERCE EN LOTERIJEN door Edward Lowe

PANDOEREN door A.C. Butselaar

PARLOR GAMES FOR THE WISE AND OTHERWISE by M.E.H.

POINT COUNT CHESS by I.A. Horowitz and Geoffrey Mott-Smith

REVOLE DE JOCAR A PAVARE LO MEDIATOR E TRESSETTE CO NA JONTA DE

LO JUOLO D'O SCOPONE by Girialdi Zuculzy

SIGFRED'S RAFFLE BOG by Sigfred Pedersen

SPELEN MET DOBBEL-EN POKERSTENEN door C. Stelt

STRATEGY OF CONFLICT, THE by Thomas C. Schelling

TANGRAMS, PICTURE-MAKING PUZZLE GAME by Peter Van Note

THREE-DIMENSIONAL CHESS by William F.H. Godson, Jr.

TREASURE HUNTING by John F. Gowen

TWO-PERSON GAME THEORY - THE ESSENTIAL IDEAS by Anatol Rapoport

VARIOUS DART GAMES, THE by A. Wellington

WORLD OF TOYS by Leslie Daiken

Played 5 hand VENTURE CAPITAL with family and Dale's Joe. Then played 6 hand by myself. Worked out o.k. Decided to raise the value of "high finance" to 30M & 60M.

TUESDAY

4

JULY

Independence Day

1967

185th day - 180 days to come

Played 4-hand VENTURE CAPITAL by myself using the new "high finance" values. Think it is O.K. now.

Finished up placing the books on shelves.

Arthur called after I left for the evening.

WEDNESDAY JULY 5

1967

186th day - 179 days to come

Called Arthur. He offered to have reproductions made of the HIGH DECK, and give them to me so that I can put contact front and back (as I mention last Friday) and would like my old set back so Wald can have one. I'll have to check whether paper with two coats of contact will be stiff enough to shuffle. If not the reproduction will have to be mounted on cardboard which costs \$1.50 in addition to the \$1.50 for the reproductions. Made a tentative date of 7/14 for a NYCA meeting.

Fay called BB. Wanted her to talk me in to giving a part of our money to a big name in computing. Wanted to bring over her TREASURE HUNT presentation ~~for me to read~~ to the office. ^{I called &} told her I was extremely busy. She'll mail the presentation. Said it was O.K. to get a computer bid name.

Started a letter to Bill Carlson.

THURSDAY

6

JULY

1967

187th day - 178 days to come

At lunch time walked to Stechert-Hafner on 10th St.
Ordered the following books from Editions Bornemann - Paris:-
LA MANILLE par B. Renaudet
JEUX DE CARTES POUR JOUEURS NOMBREUX par B. Renaudet
TUS LES JEUX DE DES par Pierre Manant
LE JEU DE TAROTS par M.L.A. Amateur
LA MANILLE CONTRÉE, DITE COINCHEE par P. Ehrhart
JEUX DE CARTES DU MIDI DE LA FRANCE, par C.E.R., Amateur
LE JEU DU GRAND TRIC-TRAC, par Jean Tournagin

Finished the letter to Bill Caruson and BB typed it.

Wrote a short letter to Haar Hoolim.

WEDNESDAY

7

JULY

1967

188th day - 177 days to come

Bought 4 copies of the July issue of WOMEN'S WORLD magazine which has the article on me planted by Bill Bentzin.

Mailed the letters to Bill Caruson & Haar Hoolim.
Made a reproduction of mine to Haar.

A letter came from Bill Caruson. He is still trying to get me a copy of TOP BRASS.

SATURDAY

8

JULY 1967

1967

189th day - 176 days to come

Looked in the toy stores at Cross County. Nothing new.

Played several games of TAKE-A-NUMBER by myself.

SUNDAY

9

JULY

1967

Seventh Sunday after Trinity

190th day - 175 days to come

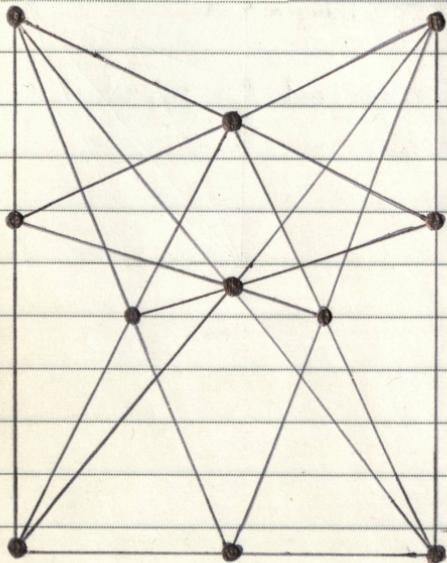
Filed cards for the two editions of WFF'N PROOF by Hayman E. Allen.

Copied the following game from the 1966 Hamley's catalog and then filed the catalog in the filing cabinet.

CHECK LINES:- The board is as shown.

Each player has 5 pieces and the object is to get two lines of three,

Rules are not given but obviously the pieces are placed one at a time and then are moved along a straight line into the empty space until a player succeeds in completing two lines.



Filed the following ads from D. Van Nostrand Co. in the "Book Ads" folder:-

50 BRAIN-TWISTERS by D. St. P. Barnard

MATHEMATICAL PUZZLES AND PASTIMES by Aaron Bakst, Ph.D.

RIDDLES IN MATHEMATICS by Eugene P. Northrop

ONE HUNDRED BRAIN-TWISTERS by D. St. P. Barnard

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

GEOMETRIC DISSECTIONS by Harry Lindgren

50 MATHEMATICAL PUZZLES AND ODDITIES by Nicholas E. Scripture

Filed the following games:-

THE ADVERTISING GAME (510)

BATTLE OF THE LITTLE BIG HORN (650)

HURRICANE (314)

PERPLEXION (G10)

SEDUCTION (506)

7/11

MONDAY **10**

JULY

1967

191st day - 174 days to come

Spoke to Felicia:- Told her about the WOMEN'S WORLD article. She would like a reproduction of the article for herself and one for Larry Winters - because HIGH BID is mentioned. Felicia had a 3M catalog with HIGH BID on the first page. She sent it to Larry.

She saw the inventor of IMAGE recently. He still hasn't heard from Springbok. They have had the game about 9 months.

No word yet as to when Alice will return.

At Klein's saw three games by Ideal:-

CHOP SUEY. (see 5/20). Looked at the "Meny" today. Each shape has a definite value, from 5 pts. to 100 points. There is no extra points for combinations (and I think there should be). The bowl has ~~4~~ holes allowing 3 chop sticks to be placed. The game is played in 3 rounds. The first is with no obstacle sticks, the 2nd with 1, 3rd with 2, and fourth with 3. Each player has a personal bowl which must be placed at least 4" from the main bowl. If a player drops a piece on the table he returns it to the main bowl by hand before continuing with the chop sticks. Players may try to stop another from picking up a piece, but once picked up another player may not interfere. For a simpler game play with each player taking his turn separately.

TIP IT. (See March 1967 Playthings) The discs are placed in a definite order (there are 3 colors) on the 3 prongs. A spinner (I believe) tells each player in turn the color disc he must get. If necessary he uses his "fork to remove discs above the color he needs and replace them on the other two prongs. When the "acrobat" on the top of the pole falls off the round is over and the player causing it to fall gets a penalty while the others score. The colors have different values, those at the bottom in the starting sequence being worth more. The height of the "acrobat" on the pole can be varied, the higher he is placed the easier it is to ~~fall~~ cause him to fall.

CAREFUL. (See March 1967 Playthings) The tower is built by putting colored columns in the spaces marked with that color on each floor, so that the tower is always the same. The spinner tells the color column that each player in turn must remove from the tower. He may move around columns at will to balance the tower. Each floor has a maze arrangement which prevents a column from being pulled directly out. There is also a hole in the center into which the bottom of the column can be placed for tipping. There is a bell tower on top which rings "when the tower is in danger of falling (3). Different colored columns have different point values.

(cont. on 7/11)

TUESDAY

11

JULY 1967

1967

192nd day - 173 days to come

(cont. from 7/10) [7/10]

Called Bill Bentzin to thank him for the clippings, the two sports games, and for the article in Women's World.

Another letter from Haar Hoolim with more on 7-UP:

I called Martin Gardner. He said he'd like to come to pay us a visit in the near future, possibly for supper, but probably it will be simpler to come for an informal visit. He was interested in my description of CASE OF THE ELUSIVE ASSASSIN. It ties in with "logic diagrams". He is interested in seeing my puzzle on the game. He hasn't received anything interesting in the field of games except for SPROUTS which is a pencil and paper game in the July issue of Scientific American, which I haven't seen yet.

Claude called. NYGA meeting in his mother's house this coming Friday. Arthur said he'd probably bring something new.

While talking to Bill Bentzin asked him if there was any talk about a tour by me this year. He said he'd check with the home office.

WEDNESDAY 12 JULY

Orangemen's Day

1967

193rd day - 172 days to come

Bought the July Scientific American. Martin Gardner's column has ~~SPROUTS~~ SPROUTS which is a good pencil & paper game and BRUSSELS SPROUTS which is a gag. The magazine also has an article on paradoxes in game theory. This is also filed ~~with~~ SCIENTIFIC AMERICAN box.

Thought of taking a trip to Parker Brothers and showing them TAKE-A-NUMBER, VENTURE CAPITAL, INFINITE PLANE and possibly FREE FOR ALL.

THURSDAY 13 JULY

13

1967

194th day - 171 days to come

BOOK OF EVER SET - RED BIERT

Called Felicia, still no word on Alice's return. Felicia had a letter from Bob Engel, Whitman's line for 1968 is complete and they will not look at anything new until they contact us before Toy Fair next year. Talked to Felicia about my riding up to Parker. She will call them and set up an appointment. Before this however, I will see her next week to show her VENTURE CAPITAL and discuss it further.

Rec'd. a letter from F. Daniel. He has not been doing anything on games. Would like a short note on the status of NUMBER FOOTBALL and FORMATION.

(cont. from 7/14) [7/14]

may end at an interior line.

A bend or a cross is given a value of 1. The first play can use 1 unit, the 2nd 2, the 3rd 3, up to 6 on the last. They can be used as bends or crosses at will. With this variation some compulsion to cross lines of the other color would have to be introduced, otherwise I believe the tendency would be to stay completely each color by itself. (In this variation less or more than 22 boxes may result.)

A fourth line by each player can be added, increasing the number of boxes to 37.

Claude, Anne, BB, and I played MANEUVER. BB and I liked it very much. Claude and Anne had reservations. I won & BB came in 2nd.

A few points that weren't quite clear seem to work out as follows. Only one color can be in a space at one time except for the "terminal" space where any number of different colors may be. I believe that when a piece or pieces are evicted they ~~may be~~ should be placed in a space containing that color if it is in occupied sequence with the space of eviction, rather than going back to an unoccupied space.

Claude thought the game would be improved if the card a player played was given to the following player. I don't agree but it might be good to allow a player to either pick the top card of the face up "play" pile or the face down "draw" pile.

Claude gave me a present of the book POLYOMINOES by Solomon W. Golomb.

Supposed to have an NYGA meeting today but Arthur called Claude and said he was too tired to come, even tho he had the day off to rest. So BB & I came to Claude's instead.

(cont. on 7/15)

7/13

7/15

FRIDAY 14 JULY 1967

1967

195th day - 170 days to come

At lunch time walked to the 200 Fifth Ave Bldg, and visited Cadaco. Spoke to "Dan Monahan" who remembered me from Toy Fair. First I looked at MANEUVER and NIK-NAK NUMBERS, and then he sold me copies @ \$3 each (90% off).

He also told me that they had no staff developing games and bought everything from outside and suggested I submit something. Before sending a model & description should be sent to:-

Mr. Robert J. Koch

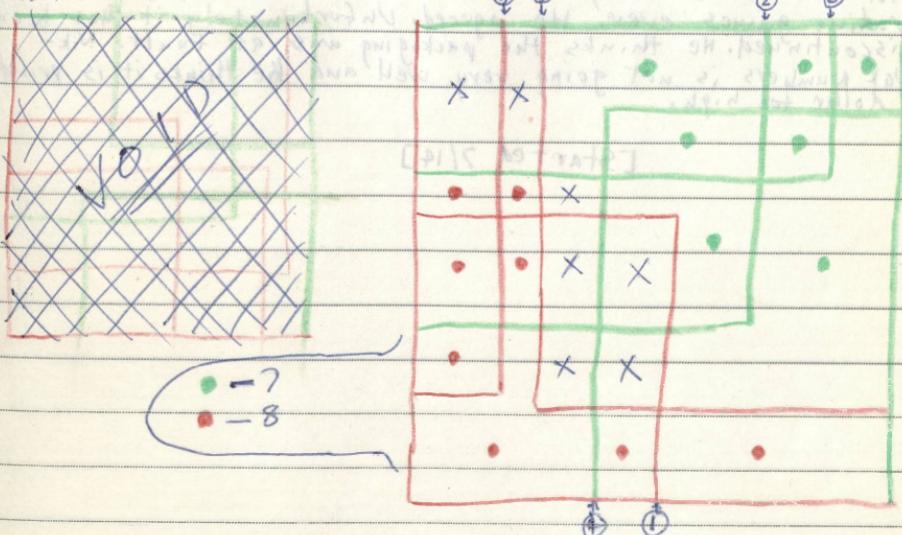
Cadaco Inc.

310 West Polk St.

Chicago Illinois 60607

} Cadaco.

Thought of a pencil & paper game called CUTTING CORNERS, which is an improvement of a game idea I had last year. Each player uses a different color & they start by each drawing two adjacent sides of a square in their own color.



The first player starts at any edge with a straight line, bends at right angles and ends at another edge. The 2nd player then makes a similar line which crosses one other line. The first player then makes one that crosses two lines, etc. until the 2nd player makes his third line which crosses 5 lines. 22 boxes result and each player receives 1 pt. for each ~~box~~ side that has more sides of his color. Those with an even number are won by neither. They game should be played in sets of two with each player having the chance to start. High total score for the set of two wins.

Played with Claude and it worked O.K.

Some possible variations:- Lines do not have to start at an edge but may start at another interior line and (cont. on 7/13)

SATURDAY **15** JULY

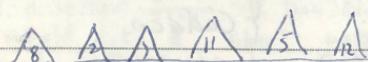
St. Swithin's Day

1967

196th day - 169 days to come

(cont. from 7/13) [7/14]

Claude had a pencil & paper GAME • also based on topology. The layout is as follows, with different arrangement of the numbers:



Each player in turn connects two numbers that add up to a number divisible by 4 (2, 3, or 5) could be used. A line cannot be crossed. The last to connect numbers wins. (It was over very quickly. Later I played around with the idea of having the numbers each by themselves but this did not work out very well either.

At Cadaco, Dan Monihan told me that SEVEN SEAS • and NIK-NAK NUMBERS • were invented by the same man. I told him that I thought Seven Seas was one of the best trading games ever. He agreed. Unfortunately it has been discontinued. He thinks the packaging was at fault. NIK-NAK Numbers is not going very well and he thinks it is priced a dollar too high.

[Started 7/14]

SUNDAY 16 JULY 1967

Eighth Sunday after Trinity

1967

197th day - 168 days to come

Started working on the rules for VENTURE CAPITAL after playing a good 4-hand game by myself.

Wrote a short letter to Bill Carason but BB didn't get to type it.

Played 2 games of CASINO with BB and Esther.

MONDAY 17 JULY

1967

198th day - 167 days to come

Played 3 games of 500 RUMMY (to 300 points) with dad & Elka. I lost them all.

BB picked up a registered letter from Haar Hoolim. Had latest rules for 7-UP in pretty complete form.

BB typed the letter to Bill Carlson.

[Start on 7/14.]

TUESDAY 18 JULY

1967

199th day - 166 days to come

At work got some new ideas for a Business Management game for 3M. Tentative name - EXECUTIVE DECISION.

(cont from 7/19) [7/20]

Martin Gardner called. He could come over on 7/22, but we have a date with Marilyn & Familly. Made a tentative date for 8/5.

Called Claude with news on LOA. Not in and gave message to Mary Ellen.

Felicia or Alice is going to show LOA to the vice president of E.I.S. Lowe who they know. We also discussed (Felicia and I) whether to send GO SEE-A GLOBAL HOLIDAY to Cadaco (I gave Felicia Koch's name) or show it to Lowe. No decision.

Gave Felicia two copies of my WOMEN'S WORLD reproduction. She'll give one to Larry since HIGH BID is mentioned.

[Started 7/20]

WEDNESDAY **19** JULY

1967

200th day - 165 days to come

More work on EXECUTIVE DECISION:

Called VS to confirm date for tomorrow. Alice was back. Asked her about TAKE-A-NUMBER and she said it didn't hold the interest as much as DOZEN DIAMONDS, with her and others to whom she showed it. I tried them both in the evening and the latter is much simpler and there is the challenge to try to use all the cubes, which is difficult in this but easier in my game where using the cubes in both directions is the big challenge.

Taught TRIAD to Midge & Rose and I played several games with them.

(cont. from 7/20) **[7/20]**

it to X when we send VENTURE CAPITAL. Also Connor's PITFALL still has to go, Felicia being so busy that she forgot to send it.

To Brentano's, Bought TAC-TICKLE (Wff'n Proof)

At Korvette's Saw:-

4-CYTE - now published by M.B.

THE DATING GAME (Hasbro) - This is similar to a much cleaned up SEDUCTION.

TIE 'N TANGLE (Hasbro) This is a steal from TWISTER, 2, 3 or 4 play. Each player stands on a disc thru which a 12 foot length of ribbon is attached. At the other end of the ribbon a wood ball is attached to make handling easier. The discs are placed touching each other on the floor. An additional player spins a spinner to determine the moves, and does not play in the game. Each player in turn must wrap his ribbon around a specific other player's right or left arm, leg, or his waist. The spinner gives the person and the place. When a player cannot, because he does not have enough ribbon, make the move required, he cannot win but stays on his disc. The last player able to wrap wins.

THE TUNNEL CARD GAME (Ideal) There are cards in four suits (different centuries). Each player has a hand and there are others left in the deck. There is a spinner with spaces for the four suits. The spinner is spun to determine a suit. The leader leads a card of this suit and others must follow suit. If don't have it draw from deck till get it. Winner of trick leads to next one. If this is same player who led for the previous trick, he can choose the suit. otherwise the spinner is spun. First to get rid of cards is winner.

(cont. on 7/18)

7/19
7/18

THURSDAY **20** JULY 1967

1967

201st day - 164 days to come

Doing further planning on ~~THE EXECUTIVE DECISION~~. Pretty well thought out now.

After work to I-S. Alice had left at noon - not feeling well yet. Played part of a game of VENTURE CAPITAL. She liked everything about it. We decided we'd send it to X first.

Felicia showed me the following letter from X that they just received:-

Under separate cover, we are returning NUMBER FOOTBALL and LINES OF ACTION to you.

We have struggled with "Number Football" for quite a while and can't seem to make it anything more than what it is -- namely, a fairly interesting number strategy game for two sports enthusiasts. We have been unable to turn it into more of a game with equipment and playing pieces. All you need for the game is the lengthy rules and a pencil and paper. At this time, we can't use a game of this type.

"Lines of Action" is a colorful game but generally not well received by those who play-tested it.

Hope Alice is getting along all right. We will keep you posted on latest developments.

Arnold.

Felicia was talking about a GAME invented by Paula Stone which is both for TV and a home card game. She has the script of the TV game and Alice thinks it is good of the type. The English office of Goodson-Todman likes it. The game itself is in the mails and she will show it to me before she sends it to X. She was going to send it to M.B. first, but she is mad at Mel Taft for not confirming receipt of PAYOUT yet.

Jake Williams had a GAME idea there for me to look at. There was a 5x5 board and 5 red & 5 white checkers. Each had a magnet in it, some with one polarity, some with the other. When a piece lands on top of another, sometimes it will stick, other times not. He would like to get together with me and try to work out a game with this. I told Felicia to have him get in touch with me.

Felicia says that he liked PAYOUT so much that he made up a set to play with his friends.

Jake says that TAG's ANALYSIS (See 5/21) is almost the same as FREUDIAN BLOCKS.

Jake said that he just didn't have the time to make up models for Claude on speculation.

I took home FREE FOR ALL. Possibly I'll have a chance to try it out over the weekend. We will send (cont. on 7/19)

WED FRIDAY **21** JULY 1967

SMOKE ON THE MOUNTAIN

1967

202nd day - 163 days to come

Called Jules Cooper and got him in at once. The games are just going into production. I am to call him on 7/31 and we will arrange to get together for him to give me copies of CASE OF THE ELUSIVE ASSASSIN; MURDER ON THE ORIENT EXPRESS; HIDDEN HOARD; and also ALL-PRO NFL FOOTBALL. and to have lunch.

Just about finished with first draft of EXECUTIVE DECISION. Drew up "account sheets" for it and ran off prints.

Spoke to Claude. We hope that Lowe will take LOA. Fay called him and wants the questions from his TV mystery GAME. She is still working on the presentation of TREASURE HUNT.

Rcd. a folder from Gamescience Corporation:-
To NUCLEAR WAR and VIET NAM. they are adding CONFRONTATION, which is played on a 60"x28" board. They are also working on:- THE THIRD REICH and DOUBLE THINK. They also mention a magazine - THE JOURNAL OF AMERICAN WARGAMING, which discusses the various war games.

SATURDAY **22** JULY 1968

1967

203rd day - 162 days to come

Wrote rules for VENTURE CAPITAL:

Spoke to Bob Abbott. Not doing anything with games now but may go back to them some day. Will come here Thursday coming.

Experimented with placing business cards onto contact next to each other, then putting clear contact on the face, then cutting them up. Wasn't difficult to do and seemed o.k., tho somewhat thick.

SUNDAY

23

JULY 1967

Ninth Sunday after Trinity

1967

204th day - 161 days to come

Arthur called. Wants me to loan him my copy of the HIGH DECK. He is showing his copies around to various rich people he is meeting thru the man who made the new presentation. One real estate operator from Greenwich Village has \$85,000 he wants to invest in children's toys. We both feel that Claude might be right. Discussed getting together, but I'm all booked up for some time - I said. He or Wald will pick up the deck at the office next Wednesday.

Fixed up the VENTURE CAPITAL rules and worked all day on the cards. Didn't finish them but made good progress. BB drew in some sketches on some of them.

WEEK MONDAY 24 JULY 1967

Pioneers' Day (Utah)

1967

205th day - 160 days to come

Alice called. Notice of the 2nd quarter ACQUIRE report came. Disappointing -\$363,37. The "fair trading" agreement may have had something to do with it. Also, Alice said business in general was lousy in the game & toy line. Check came during day.

I told Alice VENTURE CAPITAL would not be ready till next week.

Alice said that HIGH BID only had about 2 the sales of ACQUIRE.

At May's saw CLEAN SWEEP (Schaper). There is a board showing a top view of about a block of a city. There are holes for putting in obstructions (fence posts-etc.). A large number of differently colored plastic pieces are placed in the center. Each player has a broom with which he tries to sweep white pieces into his own ~~corner~~ corner and colored ones into the opponent's corners. Once a piece is in a corner it cannot be swept out. White ~~etc~~ pieces count plus while colored count against the player. Getting white pieces of the same shape give extra score for 2 or 3 the same.

Saw TWIN SCRIBBAGE (Clore). This is a double set of their SCRIBBAGE. Each set, in two different colors, consists of 13 dice each with letters & 2 wild sides. The letters have point values raising with the difficulty of using the letter. Dice are thrown and the letters used in crossword fashion, with a timer limiting the time of play. Score for the summation of all the points in each word. Deduct for un-used cubes. With the double set they give various ways of playing. One is for a player to use all 26 dice. Another is for each player to take one color and each throw and work separately. Another is to mix up the dice and each player take 13 at random. A word formed all of the same color counts double. Another is to throw all the dice and then have the players take turns choosing one. In this version words of 1 color also count double. (There are other minor variations.)

BB and I working on VENTURE CAPITAL pictures.

TUESDAY

25

JULY

St. James, Apostle
1967

1967

206th day - 159 days to come

Arthur came to office but I didn't have my copy of HIGH DECK.
there, will come tomorrow.

Spoke to Claude. Nothing new on games.

WEDNESDAY

26

JULY 1967

St. Anne

1967

207th day - 158 days to come

Bought two book @ B&N economy store:-

THE ORIGINAL GAME OF OMBRE • by Carl J.W. Hansen,
THE COMPLETE CANASTA • by Ralph Michaels and Charles H. Goren.

Arthur picked up my copy of the HIGH DECK for a couple of days.

Fay sent a copy of the TREASURE HUNT presentation. Glanced at it and doesn't seem much different. I would like BG to go thru it to check the ~~the~~ feasibility of the cities.

Ordered a copy, CONFRONTATION, from Gamescience Corp.

THURSDAY **27** JULY

1967

208th day - 157 days to come

Felicia called. MB bounced PAYOFF. Mel Taft's letter said that there are many games which use the formation of coalitions as part of the game, but there just isn't anything to payoff. Felicia said that originally she had felt something like that about payoff but had been carried away by everyone else's enthusiasm.

In preparing her report for X she found that the 3M sports games are popular with retailers and are cutting into their purchases of Bookshelf games. In general, games with lots of rules are "in."

Bob Abbott over in the evening. Showed me his program for playing AWARI. I understood his logic but not his machine instructions. He still hopes same day to do a ~~game~~ based on programming "flow" ~~chart~~ diagram.

FRIDAY **28** JULY 1967

1967

209th day - 156 days to come

Claude and Anne over. Played VENTURE CAPITAL. Anne
came up from behind to win.

SATURDAY

29

JULY

smoo of webb 927 - web 4902

1967

210th day - 155 days to come

Worked on equipment for EXECUTIVE DECISION. Didn't finish it, but got it into position to play. BB, Dana, & I played part of a game and it worked much better than I expected. Both of them liked it and Dana won, and wants to play again. Played with the buying and selling values moving by values on cards and the effect of excessive demand or supply being just a temporary effect for that one transaction. Think it would be better to move the price level by card and then by demand/supply factor. Have to change cards to allow for this.

SUNDAY 30 JULY

1967

Tenth Sunday after Trinity 1967

218th day - 52 days to come
211th day - 154 days to come

Working on VENTURE CAPITAL cards all day. Put contact
on the backs. Finished completely except for trimming
corners.

S MONDAY

31

JULY

simon of web ACT - web diff 12

1967

212th day - 153 days to come

Called Jules Cooper. Will get together Thursday for lunch and he will give me copies of CASE OF THE ELUSIVE ASSASSIN. and three other games.

A teacher, Dave Epstein called at work. He has an idea for a group of GAMES, which are somewhat educational. He called Martin Gardner who suggested that he contact me. Will see him here Wednesday at 10.

Working on new card schedule for ~~INTERCAPPING~~ EXECUTIVE DECISION.

Rcd. a letter from Haar Hoolim with carbons of letters to:-
John Horton Conway:- co-inventer of SPROUTS.
Oliver Gross :- Games expert at R.A.N.D.

TUESDAY 1 AUGUST

1

1967

213th day - 152 days to come

(cont. from 8/2) [8/2]

Finished model of VENTURE CAPITAL:

Spoke to Claude. Told him to work on SPLIT PERSONALITY. Since X would like a good game of this type. He asked if it would be pushy of him to submit a detective ~~game~~ to Ideal and I told him by all means to work on one.

WEDNESDAY AUGUST

2

1967

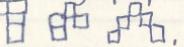
214th day - 151 days to come

Dave Epstein (See 7/31) came over. Had a mimeographed set of games he calls "Locus Games" since they are all based on using two dice and moving a pc. the two numbers at right angles to each other. None were very original or very well worked out. Following are rough ideas of the games.

BASE BALL:- 15' x 15' board. Played starts at home in one corner. Throw red & white dice. Red must move horizontally. White vertically. If first move there is no chain. After this there may be choice depending on numbers thrown. However player may always move. See "Board Game" Folder.

GOLF:- A series of quadrille holes. Movement is the same as in the previous game. When land in a hazard lose strokes.

TI-LO-TACK:- Played with pencil and paper. O is in the center and numbers go from 1 to 6 in all four directions. Players throw the dice and mark an intersection based on red die horizontal (x) and white die vertical (y). First to get three in a row wins even if they are separated, as long as no opponent's mark is in between. Diagonal (45°) also counts.

LOCUS POKUS:- The letters in the name of the game are placed at the top of a board with 10 spaces under with random figures in the 100 spaces formed. Cards have designations such as L3, O10, etc. These are called out and players place markers in any proper spaces. Win by getting 5 in a chain such as .

SHUFFLE-LO:- Move up a board till land on a scoring space laid out like a Shuffleboard. I suggested some provision for moving discs out of knocking discs from one space to another.

TRAVEL-RAMA:- A travel game on a quadrille map. Move from one square to another, avoiding marked hazard squares.

If must land on a hazard, lose turn instead.

BOWLING:- Nothing of interest.

WORD GAME:- His original idea was that the dice were thrown 6 times by each player, giving six distinct letters. These are written down by the players and they then proceed to make words from the letters. Score 1 point for each letter in a word. After 3 words get 1 point bonus. After another 3 words score another 2 point bonus. A 3 point bonus after the ninth word and a 4 point bonus after the 12th word. My suggestion for improvement. Let a dice throw, except doubles, give a choice of letters. Difficult letters have a bonus number connected with them which is scored each time they are used in a word.

I told Dave I'd talk to my agents. His numbers are:-

Home - JE 6-7398.

Wife's Office - LO 8-8400.

6	A	B	E	D	A	F
5	U	H	J	K	I	O
4	C	E	L	U	G	N
3	I	M	O	I	E	P
2	R	Z	W	T	X	W
1	O	Q	A	V	Y	S
	1	2	3	4	5	6

(cont. on 8/1)

THURSDAY

3

AUGUST

Amos at web 645 - val 645

1967

215th day - 150 days to come

Jules Cooper took me to lunch @ private dining room @
200 5th. Gave me copies of:-

THE CASE OF THE ELUSIVE ASSASSIN.

MURDER ON THE ORIENT EXPRESS.

FU MANCHU'S HIDDEN HOARD.

ALL-PRO FOOTBALL.

In a few weeks would like to have a game session with BB & me and his brother to play "express".

So far they have shipped about 10,000 of "assassin" which was the first ready.

At home looked at the games, "Assassin" was made for 2 to 4 players instead of 3 to 6 as I had it. The 2-hand is trivial. The rubber band on the cards was so tight that it nicked the edges.

Rcd. a ~~letter~~ copy of a letter Huar Hoolim sent to the inventor of SPROUTS and including another pencil and paper ~~game~~ GAME.

In the meeting with Jules Cooper I asked him about Claude submitting a game. He said they are working on one for TEN LITTLE INDIANS • (the only one Agatha Christie will allow to be used) but if Claude comes up with one sooner they will consider one from him.

WEDNESDAY FRIDAY 4 AUGUST HT

1967

216th day - 149 days to come

At long lunch hour to Alice.

Paula Stone's game - WHOZAT came. One player chooses a ~~person~~ known person, alive, dead, or fictional. The other players are given a hand of cards from a "question" deck. In turn they ~~will~~ play one of the cards and replace it from the deck. The card asks a question such as:- "What movie does this person remind you of?" "What song does this person remind you of?" "What book does this person remind you off?" The player who picked the character must answer in a way that can be explained but should not give things away too completely. There is also an "answer" deck with each card having some ten of the same type of questions. At some time during the game (I am not sure when) the chooser draws one of these cards and must give a piece of information that hasn't yet been given. In the "question" deck there are a number of blank cards. With one of these a player may ask any question he wishes, but they are more important because a player cannot make a statement as to who the character is without a blank card. (Fairly complete idea.)

Decided to send VENTURE CAPITAL, FREE FOR ALL and PITFALL to X at once. (I brought the first two to her.) (It is a little beat.)

Decided to send PAYOFF to Parker at once. (I fixed the box somewhat, but decided to send INFINITE PLANE and TAKE A NUMBER to Parker after I finish the latter.

Decided to have ~~him~~ Alice bring GO SEE-A GLOBAL HOLIDAY and AIRLINE to Lowe after I finish repackaging the latter.

Spoke to Alice about Dave Epstein's games but she didn't think anything could be done with them.

Alice told me that Parker was dropping CROSSWORD LEXICON & ACROSS THE CONTINENT from their line. Checked my catalogues. The latter has been dropped in the 1967. The former has not been in for several years.

Called Jules Cooper about the number of players in CASE OF THE ELUSIVE ASSASSIN. It was a matter of casting. Their dyes are set up to make figures in four colors. Also too big a pad would be required for 6 players. Told him about the tight rubber band and he thanked me for letting him know.

Made two repros of VENTURE CAPITAL rules.

Rcd. a post card from Warren Buell. Nothing on games.

8/6

SATURDAY 5 AUGUST

1967

217th day - 148 days to come

Bill Caruson sent me the rules for TOP BRASS. (Filed in Misc. Game Folder.)

Rcd. a long letter from Frank Thibault in which he mentions playing FOCUS & SLAM, seeing SIT DOWN AND THINK at 3M, and an ad for CASE OF THE ELUSIVE ASSASSIN. He sold his yacht racing game to 3M and ~~are~~ the name is being changed from TACK to REGATTA. They will probably go ahead with SQUIGGLE after X'Mas. Jerry D'Arcy is flying to New York and will contact me. Frank sent the rules of his word game CHANNELWORD.

Martin Gardner over in afternoon & evening.

I showed him THE CASE OF THE ELUSIVE ASSASSIN and gave him a copy of the puzzle. Showed him SIT DOWN AND THINK, TAKE A NUMBER & INFINITE PLANE. Gave him a copy of FOCUS and the published copy of WATCH - both were taken by his son.

Martin looked at TIMUR'S GREAT CHESS in CHESS ECCENTRICITIES. (which he had heard of, but not seen) for use in a column about knight moves & extended knight moves.

Martin mentioned an interesting book by P.A. (Major) MacMahon on tessellation - NEW MATHEMATICAL PASTIMES. (See MATHEMATICAL RECREATIONS AND ESSAYS. (pg. 111)). He will do a column ~~on~~ partially based on it - on triangular games and puzzles.

Another ~~e~~-book he mentioned is MATHEMATICAL BAFFLERS by Angela Dunn (McGraw Hill). On the cover it has a diagram something like the following. There are chips of 4 colors. Players take turns placing any chip in any space, as long as two chips of the same colors are not in adjacent spaces. First player forced to place a chip next to one of same color loses.

Martin mentioned that the magazine RECREATIONAL MATHEMATICS MAGAZINE will be revived by Greenwood Press. He thinks that previously unexpired subscriptions will be honored. The name will be changed to ~~to~~ THE JOURNAL OF RECREATIONAL MATHEMATICS. They will also publish a companion magazine called RECREATIONAL WORD PLAY.

When he prepares his new book based on Scientific American columns he will mention the names of all my published games. Took down their names.

Spoke again about his GAME idea using a long chain made up of interlocking balls (like for a key ring). This is dropped over a peg (or pegs) and players in some way choose whether it will catch on a peg or pull free.



(cont. on 8/6)

SUNDAY

6

AUGUST

Transfiguration

Eleventh Sunday after Trinity

1967

218th day - 147 days to come

(cont. from 8/5) [8/5]

Martin will try to check with some editor friends about my doing a book on games.

He said that the way to go about selling TRIAD to a magazine would be to prepare a one-page letter giving information about myself & what I propose to do. It is permissible to send this inquiry to as many magazines as I wish.

A woman called him last week and asked him to devise a GAME on a mobeous strip. He gave her my number.

~~The~~ PLAYBOY magazine contacted him about doctoring a game (later found to be called SCORE) to be used in the magazine. He looked at SEDUCTION and THE GAME OF SEX. He is going to write to them suggesting that they contact me.

He left me a good bit of material, some for me to keep and some to reproduce & return. They consist of:-
The Fast and Furious Game of LASKERS. (Observer, June 13th 1965 - probably a British Magazine) (Filed in Board Game Folder.)

Several long letters by Wilfred H. Shepherd - containing, among other things, BIZINGO, AGON, and a mention of FOCUS.

Also mentions a Hoyle by Dawson containing a series of ~~game~~ GAMES published by John Jaques and Son & based on the Knights move. (Filed in Board Game Folder - this is #4 for Shepherd.)

NULL - a game sent by Joe Celko which was written up in the NOST publication by Dr. John S. Thayer. Martin is going to write to the latter to obtain information about its origin. (Filed in Board Game Folder.)

An unnamed Checker-Type GAME on a hex board by Kramer Barnhart (Filed in Board Game Folder.)

An unnamed pencil & paper game by ~~Ted~~ GAME by Ted M. Lau. (Filed in Misc. Game Folder.)

A number of GAME ideas by John Horton Conway (inventor of SPROUTS). (Filed in Misc. Game Folder.)

Times article on Games Research. (Filed in "Periodicals" Folder.)

Games in the Classroom - From Saturday Review. (Filed in "Periodicals" Folder)

In the San Francisco Examiner of Feb. 5, 1888 (Pg. 9) Martin ran across ~~and~~ a story on the "latest craze" - LOUISA, which I have come across before - a PARCHIS variation.

Claude called. Told him of giving WATCH to Martin. He'll try to get Paul to ~~send~~ me another.

Martin took back some of the material he left with me a long time ago. Most of it he left. I had reproduced it all.

WE MONDAY

7

AUGUST

1967

219th day - 146 days to come

In Montreal saw MISTER X. From France - in French. One player is the gangster - Mr. X - and gets 11 tokens which have a hollow in the bottom. He placed an identification under one identifying it as Mr. X, the others being his henchmen. 2, 3, or 4 others play. They have police cars which move around the city questioning gangsters (the 11 are scattered around the city at the start and move as the game progresses). Object is to find Mr. X. The police do not have enough questions to question all the gangsters, if Mr. X is not found before the questions are exhausted, the gangster wins. If he is located the game goes into another phase where the police try to be the first to catch him. ~~Mr. X can use his henchmen to delay the police. If he can get out of town (I think) before being caught, he wins.~~ (Very rough idea.)

Saw MINI-BOWLING. Another card bowling game. When played each for himself they have a hand of cards. On each frame they play one card from their hand and one from the deck (which first?). If two go over 10, gutter ball. There is a partnership version where players bid for right to name trump (there are 4 colors). Bids are made in numbers of won frames. The frame is played by each player playing a card. Sum of the partners cards determine the score. There are 55 cards (I think). The rules very ~~very~~ unclear so this is only a rough idea.

BB & I played VENTURE CAPITAL.

TUESDAY

8

AUGUST

1967

220th day - 145 days to come

Called ~~←~~ my father from Montreal. Dave Epstein and Alice called.

BB VENTURE CAPITAL with BB.

WEDNESDAY

9

AUGUST

1967

221st day - 144 days to come

At Tranquill Book Store in Montreal bought:-

TOUS LES JEUX DE CARTES par Frans GERVER

LES JEUX DE DAMES NON ORTHODOXES par Joseph Boyer et
Vern R. Parton (Have this. Bought it for Claude.)

When returned found the following books from Stechenet-Haffner:-

LA MANILLE par B. Renaudet

JEUX DE CARTES POUR JOUEURS NOMBREUX par B. Renaudet

TOUS LES JEUX DE DÉS par ~~Claude~~ Marcel Laurent

LE JEU DE TAROTS par M.L.A., Amateur

LA MANILLE CONTREÉ, DITE COINCWEE par P. Ehrhart

(The first two of these I already have in ~~my~~)
TOUS LES JEUX DE CARTES by B. Renaudet & C. Gisclard)

The two other books ordered on 7/6 were not mentioned.

There was a letter from Haar Hoolim with a clipping about a game DO-RE-MI.

There was a letter from Martin Granduer with a carbon of a letter he sent to PLAYBOY, recommending me to doctor their game SCORE, which he thought might be better called MAKE-OUT:

THURSDAY

10

AUGUST

St. Lawrence

1967

222nd day - 143 days to come

Added heavy lines to EXECUTIVE DECISION board to make it easier to follow.

Read over the rules of TOP BRASS. A referee has to make all the decisions according to his judgement. This won't work for a home game.

Rid. call from Dave Epstein. Told him of Alice's "No" and gave him advice to concentrate on improving and completing a few of the games. Gave him Herb Ahrend's number.

Called Claude. Told him of Ideal's looking for a TEN LITTLE INDIANS game.

Called Alice. She had called me to tell her where we had decided to send PAYOUT. Told her Parker. She rc'd. a letter from Arnold ex. Now that his vacation is over he hopes that there will be movement.

Call from Fay. She doesn't want to deal with Claude - too difficult.

FRIDAY

11

AUGUST

1967

223rd day - 142 days to come

Completed equipment for EXECUTIVE DECISION:

Rcd. a copy of DO-RE-MI game and a letter from Haan Hoolim saying it cost a little over \$3 and it was a present from him to me. He also got one for himself. Unfortunately, the rules are in Hebrew.

At Claude's played 6-hand EXECUTIVE DECISION with Claude, Frankie, Mary Ellen, and Claude's two nephews. Didn't finish a game but everyone liked it.

Then played 6-hand CASE OF THE ELUSIVE ASSASSIN with Claude, Frankie, Martie, and the two nephews. They liked it but not as much as the former.

Claude told me his idea for TEN LITTLE INDIANS. Have a set of about 40 "dominos". Each one would have two characters from the story so that each character (with 40 dominos) would occur 8 times. On each domino, one character would be prominently shown, the other in smaller letters or some such manner. One domino is removed at the beginning of the game and secreted. The prominent character on this domino is the murderer. The first player plays any domino. The next must match one side or the other. If a player cannot match, he must pass a domino of his choice to the player who played before him. Play till someone discovers the murderer.

Fay called Claude before I got there to say he hadn't sent her what she wanted on ~~#~~ his mystery TV game.

SATURDAY **12** AUGUST

1967

224th day - 141 days to come

Call from Fay. She wants to take another person's Stock Market game and wants Claude to sign a release.

At Honig's saw MADAME PLANCHETTE HOROSCOPE GAME. See 1967 S & R catalog for board. There are 58 "good fortune" and 40 "bad fortune" cards. There are also 12 "destiny" cards. Each player draws one of the "destiny" cards and it indicates a position on the zodiac and two "planet" positions, one dark and one light. (Eg. Aquarius; Dark-Mars; Light-Moon). In some way a token is placed on the zodiac track for each player, and a black and white marker on the heavenly body track. In turn players throw two dice and move their own marker, in either direction (I think) the number of one die and one of "planet" marker the other die. They try to end up with their own marker and the two "planet" markers in the position given on their "destiny" card. If at the end of any player's turn a player's token is in a space adjoining the light marker they draw a "good fortune" card. Dark marker - a "bad fortune" card. If a player moves his token onto a space which is one vertex of a Δ the other two vertices being occupied, that player can throw off some "bad fortune" cards (why not give them to other players?). The first to fulfill their "destiny" card gets their fortune told by a "Planchette". (It would be easy enough to devise a scoring system. 2 to 5 can play and the game is recommended for young ladies. (Fairly complete rules.)

Played MURDER ON THE ORIENT EXPRESS with the Horns, Marylin, and Dave. They were not too much impressed. One point in the rules is not clear. If two spies are in a murder situation, then the detective "sees" the murdered spy in a later hour, after which the detective moves away leaving them in the same murder situation. Is the murder committed in the hour following the detective's departure?

(cont. from 8/13) [8/14]

material, particularly the Golf game. Wanted to know how much to ask for. I told him to try for a payment per item or not less than \$500 as a flat payment.

[started 8/14]

SUNDAY 13 AUGUST

Twelfth Sunday after Trinity

1967

225th day - 140 days to come

Looked thru material Martin Gardner left with me.

Played ~~→~~ TAKE-A-NUMBER with BB and the Fredericks. They liked it. Think it would be ~~→~~ a good idea, when played by 2 or more players, to give the player making the highest score on a throw a bonus of 40 points and the 2nd highest a bonus of 20 points. Play to say, 5 throws and high total score wins. Showed VENTURE CAPITAL to the Fredericks. They saw that they would like to play it. Jerry gave me Sci. Am. columns that brings me up to date thru Aug. 1967.

Fay called. More complaints about Claude.

(Cont. from 8/14) [8/14]

or the spinner used in the space for that spinner. He does not play or replace any tiles. Play until all tiles have been used. High score wins.

COUNTDOWN (Lowe): - Sells for \$7 but is really a children's game. Move around a board getting parts of a rocket which must be assembled. Players can get parts they don't need and trading can be conducted between players, or selling. There are various kinds of "chance" cards. After a player assembles his rocket he must complete a "countdown" by getting 25 or more in 3 throws of 2 dice.

Bought HIGH SOCIETY (House of James). (rough idea)

At Lamston's saw HIDE 'N THIEF (Whitman) Board, plastic "house" markers, "money bag" pieces, trucks, some kind of "stop" piece. Players hide their "money bags" and their "stop" pcs. under some of their houses and then all the houses are placed on the board. Players move their trucks around according to dice throws. Look under houses when pass by and take "money bags" and put in truck. If find a "stop" piece give "money bags" back to original owners who rehide them. Can only get two "money bags" in a truck. When truck is loaded must still look at houses passes. Any "money bags" are returned to owners for rehiding. First to get two "bags" to bank wins.

At Lamston's ~~→~~ bought ADULT GAMES (Dell Books). Contains a few psychological game ideas.

Rcd. another letter from Haar Moolim and sent one to him thanking him for DO-RE-MI.

August Playthings came.

Dave Epstein called. Herb Ahrend likes some of his (Cont. on 8/12)

8/13
8/12

MONDAY 14 AUGUST

1967

226th day - 139 days to come

At F.A.O. Schwartz saw:-

TRIPLE JUNCTION :- This is NINE MEN MORRIS with variations for 2, 3 and 4 players. The board with the diagonals is used.

When 2 play each has 9 men. The rules are the same as the regular game except that a record is kept of a player's completed lines and he may not use the same line more than once.

When 3 play each has 7 men. When a line is completed a piece of each of the opponents is removed. Lines can only be used once by a player.

When 4 play each has 5 men. Rules are same as for 3 except that an additional variation is included which allows any three adjacent pieces to be considered as a line even if not in a straight line.

Another variation, for any number of players, is to prohibit the same line to be used again by any player.

Another variation, for any number of players, is to count the point value of a completed line (each position is printed with an identifying number) and play to some winning score.

PA-KA THE NUMBERS GAME (M&S, 1966) :- On a board in each corner there is a 10×10 layout with the digits 0 thru 9 each repeated 10 times, ^{randomly} in each layout. In the center of the board are 6 spinners divided into equal spaces as follows : - 1-2-3, 1-2-3-4, 1-2-3-4-5, 1-2-3-4-5-6, 1-2-3-4-5-6-7, 1-2-3-4-5-6-7-8. There are 100 tiles, 10 each of 0 thru 9.

2 to 4 ~~may~~ may play. Each player chooses a layout on the board and takes 8 tiles. In a turn a player chooses one of the spinners and spins it. He must place as many tiles on the board in a straight line, not including diagonally, as the number spun. The tiles must match the spaces on the board and must be next to each other. Score the total of the tiles played. After a player has tiles on his layout he can add to the length of a row on the board. E.g. - he spins 6 and has two in a row on the board. He can add 4 tiles to this row. He only scores for the 4 tiles played. After playing, a player draws tiles to return his hand to 8.

No more than 8 tiles can be played in a row. When a player spins a 1 he may not play this next to ~~a~~ tile already played (diagonally is O.K.). With more than 1 they can be played next to other rows as long as ~~one~~, ~~the~~ the ~~the~~ now in the direction of the played tiles fulfills the length requirements.

On a turn a player may choose the spinner he wishes to use, except that all must be used before using one over. A score pad is provided for entering the score so as to keep track of "rounds". If a player is not able to form a row of the required length he enters a minus amount equal to the top number (cont.)

TUESDAY 15 AUGUST

Assumption B. V. Mary 1967

1967

227th day - 138 days to come

Reproduced some of Martin Gardner's material and the letter to Haar Hoolim.

Michael Lawrence of PLAYBOY magazine called during day and Dale told him when I'd be back. Called in evening. Would like me to look at their game SCORE. If I don't care to work on it send it back & they'll send me \$150. If I do care to call him, collect and we'll discuss finances. He says they'll pay me well.

Called Martin to tell him about Playboy. He told me about his coming column about the knight's move. Solomon Golomb (Polyominoes) has a game called CHESKERS. It is played on the black spaces of a checker board. There are two rows of regular checkers for each player. On their back rows each player has a bishop in one corner and a modified knight in the other. The knight moves three spaces and one, staying on the black spaces. The two other spaces are occupied by kings. Pieces move and capture as in the game of their origin (with the exception of the modified knight's move). Object is to capture the opponent's two kings.

Fay called BB and coaxed her into typing a new presentation of TREASURE HUNT. - shorter.

Spoke to Claude about getting together with Fay - agreed on Friday.

WEDNESDAY 16 AUGUST

Bennington Battle Day (Vt.)

1967

228th day - 137 days to come

Did some further thinking about my pencil & paper game X AND O.
(See 10/13/66). Again use a 5x5 grid, but use ~~fill~~
~~fill~~ all the squares, one player filling 13 spaces, the
other 12. Score +2, -3, +4, -5 for lines of that
length. Game favors the 2nd player. Diagonals are not counted.

Fay called BB about the typing. Spoke to Claude and he didn't
think BB should type for Fay.

Rcd. letter from Haar Hoolim with letters from and too
people @ RAND,

Finished reproducing the material I got from Martin Gardner.

THURSDAY 17 AUGUST

1967

229th day - 136 days to come

Called Fay & confirmed a meeting for tomorrow night. Claude called in evening and I cleared it with him.

Called Alice. Told her about PLAYBOY. She said that ~~Bill Mudge~~ had once worked on ~~one~~ a game for Playboy (at whose instigation?) and had gone to Chicago with it. Nothing came of it. She played it and thought it was fun. (*His own.)

She sent VENTURE CAPITAL, FREE FOR ALL, & PITFALL to X Monday of this week.

More ideas on X AND O. Use 6x6 grid. First two moves by each player are blacking in a square. The four blacked in squares must not be symmetrically placed. Then fill in spaces with X or O until the end where each player on his last turn may, if he wishes, black in a square instead of placing his mark. Diagonals are not counted. Score +2, -3, +4, -5, +6.

Thinking of an idea for a multiple player GAME: (probably have some data on this in previous years.) There is a board with various paths. A player's move is determined by the positioning of all the pieces on the board at the beginning of his turn. His move will cause him to collect or pay chips, and this is done with the player immediately preceding. Each player has a limited number of chips and when a player loses all his chips he is out of the game and the "chain" continues without him. The payoffs are increased each time a player is eliminated, so that the game will terminate.

Fay's latest presentation of TREASURE HUNT came. Much shorter. Fay called PB to talk about the typing.

WEDNESDAY FRIDAY 18 AUGUST HT

1967

230th day - 135 days to come

Claude told me about two ideas (also see 8/11) for TEN LITTLE INDIANS. It is similar to that of 8/11 but uses cards placed on a board. (See 8/26).

The other is based on the idea of a quadrille, say 4x4 and choosing ~~4~~ 4 spaces so that no two are in the same row & column. He would use, say, 16 cards and marked with designations which in effect represent rows & columns. Four of these, with no rows or columns would be chosen, duplicated, would be chosen. Each card would have a logic statement. All players would see all the clues and object is to discover the murderer. (This would take a lot of working out to set up the logic statements.)

Claude and I to Fay's. Discussing business rather than games. Tried to get the two of them to work together.

The game came from PLAYBOY - called SCORE. I think I can fix it up,

SATURDAY **19** AUGUST

1967

231st day - 134 days to come

The bill came from Stechert-Hafner for the 5 French books.
- \$5.30.

Filed all the material I rec'd. from Martin Gardner.

SUNDAY **20** AUGUST ^{A2}

Thirteenth Sunday after Trinity

1967

232nd day - 133 days to come

Finished packaging AIRLINE, with help from Dana in covering
the box and making the labels.

Wrote a letter to Bill Caruson thanking him for
TOP BRASS and telling him about testing EXECUTIVE DECISION.

MONDAY 21 AUGUST

Hawaii Proclaimed 50th State 1959

1967

233rd day - 132 days to come

In News TV column there was a notice that Screen Gems had sold a TV game to ABC called THE PERFECT MATCH. A computer matches 3 men & 3 women who are the players. (This is all that the article gave. It sounds a lot like the game that Claude [I still think it was Bob] proposed to Faye.)

Called Alice. Told her I had AIRLINE finished. She is holding off with contacting Lowe till she feels better, so there is no hurry in getting it to her.
She rcd. a letter from Parker acknowledging receipt of PAYOFF.

Another letter from Haar Hoolim.

Wrote a letter to F. Daniel telling him of FORMATION going into testing & NUMBER FOOTBALL being rejected.

TUESDAY **22** AUGUST

1967

234th day - 131 days to come

Called ~~BB~~ Michael Laurence of PLAYBOY in Chicago. Told him I had ideas for the game and he said that they would ~~be~~ be glad to have me work on it. He asked me if I had a self fee. I said \$15 an hour, but that it is hard to keep time when creating. Decided to discuss finances next week when I call with a progress report. I asked about my name on the game, but Mike said that they prefer to run it without a name. If I got it in by the middle of September they may get it into one of the holiday issues this year. If not, they will save it for next year. He doesn't seem to be too much in a hurry.

Sent a check in payment for five French books to Stechert-Hafner.

BB called Fay and tried to pin her down to how she wanted TREASURE HUNT typed up. Fay seems preoccupied with other things.

WEDNESDAY **23** AUGUST

1967

235th day - 130 days to come

Looked at stores in various places in Long Island. Saw nothing new. Saw ACQUIRE in quite a few places. Saw BIG FUNERAL in Gimbel's in Roosevelt Field.

Claude called. He has TEN LITTLE INDIANS completed and would like to show it to me. Will come for a short time Saturday afternoon.

Wrote to Gamescience asking them where CONFRONTATION was. The cancelled check came back.

THURSDAY

24

AUGUST

St. Bartholomew, Apostle

1967

236th day - 129 days to come

Called Fay's lawyer, as she told me to do. His secretary said he'd call back, but he didn't.

Fay called BB. Told her how to type the presentation. Wants us to share the expense of the folders, etc.

Played 3 games of 500 RUMMY (to 300 points) with Dad and a friend of his.

BB picked up the registered letter of VENTURE CAPITAL at the post office.

FRIDAY 25 AUGUST AB

1967

237th day - 128 days to come

Called Alice, X wrote saying they recd. VENTURE CAPITAL*, FREE FOR ALL,
& PITFALL. Arnold said they are progressing slowly but surely.
She met the inventor of IMAGE*. Springbok finally turned it down. She
will present it and two others of his to X. They are:-
EGO*- a party pastime rather than a game.
A political GAME.

Also there are some changes in IMAGE*

I'll go there Monday to take a look at them.

SATURDAY **26** AUGUST

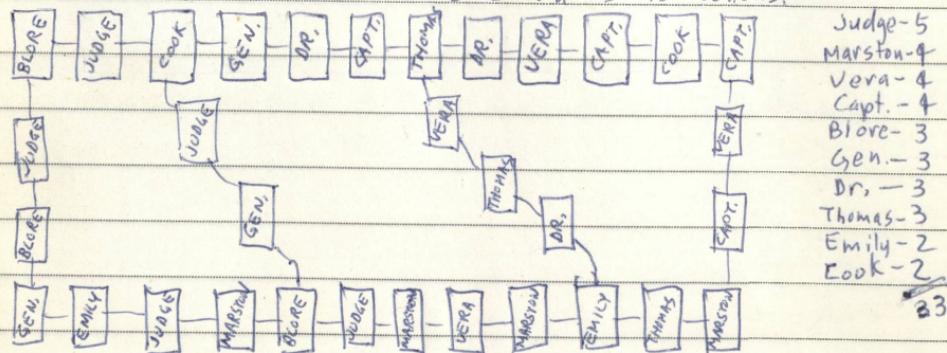
1967

238th day - 127 days to come

Rcd. a letter from Haan Hoolim. Later rcd. a copy of ARMOR from him. Unfortunately the rules are only in Hebrew.

Rcd. a short letter from Jerry D'Arcey. He didn't get a chance to visit me during his visit to New York. He visited Parker's also. He brought along KUFW, MOBY DICK, HIP-STICK, PROGRAMMIT, and TRAVECER. He thinks KUFW is as good as sold.

Claude brought over IEN LITTLE INDIANS. It plays quickly and we played 2 three-hand games with Claude, Frankie, and myself. Then 4-hand including Dana. Then 2-hand by Dana & me. He won this on his first move. The board is as follows:-



There are 33 cards as listed above, one for each space on board. 2 to 6 can play. One card is placed aside, the character being the murderer. The remainder of the cards are dealt out to the players, it doesn't matter if they don't divide equally. The first player places one of his cards on a matching space on the board. After this players in turn place a card next to one on the board. If a player can't play, the one who went before him draws a card, blind, from his hand and keeps it.

When a player discovers a corpse, by playing the last card of that character, he receives 10 points. He also can look at 2 cards, either from one player or 1 each from 2 players, drawn blind.

When a player thinks he knows the murderer, he writes an accusation and looks at the card. If correct he collects 100 points and the game is over. If wrong, he loses 50 points, and is out of the game, which continues.

The game plays in about 15 minutes, so that a number of games can be played and a score kept.

If the first player plays between two of the same character and the next player happens ~~not~~ not to have that character, that player is at a bad disadvantage. Claude is going to place stars on one space of each character and the opening play must be on one of these spaces.

Played CASE OF THE ELUSIVE ASSASSIN. with Joyce Abraham's & her friend, I won.

SUNDAY **27** AUGUST

PAGE 27

Fourteenth Sunday after Trinity

1967

239th day - 126 days to come

Bob Abbott called. Funk & Wagnleitner's is going to do
ABBOTT'S NEW CARD GAMES in paper back. There will be about a
\$750 advance and 6% royalty (on retail I think). 3% will go to
Stein & Day and he gets 3%.
They still want him to do a book on POKER variations, but he doesn't
want to do it. He suggested me and the editor wants me to
call her:- {Funk & Wagnleitner
Mr. Joanne Miller
(972-3408 (Her personal number.)

Bob wants to get F&W to drop ULTIMA and make other changes.

Fay called in the morning. All of a sudden she likes Claude's
"Dating Game" again. She wants BB, Claude, & me to work it out
and call her back.

Called Claude about Fay's request. He, rightly, said we shouldn't jump
at her bidding. (I told him about the Poker variation book and he
had wanted Bob to recommend him but Bob had been doubtful of his
writing ability.) He also said that he shouldn't get a cut if I do
sell TREASURE HUNT. I said that then Fay would get her way by splitting
us. We didn't carry it further.

Called Fay to tell her of Claude's decision. She'll just put a mention
of the "Dating Game" in her presentation. She is going to Washington
tomorrow with the presentation. BB finished the typing and we drove
down in a rain to deliver it to her. She appreciated it.

8/29

MONDAY 28 AUGUST

1967

240th day - 125 days to come

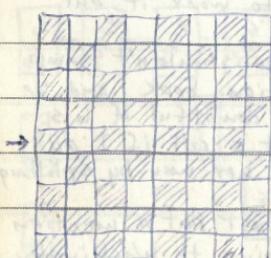
Called Joanne Miller @ Funk & Wagnle. She is interested in my doing a book on POKER variations and I ~~mention~~ can include original variations of my own.

I also mentioned that I would like to do a book of original games like Bob's. She said that she was afraid that Bob's book would not be a big seller. They can't give it the publicity that Stein & Day should have. She figures the "Poker" book to sell better. Appointment for lunch on Oct. 3 (after her vacation).

At lunchtime went to I-S.

Saw TAKE THE RIDGE by William F. Walsh. The rules were not very complete but as far as I can see it is as follows:-

It is played like CHECKERS, except that a man on the ridge can move to any space. Landing on an opponent captures him. A thicket in which an opponent is safe from attack from the ridge is mentioned, but didn't appear on the board.



The ridge was made so that it was raised high above the board. This would make the game expensive to manufacture but doesn't really add anything.

Alice is sending it back.

Alice gave me a ad clip on DO-RE-MI which they were sent, asking them to distribute the game here. It contains a little more description than I now have.

Brought AIRLINE to Alice so she can bring it to Lowe when she feels better.

Saw three things by Henry Szwarcz:-

IMAGE-(See 1965). A few changes. The scoring is now "0 0 0 4 5 6 8 10". Five cards are dealt to each player and 5 are placed on the board, even if same as letter cards. A player can only play two profile cards from his hand on a turn. At end of a turn a player draws enough cards to have five. He also draws cards from the deck to have 5 profile cards on the board - in addition to letter cards, if any.

ELO:- Deck of 52 cards each one having a characteristic printed on it (and an illustration). Each player has a hand of cards. On a turn a player plays one of his cards, which he believes fits in front of one of the other players. If he feels that he has won that fit, he discards 3 cards and replaces them from the deck. When each player has 6 cards, they all discuss the cards each has and who gave it to them.

PARTY POLITICS:- A board, political game. Looking at the rules, they were not clear. Alice called Henry Szwarcz and I spoke to him. I will go to his house @ 9/6 to play it with him, his wife, and a friend.

(cont. on 8/29)

TUESDAY 29 AUGUST 1967

1967

241st day - 124 days to come

Called Michael Lawrence at PLAYBOY. Asked if I could use two extra pages for material. He wasn't thrilled at the idea, but if the game is good. He is also worried about my putting in too many hours, at \$15, if it doesn't work out. I said that I didn't expect much if I don't come up with something good.

Clipped an obituary for Charles B. Darrow from today's Times. Mentioned MONOPOLY & BULLS AND BEARS. Filed in "Articles from Periodicals" folder.

At Barnes & Noble bought CARDANO THE GAMBLING SCHOLAR. Contains a description of PRIMERO.

Claude called. Told him of one of my POKER variations. (3)

During day thought of 3 variations of POKER.

- (1) Cards are laid out in a grid. Players move by a Knight's move, picking up cards. After each round, each player picking a card, there is a round of betting. can play 5 or 7 cards. KNIGHT MOVE POKER.
- (2) All the players chip to a pot. Each player is given one card face down. Then as many cards are dealt face up as there are players. Players bid for the right to pick ~~a~~ a card from the table. A bid is made by putting forward a chip or chips. Every player must make a bid and all bids must be different. The highest bid picks first, etc. AUCTION POKER.
- (3) 54 cards are placed in 6 columns of 9 each, all visible. Players in turn pick the top card from one of the columns. When hands are completed they are scored by a point scale (still to be worked out). Play to some set total. GAME.

Also thought that ~~—~~ WATCH could easily be played with regular cards.

(Cont. from 8/28) [8/28]

{ Henry Szwarc
299 W. 12th, Apt. 45

Work phone LE 2-1116 2
Home phone CH 2-1328 }

Alice and I agreed that she would write to X and tell them we would want an answer on VENTURE CAPITAL soon since we want to show it to someone else.

Later I called Alice to complain that ~~—~~ PARTY POLITICS would compete with NOMINATION. Will discuss it with her again ~~—~~ after I play it.

Started making a new balance & inventory sheet for ~~—~~ EXECUTIVE DECISION:

WEDNESDAY

30

AUGUST

1967

242nd day - 123 days to come

With Claude looked at some antique stores on 3rd Ave. Nothing new in games but one did have MONOPOLY. Paul Milazzo is supposed to have a conference with Lowe soon, we WATCH!

THURSDAY 31 AUGUST

1967

243rd day - 122 days to come

Alice called. Someone was trying to get copies of FIVE THOUSAND. Told her that it was now put out by Parker.

Alice told me that Createk has a new political game, ELECTION '68, which Abercrombie & Fitch will feature. Createk's other game, SEDUCTION, is a runaway best seller at Neiman-Marcus in Dallas.

Started drawing up a balance & inventory sheet for EXECUTIVE DECISION.

Rcd. CONFRONTATION, finally, except for the cardboard punch-out pieces, which will come under separate cover. It is even more laborious than the A-H games. There is an additional kit with more equipment and rules that will be available in September.

Spoke to Claude. He called Jules Cooper. He'll bring TEN LITTLE INDIANS next week, probably Wednesday.

WEDNESDAY

1

SEPTEMBER

start of week 921 - end 1969

1967

244th day - 121 days to come

More work on EXECUTIVE DECISION. balance, inventory sheets.

Called Fay's lawyer. The secretary said I'd be called next Tuesday.

In east village with Claude, Anne, & BB. Looked a little for games. Nothing looked in Brentano's. They seem to be phasing out the 3M games, unless they are waiting for new stock.

Rcd. a letter from Warren Buell. He is sending me a solitaire game (see 9/7).

SATURDAY

2

SEPTEMBER

1967

245th day - 120 days to come

Working on a board for SCORE.

There was a writeup on ELECTION '68 in the Post. Filed in Board Game Folder.

SUNDAY 3 SEPTEMBER

Fifteenth Sunday after Trinity

1967

246th day - 119 days to come

Finished the board & other equipment for SCORE. Played with BB, Annette, & Phil. Played OK, except that once a player's preferences are known he is defenceless. Have to work out a way to let a player get out from under.

MONDAY **4** SEPTEMBER

Labor Day

1967

247th day - 118 days to come

TUESDAY 5 SEPTEMBER

1967

248th day - 117 days to come

Called Michael Lawrence at ~~the~~ PLAYBOY. He is a little worried about what my \$15 an hour will run to. He suggested a fee of \$250 in case of complete failure and something in the neighborhood of \$750. I said fine about the lower but noncommittal about the higher. Told him I'd send in at least a preliminary version at the end of next weekend.

Rcd. a letter from Bill Caruson. Agrees with me that TOP BRASS would not be good as a home game. Is looking forward to seeing EXECUTIVE DECISION. May be in New York week of Sept. 25th.

(cont. from 9/6) [9/6]

Now players make deals for support in the different party conventions. Pegs can be traded so that a player can have more than 1 peg in a party-section space. Players can also make deals to use or not use their "convention" cards. These are in the form "+1 Democratic Party in West" or "-2 Independent Party in South". In this case (-) cards can be used on opponents.

Another form of bargaining is forming "slates". In return for support in a party a player will agree to make the other player V.P. if elected president in that party; often there will be reciprocal arrangements in two parties. A player elected V.P. comes in second in the game. The "election" cards are in the form "+1 in West", "-2 in East", etc. Trading of these also can enter into the bargaining.

After all the bargaining is completed each party-space is contested. Each player with a peg in that space throws the dice. All points from bonuses and cards are added or subtracted and the player with the highest total wins that party-section. The player with the highest total of points from the 4 sections becomes the nominee for that party. A player may be a candidate in more than one party.

After the candidates are chosen for the three parties, the election takes place. In each section each candidate shakes the dice. "Election" card numbers are added or subtracted. The high total wins that section. If a player is a candidate in two parties he throws for each but does not add them together. He wins in one party or the other. The candidate of the party winning the most section points is the winner.

It is mainly chance since the throw of the dice ~~can~~ can overthrow all the trading, but it is fun.

They originally had cabinet posts as well as V.P. to be used in forming slates, but dropped them at my suggestion as not being meaningful.

Claude called in evening, I called in afternoon. He did not follow thru with ~~the~~ bringing TEN LITTLE INDIANS to Jules Cooper. Is not satisfied with it yet.

Henry used a thing called "foam board" for making the board for PARTY POLITICS. Holes can be made in it to take pegs. It is available at art stores.

WEDNESDAY 6 SEPTEMBER

1967

249th day - 116 days to come

~~Spoke to Dave Goodzeit, the lawyer left a note for Dave Goodzeit about getting together with E.S. Lowe's daughter to see his collection, if it hasn't been dispersed since his death. (Dave is a lawyer on our floor at the office. His nephew is married to E.S. Lowe's daughter.)~~

Ran off ~~—~~ prints of EXECUTIVE DECISION:

Went to Henry Szwarcz - 299 W. 12th St. (CH 2-1328), while eating at a restaurant he took me too, told him about the conflict in theme between PARTY POLITICS and NOMINATION. Also told him about He definitely felt that his should not be sent to X. Also told him about X being in the market for a psychological game & 3M a legal game. He has had ideas on both subjects.

Played PARTY POLITICS with Henry & his brother-in-law Gene. For board see "Board Game" folder. 3 to 6 can play. There are 3 sets of cards:- "Grass Roots", "Convention", & "Election". These are shuffled and placed in the proper corners of the board (Grass Roots are divided roughly in half). Each player has a marker which starts at start. Movement is by throw of two dice, when turn on.

When land on a state, throw the dice again. If throw 5 or less get no "grass roots support." If 6 or 7 place a peg to represent a congressman in the party of your choice, with 8 or 9-a senator. With 10 or 11-a governor, with 12-a dark horse. A player may displace an opponent's peg in a party if he has the proper number and wants to. There can only be 1 governor & 2 senators in a state. There can be three congressmen or dark horses in a state.

When land on a corner take the top from the deck of cards there. If "Election" or "Convention" keep it secret for optional future use. If "Grass Roots" it must be used at once. Cards are similar to the following:- "Lose three ~~—~~ representatives in the east" (Only as many as you have), "Gain Governor of Texas" (Replacing another player if he is there), etc.

When each of the 24 states have at least one peg in them this stage of the game is over. For a shorter game, when all the key (circled) states have at least one peg. Taking one section of the country at a time, the players check the states and parties that they are ahead in. For example, in the Republican party in Penna, one player has the dark horse and another has a representative & a senator. The latter wins the state. If a player wins points equal to at least ten points in a party in a section of the country they enter a peg in the proper space. This entitles them to 1 point in the fight for that section in that party. 25 points entitles them to 2 points, etc. ~~etc.~~

Each player who has a peg in a party-section has the right to try for the uncommitted delegates. Each throws the two dice and high throw puts his ~~the~~ peg in the proper space.

(cont. on 9/5)

THURSDAY

7

SEPTEMBER

1967

250th day - 115 days to come

smos. at web off - veb 1962
called Alice. She agrees with Henry & me about not sending
PARTY POLITICS to X. Maybe to Lowe. Bill Erickson of 3M
educational games will be in the week of the 18th.

The game Warren Buell sent me came. It is called SMAD (for subtraction, multiplication, addition, and division). The rules on top are for Solitaire but it is also a competitive game.

The remaining pcs. for CONFRONTATION came.

The Summer '67 WFF'N'PROOF newsletter came. Filed in "misc. games" folder.

Called the Lawrences & arranged to come tomorrow to play SCORE. Thought of allowing a player called on a date to change their preference in that category by playing a picture card when called.

Called Martin Gardner to apologize for delay in sending his material back to him. He said there was no hurry.

Someone from England sent him a copy of CHECKLINES. Since the diagram was based on a well-known puzzle concerning arranging trees in straight lines. The rules are as I deduced on (7/9). Eventually he will give it to me.

FRIDAY

8

SEPTEMBER

1967

251st day - 114 days to come

Saw Dave Goodzeit (see 9/6). He said that E.S. Lowe is very much alive. Upon further thought it was probably Raisen (spelling?) of Transogram who died and left the collection. I'll have to check this out sometimes.

Ran off more prints of EXECUTIVE DECISION.

Played 3 games of SCORE with Phil & Annette. It played well.

SATURDAY

9

SEPTEMBER

1967

252nd day - 113 days to come

smoo of web. #11 - vab 10129

Working on rules for SCORE.

SUNDAY **10** SEPTEMBER

Sixteenth Sunday after Trinity

1967

253rd day - 112 days to come

Finished the rules for SCORE:

Claud called. He is putting a picture of each of the ten characters on one of the spaces of each. On the first round of play each player starts on one of these spaces. After this the game continues as before. He also has a new approach to TEN LITTLE INDIANS.

There are ten cards representing the ten characters and there are also ten envelopes into which the cards fit, each envelope having a number from 1 to 10. The cards are shuffled and 1 is placed in each envelope at random and without any player seeing the identity. One envelope is put aside and the card inside represents the murderer.

There is a board with a series (say 30) spaces in a row, each one having the name of from 2 to 5 characters. The players in turn take an envelope, look at the card inside, and then place the envelope on the first space containing that character. After all the envelopes are placed a player in his turn can look in any envelope and then move it to the next space containing that character. If there is an envelope in that space it can be opened and again moved in the same way, etc.

I fooled around a little with the idea. There is no real deduction involved, just crossing off the characters in the spaces skipped over. Perhaps if the board were a grid and an envelope could be moved to any unoccupied space in a straight line. Didn't pursue the idea. Claude suggested getting together next Thursday, to discuss games.

MONDAY 11 SEPTEMBER

1967

254th day - 111 days to come

Called Michael Laurence. Told him that I was sending out SCORE. Discussed further use of the game. Their contract calls for only "first serial rights." He was concerned about the fellow who originated the idea and was pleased, I believe, when I said that we should split any further proceeds. It is pretty definite that they won't want any names connected with the game.

Also thought of an idea for a longer game. Require two points; rather than one, for changing a space of a move. Added this as a note to the rules. Finished the tokens and points. BB and Dale drew pictures on the tokens.

At lunch went to Klein's and May's. The latter had

CASE OF THE ELUSIVE ASSASSIN.

Rec'd. a note from Paul Greenough. He picked up a set of CHINESE CHESS. for me in Montreal. He "also found another war type Chinese GAME which I think you will appreciate."

TUESDAY **12** SEPTEMBER

Old Defenders' Day (Baltimore, Md.)

1967

255th day - 110 days to come

Mailed SCORE to Michael Laurence.

Mailed back the material I borrowed from Martin Gardner.

At Childcraft saw PURSUIT (Are-Jay). A single path chase game using pegs and a wood board.

Claude called. Saw some CHESS sets for 10¢ each (See 9/13). Asked him to get me some. He says that he has seen FOCUS in various places around New York. Couldn't remember exactly where - outside of May's at Xmas.

WEDNESDAY

13

SEPTEMBER

1967

256th day - 109 days to come

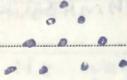
Claude called. He bought me a couple of CHESS sets at 10¢ each. They are hollow checkers with the chess symbols on the top. He called off the date for tomorrow. Anne is objecting that he is neglecting her. I understood.

THURSDAY 14 SEPTEMBER

1967

257th day - 108 days to come

Notes copied ~~out~~ from THE FAMILY GAME BOOK by Robert V. Masters.
ETERNAL TRIANGLES:- BOXES played with the following field:



WORD BRIDGES:- Players in turn choose a 6 letter word which is written as follows:-

F ————— R
E ————— E
N ————— D
D ————— N
E ————— E
R ————— F

Object to make the longest words possible in each space. Longest in each bridge scores 5 points. Then each player counts all his letters and adds them to his bridge bonuses and the highest total wins. He subtracts the letters used by the other players and the result is his score.

(what if the result is minus?) 50 or 100 wins.

CRACKS:- Author's name for ~~WORD SQUARES~~.

EVERY OTHER:- Players put down every other letter of a word, starting with the 2nd. Then a definition. Each tries to solve the other's. After experience, try playing without definitions!-(Example) -i-t-o-a-y "A wordy book."

SAFARI:- "5 in a row" played on a checker board by 2. Each has 12 checkers, which are moved if no one wins in the placing.

Fay called. Some big-shot woman objected to TREASURE HUNT. that the audience had nothing to do. I reminded Fay that I had brought that up. She didn't remember but said that she is very stupid. She wants me BB, Claude, and Anne to think of ways of changing it, and will not hand it in till it has been fixed. I said I'd try but doubt if I'll come up with anything.

Rcd, letter from F. Daniel. He wants to know if he can do something with NUMBER FOOTBALL on his own or is he obligated to I-S.

FRIDAY 15 SEPTEMBER

smo or swb SGD - vab d128

1967

258th day - 107 days to come

Call from Michael Laurence. He played a little of SCORE. and so far finds it interesting. The rules look a little formidable but he thinks writers can cure that.

Ran more EXECUTIVE DECISION prints.

Called Anne to tell her of Fay's call. She said that Claude had called off the Thursday date with me because he was feeling very discouraged and couldn't face an evening of discussing games. She thinks that he is stalling with bringing in TEN LITTLE INDIANS because he'd be crushed if it isn't accepted.

SATURDAY **16** SEPTEMBER

1967

259th day - 106 days to come

In the morning BB, Dana & I played thru 6 months of EXECUTIVE DECISION. using the new sheets. Seemed to work very well,

Claude called. He was on Vessy St. and saw MAKE OR BREAK. Told him I had it. They also had TROKE for \$1 and I asked him to pick it up for the equipment. He tried TEN LITTLE INDIANS, with the different starting spaces for each player. Better, but he is still not satisfied.

In the last issue of Toys & Novelties there is a spread for Ideal games (an ad) and CASE OF THE ELUSIVE ASSASSIN. is the one shown among the three detective games.

SUNDAY 17 SEPTEMBER

Seventeenth Sunday after Trinity
U. S. Constitution Adopted 1787

1967

260th day - 105 days to come

Called Paul Greenough at his house near Buffalo, told him not to send the CHINESE CHESS. He has another Chinese GAME with rules in Chinese. He will send it to me. He mentioned that he is a member of NOST and I asked ~~him~~ if they have any new games. He said mainly variations of old games and revivals. I asked him to pass on anything of interest to me. ~~He~~ I asked if they played FOCUS. He said no but he's going to suggest it. He plays it at a game club he belongs to. His newspaper printed a game they called SOLO. It sounded like SOLO WHIST to me. He'll send a reproduction.

MONDAY 18 SEPTEMBER

1967

261st day - 104 days to come

Alice called. FREE FOR ALL is being returned - not much play value. CIRCULAR GOLF also is being returned. Liked it at first but non-golf players don't find it interesting and golf players don't find it challenging. Hope to have a decision soon on others they have had a long time!

Will Erickson, who is Bill Carlson's boss, came with his assistant Don ~~Tuhle~~ Tuhle. Erickson is mainly connected with the Educational Game line. They have 2 number GAME's in their line & I spelling.

They tried a little of FACTOR. No particular comment.

Erickson says that ~~the~~ 3M may go into card GAME's & party GAMES.

Erickson remembered me & playing SIT DOWN AND THINK.

3M tried to buy the WEE'N' PROOF line. They wanted a fantastic amount.

Alice and I decided to send EXECUTIVE DECISION, AIRLINE & FACTOR to 3M. Also possibly HAVING A WONDERFUL TIME and INFINITE PLANE. And, if they go in for party games, GO SEE-A GLOBAL HOLIDAY again.

Alice wanted Claude to pick up 10A and EIGHTEAD POKER. I prevailed her to show the first to Lowe & the second to Hosenfeld.

Wrote a letter to Warren Buell, particularly thinking him for SMAD:

TUESDAY

19

SEPTEMBER

Seventeenth Sunday after Trinity

Year C - No. 101 Aug 1962

1967

262nd day - 103 days to come

WEDNESDAY **20** SEPTEMBER

Ember Day ~~sub 101 - sub 102~~

1967

263rd day - 102 days to come

Looking at book stores. Nothing new.

Took clipping from News about a GAME • a psychologist uses for testing marriages - using electric trains. This is the game Dr. Schwartz told me about. (Filed in "Misc. Games" folder).

THURSDAY **21** SEPTEMBER

St. Matthew, Evangelist 1962

1967

264th day - 101 days to come

At Rosenblom's Dept. Store bought TRI-KINGS for \$3.50.

Called Claude. He'll come a week from Saturday to work on TEN LITTLE INDIANS. I said I'd call Jules Cooper tomorrow & in the course of the conversation mention about Claude's working on improvement before submitting.

A neighbor of Claude's gave out sets of colored plastic discs to the children in the neighborhood. Claude is going to try to buy some of them for the two of us.

Called Arthur E he was glad to hear from me. His manuscript of the HIGH DECK book is at Grove Press. When (and if) he gets it back he'll loan it to me to get reproductions. There are 5 games. Will get together for a NYA meeting soon.

Went to Brentano's.

Saw CONFIGURATIONS. It is a series of arrangement puzzles using a red and a blue set of digits from 0 to 9 and different diagrams on cardboard. (I didn't look at it completely - will probably buy it.)

Also looked at JUTLAND again. (I guess I'll have to buy this too.)

To Korvette's. Nothing of interest.

To French Book Store at Rockefeller Center. There were two expensive books, one Hoyle for \$12.50, and a history of games for \$16.50 (or was it \$17.50). The first one had a card solitaire GAME that was a little different. Some cards are laid out face down in checkerboard pattern. An equal number of red and black cards are shuffled together and laid out face up at either end passed the face down cards. The play seems to be similar to ~~the~~ CHINESE CHECKERS, but with a limit of two cards of the opposite color. (Didn't get all the details.) This started me thinking of a card GAME:

EMBER FRIDAY 22 SEPTEMBER

Ember Day

1967

265th day - 100 days to come

Called Ideal. Jules Cooper out because of a death in the family.

Wanted to run off some more EXECUTIVE DECISION prints but paper I cut last week spoiled.

Called Claude. Told him about Cooper and about calling Arthur.

Played two game of 500 RUMMY (to 300 points) with Dad & Ilka.

Played my new card game (later called ANOTHER) with myself and then with Dad. Good but needs a little more adjusting.

SATURDAY **23** SEPTEMBER

Ember Day

First Day of Autumn

1967

266th day - 99 days to come

Looked thru all the stores in Philadelphia. Nothing new. Almost bought ALLEGIANCE for \$1.99, but decided not too.

At home BB and I played about half a dozen games of ANOTHER. We liked it.

SUNDAY 24 SEPTEMBER

Eighteenth Sunday after Trinity

1967

267th day - 98 days to come

BB and I played more games of ANOTHER. Also one 3-hand game with Dang. BB and I still like it. Dang not so much.

Wrote a letter to Haar Hoolim, thanking him for ARMOR.

MONDAY 25 SEPTEMBER

1967

268th day - 97 days to come

At lunchtime went to Flaghouse Inc. No new games. But spoke to Monroe A. Carmel. They publish things on their own, such as the ESP KIT, which is a pass time rather than a game. He would be interested in seeing anything I care to ~~show him~~. Will call him when I'm ready.

He said that the 3M salesman who tried to sell him the line Said that STOCKS AND BONDS & RWIXY sold best, with ACQUIRE or OH-WAH-REE was next.

Michael Laurence called at home but never got to the office.

Claude called. He has a new idea for TEN LITTLE INDIANS using electrical circuits. I didn't think it would fit into the ideal format for this series. There are metal figures representing the ten characters. The board has a quadriple with electrical contacts in each space. The contacts are closed when a figure is placed on that space. The circuits are arranged so that different numbers of figures in different places on the board will close a circuit. When a figure moves and closes a circuit, lighting a light, that character is killed. (Once a player knows the layout he has a tremendous advantage. Claude suggests that it can be played with the layout known and players striving to reach "killing" positions.)

TUESDAY 26 SEPTEMBER

26

1967

269th day - 96 days to come

I called Michael Laurence. They can't get it ~~ready~~ SCORE ready for this year's holiday issues. It is consequently being shelved for the next 6 or 8 weeks. He likes it but still has to show it to his boss. He will send me \$ 250 for now.

Alice called. There was a fellow, ~~Mike Abrams~~ Mike Abrams, there with a 2 hand strategy game, SUCCESSION. I spoke to him and he will bring it up to the office tomorrow evening.

Felicia called later. She said that in checking @ the stores she found that ACQUIRE is doing very well. At Brentano's it and STOCKS AND BONDS are sold out as soon as they get them in. At A&S, it is their best seller. Also at A&S they hate BIG FUNERAL. Then spoke to Alice. She is setting up a date with their contacts @ Lowe (V.P. I think). I suggested: AIRLINE, GO SEE and LOA. altho Alice would have preferred to bring FREE FOR ALL instead of the latter.

Bill Dodge told them that ~~NILE~~ is doing phenomenally well.

WEDNESDAY 27 SEPTEMBER

1967

270th day - 95 days to come

Called Bill Bentzin. Busy and supposed to call back but didn't.

Spoke to Betty in our office. Her husband reads Hebrew and will translate ARMOR• for me.

Mike Abrams came up to my office. Showed me his game SUCCESSION•. Pretty good, I beat him the second game we played. He is a college student @ Antioch College. During a year in Sweden he contacted "Alga" and they would like to handle his game if an American company would go along with them. (Alga put out NY FINANS.)

Thru the College he will probably work for 6 months on game simulations with Abt Associates.

He will also be working with a professor at the college on a "games seminar."

Ran off some EXECUTIVE DECISION• prints.

Mike Abrams said that ACQUIRE• is popular in his dormitory, altho he hasn't played it.

THURSDAY **28** SEPTEMBER

1967

271st day - 94 days to come

Rec'd. a notice from Stechert-Hafner that the book
JEUX DE CARTES DU MIDI DE LA FRANCE was out of print but
they are searching.

Alice called. Parker bounced PAYOUT. Again they liked it and want
to see more of my games. She'll show it to Lowe.
I asked her about FACTOR and she wants to show that to Bill Caruson.
I'll bring EXECUTIVE DECISION to show them next week.

Called Claude. He wonders when Alice is going to do
something with EAGLEHEAD POKER. I told him I'd ask her
first and they possibly have him call her about it.

Claude was over at Arthur's yesterday and played
TEN LITTLE INDIANS with him & Wald. They liked it
but Claude is still not satisfied. He tried giving
extra points for landing in certain spaces and also
the right to ask a specific player for a card of one
of two specific characters. If the player has neither
he still passes another card, of his choice so that the
other players don't get information.
Claude and Anne will be over on Oct. 6th. We will try for
a N.Y.G.A. meeting Oct. 20th.

Mike Abrams called. Invited him over to visit tomorrow.

Made reproductions of the ARMOR-~~RATES~~ rules and gave
them to Betty to have her husband translate them.

Called Arthur. Settled Oct. 20th as N.Y.G.A. meeting.
I told him about ANOTHER. He has the following to show:
CASANOVA-with High Deck. BLACK LOTUS-a board game.
PARIS-an entirely different game with the High Deck-not
like previous games of the same name.

Bill Bentzin called back. He heard that they will be test-
marketing BAZAAR. They have no plans to publicize me this
year, concentrating instead on sports games.
He will send me copies of BIG LEAGUE BASEBALL &
PRO FOOTBALL (I asked him).

FRIDAY **29** SEPTEMBER

St. Michael and All Angels

1967

272nd day - 93 days to come

Thinking about various games that can be shown to Panken and Lowe and came up with the following list.

Lowe

GO SEE
AIRLINE
INVASION
PAYOFF
MAVERICK COUNTRY

Parker

TAKE A NUMBER
INFINITE PLANE
TRIAD
DATA
HAVING A WONDERFUL TIME
DRILL FOR OIL (Thinking of new ideas)

BIG LEAGUE BASEBALL & PRO FOOTBALL which Bill Bentzin sent to me yesterday arrived.

Letter came from Michael Lawrence of PLAYBOY. Wants me to send them a bill for \$250 so that the accounting dept. will approve the payment.

Mike Abrams over. We added the direction arrows to his SUCCESSION board and fixed up some of the # tiles to make them more readable.

Gave him a FOCUS booklet and played a game with him. He caught on well, although I won.

I will send him a reproduction of a Saturday Review article on "Games in the Classroom". Also the article on me in Women's World. He will try and send me material on various simulation games he is working on in a games seminar. He will have to get the professors approval. That's why he wants the article on me.

He gave me a copy of the SUCCESSION rules. Filed it in "Board Games" folder.

We looked at the rules of NY FINANS. I thought they were Swedish (which he knows) but they are Danish and we didn't get very far in translating them.

SATURDAY **30** SEPTEMBER

1967

273rd day - 92 days to come

At Polk's Saw SPACE ACE GAME. A single path game thru the planets of the Solar system. Move by dice. Chance type cards. Object to get a souvenir on each planet. (Very rough idea.)

At Altman's Saw SHOW JUMPING. This is a game made up in England specifically for Altman's. A horse jumping course is constructed using plastic pieces. Several different layouts are shown & instructions for devising others are included. At each jump there is a specific number which must be thrown on dice to clear. Keep track of the number of throws taken for each jump. After the number is thrown the player draws a card which tells if there were any faults in the jump. There are faults also for taking more than a specified number of throws for the entire course. Player with lowest fault score wins. (Fairly complete idea.)

Ran off a number of EXECUTIVE DECISION prints. Also ran off repros for Mike Abrams.

Fay called. She wanted to know if I could change TREASURE HUNT. So that several hundred players in the audience could play it simultaneously. I said I doubted it but that I'd think about it.

With Phil & Annette started a game of EXECUTIVE DECISION very late at night. All too tired to concentrate. Also played 4-hand ANOTHER partnership. They loved it and felt I should make it up with a board and special cards and try to sell it.

Annette's Sister wanted to know if 3M would contribute some games as door prizes for their PTA affair. I said I'd check with Bill Bentzin what their policy is.

SUNDAY 1 OCTOBER

Missouri Day (Mo.)

Nineteenth Sunday after Trinity

1967

274th day - 91 days to come

Sent a letter to Playboy billing them for \$250 for
SCORE.

Started a letter to Frank Thibault but didn't get
very far.

(cont. from 10/7) [10/6]

At Gimbel's looked inside an ACQUIRE box. There is a different set of rules than the one I have, but not the expanded one including the rules for two.

Claude and Anne over in the evening. Claude brought me a copy of TROKE. he picked up for \$1. Also 6 sets of over 30 plastic discs at 25¢ each. Also 5 small ~~checkers~~ CHECKER & CHESS sets at 10¢ each. Put the discs and the sets in the basement.

Claude also brought an article on Avalon-Hill games from the "Parade" supplement to the L.I. Press. ~~Claude~~ The 4 of us played ANOTHER. Anne & I won most of the games. Then Claude & I played 2-hand. I let him pick the color he wished and he won most of the time, proving his point that initial position was able to be picked in advance.

Alice told me that 3M asked them if they want to sell BALI. ~~They~~ They are not really considering selling. But it shows that 3M is definitely going into card games.

[Started 10/6]

WED MONDAY 2 OCTOBER

1967

275th day - 90 days to come

Called Bob Abbott to ask him about protocol in my lunch tomorrow with Joanne Miller of Funk & Wagnalls.

He said she pays - with company funds.

Bob has come up with a change in ELEUSIS. If a player plays a proper card he can play another card and continue as long as he plays properly.

He also has a change in ULTIMA. He is sending it to various people. He just sent one to me. He would like to incorporate these changes in the paper back issue of his book but the type can't be changed. Probably he will be able to get the ULTIMA changes put in as a postscript.

Fay called and spoke to BB. She wants a release from Claude on his DATING GAME. Since he doesn't want to work on it she wants to get someone else to it.

Thought of a change in EXECUTIVE DECISION? Instead of having players in turn choose the "prediction" cards, have each player have a voting card as in CONSENSUS to vote for the card. If none has a majority use a die to choose the card.

Claude called. He is going Wednesday to see Jules Cooper and show him TEN LITTLE INDIANS.

Claude has picked up several sets of colored plastic discs from the kids in his neighborhood. Will bring me some when he comes Friday.

TUESDAY

3

OCTOBER

St. Theresa

1967

276th day - 89 days to come

Felicia called, X is sending back VENTURE CAPITAL, AFTER PLAYING AROUND with various changes couldn't find enough play value. I will definitely bring it to Parker.

Met Joanne Miller, an editor at ~~Funk and Wagnalls~~. We discussed the possibility of my doing a book on POKER variations. I suggested the name THE WILD, WILD WORLD OF POKER. She is thinking of a book, hard cover, of about 200 pages. In a Funk & Wagnalls catalog they list a paper back book to be published :- PSYCHIC AND OTHER ESP PARTY GAMES. by David Moy, Joanne said she'd get me a copy when it comes out.

At Abercrombie & Fitch bought ELECTION '68, saw ACQUIRE there and asked how it was doing. He said it was doing so-so, STOCKS AND BONDS & HIGH BID was doing best.

Looked at Brentano's. Nothing new.

Sent \$6 to resubscribe to PLAYTHINGS for another 3 years.

WEDNESDAY

4

OCTOBER

St. Francis of Assisi 1967

1967

277th day - 88 days to come

Reading FORTUNE POKER on the train. This book is about 200 pages long and contains everything on POKER, including strategy, anecdotes, official rules, and wild games. I don't see how wild games can be stretched into a 200 page book unless I include many of my own games which are poker based but are really not poker from a betting point of view.

Claude called. He showed TEN LITTLE INDIANS to Jules Cooper. He was received cautiously and Jules rather liked the game. However they are working on one of their own which is similar to Claudes of (9/25) and will probably go with that one.

Rcd. ~~letter~~ form letter from Bob Abbott with his ~~new~~ new rule for VLTIMA. Seems sound. Filed in "Bob Abbott correspondance" folder.

Rcd. another letter from Haar Hoolim. Mentions letters he rcd. from Olaf Helmer & R.C. Bell who apparently is doing a second volume of games.
Haar has changed FAN-FAN and calls it CAPTURING.

THURSDAY

5

OCTOBER

Jewish New Year—Rosh Hashana

1967

278th day - 87 days to come

Rec'd. the rules for Solo from Paul Greenough. (Filed in "Misc. Card Game" Folder.)

Another letter from Haav Hoolim. Contained a new game—"CLAIMS".

BB, Dana, & I played EXECUTIVE DECISION. Used the following method for determining the choice of "prediction" card. Use a special die with numbers 1-1-1-2-2-3. The first card is therefore the most likely. This made the game more difficult to play than having the cards chosen by the players in turn. However, it does not set the length of the game to an even multiple of the number of players and it is more logical as an analogy.

Bill Bentzin called late in afternoon. A writer for ~~McCall's~~ magazine called about an article on games. My name & number was given. He asked if I had been contacted. He'll look into it further tomorrow and I'll call him at end of day.
He told me, unofficially, that BAZAAR was well thought of and will go national. I'm to keep this to myself since it is not 100% definite yet.

I asked him, for Annette's sister, whether 3M gives games out to use as door prizes for organizations. He said that the procedure is to write to:

{ Robert Granovsky (Granovsky)
3M Co. Civic Affairs
220-9W 3M Center
St. Paul Minnesota 55101

Bill said that if I personally needed some he would see that I get them.

Played ANOTHER—4-hand with BB, Dale & Dad, then 3-hand without Dale. Also worked out a solitaire version.

10/7
10/1FRIDAY **6** OCTOBER

1967

279th day - 86 days to come

Called Bill Bentzin at 11:30. He tried to contact the person at McCall's who called yesterday but couldn't find who it was. He thinks they'll probably call after the Jewish holidays.

He would like to get together next week for lunch to discuss our doing a book; me the games and he the writing. He has a contact where the money would not be very much but the publicity would be good.

Sent \$2.98 to Game Science to order the Supplementary Kit for CONFRONTATION.

To Alice & Felicia: Alice had made a list of the games that X saw, which I copied.
Still being considered
& contracted (*)

1. CINEMA (*)
2. NOMINATION (*)
3. DEBUTION (*)
4. TRIPLE CROSS •
5. PERCEPTION •
6. TOTTER •
7. WHOZAT? •
8. SHAPE AND SHATTER (*)
9. BAFFLE (*)
10. RED LETTER •
11. CAPTURE THE CARAVAN •
12. FORMATION •
13. PITFALL •
14. KNOW THYSELF •
15. STACK STICKS (*)
Rejected
1. CATEGORIES 500 •
2. CHARADES 500 •
3. SNAKE •
4. BUZZY BEE •
5. PEACHY •
6. GO SEE •
7. ZIG ZAG •
8. DATA •
9. DOMINIQUE •
10. POTENTIAL •
11. CONNOR'S PINBALL •
12. STRATEGY •
13. CONTINUUM •
14. HUEGO •
15. BIG WORD •
16. CONSENSUS •
17. NOVA BOARD •
18. MAZE CRAZE •
19. RACET RACE •
20. PIRATE PARTY PACK •
21. LOVE STORY •
22. COLOR CLOWN •
23. INVASION •
24. CRISS CROSS •
25. SIT DOWN AND THINK •
26. PORT OF CALL •
27. MOON HUNT •
28. TRAPS •
29. HAVING A WONDERFUL TIME •
30. GALLEON •
31. PORGY PINS •
32. PICTURE QUIZ JIGSAW •
33. INTERACTION •
34. AIRLINE •
35. SEAPOWER •
36. VOILA •
37. PIDDLE PADDLE •
38. JIGSAW RACES •
39. RALLY TALLY •
40. DANGER STRAITS •
41. GOLF •
42. HALF AND HALF •
43. SPORTS ARENA •
44. INFINITE PLANE •
45. FACTOR •
46. EAGLEHEAD POKER •
47. PAYOFF •
48. FREE FOR ALL •
49. L.O.A. •
50. FREUDIAN BLOCKS •
51. VENTURE CAPITAL •
52. NUMBER FOOTBALL •

(CONT. ON 10/7)

SATURDAY 7 OCTOBER

1967

280th day - 85 days to come

Started "Prediction" cards for EXECUTIVE DECISION:

(CONT. FROM 10/6) [10/6]

Played a 3-month game of EXECUTIVE DECISION with Alice & Felicia. They both thought it was good, tho Felicia didn't care for the type of game.

After Felicia left Alice & I played ANOTHER. She loved it. I brought MAVERICK COUNTRY, THE MUSKETEERS and INVASION with me, we will bring these to Lowe together with GO SEE A GLOBAL HOLIDAY, AIRLINE and PAYOUT of mine and LOA, FACTOR, & SUCCESSION. I will go along with Alice. They will call Lowe the beginning of next week to set up an appointment.

PAYOUT has not returned from Parker yet but we hope it will come early next week.

VENTURE CAPITAL & FREE FOR ALL are back from X and I took them with me. The pentabs I used for the former are not waterproof and some of them ^{cards} smeared. Bill Dodge who has NILE with Lowe told the girls that they wouldn't give him a copy. He had to buy himself one.

To Macy's. Nothing there.

At Woolworth's saw:-

SPY'S A' POPPIN (Transogram). An action spy game. Must rescue a girl held captive in a house. Shoot the villain with a dart gun, but if miss the girl goes shooting up into the air. (Very rough idea)

TIGHT SQUEEZE (Mattel). A imitation of the physical contact feature of TWISTER. There are a number of pairs of belts. Couples are set up wearing the belts and they are adjusted so there is one handbreadth (an artificial hand is included) space left in each belt and they are locked. A spinner is used which indicates whether the belts are to put on from above or below. The belts are placed on the floor about 6 feet away and then players race to be the first to follow the spinner's directions. There is a link between the two belts which can be used or eliminated, for greater togetherness.

At Gimbel's saw:- TILE-DIAL (Rogex). This consists of 4 "sliding puzzles" mounted in a box. The puzzle is a 4x4 using 4 red, 4 blue, 4 yellow and 3 green blocks. There are a series of completed patterns ~~arranged~~ arranged in a ring and there is a window next to each puzzle. The ring is turned so that a different pattern shows in each window. Players race to match their pattern.

FIDGET DIGIT is a similar game with numbers.

LINGO-BINGO is a similar game with letters.

(cont. on 10/1)

SUNDAY

8

OCTOBER

Twentieth Sunday after Trinity

1967

281st day - 84 days to come

Clipped an obituary for Charles Darrow from Toys & Novelties and filed it in "Articles from Periodicals" Folder.
In Sept. I issue saw that THE GAME OF 99 is now put out by Broman/Percepta Corp., Akron Ohio.

Thought of using the position advantage in ANOTHER for a ~~Auction~~ variation where players bid for the right to pick the color.

Did some more EXECUTIVE DECISION cards.

MONDAY

9

OCTOBER

1967

282nd day - 83 days to come

Alice called. Has appointment with Lowe at 11 tomorrow. I'll join her.
Unfortunately, PAYOFF did not come back yet.

Didn't hear from McCall's. Called Bill Bentzin in afternoon. Said he'd
call back, but didn't today.

The game Paul Greenough told me about arrived. It was published
in Soochow China. The name, NEW BATTLE OF ARMY CHESS, is in
English, but the instructions and board are in Chinese.

TUESDAY 10 OCTOBER 1967

1967

283rd day - 82 days to come

I called Bill Bentzin. Got the story about the call from McCall's. Some woman who said she was from McCall's and asked for my number. Bill's Secretary answered and gave her my number, but Bill thinks she may have transposed two numbers (since she doodled it wrong). ~~Bill~~ The secretary did not take the name of the caller. Bill called his contacts at McCall's but couldn't find anyone who knows anything about it.

He'll call me next week about getting together next week.

Reproduced the Parker rejection letter for PAYOFF. It returned it to I/S. Also the list of games to X. Felicia thought of another game presently being considered by X - IMAGE.

Alice and I went to Lowe's office @ 200 5th Ave. Met with Bernie Alfer. Showed him LOA. He said he saw the same game twice. Ned Strongin has one called JOIN UP, and someone else also showed him one. Doesn't want to touch it. Showed him FACTOR, AIRLINE, GO SEE-A GLOBAL HOLIDAY, MAVERICK COUNTRY, VOLA, EGGHEAD POKER. We brought along SUCCESSION, but Mike Abrams had brought it there already. Alfer said he liked the game ~~the game~~ but it was much to egghead. Alfer said that he had 10 new games for next year's toy fair and none of these thrilled him. Said to bring back LOA, FACTOR (which should be simplified - he said), and GO SEE-A GLOBAL HOLIDAY, in April. When I spoke to him about AIRLINE, he said to bring that also.

Back to I/S with Alice. The three of us decided that this wasn't the time to submit games to companies & we'll wait with Selchow & Righter and Cadaco till after toy Fair.

Alice will write to Parker asking about PAYOFF and will mention that I'd like to visit them with 6 or 7 games this fall.

Called Anne about LOA and Ned Strongen. Claude called me later and wasn't as concerned as I was.

WEDNESDAY 11 OCTOBER

1967

284th day - 81 days to come

Alice called. PAYOFF came back from Parker.

Bought a India Ink fountain pen for \$5, to use ~~for~~ for game equipment.

Called Jules Cooper. Told him about our discussion over the rules for MURDER ON THE ORIENT EXPRESS. His answer, Once a detective sees a ~~spy~~, even if the detective leaves without a change in the two spies, the spy is not killed. In other words the murder situation must develop after the detective leaves. The brother ~~is~~ with whom he wanted me to get together to play the game, died. So there is no immediate plans to get together.

Each of the 3 games have sold about 20,000, which is low volume for them, but they are keeping them in the line for next year.

He thought that Claude's TEN LITTLE INDIANS was O.K. as a game, but ~~it~~ was not a mystery game.

Fay called. She still hasn't given up on TREASURE HUNT. Instead of a release from Claude, she wants me to send her a letter saying that the idea of having chosen contestants try to sort themselves out by talking to a computer was hers and that she offered us the chance to work on it for her and we refused. I said I would.

Spoke to Anne. She said that when Claude called Alice, the first thing she said was, when are you taking back EGGHEAD POKER, brusquely. Later she grew more friendly as they talked and ~~she~~ told Claude that the 3M educational line is looking for geographical & science GAMEs, except math. Claude has an idea for a TWENTY QUESTIONS type geographical GAME. Didn't discuss it.

Claude called me. He has another idea for TEN LITTLE INDIANS, with ~~blue~~ cards. Will show it at the N.Y.G.A. meeting.

THURSDAY **12** OCTOBER

Columbus Discovered America 1492

1967

285th day - 80 days to come

Call from Arthur. No news in particular. Looking forward to N. Y. I.A. meeting.

Rcd. a letter from Haar Hoolim with pretty complete rules for ARMOR.

FRIDAY **13** OCTOBER

1967

smo. at. 08 - 1967

286th day - 79 days to come

Mike Abrams sent me the rules for his game ARMADA. pretty good.

SATURDAY **14** OCTOBER

Day of Atonement—Yom Kippur

1967

287th day - 78 days to come

Did most of the rules for EXECUTIVE DECISION:

Rcd. ~~an~~ an ad from an outfit called:-

{Maple Packers
111 Maple Ave.
(Turtle Creek, Penna. 15145)

It contained clippings about the WFF'N PROOF, games and an offer of the entire set of games for \$19.95. This was addressed:-

Wff'N Proof, Box 71-YDA
New Haven, Conn. 06501

The games included were:- WFF'N PROOF, WFF, EQUATIONS, ON-SETS, REAL NUMBERS GAME, TAC-TICKLE, PROPAGANDA, CONFIGURATIONS.
Also a folder of all the games with a picture of CONFIGURATIONS.
(Filed this in 1967 Ad Clips folder.)

SUNDAY

15

OCTOBER

Twenty First Sunday after Trinity

1967

288th day - 77 days to come

Finished the rules for EXECUTIVE DECISION;

Made up BINGO-type cards for my new version of DATA.

MONDAY **16** OCTOBER

U. S. Mint Established 1786

1967

289th day - 76 days to come

Claude called and changed the NYGA meeting from this Friday to the following one. Called Arthur and I confirmed it with him.

Nov. Playboy had a page of games. One new one -
RENDEZVOUS IN SPACE (Idezer Co.) (Filed in 1967 Ad Clips)

TUESDAY **17** OCTOBER

1967

290th day - 75 days to come

Claude stopped at the office to show me his new game of JEN LITTLE INDIANS. There are a series of "clue cards". Some ~~say~~ have positive statements such as "General and Doctor" are drowned". Others have conditional statements such as "If Doctor is drowned, Emily, Blore & Marston are poisoned." They are turned up from a deck one at a time and placed on a table. Only two positive statements (which are distinctively marked) can be used, but as many of the others as are necessary to show that 9 characters have been murdered, setting the 10th as the murderer. Actually, the game is set up so that the two positive statements eliminate four of the characters and all that is necessary is to match the other cards to these two till the right ones show up. Once a player knows this, there is no game.

Claude had picked up a game for me for 30¢ at Vessy St. Later I found out it was SIXTY-FOUR, which I had seen advertised in a 1955 Playthings Magazine.

Alice called to ask for Claude's phone number. She wanted to know when he was coming to pick up EIGHTHEAD POKER. Told her he was on his way. She wrote to Bill Caruson asking him about BAZAAR.

WEDNESDAY **18** OCTOBER

St. Luke, Evangelist
Alaska Day (Alaska)

1967

291st day - 74 days to come

Rcd. a check for \$250 from Playboy for SCORE: There was a stamp on the back stating that I accepted this as full payment and for all rights. This was not in accordance with our conversation.

THURSDAY **19** OCTOBER

First Day of Tabernacles—Succoth

1967

Jello Navy 3 100.3 12

292nd day - 73 days to come

called Mike Lawrence about the SCORE check. He said to return it to him and he'd see what he could do. However, he didn't think there was much chance of it ever being used.

Thinking of ideas for a TEN LITTLE INDIANS game of my own, based on the idea of "clue cards" with conditional statements.

Played 500 RUMMY at my father's. Called Arthur where Claude was visiting. They were going to play TEN LITTLE INDIANS. Then the Amberstones' BLACK LOTUS. This consists of throwing a set of white, red, and green toothpicks on a black board. Each player mentally decides which toothpick he wishes to remain last. Then players remove one toothpick at a time. If a player's toothpick is last, he wins. If both pick the same, it is a tie. (What happens if both are taken off before the end? A scoring system could be worked out such as giving a player 10 points if his toothpick remains 'till the end and subtract 1 point for each remaining toothpick when the second player's toothpick is removed.)

(There doesn't seem to be much of a game, tho it is probably attractive.)

Brought SCORE check to office and made a copy of it.

FRIDAY **20** OCTOBER

1967

293rd day - 72 days to come

Bought an 1968 game diary. ordered business stationery -
240 sets and about 150 blank sheets.

Played the new DATA with BB. We both liked it.

Realized that I didn't know where the SCORE check was
called dad thinking I may have dropped it there. No,
looked all over but couldn't find it.

SATURDAY **21** OCTOBER

1967

294th day - 71 days to come

During day blocked out a set of 100 cards for my version of TEN LITTLE INDIANS. Made a very hasty set and played it at the Lawrence's. They and BB didn't care for it, but I liked it. Also played DATA with the Lawrences. It played well but they weren't crazy about it.

Claude called. He said that Arthur and Wald had found the key cards at TEN LITTLE INDIANS. and there was not much play value. He is working further on it. He did not care particularly for their BLACK LOTUS.

(then for last. Then players remove one
toothpick from the first and the second
and so on. If the toothpick removed is from
the first, the player can tie the ends of the
two ends. A good knot could be used.
The points of the toothpick remain at the end and
the knot don't do anything to the toothpick.
(the toothpick is removed.)
The knot doesn't seem to be much of
an advantage, but the knot is
probably effective.)

Brought SCORES check to office and made a copy of it.

SUNDAY (22) OCTOBER

Twenty Second Sunday after Trinity

1967

295th day - 70 days to come

Working on "prediction cards" for EXECUTIVE DECISION:

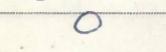
(cont. from 11/1) [10/30]

Use a Chess board, one black knight, one white knight, and 30 Go stones. The knights start at opposite corners. The black knight moves first. The object is for the white knight to capture the black one. Each time a player moves he places a stone on the space he leaves and another anywhere he wishes, except that the opponent may not be blocked so that he cannot make his upcoming move. Spaces with stones on them cannot be entered. After all the stones are placed, white has ten more moves in which to capture black. If either piece is blocked, then black, of course, wins.

TRIM.—(which he is going to show to a wooden puzzle manufacturer in Minneapolis). NIM, played on a triangular field. Pyraminx.

0 0 0 0 0 0 0 0 Take as many in a connected line as wish. Play
0 0 0 0 0 0 either to take the last line or force up
0 0 0 0ponent to do it.
0 0 0
0 0
0

ROUND THE CLOCK :- (Being considered by 3M). The board is as


 6 different colors and 6 dice of matching colors. There are 6 tokens which are differentiated by design instead of color.
 Choose for first player. Use as many cups, dice, & tokens as there are players. (How are cups set up at beginning?) Throw the dice. Players look at the situation.

and place their tokens in a cup of their choice—first come, first served. After the tokens are in, the player chosen for first moves the cup his token is in the number of spaces, clockwise, that show on the matching die. Each player in a clockwise rotation moves similarly. On the next play first turn rotates to the left (clockwise).

Each time a player lands his cup on another player's he collects from that player an amount of chips equal to the number on the die that caused the move. There is no definite end, just continuing moves and collecting & paying.

[Started 10/30]

MONDAY 23 OCTOBER

1967

296th day - 69 days to come

Alice called. Her carbon of the ACQUIRE and BAZAAR statement came. The former did about 75% of last year for the same period, zero for the latter.

Called Mike Lawrence about the lost SCORE check. He'll get it stopped and, eventually, I'll get a new one.

Finished the equipment for EXECUTIVE DECISION, and started the packing, using the box from HOLLYWOOD STARS, which I placed in the POUNCE box.

The Supplementary Kit for CONFRONTATION came. Among other things it contained the following three variations:-

CHIEF OF STATE.

THE SECOND WORLD WAR.

MILOPOLIKS.

TUESDAY 24 OCTOBER

United Nations' Day

1967

297th day - 68 days to come

Alice called. ~~He~~ Championship games - manufacture of PRO-QUARTERBACK - is looking to expand outside of Sports games. The owner of the company owns a string of "Carousel" Toy Stores and Felicia found out about his plans when ~~He~~ checking up for X. He also mentioned that the 3M games were too imitative. Arranged to bring EXECUTIVE DECISION to their apartment tomorrow afternoon.

Ran off another large batch of B/I sheets for EXECUTIVE DECISION and in evening finished the packaging.

~~We~~ Alice & I decided not to send AIRLINE to 3M at the present time, possibly to show it to Championship.

WEDNESDAY

25

OCTOBER

same as yesterday

1967

298th day - 67 days to come

Alice called. They have a report from X.
TOTTER • returned. Not going in for action games now. Concentrating on family type board games.

TRIPLE CROSS • Being tested. Looks pretty good.

RED LETTER • Being tested. Looks good.

PERCEPTION • " " . Too early for results.

FORMATION • " " . Some problems with rules.

CAPTURE THE CARGO • " " . Still having rule problems.

PITFALL, IMAGE, WHOZAT • Not yet in test program.

EGO, KNOW THYSELF • Being returned. The latter is a board game done by the same couple who did FREUDIAN BLOCKS. The moves are partially determined by questions players fill out about other players. It can really only be played once with the same group. They will show it to me when it gets back.

Arnold Shapiro says that are trying to get the program set for 1968, but are by no means ~~sure~~ they will be able to.

Brought EXECUTIVE DECISION • to Alice.

In a small store in the Bronx bought two copies of POWER POLITIK, 1 PIT • and 1 ~~CROSSWORD LEXICON~~ • for 50¢ each and he threw in a set of FLINCH.

THURSDAY **26** OCTOBER

1967

299th day - 66 days to come

Rec'd. a letter from J. H. Morgan @ 3M. He is sending me a case of BAZAAR.

Bob Abel called. He is doing a quick article on games for CAVALIER Magazine. Gave him a little information about current games. When he spoke to Bill Bentzin, Bill did not say anything about BAZAAR (which I guess is because it is still only being tested). He did mention to Bob that if he kept up his studies, he'll know as much as Sid Sackson. Bob said that in about 40 years, I'm to call him again towards the end of next week.

I called Joanne Miller at Funk and Wagnall's to tell her that I couldn't do the book on POKER variations at present. She said that she had been about to call me. Her big boss (who seems to be with Reader's Digest) at a meeting came up with an idea for a book about POKER variations. She mentioned me, what he is interested in is a book ~~with~~ with as complete a list of variants as possible. I told her that this interests me more. I'm to prepare a list of all the variants I can find and give it to her. She'll then check further at her end.

(cont. from 10/28) [10/27]

is game. No bonus. But if other player has not made at least 1000 "below the line" he loses all of his score.

Claude gave me the game SIXTY-FOUR. he picked up for me. He also loaned me OSWALD JACOBY ON POKER. He had another POKER book by Steig but I didn't borrow it as it had almost nothing on variations. Claude also had a lacquer sprayer for spraying game equipment which he picked up for me - \$1,35.

Arthur gave me back the HIGH DECK he borrowed some time ago.

[Started 10/27]

10/28
10/26

FRIDAY 27 OCTOBER

1967

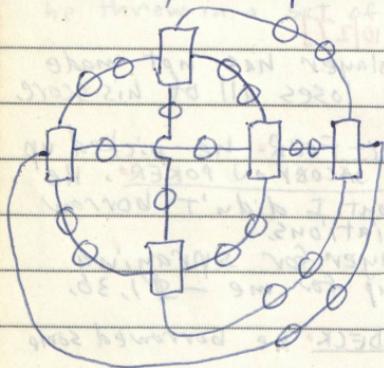
300th day - 65 days to come

called Alice and told her about BAZAAR, copies and about Bob Abel's call. She is sending EXECUTIVE DECISION and Jake's FACTOR to 3M this afternoon.

To Claude's mother for a N.Y.G.A. meeting. Arthur and Wald there also.

Played Claude's new version of TEN LITTLE INDIANS. Six cards are chosen by matching markings along the edges of the cards (on the back side). These six cards then are faced and by using their clues the player determines that 9 characters are dead and then the tenth is the murderer. A card mentions from 2 to 5 characters and their means of dying. Any combination of cards can be used as long as a character is not shown dying in two or more different ways. Not all the cards have to be used.

Wald suggested a scoring system as follows - Each player writes down his solution as he determines it. The players, if correct, score according to who was first, second, etc. First scores no. of players in game, 2nd less, down to 1 point for last. However a player who does not get a correct solution does not score and each player with a correct solution adds 1 point for each wrong solution. Claude based the game on the game on the following setup.



The 5 rectangles represent key cards, two of which figure in a solution. The 20 circles represent fill-in cards. Two key cards and the two cards between them solve the problem. The two additional cards are just red herrings.

Claude had errors in his setup which allowed more than one solution.

Played part of my TEN LITTLE INDIANS. but they didn't care for it. I still like it. Arthur and Wald felt that both versions lacked any suspense and they're probably right.

Showed 2 hand ANOTHER. Wald thought it was great.

Wald showed CASANOVA. The high deck is laid face down in an 8x4 layout, except for a face-up Lover of flowers in corner and a Maid of flowers in the other. One player's object is to move the Lover onto the Maid. The other tries to avoid this. Players in turn face any card they wish. If

(cont on 10/28)

SATURDAY **28** OCTOBER

Sts. Simon and Jude, Apostles

1967

301st day - 64 days to come

Martin Gardner called while I was out. Then called back. He had had a visitor, Alexander Randolph, who is a Czech American citizen, who lives in Japan on the royalties of games. He sold 3M OH-WAH-REE, TWIXT, & BREAKTHRU. Also SPAN-KAI to Phillips and UNIVERSE to Parker. He wants to meet me and Martin gave him my number. Alexander called me later and arranged for him to come here Monday. He was at 3M and they told him that ACQUIRE is now their best seller. He has an agent who gets 10% and gets him much better contracts than I get.

Report ~~for~~ and check came from 3M - \$1,181.11 for ACQUIRE.

(cont. from 10/27) [10/27]

a combination can be made (a card of the same rank or adjacent ranks, a set - such as K & V, all regardless of house) the player whose turn it is must make it by moving one pile onto the other. If he can continue with the same pile he must do so, but may not move with another pile. A possible combination may, therefore, be left. If so the next player must make a combination or combinations with same pile before turning his card. He then must proceed with combinations caused by his turned card, if any.

The Lover and Maid of flowers may never be covered by another pile.

(Piles are combined orthogonally or at the corners of an otherwise empty rectangle. The same as in other games of this type with the High Deck.)

Wald then showed a new game of PARIS. Each player is dealt two cards (from the high deck). Then two are faced up next to the pack. The non-dealer leads one of his cards, and the other plays a card. The higher card wins the trick (L beating V, major being higher than a minor). The winner of the trick picks one of the two face up cards and then turns another so that the other player also has a choice of two. Winner then leads to the next trick. (~~Who wins if both players play the same rank?~~)

Another, and more important, way to win a trick is by playing the 2nd card of a rebellion or a suppression (i.e., V on K, or K on V, regardless of house). This card is placed face up in a player's captures.

Scoring:- Each regular card 50 for 1st ten and 100 after. These are scored "Above the Line."

Each rebellion card - 500; Each suppression card - 250. These are scored "below the line." 2000 "below the line" (cont. on 10/28)

SUNDAY 29 OCTOBER

29

Christ the King

Twenty-third Sunday after Trinity

1967

302nd day - 63 days to come

BB had a catalog from Creative Playthings. Filed two pages in 1967 Ad Clips. Among other things it shows TRIANGULAR DOMINOES and CONFIGURATIONS. Also REVERSAL & FIDGET DIGIT.

Brentano's had a large ad for MATE-MATCH. This, I am almost positive is the same as the game called MATCH MATE. I saw at the Stationery Show. (See 5/22).

The October PLAYTHINGS has an ad for THE GAME OF 99; how put out by Broman-Percepta Corp., Akron Ohio. Hassenfeld Bros. has THE AMAZING DUNINGER MIND READING GAME, a board game based on mind-reading.

Thinking of calling my version of TEN LITTLE INDIANS. - ALIBI instead & when 9 characters prove an alibi, the tenth is guilty.

Also thinking of another type of play where cards are laid out representing different characters in different places at different times. Two together at the same place at the same time provide an "alibi." Distance would also enter into it so that a character might not be able to appear in two places too far apart in adjacent time periods. (Very rough idea.)

Working on letter to Frank Thibault, but still didn't finish it.

Brought the copy of CROSSWORD LEXICON. I bought on 10/25 to the Horns. The four of us played it. It was a good word game.

Also with the Horns, played VENTURE CAPITAL. They liked it.

10/31
11/1
10/22

WE MONDAY 30 OCTOBER

1967

303rd day - 62 days to come

Met Alexander Randolph at work and he paid for a taxi here, for supper.

He was working as a copywriter in Boston & knew someone at Billings & Reece, a product development firm. 3M approached them with an idea of moving into the leisure field. B&R suggested a line of quality, staple games. Alex had been fooling around with games & was able to sell TWIXT and OH-WAY-REE, right at the start. His contract is for 5% and does not have a clause for reducing it in case of a "Knockoff". He thinks we were foolish to accept a reduction to 4% and refused when approached. B&R also sold his PAN-KAL to Phillips. This contract has a 28 year limit.

B&R would like to have the game industry operate like the book, with 10% royalties and the inventor's name included. WFF 'N PROOF does operate like this. B&R has close connections with them.

During evening we called his agent (who takes 10%) and I spoke to him.

{ Dr. Thomas V. Atwater }
Billings & Reece { 617-369-2245 (office)
1 Main St. { 617-369-2781 (home)
Concord, Mass

I discussed the possibility of PAYOUT for the Wff'n Proof line. He said he would visit me (Alex, gave me quite a buildup) when he gets to New York, hopefully ~~in~~ within the month. I told him about Alice & Felicia and he had heard of them (in fact was a little P.O. id about their being mentioned in a "This Week" article when he was left out) and I said that I wasn't exclusive to them but would, of course, handle dealings with 3M thru them.

Alex is a great fan of JAPANESE CHESS and was quite interested in the book JAPANESE CHESS by Chō-Yō. I told him I'd get a copy for him if I find one. He said he'd send me, from Japan, a copy of a book put out by Tuttle, signed by the author.

He is going to 3M later in the week and will talk to Bill Coruson. He will tell Bill that they are crazy not to make use of my knowledge.

During evening we played the following games of mine, all of which he liked it: SIT DOWN AND THINK, HOLD THAT LINE, FOCUS. Gave him booklet on the latter.

He told me about the following of his:-

RAT RACE (being considered by Parker). A PARCHISI variation with paths that cross each other in an intricate pattern. SAMURA (being considered by Parker). A battle game (cont. on 10/31)

TUESDAY 31 OCTOBER

Hallowe'en—Reformation Day

1967

304th day - 61 days to come

I called Alex Randolph where he was staying and he told me about another of his games - PICKWICK, now being considered by 3M. There is a board, quadrille divided with recessed lines between the points. The points are colored in four colors. (I believe there are eight points of each of the four colors, so there may be some points of a neutral color.) There are colored markers of two lengths, one ~~square~~ unit long and two units long. Object is to join up your points and prevent opponent from doing so. Four play in partnerships. (Rough idea.)

Later Alex called from Random House where he was talking to an editor friend about a book on games. I spoke to the editor - Fabio Coen (pronounced COIN) - and he is interested in Alex and me collaborating on a book of original games. I wondered how we could collaborate with him in Japan. They were discussing ideas and I will get together with Fabio on 11/8 for lunch.

Rcd. a letter from Joanne Miller of Funk & Wagnalls. The big boss wants a POKER name to do the book. If I want I probably can have my variations included - and credited.

Called Wald^{Arthur's} set N.Y.G.A. meeting here 11/10. He and Arthur are working on an extension of THREE. They will bring me the NOVA board they promised me when they come, so we can play the new game.

Got out a letter to Bill Garrison about EXECUTIVE DECISIONS.

(cont. from 10/30) [10/30]

played with tiddly winks. Capture forts by landing a wink on them. Place flags to show ownership.

TOO BAD. (Being considered by 3M). A word game. Letters are on discs with a different color, but same letter on the two sides. There is a good sized quadrille board. The first player sets a timer for 3 minutes and then takes seven letters blindly. He makes as many words, crossword style, as he can in the time, with his color on top. Any letters not used are put in a pool where they are available to the player whose turn it is. The next player throws a die to determine the number of discs to take. He can steal a word on the board by changing one letter or by adding one or more letters to the ends. The new word must have a distinct dictionary entry (love to lover OK, but not to loves). When a player steals a word he says "too bad" and turns over the letters to his color. Each turn is three minutes. Letters ~~can~~ can be placed to form crossing words. These letters ~~are~~ are in the player's color, but he does (cont. on 11/11)

WEDNESDAY

1

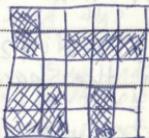
NOVEMBER

All Saints' Day

1967

305th day - 60 days to come

Thinking of a game that might be good for Wff 'n Proof. Use 5x5 quadrille cards with -say- 11 squares cut out in different patterns. Trying to think up a number of different games using them. Might call the game SPATIAL RELATIONSHIPS.



Spoke to Claude and made date for tomorrow.

He has a new game based on ANOTHER and DIVIDE AND CONQUER. He'll show it to me tomorrow.

Rcd. a letter from Haar Hoolim. His agent has sold his CHINESE MATCHING CARDS for manufacture in Denmark and Norway.

Sent a check to I-S for 3rd quarter fee.

(cont. from 10/31) [10/30]

not turn over the words crossed.

A player wins if, at the end of a turn there are at least 15 letters on the board and they are all the player's color. He loses if, at the end of his turn, there are at least 17 letters remaining on the board of the opponent's color.

Alex also thinks the game could be modified for up to 6 players by using cubes instead of discs.

DECoy CHESS:- Each player has a set of 16 boxes, open on one side facing the player and with a number facing the opponent. Players place their pcs. in the boxes and then arrange the pcs. at will (on their side of board?). Because of the distinctive moves, the pcs. are fairly easy to discover and when discovered, the number is recorded so that the memory doesn't have to be used. Locating the King is the main challenge.

MAD MATE:- The CHESS pieces are pictured on two ends of a cylinder, one in black & one in white. The cylinders vary in height with the value of the pc. (king highest). Pcs. are set up as in regular chess and play is the same with 2 exceptions. 1) When a pawn reaches the 8th row it is called any pc the player wishes. After moving out of this row it reverts to a pawn and must be moved back to regain its promoted power. It can move in the 8th row without losing power. 2) Pcs. captured are kept by the capturer. On a turn he may, instead of moving, place a captured pc. in any vacant space. Played a little of this and it is fast and furious. He is going to try & donate it to the U.S. Chess Federation.

KNIGHT CHASE (Martin Gardner will probably use this in his column. We played a game which I lost.) (cont. on 10/22)

THURSDAY 2 NOVEMBER

All Souls' Day

1967

306th day - 59 days to come

Called Alice & my check had reached her. She is going to call Championship Games & try to set up a meeting for next week.

Check for \$250 came from PLAYBOY. Had the release stamp on the back.

Met Claude and Anne. Claude told me of an ad by Parker Bros. in Toys & Novelties in which they ask for submission of party type games.

Looked at Stern's and saw -

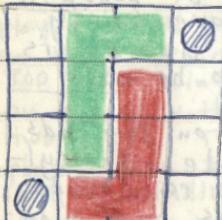
SPACE RACE:- Board game. Move around spaces along the edge of the board getting the proper cards for building and launching at least one rocket. The center of the board has multiple paths thru the planets. After launching a ship or ships move thru these paths collecting points. When get a certain set number, must return a rocket to "splash down". First to do this wins.

There are two dice, one white & one red. Before launching a rocket only the white is used. After launching both are used and the white controls movement on the edge and the red movement in the center. (Rough idea.)

FOURS:- Another version of 3-dimensional TIC-TAC-TOE;

At Brentano's saw a book :- STOCK MARKET GAMES PEOPLE PLAY TO WIN by C.M. Flumiani. They are not actually games, but methods of checking stocks looking for a good bargain, etc.

In a book by Edward De Bono (?) on more effective thinking he has a game called THE L GAME. There is an address given for getting a set for \$1.25. Claude copied it.



The board and pieces are as shown. Players in turn must move their "L" pc, so that it covers at least one different space (it is reversable). Then he may move one of the "neutral" round pcs. to any empty space. Continue until a player cannot make any move with his "L", when he loses.

Bought CARD GAMES FOR ONE by George F. Hervey. Contains some previously unpublished SOLITAIRE's.

At Marlboro bought THE WORLD OF LAWS & THE WORLD OF CHANCE & MACHINES, MUSIC AND PUZZLES, both edited by James R. Newman.

Claude & I played his game CAPER which is a combination of ANOTHER and DIVIDE AND CONQUER.

There is a 5x5 board. A colored square pc. is placed in the center square. Each player has 12 square (cont. on 11/3)

FRIDAY 3 NOVEMBER

1967

307th day - 58 days to come

Thought of changing MAVERICK COUNTRY to MATCHED SET to get rid of the western motif.

Alice called. She contacted Championship Games and the owner will try to get to see her next week. Will let her know in advance. I'll join her if possible. She has these games there of mine: - PAYOUT, AIRLINE, INVASION, MAVERICK COUNTRY, GO SEE. I'll probably bring some of my others along with me.

Thinking of a possible party GAME where players try and attach cards to other player's backs without their being aware of it.

(cont. from 11/2) [11/2]

pcs. numbered from 2 to 12 inclusive \$15. Players in turn place one of their pcs. face down ^{by the number, its value} in an empty space until all are down. They are then faced up and the game begins. Moves are the same as in ANOTHER including continuous moves if the other player can't move. A piece can only move onto a pc. it beats. A higher number beats a lower number, unless the lower number divides into the larger evenly, in which case the lower number beats the higher. Object is to move on to the colored pc, in the center and keep possession of it. Once it is in a pile, it moves wherever the pile moves.

Claude asked if I thought it was too much like ANOTHER. and I said it was rather. He said that if he sold it he would give me a cut - perhaps 40%.

*A number beats an equal number.

Friday 3 November (cont.)

Rcd. a check for \$226.39 from Ideal for royalties over the \$500 advance.

Rcd. a letter from Jerry D'Arcey. He'll be in New York next week and wants to take us out for supper.

SATURDAY 4 NOVEMBER

1967

308th day - 57 days to come

Played 2 games of VENTURE CAPITAL with BB, Marilyn, and Dave. The latter two liked it.

Played ANOTHER with Dana & Dave.

(cont. from 11/14) [11/16]

up the pcs. can then be released. In the illustration, once the red pair is picked up then the white pair can be picked up. Player picks up as many pcs. as he can and scores 1 pt.



Lakeside.) (This game will be put out next year by

Jerry also told me that Parker Brothers had been taken over by General Mills.

He said that he saw FOCUS all over on the west coast. He, his wife, and another couple played SEDUCTION. Was not much of a game.

When he showed me Frank Thibault's TOTAL OUT, I told him about my TRIPLE CROSS.

Jerry said that initial predictions about the sales of Coup D'Etat were exaggerated. They hope now to hit sales of 300,000 this year.

Fabio Coen (see 10/31 & 11/8) & his wife, Sylvana visited us. He was impressed with my collection. Played the following with him:—FOCUS, HOLD THAT LINE, CHANGE CHANGE, and TAKE A NUMBER. We decided that a book divided into chapters with different types of games would be best. I'm to prepare an outline with some of the introductory material and then he will check out the reaction of the sales force.

Called Jerry D'Arcey to tell him about the TURN TURTLE game I have in my files. Little chance that anything is being done with it now.

Jerry had lunch with a Parker salesman and was introduced to a bigshot at Selchow & Righter. Almost all of the games Jerry had with him had beautiful models, looking like manufactured products.

[Started 11/16]

SUNDAY

5

NOVEMBER

Twenty Fourth Sunday after Trinity

1967

309th day - 56 days to come

Finished the letter to Frank Thibault, finally.

Started making a set for ANOTHER.

During the day played solitaire ANOTHER. With 2 suits it is too easy and is really no game. Three suits is still pretty easy. Four suits is definitely the best.

Played CASINO with BB & my mother.

Times had this ad:- New, INSTANT FUN game! SHE'LL LOVE IT makes any party an instant success without trying. Every hostess' best friend. One says: "Now I take it with me all parties"; Cards & box exclusive design. Compact. Shown in "HSE Beautiful" & other leading magazines Nov. issue. \$5.50 ppd.

{ Instant Fun Co.

{ 520 Fifth Ave.,

{ N.Y., N.Y. 10036

MONDAY 6 NOVEMBER

1967

310th day - 55 days to come

(cont. from 11/7) [11/7]

8 with shape, 10 with number. If right on second guess he moves two spaces less. If misses on second guess he moves 1 space. Certain spaces if landed upon call upon the player to get a first or second guess or cannot move. ~~at~~ Towards the end of the path there are some spaces that nobody can pass without a correct first guess. (Fairly complete rules - but undoubtedly incorrect in some details.)

Essentially the same game was published many years ago, but I do not have any record of it in my files.

At Bloomingdale's looked at a copy of ACQUIRE. It had the new rules.

During day called ~~INSTANT FUN~~ INSTANT FUN! Spoke to a woman who said it was a passtime, which leads to teasing, rather than a game.

Called Bob Abel. His article on games will be in the March issue of CAVALIER MAGAZINE. Claude and I will be mentioned. But if Paul is not in business any more Bob will not be able to include Claude in future articles.

Bob said it would be alright to sign the Playboy check, that, if they used the game SCORE, they would give me what they promised.

Wrote to Mike Abrams with my comments on ARMADA.

TUESDAY NOVEMBER

7

1967

311th day - 54 days to come

Election Day

At F.A.O. Schwartz Saw:-

FOOTBALL CHESS:- Pcs. are molded in the form of football players and are set up as follows shown. The pcs. have chess moves as follows:-

QB (Quarterback)	same as	King
FB (Fullback)	"	Queen
HB (Half back)	"	Rook
C (Center)	"	Knight
E (End)	"	Bishop
L (Linesman)	"	Pawn

Play the same as CHESS except for the less pcs. and the different setup.

HB	FB	QB	HB
E	L	L	E
	C	L	
HB	FB	QB	HB

KON-TIKI • (Spears). Had the game without rules. There is a board with paths on the ocean. At "Y" points (where paths branch) there are movable circles which, I presume shunt boats in directions depending on the setting of the circles. There are various sets of cards which are collected. They build up in value as follows:- 1-1, 2-3, 3-6, 4-10, 5-15, 6-21, 7-28. The salesgirl said they would be getting additional games with the rules.

At Alexander's Saw I SPY. (A card game & board game by Ideal). There are 45 cards in 4 suits and 1 joker. Each suit consists of five unnumbered "weapon" cards and 6 numbered cards - "Ahead 4", "Ahead 3", "Ahead 2", "Ahead 1", "Back 1" & "Back 2". There is a single track path with some of the spaces marked with colors matching the suits. Each player is dealt 4 cards. Play is in tricks and suit must be followed. Highest number of suit led wins trick (Back ranks above Ahead 2 and Ahead 1 in rank - I think). The player winning the trick moves the sum of all the numbered cards of the suit led. The winner of a trick leads to the next. The joker can be played at anytime and wins the trick, giving the player 1 move ahead. When a player lands on a colored space he cannot leave it until he either wins a trick with a "weapon" card in it of the color he is on, or he plays a "weapon" card to a trick (how many moves?). Object to reach end of track. (Fairly complete.)

THE AMAZING DUNNINGER MIND READING GAME:- Board with a single path. 4 sets of cards, one for each player. The cards are designed in 4 colors, 5 geometric shapes and 6 numbers. In determining a move, the player across from the player whose turn it is to move chooses a card and places it in a rack, facing him. The player moving tries to guess the card, or rather one part of the card. In the first three rounds of play the color is guessed, the next three - the shape, the next three - the number. Then start again. If the player is right on the first guess he moves 6 with color, (continued)

WEDNESDAY 8 NOVEMBER

1967

312th day - 53 days to come

was taken to lunch by Fabio Coen. Discussed possible books by me. Four possibilities:- Card Games; Board & other special equipment games; Paper and pencil games; Solitaire games. I asked where Alex Randolph fit in. Fabio thought that he was not that much interested in the project. I said that Alex should at least get an agent's fee and Fabio said that that was between us. Fabio is coming Thursday, next week, to see my collection.

Thought of + GAME ideas.

Each player has a suit of cards. Use them similar to SCORE, that is each player has a hand of three cards from which he plays, then draws another from his pile of cards. When his pile is exhausted the discards are turned to form a new drawing deck, without shuffling. Possible objective might be a push-pull battle between each pair of contestants, a player on his turn chooses his competitor.

Make a layout of the deck. Players in turn switch two cards trying to make certain configurations - possibly the four corners of a rectangle in the player's suit. When the two cards are switched markers are put on them so that they cannot be switched again - or possibly mark only one that the player chooses. Another possibility: Players have a hand of cards. Play two and switch those two cards. Then replace with two cards from deck.

Make a layout of the deck. Use dice for moving around. The number on the card represents its elevation. Use much more points on dice for up or down cliffs, etc.

Use a checkboard and chips of different colors. Place chips on board 1 at a time. Cannot put one down next to one of the same color, even diagonally. Have some way of limiting the color of chips a player has available at any time. Player loses when he can't play a chip. Plays must be next to a chip on the board - or maybe two.

Deposited the Playboy & I deal checks.

Received a sample copy of BRIDGE WORLD magazine. (why?)

Went to Jerry Fredericks house and got Sci. Am. columns for Sept., Oct. & Nov. Gave them a copy of TWIXT in appreciation for giving me the columns. The Oct. column had a game CHESSKERS by Solomon Golomb. The Nov. column had a game TRI-HEX.

THURSDAY

9

NOVEMBER

1967

313th day - 52 days to come

Call from Alice. She rec'd. a letter from J.H. Morgan @ 3M. He asked us to submit a ~~an~~ idea form for EXECUTIVE DECISION. He also "reminded" us that correspondence should be with him rather than Bill Carlson.

Thinking of a card GAME based on my board game THRUST. Divided the number cards into red & black and set them up face up facing each other. ~~the~~ Cards capture diagonally forward. Tried different combinations but it didn't work out.

Then came up with a more workable GAME. The 20 red and the 20 black number cards are placed face up as shown.

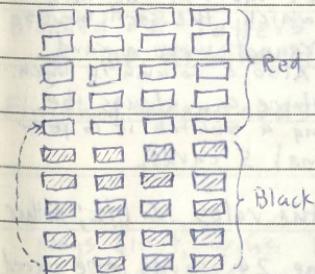
The player with the higher card in the lower right hand position plays first.

A capture is made by moving the nearest card in a column onto the nearest card of opponent's in that row (see dotted line). In order to capture the capturing card must be 1, 2, or 3 points above the captured card. Cards go around the corner. A being 1 pt. above 10.

If a player can't, or doesn't choose to, capture, he may either move a card nearest to him from one column to another, or switch

two end cards. A player cannot make ~~the same~~ a switch in the same columns as the previous player made. At end of game (a little indefinite when) a player scores 1 point for each card of his ending in the first row on opponent's side, 2 for 2nd row, etc.
Played with BB, Fair,

Arthur called. He would like to play THREE and FOCUS first tomorrow night. And he'd just as soon not play TEN LITTLE INDIANS.



11/11

WEDNESDAY FRIDAY 10 NOVEMBER

Martin Luther—Born 1483

1967

314th day - 51 days to come

Pete brought me a large box of wood cubes he cut from a pc. of "whitewood" I bought some time ago.

Decided to contact Jake Williams and see if he wants to make up a model of I'M ALL TIED UP, splitting the royalties.

N.Y.C.A. meeting with Claude & Arthur. Showed them THRUST. Arthur didn't like it at all, but Claude said it was an interesting mechanism but the objective had to be polished up. I had the following differences from yesterday's version. A switch consists of moving one card from one column to another. The column into which the card moves is said to "have the action". The next player cannot move a card into or out of the column with the action. Also a column in which a capture is made also "has the action". A capture can always be made in a column "with the action". In making a switch it is permissible to put the card behind the original 5 cards.

Played Claude's game CAPER according to the rules of 11/2; Arthur & Claude played.

Then we played another version of CAPER. The 24 cards are placed around the center color card. The numbers do not have any meaning, but are used as pcs. similar to WATCH. Players in turn place a token wherever they wish. Then moves are made as in "watch", removing the card moved from, when a player moves onto the color card he captures it and, upon moving away, takes the color card and places it in front of him. When a player lands upon another player that player is out of the game and if he had the color card it is captured by the landing player. Player who ends up with the color card is the winner. (Pretty good but not as good or colorful as "Watch")

Played BLACK LOTUS, including BB. 3 red, 3 white, and 3 green toothpicks are thrown from a container onto a black background, 2 play. Each player chooses one toothpick as his chosen pc., without divulging its identity. Then players in turn remove a toothpick of their choice. If one lays across another, the top one must be removed before the lower one. If a ~~player~~ player's chosen toothpick remains till the end, he is the winner. If neither's pc. remains or if both pick the same and it is last, it is a tie. (Claude and I weren't impressed)

Arthur showed this game and several others to Julie Cooper @ Ideal. Julie said that if they did go in for a line of adult games, and it is possible, he would be interested in considering BLACK LOTUS.

Played several games of THREE, including BB. We played using the latest rules, with 2 captures possible on a turn. The addition that Arthur gave was the extension of the game to require 3 games in a row won to win the set. If one or two are won then the other player wins one, the previous wins are wiped. If the red player, who (cont. on 11/11)

SATURDAY **11** NOVEMBER

Veterans' Day ~~Oct - 30 days~~

1967

315th day - 50 days to come

Played THRUST with BB. Played the same as last night with the objective changed. First to advance 5 spaces into the opponent's territory on one column wins, with the limitation of "the action", once a player has a position in a column he can move right in and win. If there are empty spaces on the enemy end of a column, the player's pile can be moved there regardless of its number.

In evening played with Dana eliminating "the action". This played quite well.

Blocked out letters to J.H. Morgan (3M - with filled out form) & Dr. Atwater (see 10/30/67).

Finished the cards for ANOTHER:

(cont. from 11/10) [11/10]

plays first, wins his last two pcs. are left on the board to start the next game and he plays red again. If the white player wins, he plays the red pcs. in the next game and all pcs. are removed from the board.

Arthur brought me a fancy board for playing THREE:

Claude saw an article in the current issue of Cavalier about Mensa which mentions Bob Abbott and WHAT'S THAT ON MY HEAD?

Claude borrowed two books:- MACHINES, MUSIC AND PUZZLES & ~~THE~~ MATHEMATICS AND THE IMAGINATION. He also borrowed THE NEWLYWED'S GAME; I looked at it and it is a set of questions (various sets in a book). The question is read - such as "What color panties is your wife wearing?" The man writes an answer on a magic slate after which the wife answers. If the man's answer is correct he gets money. Most money at end wins.

Another short letter from Jerry D'Arcey. He is leaving for New York Monday.

Rcd. the 3M form from Alice.

SUNDAY 12 NOVEMBER

Twenty Fifth Sunday after Trinity

1967

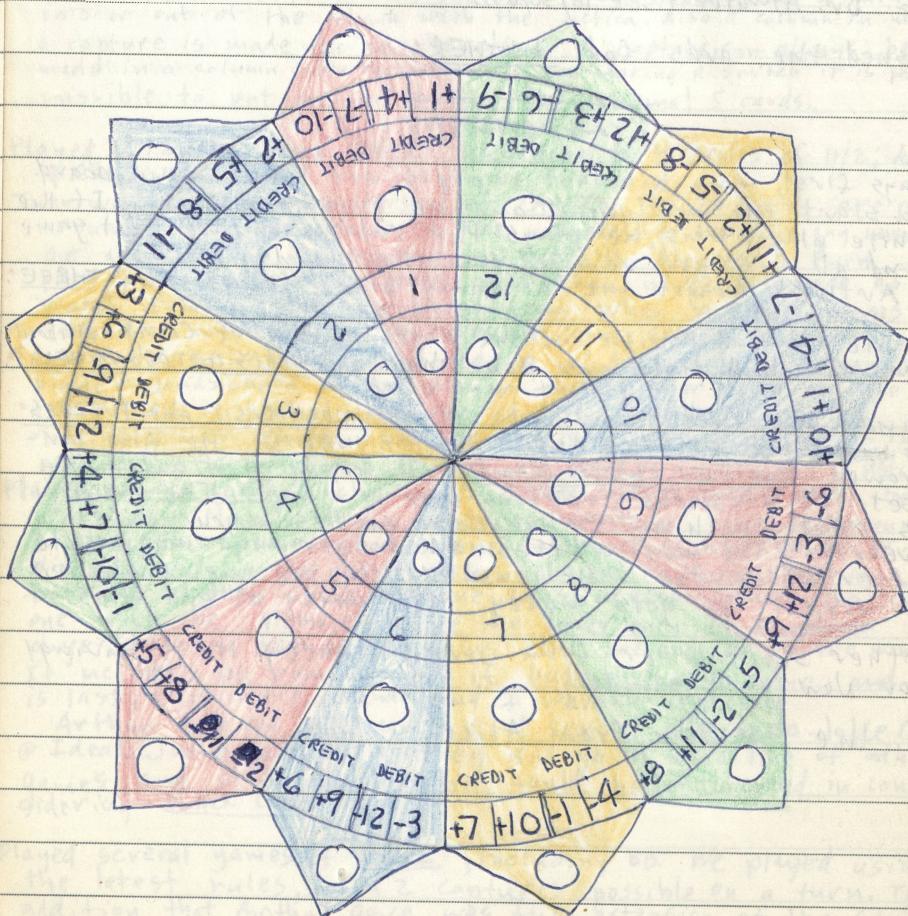
316th day - 49 days to come

Played ANOTHER solitaire, using the new cards.

Read thru my game notes looking for CHANGE CHANGE in particular but getting many more ideas for games to use in a book.

Read over ZWEI NEUE KRIEGSPIELE, especially for the card game.

(cont. from 11/18) [11/16]



After the first two "Throne" moves, moves are made from the center circle of a segment to the middle circle.

A player wins when the following four pcs. [] all been (cont. on 11/17)

MONDAY 13 NOVEMBER

1967

317th day - 48 days to come

Thing of an induction type GAME which would be different from ELEUSIS. Didn't come up with much.

Thinking of a card GAME. Twenty four cards are used, equal numbers of a suit for 2, 3, or 4 players (2 suits, 3, etc.). They are shuffled and placed in a 5x5 layout with the center empty. Captures are by jumping, including multiple. First jump must be over a lower number. Didn't seem to work out very well.

Another idea. A layout with a few empty spaces, players move a card of their suit over a card or line of cards onto an empty space. Cards passed over are not captured. Instead player scores points for cards passed over. Another possibility, keep record of cards passed over and trying to get set, or sets. (Looks promising.)

Called Alice to get Jane Williams' phone number (YU 9-7679). Called him and arranged to get together next Monday to discuss I'M ALL TIED UP.

Letter from Haar Hoolim. Reproduced rules for ARMOR, but seem to be similar the same as the handwritten copies he sent before. Also sent me a reproduction of his agent's contract. I don't like it since it calls for him sharing some of the expenses.

Letter from Mike Abrams. He will send me a copy of the rules for CRISIS and INS, which I must return.

He sent me a coupon for ordering a business game from Procter & Gamble. The game is VENTURE and the address is:-

The Procter & Gamble Co.
Director of Educational Services
(Venture)

P.O Box 599, Cincinnati, Ohio 45201

Thinking of ideas for playing OPERATION SEARCH with a regular deck of cards. Play the version that only the number of cards that a player has is given, not with actual passing of the cards. Questions could be:- "How many odd hearts do you have" or "even high" (6 to 10) or low black, or "black pictures", or "5s & 9s", etc. Two factors must always be combined in the question.

TUESDAY 14 NOVEMBER

1967

318th day - 47 days to come

Came up with the following idea for an induction GAME. Use regular deck of cards. Five are laid down in a row. Then each player in turn draws a card from the deck and places it either in the "mainline" or off to the side of the last card in line. The player should have a rule in mind which fits the "mainline" cards and also explains why the "offline" cards were not acceptable. Players do not have to give their rules unless challenged. Then scoring is as in GHOSTS. It will probably be necessary to limit the number of "offline" cards that can be played at one time, possibly to the number of players.

There will also have to be limits to the permissible rules such as no negative rules, no rules with "more than" or "less than". A repeating pattern must be limited to - say - 5 cards. (Must be tried out.)

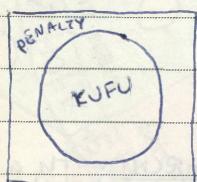
Thinking of OSMOSIS and looked up previous entries.

(cont. from 11/12) [11/16]

moved from the starting position? - The player's two "credits" and the opponent's two "debits".

When a player moves out the "credit" pc matching his "throne" he has formed an "exultation". He can continue his turn by moving back any of his "debit" pcs. to their starting position. He may also move back his ~~own~~ "throne" pc. and move out a new one (from a starting position only or can it be from a middle position? Probably the latter.) (Also, if a player is going to change his throne does he have to pull in his "debit" pcs. first? Probably not.)

KUFU; - (Invented by a friend of Jerry's). There is a board as shown. There



are 15 tetrahedrons (solids with 4 triangular faces). There are 3 sets of three of the same color and ~~so~~ three sets of two of the same color.

The pcs. are shaken out of a container trying to get as wide a distribution as possible, but staying within the "kufu" circle.

If the throw doesn't satisfy the player or if one or more pcs. go into the "penalty" area, the

player throws again. After this there may be a third throw. On the third throw there is a penalty of 1 point for each pc.

In the penalty area and the player throws a fourth time. This is the last throw and if any pcs. are in the "penalty" space the player's turn ends (does he lose points for the pcs. in "penalty" area?).

Once a throw is down, a player continues by picking up the pcs. in pairs or threes of the same color. The pcs. can be picked up as long as there is no pc. of a different color in the area between the pcs. being picked up. At times pcs. can be blocked by another pc. and when that pc. is picked (at. m. 1/16)

WEDNESDAY 15 NOVEMBER

1967

319th day - 46 days to come

Sent away for VENTURE using a Shapiro Associates envelope.

Claude called. He saw the following game in ~~is~~ advertised in the Wall St. Journal. It seems to have a lot of equipment and they say it is a game of skill:-
THE CREDIBILITY GAP GAME.

Amherst Games

Box 5, South Pleasant St.

Amherst, Massachusetts 01002

} \$5.95 + \$.55 mailing

He also mentioned the INSTANT FUN. ad and saw Scarne's CHALLENGE. for 50¢. I already have it.

Played OSMOSIS with BB & Dana. When 3 play use the Ace down thru 7 in 3 suits, 8 cards are dealt to each. The first player leads a card to the player on his left. That player must do one of 3 things:-Play a card of the same suit which is higher. Play the 7 of the suit or a card in sequence with the 7 (showing the lower ones to prove the sequence.) Play any 2 other cards.

The played cards are switched between the players and placed face up in front of them. The player played to then plays to the player on his left. Etc.

Leads must be from the hand but answering plays can be from either the hand, or the table, or both. As soon as a player plays the last card from his hand he immediately picks up all the cards on the table before him as a new hand.

When a player, at picking up, finds he has only 4 or less cards remaining he loses and the other players each receive a score of the number of cards they have in their hand and on the table. When a player, at picking up, finds he has 11 or more cards he wins and only he scores the number of cards he has.

Jerry D'Arcey called. Will get together for lunch tomorrow, since he is leaving Friday afternoon and I am busy tomorrow night.

11/17
11/18
11/12
11/14
11/4

THURSDAY **16** NOVEMBER

1967

320th day - 45 days to come

Met Jerry D'Arcey at his hotel room. Showed me the following games:-

MOBY DICK:- (Frank Thibault's). About twelve whales in ~~the~~ three different colors and 1 white one. Each whale has a hole in its back. There ~~are~~ a series is a set of about 25 "picks". Players in turn pick one of the "picks" from the container, in which they are placed with the hole matching side up. They try the "pick" in the hole. If it is the right one it fits exactly and the whale can be picked up. If not it is returned to the container. When a player collects three whales of the same color or one of each color he can in subsequent turns try for the white whale.

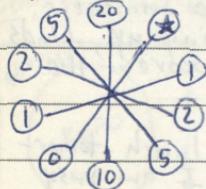
Some of the whales have two "picks" that fit. Some picks do not fit any whale.

HIP-STICK:- (Jerry's). This is not a game. There is a stick with flanges at the ends. In the center there is mounted a ring with a string attached with a ball on the other end. Two kids push their stomachs against the flanges and then both jump. This makes the ball whirl around and at the proper speed begins to whistle.

SPLURGE:- (Invented by a salesman) This is a single path board game played with dice. Each player has two ~~the~~ markers and can move 1 die for each man or both dice on one. Win & lose money. A deck of cards is also involved for gambling purposes.

PROGRAM-IT:- (Another fellow's basic idea but Jerry's development). Saw it before but this is a very fancy model.

TOTAL OUT:- (Frank Thibault's). There is a spinner which points to numbers as shown. At



each number there is a hollow containing discs of the same number. There are a series of cards similar to the one shown to the right but with different nos.

15	24	37	40	47	
					22
					25
					30
					44
					50

Players in turn spin and take a disc pointed to. This can be placed in ~~any~~ any empty space on their card. Object is to fill in 5 spaces in a row or column adding up to the number at the end. A spin of a ***** makes the player remove any disc he chooses and return it.

DAFFY DERBY:- (Frank Thibault's). There is a board with multiple paths. At 8 of the intersections there are spinners. When a player approaches one of these intersections he spins and then proceeds in the direction pointed to. There are also green and red divisions. If pointer is on red the player loses a turn. Object to move from start to finish. Spinners are towards the center on the shorter routes. (cont. on 11/17)

FRIDAY 17 NOVEMBER

1967

321st day - 44 days to come

Thought of a game which could be called WHAT'S IT WORTH TO YOU?. There are 60 cards and each one is divided into two parts, making 120 units. There are 10 sets of 12 types of objects (interesting and amusing objects are a must which I must develop) which are intermixed on the cards. The sets are numbered from 1 to 12.

Each player receives about \$250 in play money. The cards are divided equally between the players (4 to 12). With 7, 8 or 9 players the remaining cards are auctioned one at a time. Players then trade or sell cards trying to get scoring combinations. A timer sets a time limit and as soon as it goes off all transactions end.

Players collect money from the bank for sets in sequence as follows:-

4 cards - 100; 5 cards - 150; 6 cards - 210; 7 cards - 280;
8 cards - 360; 9 cards - 450; 10 cards - 550; 11 cards - 660;
12 cards - 780.

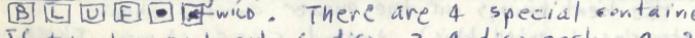
Players may not borrow money or buy cards on credit.
Called Claude. Tentative date for N.Y.G.A. meeting next Friday.

(cont. from 11/16) [11/16]

Along the outside there are longer routes which avoid (I think) the spinners.

JIGSEE:- (Made up by a teacher) This is not a game but a learning device. It is a simple children's jigsaw with the outline of the pieces on the board base. Her idea is to add markings on the back of the pc, and on the board base which match, such as "10" - "ten" and on the pc, ten items are shown on languages, with English in one place, the translation in the other place, and a picture of the object on the jigsaw face.

BLUF:- (Jerry's). There are 12 dice with the faces:-

 wild. There are 4 special containers. → If two play each get 6 dice, 3-4 dice each, 4-3 dice each.



The players shake the dice out in their containers so that only they can see what's in the container. First player announces a number of a face, such as 4-L. Next can either announce a larger amount such as 4-US, 4-FS, 4-E, 5-B, 5-L, 5-US, etc; can challenge; or can drop out. As long as players announce greater amounts the game continues. If there is a challenge, all 12 dice are checked to see if there are many faces showing as the last announcement. In counting the amount "wild" faces are counted as the face in question. If there are as many of the face as announced, the announcer wins that many points. If not the challenger wins that amount. (This is the arrangement for scoring for two players. Not sure about 3 or 4 players.) A player can drop out and lose 3 points. In this case the number of faces is not checked, 51 points are game (at least in the 2-hand game).

TURN TURTLE:- (Jerry's). A children's game. A board with 4 straight paths about 25 spaces long. Move by throw of one die. (cont. on 11/18)

11/19

SATURDAY (18) NOVEMBER

18

1967

322nd day - 43 days to come

Working on game diary most of day.

(Cont. on 11/19)

(cont. from 11/17) 11/16

Some spaces have pictures of turtles. When land on one, turn around and move in opposite direction, etc. Win by reaching end by even throw of die.

SYLLA-BINGO! (Same teacher). Each player has a card such as that shown, with the colors in different arrangements. Teacher

- shown, with the colors in different arrangements. Teacher mentions a color and reads a word. The student puts a marker in the column of the color in the row of the number of syllables in the word. Objects 1-5 in a row.

VOLCANO:-(Jerry's) A game idea rather than a completed game. It is based on **SIR HINKLEFININDUSTER**, which is played with special cards in different suits. Each suit contains Sir Hinklefininduster and members of his family, his servants, and his pets. Players ask for a specific card by name of a specific player. If he is given the card he must say "Thank you". If not he is ostracized. He gives up his hand and no other player may speak to him. If he can trick another player to speak to him that player takes his place and he gets the tricked player's hand. It also is based on **SPoons**. There are spoons on the table, one less than the number of players. Cards are passed around. When a player gets 4 of a kind he places them on the table and takes a spoon. Other players grab for spoons. One left without, loses a point. Jerry's game has a volcano into which the ostracized player's cards are placed. A mechanism shoots them in the air and the other players grab for the cards.

SEANCE- (Jerry's) Not a game. There is a "crystal ball" which lights up. There are special pads on which players write questions which can be answered by "yes", "no", or "maybe". The questions are placed in the "ball" where the heat brings out the answer on the sheet.

ZODIAC:- (An astrologer, starving, invented this). Board is as shown. There are 12 identical pcs. which are all started in the white circles nearest to the center of the board. Two play. Choose for first. The first player moves one of the pieces from its starting position to the outside circle in the same segment. This is his "throne". The 2nd player now moves a piece down for his "throne". He is limited to play in a segment the color of which is the same as the segment opposite or to the right of the first played pc. (For example- the first play is in segment G, the second play must be in a green segment or in a yellow segment.) The color of each succeeding play is governed by the preceding play in the same way.

The ~~object~~ of the game is player's ~~Home~~ "throne" segment and the one 90° to the left are his "credit" segments. The opposite segment and the one 90° to the right are his "debit" segments. (For example- a player's "throne" is segment 6, his "credits" are 6 and 3, his "debts" are 12 & 9). (cont. on 11/12)

SUNDAY 19 NOVEMBER

Twenty Sixth Sunday after Trinity

1967

323rd day - 42 days to come

(cont. from 11/18) [11/18]

Called Arthur. Set N.Y. G.A. meeting in his place next Friday.

Called Claude to confirm meeting next Friday.
Claude has an idea for a game he calls SEVEN. Players have checkers of their own color and possibly one or more of opponent's colors. Checkers are put down one at a time alternately. Checkers in a group which are touching, on edge or diagonally are valued as follows: +2, in the color of the player +2; opponent's color -1. A group that adds up to exactly 7 points counts 7 points for the player. These values are for 2 players; probably would have to be altered for 3 or 4 players. He also thought of having dividing lines between some of the squares to separate groups.

I suggested scoring for 11 also and minus for a 13. Also it might be preferable to count only orthogonal connections, not diagonal.

→ Sunday ↵

Thought of adding discs to I'M ALL TIED UP. These are tangled up when the lines are tangled up at the beginning. At first wanted to give plus score for each disc untangled but this was contradictory since in order to get a disc the opponent's line would have to be removed. Then decided to count each disc remaining on a team's line as a minus when the first team disengages their line.

Sent \$6.50 check for THE CREDIBILITY GAP GAME.

Made a board for ANOTHER. The complete material doesn't seem very eye-catching.

Wrote to Haar Hoolim.

Caught up on game diary.

MONDAY

20

NOVEMBER

1967

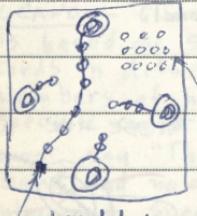
324th day - 41 days to come

Thinking of decorating the ~~ANOTHER~~ board and box with the word Another? - Another! - etc.

Started working on layout of cards for WHAT'S IT WORTH TO YOU?

Met Jake Williams at a coffee shop. He treated. Told him about I'M ALL TIED UP. He said it sounded interesting but that there has been a flood of TWISTER imitations submitted to the companies. However he will make up a model for me, but asked if I'd be willing to pay for the materials -about \$5, I agreed. I offered him 25% and he was happy with it.

He has an idea for a ~~game~~ GAME where a player has a number of pegs strung on a string. One end of the string is anchored, the other is wound on a spring. As the pegs are moved the string is pulled out from the spring. When pulled passed a certain point a gong is rung (or some such noise) and the player loses the game.



anchored down

peg holes all splitting the royalties.

GAME.

He mentioned another ~~game~~ idea which he got from MANCALA. There are six tracks with the same number of peg holes in each. Players have pegs in their track. Move by die or spinner. Collect points by getting into certain adjacent positions with other players.

Rcd. two letters from 3M. One was from the purchasing division saying it was against their policy to accept gifts. (Why to me?) Another was from Bill Carlson with a request for me to evaluate games for them. Suggested some ground rules and asked for my suggestions. (Undoubtedly Alex Randolph gave me a great buildup.)

November Playthings came. Had mention of ~~FOOTBALL CHESS~~ FOOTBALL CHESS & REAL-ACTION BASKETBALL.

Jake Williams mentioned that he made a PAYOUT set and played it with his friends. They love it.

Claude called.

TUESDAY **21** NOVEMBER

Presentation of B. V. Mary

1967

325th day - 40 days to come

Thought of a card trading game - WHAT'S IT WORTH TO YOU? Layed out a setup for the cards and made a rough set in the evening.

WEDNESDAY

22

NOVEMBER

1967

326th day - 39 days to come

Letter from Haar Hoolim. Another game idea for a checker-board game.

Started dressing up the ANOTHER board by cutting letters from magazines in different styles and spelling out "Another" a number of times on the back of the board, which will show when the box is opened.

While looking thru the magazines came across an article in March, 1967 BETTER HOMES AND GARDENS magazine, "Games to Please a Crowd". Filed in "Articles from Periodicals" folder.

Arthur called. Asked me to bring my copy of the HIGH DECK Friday.

(cont. from 11/25) [11/25]

Idea that was important, I would treat him fairly. He said that, if anything, I would be too generous. Another reason for on paper agreements is for tax purposes. There he has a point. His idea is to get a cut only after some set amount such as say \$500 in a year, well discuss it further.

Played ANOTHER with the Fredericks. They liked it.

(cont. from 11/23) [11/24]

Wald and Arthur discussed renting an office in Manhattan as a meeting place. I said I wouldn't be interested now since I don't have time and it would be a temptation. We then discussed an organization of game inventors and advertising for others to join us. I said that I might have something important to say in a month or so (thinking of a possible meeting with Dr. Atwater).

[Started 11/24]

THURSDAY **23** NOVEMBER

Thanksgiving Day

1967

327th day - 38 days to come

Finished packaging ANOTHER. Played 4 games with BB and her folks. They liked it.

(Cont. from 11/24) [11/24]

Played Claude's SEVEN. Played on an 11×11 board (which Arthur happened to have around). Each player had chips of a distinctive color. Players in turn play one in any space they wish. ~~Two or more pts. in a row~~ PCS, adjoining either diagonally or orthogonally are counted together - in groups. In any group a player's own PCS, count 2 pts, each and opponent's PCS, count 1 pt. each. Object is to place a piece that causes the group it becomes a part of (isolated PCS, may be joined) to add to exactly 7 pts. Win when you do this. If your count becomes 7 pts. from another player's play, it is not a win.

At first played that value could run passed 7 with 10 the next winning total, then 21, etc. With 5 playing it was much too complex to keep track of the values. Then prohibited a play that would bring the value passed 7. This worked better.

Played with 5, 3, 4 in partnerships and 2. It was interesting but was over too fast; did not have time to develop.

Played WHAT'S IT WORTH TO YOU?. Gave each player \$250 and dealt the 60 cards between the 5 of us. Played with open and continuous trading and selling until at least half (in this case three) of the players wanted to stop at which time all play stopped.

Sequences had to be at least 3 cards long. In a sequence the first card was worth \$10, the second \$20, the third \$30, etc. Also with 3 or more of the same ~~sets~~ series not in sequence, each card was worth \$10. Most money at end, including cash and sets won.

Played 3 times, first two times just traded and I won both. In the third game started getting the hang of using the money. Claude won by shrewd selling.

They all liked the game and Claude said he was jealous that he hadn't made it up. Asked them about themes for the various sets that would add humor to the trading. Claude asked "How much's it worth and I said I'd think some more about it myself."

The four of them started a round robin of THREE when I left.

Arthur & Anne have been hearing the Ideal mystery games advertised on radio; on Barry Farber, Bill Maisel, and other places. (Cont. on 11/25)

11/23
11/22

FRIDAY 24 NOVEMBER

1967

328th day - 37 days to come

Alice called. Asked me if I had rec'd. the BAZAAR copies yet.
Unfortunately, no.

The inventor of BEZANT picked it up.

I told her about Mike Abrams' ARMADA.

Whitman asked to see DANGER STRAITS again. A woman seems to have taken over Bob Engel's job, while he moved up.
I asked Alice to ask about FOCUS. next time she writes to Whitman.

BB sent out the registered letter for EXECUTIVE DECISION:

N.Y.G.A. meeting at Arthur's, Wald & Claudio with Frankie there:-
Played:- CHICKEN CHOW MEIN. (See 9/11/64). Played this time that player's draw one card at a time from the deck. Say "Chicken" when pass, Say "Chow Mein" when feel that you can match at least one card in each other player's hand. If can, get one point for each other player. If not each other player gets one point.

Played KNIGHTS AND VASSALS. (see 1/3). 4 players play as partners. A game consists of 4 hands with each player dealing. The dealer's partner's hand (the vassal) is placed up. The left hand opponent leads to the dummy. A lead must be followed in the same hierarchy (major or minor) and a higher card must be played if possible - house has no bearing. If a player does not have a higher card in the hierarchy he can throw off any card of the other hierarchy and lacking the hierarchy throws any of the other hierarchy. The second player can cause a rebellion by playing the matching card in the other hierarchy. The new hierarchy is called ~~fan~~ except that the next player can counter-rebel, etc. A rebellion cannot occur if two cards of the same hierarchy are played in succession. A player who has a permissible ~~rebel~~ rebellion card must play it if he doesn't have a card in the hierarchy that can head the trick. In other words, he must always head the ~~trick~~ if possible.

Each team scores 10 points for each card they take. "Prize cards" score in addition. A prize card is a card of the other hierarchy than the winning card or one of the same rank as the winning card. Only opponent's cards can be "prize cards." "Prize cards" are left face up as the tricks are taken. Each "prize" L or M counts 10, F or C - 20, P or S - 30, K or V - 40. If 2 of the same (such as 2 V's) each counts double. Keep ~~track~~ of ~~hi~~ a record of the "prizes" that a side has won as the hands go along and multiply the value by the number won. For example - a team wins two V's in the first hand. In the second hand they get 1-V as a "prize". It is worth 3×40 or 120 points. High score at end of ~~4~~ 4 hands wins.

(cont. on 11/23)

11/22

SATURDAY **25** NOVEMBER

1967

329th day - 36 days to come

The registered letter for EXECUTIVE DECISION came.

A package came from Mike Abrams which should have contained the following:- 2 Books (INS, CRISIS),

1 World History for CRISIS,

1 Bulletin for CRISIS.

3 ARMADA: marker pieces & 1 playing Board

The package was opened and only the World History and the playing board, torn, came. The World History was as follows:

"The rare element Dermatium is mined in the Rhu Day Valley, which borders the two small countries of Ergosum and Fabuland. Until now an agreement held together by the Peaceheard Pact has allowed both countries to mine this element. Several times during the past few years each of the countries has disputed the right of the other to use the mines, but on every occasion a new agreement has been reached and fighting avoided.

Dermatium is a volatile element and thus is very dangerous to mine. Until recently it was used primarily in the production of skin cream. Last year, however, scientists discovered that by shooting Dermatium through the dried digestive tracts of monkeys who had been fed iodized salt, a new synthetic substance, Balonium, could be created, one pound of which would contain energy sufficient to run all of man's present machines for the next 10,000 years; or, if used destructively, enough explosive power to destroy the world. This discovery obviously has increased the value of the Rhu Day Valley and is a major factor in the Crisis which is now developing, as evidenced by these recent incidents, reported by the Aximore press:

1. On the night of April 2, an explosion ripped through the Ergosum portion of the Dermatium mines, blocking tunnels and destroying machinery. Although there has been no official announcement or statements, it is generally felt by Ergosum intelligence experts that the Fabuland government masterminded the explosion.

2. The Ergosum Air Force has reported Fabuland reconnaissance planes over the airspace of Ergosum. Chief Strategist Daycart of the Ergosum Air Force feels that the planes are selecting targets for an impending attack.

3. Ergosum reconnaissance planes report that Fabuland troops are bivouacked in the hills just beyond the Rhu Day Valley.

4. Persistent rumors state that Camelot and Dolchaveet are giving undercover aid to Fabuland in the hope that they will receive dermatium after a Fabuland takeover of the mines.

5. Many world leaders are wondering if Axim and Burymore will come to aid of Ergosum as they have in the past.

© WBSI 1966.

Sent back the package with a letter.

Spoke to Claude. Discussed his giving ideas for themes in WHAT'S IT WORTH TO YOU? I said I didn't think it would be wise to set scales for helping each other out with their games and that if ~~someone~~ he came up with an (cont. on 11/22)

SUNDAY 26 NOVEMBER

Sunday next before Advent

1967

330th day - 35 days to come

N.Y. Times had ads for these games:-

SAIL AWAY • ~~(see below)~~ (by the manufacturer)

TRIPTIC • (@ Hammacher-Schlemmer) (Manf. by Invento)

Three dimensional TICK-TACK-TOE, Three levels of
3 x 3 boards. 28 colored marbles.

WONDER WORDS • (@ Gimbel's) Children's reading game.

The magazine section had a 3M ad which featured
STOCKS & BONDS, showed OH-WAH-REE, PHLOUNDER, ACQUIRE,
QUINTO, TIWXT & JUMPIN. Also mentioned FACTS IN FIVE.
The ad says there are ten games - leaving HIGH BID.
& BREAKTHRU as the neglected ones. The 4 sport games
are also shown. The "Parade" supplement also had the
same ad.

Wrote a letter to Bill Carlson about game consulting, when I
asked BB to check it she thought it was too curt, I changed a
few things but insisted on leaving most of it. Bill's letter to me
was also rather curt.

Thought of trying ANOTHER with CO-5 and roughed out a
letter to Charley Parker, but didn't have BB type it yet.

MONDAY **27** NOVEMBER

1967

331st day - 34 days to come

Called Bill Bentzin. Not in. Supposed to call back but didn't.

Wrote another letter to Bill Carlson softening the one I sent yesterday.

Discussed what I still had to do with the games with BB. Also decided not to write to co-5 now but to go ahead with my original plans to go to Parker. If nothing develops I'll see Charley Parker at toy fair. Probably I'll write to him before and try to get him to come up here for supper one night of toy fair.

Claude called. In library he saw either the 10/9 or 11/9 Scholastic Magazine.

SCHOLASTIC MAGAZINE
Scholastic Magazine

TUESDAY 28 NOVEMBER

1967

332nd day - 33 days to come

Started writing the rules for ANOTHER:

Thought of some ideas for WHAT'S IT WORTH TO YOU, for 2, 3, or 4 players. The cards are divided into 1 plus the number of players equal piles. Each player gets \$300 and 1 pile. The cards in the remaining pile are auctioned off 1 at a time to the highest bidder who must pay the money and also give a card up to a discard pile. After the original pile is exhausted the discard pile can be auctioned in the same way. In this second auction it may be better to allow the player to keep the card without a trade in or it might work better to require a trade in. (To be tested.)

Thought of a series of possible names for the ten sets:-

V - Vice president	O - Office Boy
F - Femme Fatale	G - Great Brain
B - Bureaucrat	P - Politician
H - Hippie	E - Fly Leager
S - Swinger	C - Celebrity

Also decided to eliminate the score for having three or more of the same set not in sequence. Only sequences of 3 or more score.

WEDNESDAY

29

NOVEMBER

1967

333rd day - 32 days to come

Rec'd. a letter from Proctor and Gamble about VENTURE. They only ~~will~~ send it to schools. They did send a descriptive booklet which is filed in the "Misc. Games" folder.

Played three games of 500 RUMMY with dad & Elka.

Rec'd. another letter from Haar Hootim.

Claude called. He bought a copy of BEYOND THE STARS for \$1.29. I have it already. Told him to see if his kids like it. If not I'll take it and possibly offer it to Parker when (and if) I go there. ~~Haar Hootim~~

Made a tentative date to go to department stores 12/7.

THURSDAY

30

NOVEMBER

St. Andrew, Apostle b1967

1967

334th day - 31 days to come

called Bill Bentzin again. Not in, and again didn't call back.

Played several games of TAKE A NUMBER with BB. It seems
that she can't compete with me.

FRIDAY 1 DECEMBER

1967

335th day - 30 days to come

Looked at game departments at Klein's & May's. Nothing of interest.

At paper back store on Times Square bought book:-
THE KEY TO SOLITAIRE by Douglas Brown.

SATURDAY

2

DECEMBER

Monroe Doctrine Declared 1823

1967

336th day - 29 days to come

Claude called. ~~suggeste~~ He suggested collaborating on a book to cut the work in half. I feel that once I get started I can do the whole thing.
Someone told him that on radio Barry (Grey or Farber, he didn't know which) had mentioned the 3 [ideal] detective games and said that THE CASE OF THE ELUSIVE ASSASSIN was the best.

SUNDAY

3

DECEMBER

St. Francis Xavier

First Sunday in Advent

1967

337th day - 28 days to come

Sunday Times had an ad for INCOME TAX. Ad filed in 1967 Ad Clips. (Looks like it is largely a question and answer proposition.)

Played CASINO at the hospital.

Arthur called and I called him back. He has a number of new GAME's and would like a N.Y.G.A. meeting. Invited him here on 12/15, since Claude may be working overtime. Arthur has heard more ads for CASE OF THE ELUSIVE ASSASSIN, including Gene Shepherd.

Sent a rather sloppy letter to Hamley's asking about this year's catalog.

Sid Karlan said that Life Mag. had an article on ~~Dimension~~ 3 DIMENSIONAL TIC-TAC-TOE. He'll save it for me.

MONDAY

4

DECEMBER

1967

338th day - 27 days to come

The box of BAZAAR games came. They did a beautiful job and, although I didn't check back, they seemed to have left everything as I had it, except for the story line.

Called Alice and Felicia to tell them about it. Alice had just sent a letter to Bill Caruson, complaining about HIGH BID, not even being shown or mentioned in the 3M ads. Both Alice and Felicia like Will Erickson, who is running the educational game line, better than Bill Caruson. They have sold a ~~game~~ of Hans Goldschmidt's for the educational line. Bill Dodge had a geographical rummy GAME which Will Erickson returned as lacking in play value. He would like to visit me (Bill Dodge that is) and see my game collection. Alice thinks it would be a good idea for me to collaborate with Bill in improving the play value. I said sure and to have him contact me.

Called Claude to tell him of the N.Y.G.A. meeting on 12/15. He'll come if he doesn't work overtime.

The L.I. Press had an article on "sophisticated" games. Mentioned BIG FUNERAL and CAMPAIGN; particularly good about the former.

Alice told me that she had given Will Erickson a copy of BALI as a present. He liked it so much that he is considering buying it. He ordered 48 dozen games for testing.

He is in charge of the card game line and Alice thinks it might be a good idea to submit VENTURE CAPITAL. I'll think about it.

TUESDAY

5

DECEMBER

1967

339th day - 26 days to come

Bill Bentzin called and apologized for not returning my call sooner. Doesn't have any info on BAZAAR or EXECUTIVE DECISION, but will probably be going to Minneapolis next week and will try to find out something for me.

He mentioned me to a woman connected with BETTER HOMES AND GARDENS Magazine some time ago. She contacted him for further info on me. He is giving her my numbers and address and thinks I will probably hear from her. Her name is "Elizabeth Craster".

The new Version of MR. PRESIDENT will almost surely be out. Bill promised to send me a copy when he receives some.

A & S had Ad in the Post for TEN-UP; CUBE CARDS; DEVIL'S DICE. - Three puzzles using 4 dice each and object is to arrange the faces in a definite pattern. Filed in "1967 Ad Clips" folder.

Looking at the rules and equipment of BAZAAR. Played a little of the solitaire.

WEDNESDAY

6

DECEMBER

1967

340th day - 25 days to come

wrote most of a letter to J. H. Morgan. BB went over it and we made some changes.

THE CREDIBILITY GAP game came.

(cont. from 12/7) [12/7]

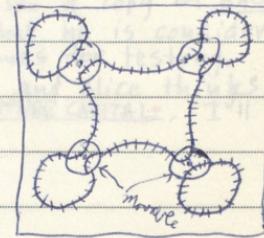
board counts 3 points. Each card he has face up on the table counts 1 points. (Fairly complete rules.)

Woolworths had the following 4 3M games. ACQUIRE, HIGH BID, TWIXT, STOCKS & BONDS.

At Macy's saw 3M's MR. PRESIDENT. Also saw the book PACKS OF FUN by Bill Severn (McKay). Had various uses of cards including some games, all of which I knew.

At Gimbel's bought ANALYSIS (T.A.G.).

At Korvette's saw GREEN HORNET. (Trans. - I think) A board race with 4 movable circles which connect or isolate the outer ring paths. See diagram. Landing in certain spaces gives right to turn a circle. (Don't have any more of the rules.)



12/6

THURSDAY 7 DECEMBER

1967

341st day - 24 days to come

Jake Williams came to my office and brought two ropes and two discs ~~for~~ for KNOTS TO YOU. I took them to see if I could dye the ropes before he continues. Gave him \$5 for materials. He would like to make PAYOUT into more of a toy game and thinks that he could place it with Mattel or Transogram. ~~He~~ Thinks we should use buttons rather than sandwich boards to identify the players. I told him I'd still like to place it as an adult game but I'd keep his offer in mind.

Alice called to check whether I had set a definite day to bring BAZAR to them. Hadn't but set it for next Monday. We decided to send INFINITE PLANE to Bill Erickson for the 3M line of card games.

Shell contact Bill Dodge about his getting together with me. Shell write to Bob Engel @ Whitman asking about FOCUS.

At Gimbel's saw :- CHUTZPAH • (WHAT-CHA-MA-CAU IT INC.) [See 5/22]. Looked at rules again. Completely a game of luck without even the necessity of getting a color group as in MONOPOLY. HOODWINK (Lowe). Another version of LIAR'S DICE for 2. Each player shakes out his five dice behind a screen. First player announces a poker hand. 2nd player can do one of 3 things :- 1) Lift the screen. If first player was not bluffing, he wins. If first player was bluffing, 2nd wins. 2) Announce a better hand. 3) Throw one or more of his dice over. Each player is entitled to 3 additional ~~more~~ throws. Game continues until one player lifts the screen. (Fairly complete rules, except for values of the hands.)

At Korvette's saw TWIGGY GAME (MiB.). There ~~is~~ is a picture of Twiggly in the center divided into 12 numbered sections. There is a set of cards matching the center spaces in different colors, one for each of the 4 players. Around the outside of the board is a track with spaces which governs acquiring, trading, and losing of cards. Traveling is by dice throw. 2, 3, or 4 play. As many sets of cards are used as are playing. These are shuffled and placed face down on the 12 center spaces evenly. Players move around the outside track and take cards as directed. They can be taken from any face down cards the player wishes. He looks at them and if they are his own color he puts them face up in front of him. If they are not his own color he returns them face down to any space (except as noted below) on the board. When a player at his turn has a card of his color which is the same number as a blank space on the board, he places the card face up on that space. No further change can be made on this space. When 11 of the spaces are filled in this manner, the game is over. Each card a player has on the

(cont. on 12/6)

WEEKLY FRIDAY

8

DECEMBER

Immaculate Conception

1967

342nd day - 23 days to come

Gave Claude a copy of BAZAAR. He gave me three copies of T&N. In the 10/15 edition there was an article about Parker. They bought ~~#~~ INSTANT INSANITY, which consists of 4 plastic blocks which must be assembled so that four different colors appear on each side.

At Toy City on Northern Blvd. I bought JUTLAND. They had the 3M games. The fellow we know there said that IWIXIS, HIGH BID & STOCKS & BONDS were selling best with ACQUIRE next. The Ideal detective games were not moving yet.

SATURDAY

9

DECEMBER

1967

343rd day - 22 days to come

BB, Dana and I played WHAT'S IT WORTH TO YOU?, according to the rules of 11/28, requiring trade ins during the 2nd time thru the deck. It was rather slow moving.

Then played two game with the following rules!- Each player is dealt 15 cards and the remaining 15 are placed face up in the center of the table. Each player in turn can trade any card in his hand for any on the table. If a player does not wish to trade, he can skip his turn, but may trade in a later turn. Game is over when no player wishes to make another trade. This played very well.

From Dec. 1, 1967 Life Mag. took out a small clipping about QUBIC and FOURS, the same game as it is known in England. (Filed in Misc. Games Folder.)

SUNDAY **10** DECEMBER

Second Sunday in Advent

1967

344th day - 21 days to come

Sterns had an ad for ACQUIRE, THINKING MAN'S GOLF, together with two M.B. "adult" games. The Sunday Times Magazine had an ad for the Sports Games and just a mention of the Bookshelf Games.

There was also an ad for a dart game with targets of controversial people - called HOSTILITY. (Filed in 1967 Ad Clips)

BB typed the letter to J. H. Morgan at 3M, concerning
BAZAAR.

MONDAY 11 DECEMBER

1967

345th day - 20 days to come

Brought BAZAAR• to Alice & Felicia. They liked the art work and packaging.

Bill Dodge — wants to come visit me but likes his Geography GAME and wants to try it elsewhere. Maybe I'll try to do a Geography GAME• myself.

Dropped off INFINITE PLANE• but we decided to wait until after X Mas to send it to 3M.

They mentioned a mathematical game called TUF• which is being successful in Brentanos. X is interested in seeing a copy.

In checking the various retail outlets for X, some of them list ACQUIRE• as selling well.

After leaving, walked to Brentanos on 8th St. Bought TUF• for \$8. They had the 3M games except for ACQUIRE• and FACTS IN FIVE. Asked about the former and the girl said she didn't think they stocked it.

Charlie Brutchey saw 3 of the 3M games discounted at Macy's Roosevelt Field. HIGH BID• was one and ACQUIRE• wasn't.

Rec'd a X' Mas card from Paul Greenough.

TUESDAY

12

DECEMBER

1967

346th day - 19 days to come

Arthur called. He can't make the N.Y.G.A. meeting this coming Friday. Working Saturday. Made tentative date for 12/29.

WEDNESDAY

13

DECEMBER

1967

347th day - 18 days to come

Called Claude. Has cold and also can't make N.Y.G.A. meeting Friday.

Spoke to Ira Bailin. He has heard the Ideal Detective games, including CASE OF THE ELUSIVE ASSASSIN mentioned at least 8 times on radio.

~~Working on an educational Geography GAME for 3-14's~~

Looking thru about half of the patents, looking particularly at educational games,

(cont. from 12/14) [12/14]

the order in which to use them. For still more advanced players they can figure their routes mentally and then bid for the right to play the cards. Low bid (number of moves) wins and then must prove their bid.

For scoring, the electoral votes for each state can be included. When a player reaches a state he gets the votes for that state, except that each succeeding amount must be larger than the last. Also once a state is taken ~~the~~ another player may not get it. The first player to reach ~~the~~ the required number of destinations would double his score.

Another way of playing would be to have players draw a state card as their destination. Moves can be more than one adjacent state provided they are either ascending or descending order in one of the classifications. This may be limited by permitting only one direction for a game, or by limiting a move to either odd or even numbers, or both limitations.

With the same equipment ELECTION CHESS can be played. A large number of games with different grades of difficulty can be worked out.

Bill Bentzin called. FORBES MAGAZINE wanted to feature a business type game in their Jan. 1 edition. Bill picked ACQUIRE. They will take pictures of businessmen playing it tomorrow. Bill said that he had directed his secretary to send me a copy of MR. PRESIDENT. He'll check with her to see if it was sent.

Finished looking thru the patents.

12/13

THURSDAY 14 DECEMBER

1967

smos or web BT - web AT&T

348th day - 17 days to come

Thinking of an educational Geography GAME triggered by some of the patents. Deck of cards with all the states also Canada, Mexico, Great Lakes, Mississippi River, Atlantic, Pacific. Each card has listed all the adjoining states, countries, or bodies of water. ~~the~~ Players have hand of cards and draw another from deck after play. One card is placed on table as a starter. Players in turn place an adjoining state, etc., next to a card on the table. A card can be placed next to two cards if both are adjacent. Each state could have a point value which is scored when played. Those deep in the interior could score more. ~~the~~

Another idea would be to deal out a fairly large hand and not draw from the deck. First to play out all his cards doubles the points he scored.

When a player cannot, or doesn't wish to, make a play he can discard a card and draw another from the deck.

	MICH	WASH
	ILLINOIS	
PACIFIC		CAIF.
MEXICO		ARIZ.

Called Alice about the idea. She is a little doubtful because they liked Bill Dodge's GAME and said it was just a "geographical rummy." His game has a board and a card for each state. Play as with Rummy. Object is to get all the states surrounding a particular state, when do you put pins in map to show ownership. Not sure if just the state surrounded or surrounding states as well. Alice said that additional states could be added, which indicates the latter. There is a point value to each state being greater if it has more states around it (MO. is 250), which indicates the former. Hawaii and Alaska can each be laid down by itself, but count only 10 points each.

I thought of further ideas including a board. On each state would be printed the population, area, date of admission, and capital. Next to each piece of information would be printed a number ranking the population and area in size, the date in chronological order, and the state name and capital name in alphabetic order. There is one deck of card with the states and another with cards such as "Area +1", "Population -2", "Name +3", etc.

For the simplest game, each player draws a state card as his starting position. Then he draws a card from the other deck and moves to the state called for, as for example the state with the next highest area, moving one ~~the~~ adjacent state in a turn. Cannot move into a state occupied by another player. When reach a state draw another card. Play to (say) 5 states.

For a strategic game each player starts in a state then draws (say) 5 cards from the other deck. Can choose (cont. on 12/13)

FRIDAY 15 DECEMBER

1967

349th day - 16 days to come

Spoke to Claudio at work and then in the evening. Mentioned my Geographical GAME. He has one which he calls WHERE'S CHARLY?. One player, who does not participate in the game, chooses a state for Charly's location. Others in turn ask whether the state is within certain broad classifications. Players also have markers which they move from state to adjacent state and the objective is to not only identify the state but to be the first to reach it.

Claude and I agreed that if either of us started seriously working on our game we would let the other know.

Looking at Cross County Shopping Center. Bought WHEEL AND DEAL. (A present from Dana & Dale). Didn't see anything of interest.

SATURDAY

16

DECEMBER

1967

350th day - 15 days to come

At a Bazaar in White Plains bought CAMP RUNAMUCK GAME for 75¢. Dale, Dana, and Joe played it in evening.

Also at Bazaar bought a lot of contact, including a 25 ~~cyant~~ roll of black for \$4,

In White Plains looked at Kruger's. They have the 3M games at discount, I think, though I didn't see the exact price since they were on a shelf behind the checkout counter.

SUNDAY 17 DECEMBER

Third Sunday in Advent

1967

351st day - 14 days to come

Rec'd. a letter from Mike Abrams. He is trying to have the p.o. locate the INS and CRISIS booklet. Thanked me for offering to pay but said it was his fault. Sent me a clipping about Ed Parker (Filed in Articles from Periodicals folder).

Edith Slotkin called to tell me of an interview coming up on WCBS with a game manufacturer. It was Ed Parker (he seems to be making the rounds) and wasn't particularly interesting. Asked Edith to get me more contact if she could at good price. She is probably going to the bazaar again tonight.

Checked with telephone information and got the following:-

{ Fabio Coen
{ █ 69-41 Groten St.
{ Forest Hills, N.Y.
{ BO 3-9525

Wrote X'Mas cards and letters to F. Daniel, Paul Greenough, & Frank Thibault. Sent a card to Martin Gardner.

BB dyed one of the ropes for KNOTS TO YOU blue and it came out very good.

(cont. from 12/18) [12/18]

matches and the removed pc. is used at one of the ends as part of the turn.

When a player cannot match he must draw, up to 3 pcs.

First player to play out gets 10 pts. plus the pts. on all the pcs. remaining to the other players.

Bloomingdale's was sold out on ACQUIRE and also STOCKS & BONDS. I think.

Called Alice with the information on the SCOPE copyright. They rec'd. three copies of BAZAAR from Jim Morgan & will give me back the one I gave them.

Sent X'Mas cards to John Rocknowski, Bob Engel, Fabio Coen, and a card with letter to Jerry D'Arcey.

At Child Craft saw that they had Claude's WATCH.

12/17

MONDAY

18

DECEMBER

1967

352nd day - 13 days to come

Felicia called. X sent a letter. They are accepting TRIPLE CROSS and want information on the SCOPE. copyright. They said that they knew there are other games that they have had longer, but there are still problems with them and they want "Triple Cross" for their initial line.

Alice is to be on Jack O'Brien's radio program on WOR wednesday at 2:15, Ed Parker will also be on,

Called Jake Williams to ask him to continue with KNOTS TO YOU. He brought three more ropes, sets of handles, and discs to the office.

At lunch went to Child Craft. Bought COLOR-COMBI. Saw SPLIT WORDS. (Holiday) - Cubes with syllables or single letters on the faces. Also numbers. Couldn't see rules but obviously they are combined to make words. The printed material claimed that 500 words could be formed.

GRAB 'N SPELL - There is a grab bag filled with large formed aluminum letters (A-Z etc). Players in turn take a handful of letters. Score points for letters used in words and lose points for letters not used. Rules don't give any values.

After work went to Bloomingdale's. Bought TRIANGULAR DOMINOES. (Creative Playthings). This should have 45 ~~or~~ three sided dominoes and 7 paper layouts (very similar to the German game TRIMINO which is in my collection), but only 15 ~~etc~~ pieces dominoes were there. Bought it as a gift for Ritchie Souci, but I'll have to return it,

At Bloomingdale's saw TRIMINO. (By a French co.). There are 70 triangular pcs. arranged as follows:-

000	044	222	455
001	045	223	555
002	055	224	XXX
003	111	225	X ₀
004	112	233	XX1
005	113	234	XX2
011	114	235	XX3
012	115	244	XX4
013	122	245	XX5
014	123	255	= = =
015	124	333	= = 0
022	125	334	= = 1
023	133	335	= = 2
024	134	344	= = 3
025	135	345	= = 4
033	144	355	= = 5
034	145	444	
035	155	445	



With 2 or 3 players each takes 12 pcs. With 4 more players they take less. The highest triple plays first. Play as in DOMINOES with just two plays on each piece. With a double, such as 133 one play is on the 1 and one on the short edge between the two 3's. A triple is played on one short edge and one long side. Three different numbers ~~can~~ played on a pc, when played, allows a choice between the other two, but once played upon, the other number can't be used.

A double X can be played against any no. But if played with the X's out only an X can be played against them.

A double = can be substituted for a piece in the interior of the line as long as the other number (cont'd on 12/18)

TUESDAY **19** DECEMBER

1967

353rd day - 12 days to come

Called Claude. He and Anne both have the flu.

Sent X'Mas card & letter to Warren Buell.

Thought of an improvement in WHAT'S IT WORTH TO YOU? Have two 48-card decks. Each has 8 sets of 12, the same sets in each deck, but in different combinations.

When 4 play, each player gets 12 cards, using either deck. When 5 play use one full deck and 2 cards at random from the other and deal 10 cards to each. With 6 thru 9 players use enough cards from the second deck to give 10 cards to each. 10 players get 9 cards each. 11 or 12 players get 8 cards each.

WEDNESDAY 20 DECEMBER

Ember Day b 21 - vab b222

1967

354th day - 11 days to come

Listened to Alice on Jack O'Brien. E.S. Lowe & the elder Barton were on with her and hardly let her talk. Barton talked about ~~MONOPOLY~~ and how Charles Darrow had done a stock market game and then a card GAME which was even a bigger flop. Barton then said that no inventor ever did more than one good game. Alice then mentioned me and that I had more than one good game. Barton wasn't interested. The two men made all kinds of errors such as that CHECKERS was played in Egypt or (from Lowe) that NILE was played with dice. Alice got in a plug for BALI. Felicia called to tell me about the program and I said that I had heard it. Thanked Alice for the plug.

Called Martin Gardner. He said that he had been intending to call me. Alex Randolph wrote to him asking for my address, having misplaced it.

Martin would like to locate a copy of Alex' book put out in 1954 by Henry Holt - "The Mail Boat".

Told him about my meeting with Fabio Coen. Martin suggested a children's book of games to be made by the children. I told him of our latest plan for a book of games that couldn't be found elsewhere. Martin suggested using Alex' KNIGHT CHASE. (See 10/30). He plays it with his boys and they enjoy it. He thinks Alex won't mind my using it.

Martin asked for Dr. Atwater's address. Piet Hein is interested in an agent to place his SOMA cubes with a company again.

John Scarne sent Martin a copy of a book on his new card game SKARNEY. It is a BRIDGE variation using two decks and has 10 different forms for (as the book says) 2, 3, 4, 5, 6, 7, 8, 9 players. It can be ordered from:-
John Scarne Games, Inc.
4319 Meadowview Ave.
North Bergen, N.J. 07047

Martin has heard the Ideal detective games advertised many times on radio.

At 1-2-Kangaroo saw CAR CAPERS. (Spear's). There are 12 cardboard pictures of cars, each divided into 6 pcs. There are 2 dice. Players in turn throw the dice and take a pc. of a car corresponding to one die or the sum. Must start a car with pc. one and continue in order. A throw of a 1-6 allows taking a full car from the table. If none is still available take a completed car from player with most completed. If more than one player with same most number of completed, throw dice to pick one to take from. ~~number pc. is lost, can take from another player's car. When there are no number 1 pcs. left and a player throws a 1 he can steal from another player who has an incomplete car which hasn't reached 4 yet. (Pretty much)~~ The following pcs. go back on table. (Pretty complete rules.)

THURSDAY **21** DECEMBER

St. Thomas, Apostle

Pilgrims Landed 1620 ~~HERE~~

1967

355th day - 10 days to come

Spoke to Claude. Nothing particular on games.

BB dyed two more ropes for KNOTS TO YOU.

FRIDAY 22 DECEMBER

Ember Day
First Day of Winter

1967

356th day - 9 days to come

Rcd. a letter from Bill Carlson, They will be in touch with us in the near future about one or two games they would like me to evaluate.

Rcd. a card from Warren Buell. Promised a letter soon.

DB finished dying the ropes for KNOTS TO YOU.

Mike & Danny Buschkoft, Danny's friend, and Si, Helen & Diane Sternberg played two games of BAZAR. Then Danny, Danny's friend, Diane & Diana played ACQUIRE.

Mike saw a column by Mike O'Grady in Newsday which mentioned ACQUIRE. The general contention was that games are getting too realistic rather than fun. Mike didn't save it. It was sometime before Dec. 9.

Helen saw a department store ad for ~~the~~ the 3M games featuring ACQUIRE. It was in a weekday Times, this week or the week before.

SATURDAY **23** DECEMBER

Ember Day

1967

357th day - 8 days to come

The Copy of MR. PRESIDENT • Bill Bentzin had sent to me came.
It seems like one of the best games in the 3M line.

Rec'd. a letter from Jim Morgan saying they were delighted
at my satisfaction with BAZAAR. They can most likely take
care of the missing star, if they go into regular production.

Rec'd. a nice card from F. Daniel.

Worked out a card game for two which I later called
SUIT YOURSELF: Played it with Dana in two forms.

First) Deal out a 52 card deck into 6 columns as
even as possible and with cards placed so that all are visible.
Each player in turn takes all the cards of one suit that
are at the top of columns, his choice of suit. Player with most
cards wins. In case of tie 2nd player wins.

Second) Deal out a 52 card deck into 5 columns as even as
possible. In taking cards of a suit two or more in a row
at the top of a column are taken together. The first player
takes one card, the 2nd a maximum of 2, then the first
a maximum of 3, etc. until one player ~~has~~ does
not take his maximum, after which there is no limita-
tion. This version was much better.

Played SUIT YOURSELF with Phil Laurence. He liked it and beat
me. He suggested a variation. Count the score like in
CASINO: Sounded like a good idea.

Played BAZAAR with BB, Annette & Phil. (Brought them a copy.)
Annette won by repeated buying with lots of chips left
over. I got worried that I should have prohibited players
from buying with more than 3 chips left over.

Sent a letter to J. Scarne Games (See 12/20) asking where
I could buy book on SKARNEY. (Filed with Martin Gardner
correspondence.)

SUNDAY 24 DECEMBER

Fourth Sunday in Advent

1967

358th day - 7 days to come

Played around with BAZAAR by my self and then played with BB, I tried almost always trading for large numbers of chips and buying as soon as possible. BB beat me by playing with more precision. Seems ok, but I still wish I had limited the excess to 3 at the time of a buy.

Spoke to Mike Baschkoft, He wanted to know where he could buy ACQUIRE for Danny. I suggested the stores at Roosevelt Field.

Played SUIT YOURSELF, using th11's CASINO scoring. Good,

MONDAY 25 DECEMBER

Christmas Day December 25th

1967

359th day - 6 days to come

Thought of the name IN SEARCH OF BIG AND LITTLE GAME for my book of games. Mentioned it to Claude when I spoke to him on the phone. He pointed out that if the word "Games" appears first it can be found by looking at an alphabetic list of books in print. Later thought of the name GAMES FOR THE CONNOISSEUR, A SUPPLEMENT TO HOYLE.

Nothing else on games in conversation with Claude, except that he thinks that cartoons or light illustrations would help immeasurably to sell the book. BB knows a few girls, including Lillian Barrasch, who could probably do the illustrating.

Worked out another game - tentative name - DETOUR.

Tried it sketchily and further changes, I am sure can be made. The following is a first approximation.

1	2	3	4	5	6	7	8
↑	→	↓					
3							
4	→	↑					
5		↓					
6	↑						
7		→					
8							

Draw an 8x8 grid. Two players. One player takes the red cards from 1 to 8, the other the black cards from 1 to 8. Players shuffle their cards and take a hand of three cards. Each time they play 2 cards they take 2 to replace them. When their deck is exhausted it is reshuffled and used again. A play of two cards identifies a square. The player playing places an arrow in this square pointing in any of the 4 directions. On it an arrow is already there it is turned (by erasing & redrawing).

Object is to complete a path of arrows starting, for one player, at the left edge and going to the right edge, for the other player it must be from top edge to bottom edge. The completed path must have at least 4 turns, and the player scores 1 point for each turn. (The example shown is a 5-point win for the left-right player, starting at 1-6 and ending at 8-7.)

For a simpler game, draw two cards at each turn and play those two cards.

The game can also be played on a checkerboard using card board squares with arrows.

The game can also be played on a 6x6 grid using 3 or 2 dice.

Read thru parts of THE WORLD OF KI to study the way it was written.

TUESDAY

26

DECEMBER

St. Stephen

Washington Crossed the Delaware 1776

1967

360th day - 5 days to come

Called Bill Bentzin to tell him off Mike O'Grady's mention of ACQUIRE. Not in; will call tomorrow.

Claude called. He saw a book on CHECK PINOCHLE for \$1. Wasn't sure that I didn't have it but had him buy it anyway.

Rcd. a letter from Alex Randolph. Interesting info about 3M. He says that Jim Morgan will be visiting me towards the ~~beginning~~ end of January or beginning of February.

Rcd. a X'mas card letter from Jerry D'Arcey. He left BLUFF and CHOICE for consideration with S&R. With Parker he left BLUFF, JIGSEE, TABOO (Didn't see this one), SEANCE and TURN TURTLE. Clerks tell him that 3M games are selling well.

Rcd. a X'mas card letter from Frank Thibault. He sees one or more of my games in all the stores in which he shops. His game REGATTA is in production and looks fine. COUP BIETAT is selling moderately well.

Called Arthur. Anne is not feeling well and he won't come over Fridays. He and Wald came up with a GAME toy based on placing pieces on the two sides off a see-saw without upsetting it. An importer they know is interested in it. He has had some art work done and is acting as their agent. They have another game toy they are working on. Another contact may be able to have the HIGH DECK published in Europe. They have radically changed POWER and would like to show it to me some(full) day.

Called Fabio Coen. Spoke a little about the book. We'll go there 1/25/67.

WEDNESDAY 27 DECEMBER

St. John, Evangelist 1967

1967

361st day - 4 days to come

Felicia called. Invited us for supper this coming Friday.

Bill Bentzin called me back. Told ~~me~~ him of Mike McGrady's column. He'll look into it. Told him I thought MR. PRESIDENT was good. He took down information about my collection to send to the woman writer from BETTER HOMES AND GARDENS again since he is not sure if she got what he sent before. As far as he knows the article on ACQUIRE will be in the Jan. 1 Forbes Magazine.

Thinking of ideas for a GAME on games played on a checker-board. Each player has 12 pcs. as in regular CHECKERS except that one player plays on red and the other on black. Capture is by getting an opponent caught between two of yours. Also a CHINESE CHECKERS type can be played with (perhaps) a prohibition against passing between two of opponent's pcs. adjourned diagonally.

THURSDAY 28 DECEMBER

1967

362nd day - 3 days to come

Holy Innocents

Dale bought a record album and it had a game included which she gave me :- THE FISH GAME.

Claude told me about a game mentioned in this week's Time Magazine (I haven't got to it yet) - BOURÉE. It is a variation of PITCH. It seemed to me that the name was familiar and I looked for it but couldn't find it, in various books.

From Time " --- a Cajun card game known as BOURÉE. a variety of 'Pitch' in which pots get increasingly more costly."

~~AUGUST 28~~ saw that

Spoke a little about the book. Well go have

11/25/67

FRIDAY 29 DECEMBER

1967

363rd day - 2 days to come

Walt was telling me about a football game his kids were given - ALL-PRO FOOTBALL. (Ideal). He said there were some points he didn't understand and I said I'd try to look at it over the weekend.

At B&N saw that they had a display of (only) 3M games right at the checkout counter with two catalogs available. The checkout girl said that they were selling well.

To Felicia & Alice's apt. with BB. They had rec'd. a letter from Bill Caruson with a lot of store ads featuring HIGH BID. (many had ACQUIRE too as well as the other games), Bill said they allow 60¢ a game for the retailer to use for advertising (got off on the price) and the store picks the game(s) they want to feature. He also said that the fair trading agreement they insist upon had slowed sales somewhat in 1967, but it seems to be paying off, played several games of TAKE A NUMBER with Alice and won them all. She still prefers DOZEN DIAMONDS.

At B&N bought PUZZLES & PARADOxes. by T.H. O'Beirne.

Alice insisted that Phillips had had a number cube GAME prior to being taken over by Parker. She is going to write to Hank Simmins for confirmation. I said they didn't.

SATURDAY **30** DECEMBER

1967

364th day - 1 day to come

Tried a few hands of DOZEN DIAMONDS by myself. Think that it is easier than TAKE A NUMBER which, of course, could make it more appealing.

Looking at library material, Parker, M.B., and European material to refresh my memory for the book. In Parker material looked at CARSOC and found that the diagram of the board I have doesn't agree with the material in the instructions. Looked thru YOUNG FOLKS CYCLOPEDIA OF GAMES AND SPORTS. The game PLANK may be O.K. to use in the book.

SUNDAY 31 DECEMBER

First Sunday after Christmas

1967

365th day

Played 3 games of CASINO• with Esther.

At home played KNOTS TO YOU• with BB, the Firshines, the Baileys and the Horns. It was pleasant, tho fast taking more time to set up than to play. The Firshines won.

Ira Bailen stopped at a store in Riverdale. They had the 3M games and the owner said they were selling well. He has played ACQUIRE• and likes it very much. They looked thru a catalog and saw FOCUS• listed.

MEMORANDA

MEMORANDA

ACQUIRE (S.S.) :- 1/17, 1/20, 1/28, 2/10, 2/15, 2/23, 4/18, 4/13, 4/24, 4/28, 5/1, 5/4, 5/5,
5/18, 5/22, 6/7, 7/24, 8/23, 9/25, 9/26, 9/27, 10/3, 10/6, 10/23, 10/28, 11/7,
11/26, 12/7, 12/8, 12/10, 12/11, 12/14, 12/18, 12/22, 12/24, 12/26, 12/27, 12/29,
12/31

ACROSS THE CONTINENT :- 8/4

ACTION GO-GO CAR RACE :- 6/19

ADD-E-O :- 6/17

ADVERTISING GAME, THE :- 1/5, 1/6, 1/7, 1/8, 7/9

AGGRAVATION :- 3/8, 3/9

AGON :- 2/3, 8/5

AIRLINE (S.S.) :- 1/11, 1/13, 1/18, 1/21, 3/13, 3/24, 5/22, 6/7, 8/4, 8/20, 8/21, 8/28,
9/18, 9/26, 9/29, 10/6, 10/10, 10/24, 11/3

ALIBI (S.S.) :- 10/29

ALLEGIANCE :- 9/23

ALL-PRO NFL FOOTBALL :- 3/7, 4/15, 7/21, 8/3, 12/29

ALPHA :- 5/22

ALPHA BET :- 5/17, 5/22, 5/31

AMAZING DUNNINGER MIND READING GAME, THE :- 10/29, 11/7

ANAGRAMS :- 5/22

ANALYSIS :- 5/22, 7/20, 12/7

ANOTHER (S.S.) :- 9/22, 9/23, 9/24, 9/28, 9/30, 10/5, 10/6, 10/8, 10/27, 11/1, 11/2, 11/4, 11/5, 11/11,
11/12, 11/19, 11/20, 11/22, 11/23, 11/25, 11/26, 11/28

ARABIAN CHECKERS :- 2/1

ARMADA (1-5) :- 10/13, 11/7, 11/24, 11/25

ARMORI :- 8/26, 9/24, 9/27, 9/28, 10/12, 11/13

AS THE WORLD TURNS :- 3/9

ATTACK :- 4/15

AUCTION POKER (S.S.) :- 8/29

AUTO BINGO :- 3/9, 3/16, 3/20

MEMORANDA

AUTOFUN GAME :- 3/7

AVALANCHE :- 6/30

AWARI :- 7/27

BABEL (B.A.) :- 1/11, 1/12, 1/14

BAFFLE (I-S) :- 1/13, 3/8, 4/14, 5/1, 10/6

BALAROO :- 5/22

BALI :- 5/22, 10/6, 12/4, 12/20

BAMBU :- 2/16

BANGAROO GAME :- 6/19

BARBU :- 2/16

BASEBALL :- 8/2

BASKET :- 1/12

BASKETBALL :- 5/22

BATMAN :- 6/19

BATS IN THE BELFRY :- 6/19

BATTA HAI :- 5/20, 6/19

BATTLE OF THE LITTLE BIG HORN :- 7/9

BATTLES :- 6/17

BATTLESHIP :- 3/7, 3/10

BAZAAR (S.S.) :- 5/22, 9/28, 10/5, 10/17, 10/23, 10/26, 10/27, 11/24, 12/4, 12/5, 12/7, 12/8

BE A MANAGER :- 3/5, 3/9

BETA :- 5/22

BET A MILLION :- 1/2, 1/3

BEYOND THE STARS :- 11/29

BEZANT (I-S) :- 6/21, 6/23, 6/26, 11/24

MEMORANDA

BIG FUNERAL (C.S.) :- 1/23, 2/1, 2/6, 3/2, 3/7, 8/23, 9/26, 12/4

BIG LEAGUE BASEBALL :- 5/12, 5/22, 9/28, 9/29

BIG WORD (I-S) :- 10/6

BINGO :- 10/15

BIRD BRAIN :- 6/19

BIZINGO :- 8/5

BLACK LOTUS (AMB.) :- 9/28, 10/19, 10/21, 11/10

BLINKO KEYNOTE (I-S) :- 5/4

BLITZ BLOCK (I-S) :- 5/4

BLUF :- 11/16, 12/26

BODY ENGLISH :- 5/16, 5/22

BOOBY TRAP :- 2/26

BOTTLE-NECK CHECKERS :- 6/17

BOURÉE :- 12/28

BOURSE AUX IDÉES, LA :- 1/18, 1/20, 3/6

BOWLING :- 8/2

BOXES :- 9/14

BREAKTHRU :- 4/14, 10/28, 11/26

BRIDGE :- 5/22, 5/25, 12/20

BROKER :- 3/9, 4/9

BRUSSELS SPROUTS :- 7/12

BULLS AND BEARS :- 8/29

BUZZY BEE (I-S) :- 10/6

CALL IT GOLF :- 2/23

CAMALOT :- 5/22

MEMORANDA

- CAMERIZ :- 2/10
- CAMPAIGN :- 3/9, 4/17, 12/4
- CAMP RUNAMUCK GAME :- 12/16
- CAPA :- 5/22
- CAPER (C.S.) :- 11/2, 11/10
- CAPTURE THE CARGO (I-S) :- 1/31, 4/14, 5/1, 5/31, 10/6, 10/25
- CAPTURING :- 10/4
- CAR CAPERS :- 12/20
- CAREFUL :- 3/7, 4/15, 7/10
- CARRÉ (S.S.) :- 5/18, 6/7, 6/8
- CARSOC :- 12/30
- CASANOVA (AMB) :- 6/6, 9/28, 10/27
- CASE OF THE ELUSIVE ASSASSIN (S.S.) :- 3/7, 3/11, 4/17, 6/17, 6/18, 7/10, 7/21, 7/31, 8/3, 8/4, 8/5, 8/11, 8/13, 9/11, 9/16, 12/2, 12/3, 12/13
- CASINO :- 6/18, 7/16, 11/5, 12/3, 12/23, 12/24, 12/31
- CATECHISM :- 3/9, 5/12
- CATEGORIES :- 5/22
- CATEGORIES 500 (I-S) :- 10/6
- CENTENNIAL :- 5/22
- CHALLENGE :- 11/15
- CHAMPIONSHIP BASEBALL :- 1/4, 6/19
- CHAMPIONSHIP GOLF :- 6/19
- CHANGE CHANGE (S.S.) :- 11/12, 11/16
- CHANNELWORD :- 11/17, 8/5
- CHARADES 500 :- 10/6

EARNINGS AND WITHHOLDING TAX

Date	Earnings	Tax
CHARADS:- 3/7, 6/19		
CHECKERS:- 2/1, 3/30, 8/28, 10/6, 12/20, 12/27		
CHECK LINES:- 7/9, 9/7		
CHERRY PIE :- 1/17, 2/16		
CHESKERS:- 8/15, 11/8		
CHESS:- 2/2, 2/12, 2/17, 9/12, 9/13, 10/6, 10/30		
CHICKEN CHECKERS:- 4/15		
<u>CHICKEN CHOW MEIN (C.S.)</u> :- 11/24		
CHICKEN OUT :- 4/22, 6/19		
CHIEF OF STATE :- 10/23		
CHINESE CHECKERS:- 2/1, 5/25, 9/21, 12/27		
CHINESE CHESS:- 9/11, 9/17		
CHINESE MATCHING CARDS:- 11/1		
CHIVALRY :- 5/22		
CHOICE :- 2/16, 12/26		
CHOP SUEY:- 3/7, 5/20, 7/10		
CHUTZPAH:- 5/22, 12/7		
<u>CINEMA (S.S.)</u> :- 6/7, 10/6		
CIRCLE CHECKERS:- 6/19		
<u>CIRCUITS (S.S.)</u> :- 3/14		
<u>CIRCULAR GOLF (I-S)</u> :- 1/13, 3/8, 5/31, 9/18		
CITIES-U.S.A. :- 6/19		
CLAIMS:- 10/5		
CLEAN SWEEP:- 7/24		

EARNINGS AND WITHHOLDING TAX

Date	Earnings	Tax
CLOCK-A-GAME :- 3/9		
CLOCK-A-WORD :- 3/9, 6/19		
<u>COALITIONS</u> (S.S.):- 4/7, 4/8, 4/11, 4/12, 4/13, 4/14, 4/15, 4/16		
COLD FEET :- 3/7		
<u>COLOR CLOWN</u> (I-S) :- 10/6		
COLOR-COMBI :- 12/18		
<u>COLOR CONFUSION</u> (I-S) :- 3/8		
<u>COLOR CUT-OUTS</u> (S.S.) :- 2/26		
COMBAT TANK GAME :- 6/17		
<u>CONCENSUS</u> (S.S.) :- 2/5, 6/7, 10/2, 10/6		
CONFIGURATIONS :- 3/5, 3/8, 9/21, 10/14, 10/29		
CONFRONTATION :- 7/21, 7/26, 8/23, 8/31, 9/7, 10/6, 10/23		
<u>CONNOR'S PINBALL</u> (I-S) :- 10/6		
<u>CONTINUUM</u> (I-S) :- 10/6		
<u>COPS AND ROBBERS GAME</u> (C.S.) :- 6/30		
<u>CORPORATE GIANT</u> (S.S.) :- 4/18		
CORRAL :- 5/22		
CO TUONG :- 2/2		
COUNT DOWN :- 2/24, 3/7, 3/9, 8/14		
COUP D'ÉTAT :- 1/17, 1/18, 2/15, 2/16, 3/7, 3/9, 3/31, 11/16, 12/26		
COVER-UP :- 6/19		
CRACKY :- 9/14		
<u>CREDIBILITY GAP GAME, THE</u> :- 11/15, 11/19, 12/16		
CRISIS :- 6/15, 11/13, 11/25, 12/17		

EARNINGS AND WITHHOLDING TAX

Date	Earnings	Tax
<u>CRISS CROSS (I-S)</u> :- 10/6		
<u>CROSSINGS (B.A.)</u> :- 2/3, 3/10		
<u>CROSSWORD LEXICON</u> :- 8/4, 10/25, 10/29		
<u>CUBE CARDS</u> :- 12/5		
<u>CUTTING CORNERS (S.S.)</u> :- 7/14		
<u>DAFFY DERBY</u> :- 11/16		
<u>DANGER STRAITS (I-S)</u> :- 1/11, 6/14, 10/6, 11/24		
<u>DATA (S.S.)</u> :- 4/10, 9/29, 10/6, 10/15, 10/20, 10/21		
<u>DATA PROCESSING (S.S.)</u> :- 6/7		
<u>DATA ^{ING} GAME (C.S.)</u> :- 10/2		
<u>DATING GAME, THE</u> :- 7/20		
<u>DEADLY DOUBLE, THE</u> :- 3/13		
<u>DECoy CHESS</u> :- 10/30		
<u>DEDUCTION (C.S.)</u> :- 1/13, 2/7, 2/17, 3/8, 4/14, 5/1, 5/18, 10/6		
<u>DEFLECTION</u> :- 2/10		
<u>DETOUR (S.S.)</u> :- 12/25		
<u>DEVIL'S DICE</u> :- 12/5		
<u>DIVIDE AND CONQUER (C.S.)</u> :- 11/1, 11/2		
<u>DOMINIQUE (I-S)</u> :- 10/6		
<u>DOMINOES</u> :- 12/18		
<u>DO-RE-MI</u> :- 8/9, 8/11, 8/14, 8/28		
<u>DOUBLE AGENT</u> :- 6/19		
<u>DOUBLE THINK</u> :- 7/21		
<u>DOWN</u> :- 7/3		

JANUARY

Date	Item	Rec'd	Paid	Bal.
	<u>DOZEN DIAMONDS (I-S)</u> :- 4/20, 4/27, 4/29, 7/19, 12/29, 12/30			
	<u>DRILL FOR OIL (S.S.)</u> :- 6/1, 6/7, 6/11, 6/17, 6/29, 6/30, 9/29			
	<u>DUET BRIDGE</u> :- 3/7, 3/9			
	<u>EAGLES</u> :- 5/22			
	<u>EGGHEAD POKER (C.S.)</u> :- 5/1, 5/6, 5/29, 6/21, 9/18, 9/28, 10/6, 10/10, 10/11, 10/17			
	<u>EGO (I-S)</u> :- 8/25, 8/28, 10/25			
	<u>ELECTION CHESS (S.S.)</u> :- 12/14			
	<u>ELECTION '68</u> :- 8/31, 9/2, 10/3			
	<u>ELECTRONIC PLAYMATE (C.S.)</u> :- 1/17, 1/19, 2/1			
	<u>ELEUSIS (B.A.)</u> :- 4/6, 10/2, 11/13			
	<u>EQUATIONS</u> :- 1/4, 10/14			
	<u>EQUIVALENCE (S.S.)</u> :- 2/22			
	<u>E.S.P. GAME</u> :- 3/5, 3/9			
	<u>E.S.P. TEST KIT</u> :- 3/4, 3/5, 3/9, 9/25			
	<u>ETERNAL TRIANGLES</u> :- 9/14			
	<u>EVERY OTHER</u> :- 9/14			
	<u>EXECUTIVE DECISION (S.S.)</u> :- 7/18, 7/19, 7/20, 7/21, 7/29, 7/31, 8/10, 8/11, 8/20, 8/28, 8/31, 9/1, 9/5, 9/6, 9/8, 9/15, 9/16, 9/18, 9/22, 9/27, 9/28, 9/30, 10/2, 10/5, 10/6, 10/7, 10/8, 10/9, 10/15, 10/22, 10/23, 10/24, 10/25, 10/27, 10/31, 11/9, 11/24, 11/25, 12/5			
	<u>EXPO 67</u> :- 5/26			
	<u>FACTOR (I-S)</u> :- 4/28, 5/4, 5/8, 5/31, 9/18, 9/28, 10/6, 10/10, 10/27			
	<u>FACTS-IN-FIVE</u> :- 5/15, 11/26, 12/11			
	<u>FACULTY CARDS</u> :- 3/9, 3/16, 3/25			
	<u>FAN-FAN</u> :- 10/4			
	<u>FANG BANG</u> :- 3/7, 3/10			

JANUARY

Date	Item	Rec'd	Paid	Bal.
	FANORONA :- 2/14			
	FEELEY MEELEY:- 3/7, 3/10			
	FIDGET DIGIT :- 10/6, 10/29			
	<u>FIRST MILLION, THE (S.S.)</u> :- 2/19, 3/1, 3/4, 3/5, 3/6, 3/10, 3/12, 6/7			
	FISH GAME, THE :- 12/28			
	500 RUMMY:- 3/28, 7/17, 8/24, 9/22, 10/19, 11/29			
	FIVE THOUSAND (V) :- 3/7, 3/9, 8/31			
	FLINCH!:- 10/25			
	FLIP FOR FUN!:- 6/19			
	FLIPPO!:- 6/19			
	<u>FOCUS (S.S.)</u> 1/27, 2/3, 2/6, 2/15, 3/9, 3/13, 3/16, 3/25, 3/20, 4/3, 4/5, 4/16, 4/20, 5/2, 5/3, 5/7, 6/7, 6/24, 8/5, 9/12, 9/17, 9/29, 10/30, 11/9, 11/16, 11/24, 12/7, 12/31			
	FOOTBALL CHESS :- 11/7, 11/20			
	FORMATION:- 1/3, 5/31, 7/13, 8/21, 10/6, 10/25			
	4-CYTE :- 7/20			
	FOURS!:- 11/2, 12/9			
	FRANTIC FROGS GAME:- 6/17			
	<u>FREE FOR ALL (S.S.)</u> :- 1/21, 1/23, 3/10, 3/22, 4/7, 4/20, 5/18, 5/20, 6/7, 6/23, 7/12, 7/20, 8/4, 8/17, 8/25, 9/18, 9/26, 10/6			
	FREEZE!:- 6/17			
	<u>FREUDIAN BLOCKS (1-S)</u> :- 4/13, 4/28, 5/1, 5/4, 5/31, 6/26, 7/20, 10/6, 10/25			
	FUNNY FACE:- 4/15			
	FUTURE!:- 11/8, 1/19, 2/16			
	<u>GALLEON (1-S)</u> :- 1/13, 10/6			
	GAMES PEOPLE PLAY GAME, THE :- 5/22, 6/8			
	GANO!:- 6/17			

FEBRUARY

Date	Item	Rec'd	Paid	Bal.
	GEOGRAPHY :- 6/17			
	GETAWAY CHASE GAME :- 6/17			
	GET THAT LICENSE :- 6/15			
	<u>GET TOGETHER</u> (S.S.-C.S.) :- 2/12			
	GHOSTS :- 11/14			
	GIZZ GAMES :- 6/17			
	GLIB :- 6/17			
	GO! :- 6/23, 10/30			
	GO FOR BROKE :- 6/17			
	GOLF :- 8/2			
	<u>GOLF (I-S)</u> :- 10/6			
	GOOSE'S WILD :- 3/9			
	<u>GO SEE-A GLOBAL HOLIDAY</u> (S.S.)	3/9, 3/10, 3/13, 3/22, 4/28, 5/28, 6/7, 6/23, 7/20, 8/4, 9/18, 4/26, 9/29, 10/6, 10/10, 11/3		
	GOURMET :- 5/11			
	GRAB 'N SPELL :- 12/18			
	GRAND PRIX :- 6/17			
	GRAND VOYAGE, LE :- 1/18, 1/21, 3/6, 4/2			
	GREEN HORNET :- 12/7			
	GROOMING GAME, THE :- 2/16			
	<u>GROWTH POTENTIAL</u> (S.S.) :- 4/13, 4/14			
	<u>HALF AND HALF</u> (I-S) :- 4/24, 5/31, 10/6			
	HAMSTRUNG SQUAD CAR, GAME ON THE :- 2/23			
	HARNESS RACING :- 2/24, 3/9			
	HAT IN THE RING (S.S.) 6/9, 6/12, 6/13, 6/14, 6/23, 6/24, 6/25, 6/26			

FEBRUARY

Date	Item	Rec'd	Paid	Bal.
	<u>HAVING A WONDERFUL TIME (S.S.)</u> :- 5/16, 5/31, 6/7, 9/18, 9/29, 10/6			
	<u>HEADS-UP</u> :- 6/19			
	<u>HELMAN</u> :- 1/13			
	<u>HERALD SQUARE (S.S.)</u> :- 3/14			
	<u>HEXAPAWN</u> :- 5/26			
	<u>HIDDEN HOARD</u> :- 3/7, 7/21, 8/3			
	<u>HIDE 'N THIEF</u> :- 8/14			
	<u>HIGH BID</u> :- 4/14, 5/1, 5/22, 7/10, 7/20, 7/24, 10/3, 11/26, 12/4, 12/7, 12/8, 12/11			
	<u>HIGH DECK (AMB.)</u> :- 1/17, 2/27, 4/7, 5/16, 6/6, 6/25, 7/5, 7/23, 7/25, 7/26, 9/21, 10/27, 11/22, 12/26			
	<u>HIGH FINANCE (S.S.)</u> :- 4/20, 4/22, 4/23, 4/24, 4/29, 4/30, 5/1, 5/5			
	<u>HIGH SOCIETY</u> :- 8/14			
	<u>HIGH SPIRITS (S.S.)</u> :- 5/16			
	<u>HIP-STICK</u> :- 8/26, 11/16			
	<u>HI-SPY (C.S.)</u> :- 5/19			
	<u>HOCKEY</u> :- 5/22			
	<u>HOLD THAT LINE (S.S.)</u> :- 10/30, 11/16			
	<u>HOLLYWOOD SQUARES, THE</u> :- 2/24, 6/11			
	<u>HOLLYWOOD STARS</u> :- 10/23			
	<u>HOME STRETCH HARNESS RACING</u> :- 3/9			
	<u>HOODWINK</u> :- 5/5, 12/7			
	<u>HOSTILITY</u> :- 12/10			
	<u>HOT</u> :- 2/23			
	<u>HUEGO (I-S)</u> :- 10/6			
	<u>HULLABALOO</u> :- 6/17			

M A R C H

Date	Item	Rec'd	Paid	Bal.
	HULLABALOO'S DISOTHEQUE PARTY GAME :- 6/17			
	HURRICANE :- 7/9			
	<u>IMAGE</u> (I-S) :- 4/14, 7/10, 8/25, 8/28, 10/10, 10/25			
	<u>I'M ALL TIED UP</u> (S.S) :- 5/31, 6/2, 6/3, 6/4, 11/10, 11/13, 11/19, 11/20			
	<u>IMMOBILIZATION</u> (S.S) :- 6/30, 7/1			
	INCOME TAX :- 12/3			
	<u>INFINITE PLANE</u> (S.S) :- 2/19, 2/21, 2/22, 2/23, 2/25, 2/27, 2/28, 3/4, 3/7, 3/8, 3/10, 3/18, 3/19, 3/21, 3/22, 3/23, 3/29, 4/1, 4/11, 4/12, 4/24, 5/31, 6/1, 6/8, 6/23, 6/30, 7/12, 8/4, 8/5, 9/18, 9/29, 10/6, 12/7, 12/11			
	<u>INK-PINK</u> :- 2/10			
	INS :- 11/13, 11/25, 12/17			
	INSTANT FUN :- 11/5, 11/7, 11/15			
	INSTANT INSANITY :- 12/8			
	INTERACTION :- 1/11, 10/6			
	<u>INTERPLAY</u> (S.S) :- 2/22, 5/22			
	<u>INVASION</u> (S.S) :- 6/7, 9/29, 10/6, 11/3			
	I SPY :- 11/7			
	IT'S A SMALL WORLD :- 3/7			
	JACK POT :- 6/17			
	JAM :- 2/23			
	JAMES BOND 007 CARD GAME :- 5/27			
	JAPANESE CHESS :- 10/30			
	JATI :- 5/15			
	<u>JIGSAW RACES</u> (I-S) :- 10/6			
	<u>JIGSEE</u> :- 11/16, 12/26			

MARCH

Date	Item	Rec'd	Paid	Bal.
	JOCKEY :- 3/9			
	JOHN DRAKE SECRET AGENT :- 5/13			
	JOIN UP :- 10/10			
	JOLTZ :- 3/9			
	JUMPIN :- 11/26			
	JUM-PING :- 2/1, 2/6, 2/12, 2/20, 2/21, 2/24			
	JUTLAND :- 3/9, 6/8, 6/24, 9/21, 12/8			
	KA BOOM :- 6/19			
	KENTUCKY DERBY :- 5/27			
	<u>KEYNOTE (I-S)</u> :- 5/1, 5/4			
	<u>KEYNOTE RUMMY (I-S)</u> :- 5/4			
	<u>KEYNOTE SOLITAIRE (I-S)</u> :- 5/4			
	KISMET :- 2/24, 4/15			
	KON-TIKI :- 11/7			
	<u>KNIFE YOUR BUDDY (C.S.)</u> :- 2/7, 2/17, 4/30, 5/6			
	KNIGHT CHASE :- 10/30, 12/20			
	<u>KNIGHT MOVE POKER (S.S.)</u> :- 8/29			
	<u>KNIGHTS AND VASSALS (AMB)</u> :- 1/3, 6/30, 11/24			
	<u>KNOTS TO YOU (S.S.)</u> :- 5/31, 12/7, 12/17, 12/18, 12/20, 12/22, 12/31			
	<u>KNOW THYSELF (I-S)</u> :- 10/6, 10/25			
	KOASTER :- 2/24			
	KOMMISSAR :- 6/19			
	KRESKIN'S ESP :- 1/25, 2/24, 3/7, 3/10, 3/11, 5/5, 5/16, 5/22			
	KRYPTONITE :- 6/17			

APRIL

Date	Item	Rec'd	Paid	Bal.
	KUFU :- 8/26, 11/16			
	LASKERS :- 8/5			
	LAST STRAW, THE :- 6/19			
	LEAPING LIZARDS :- 4/15			
	LETTER STICKS :- 6/19			
	L GAME, THE :- 11/2			
	LIAR'S DICE :- 5/5, 12/7			
	LIAR'S POKER :- 5/22			
	<u>LINK UP</u> :- 2/24			
	<u>LOA (CS)</u> :- 1/31, 2/3, 4/14, 4/21, 4/27, 4/28, 7/20, 7/21, 9/18, 9/26, 10/6, 10/10			
	LOCUS POKUS :- 8/2			
	LONG SHOT :- 1/14			
	LOUISA :- 8/5			
	LOVE, THE GAME OF :- 6/17			
	<u>LOVE STORY (1-3)</u> :- 10/6			
	MADAME PLANCHETTE HOROSCOPE GAME :- 3/7, 3/9, 8/12			
	MAD MATE :- 10/30			
	MAKE OR BREAK :- 9/16			
	MAKE-OUT :- 8/9			
	MANAGEMENT :- 6/13			
	MANCALA :- 11/20			
	MANEUVER :- 3/9, 7/14			

APRIL

Date	Item	Rec'd	Paid	Bal.
	<u>MATCHED SET (S.S.)</u> :- 11/3			
	<u>MATCH MATE</u> :- 5/22, 10/29			
	<u>MATE-MATCH</u> :- 10/29			
	<u>MATHMATAB</u> :- 3/5			
	<u>MAVERICK COUNTRY (S.S.)</u> :- 10/6, 10/10, 11/3	1/21, 1/23, 3/10, 3/22, 4/7, 4/20, 6/7, 9/29,		
	<u>MAZE CRAZE (I-S)</u> :- 10/6			
	<u>MEN FROM A.U.N.T.</u> :- 4/15			
	<u>MERGER</u> :- 3/13			
	<u>METALLI, GIUCO DE</u> :- 5/30			
	<u>MICHIGAN RUMMY</u> :- 2/3, 5/22			
	<u>MILLES BORNES</u> :- 4/22			
	<u>MILOPOLIKS</u> :- 10/23			
	<u>MINI-BOWLING</u> :- 8/7			
	<u>MR. PRESIDENT</u> :- 5/15, 5/22, 12/5, 12/7, 12/14, 12/23, 12/27			
	<u>MISTER X</u> :- 8/7			
	<u>MOBY DICK</u> :- 1/17, 2/16, 8/26, 11/6			
	<u>MONEY CARLO</u> :- 6/7			
	<u>MONEY TREE</u> :- 6/17			
	<u>MONOPOLY</u> :- 4/13, 5/5, 5/22, 6/19, 8/29, 8/30, 12/7, 12/20			
	<u>MOON HUNT</u> :- 10/6			
	<u>MURDER ON THE ORIENT EXPRESS</u> :-	3/7, 4/17, 7/21, 8/3, 8/12, 10/11		
	<u>NAPOLI</u> :- 6/15			
	<u>NEVER SAY DIE</u> :- 5/25			
	<u>NEW BATTLE OF ARMY CHESS</u> :- 10/9			

MAY

Date	Item	Rec'd	Paid	Bal.
	NEWLYWED'S GAME :- 5/6, 11/10			
	NFL ALL PRO FOOTBALL GAME :- 3/7, 4/15, 4/17			
	NIK NAK NUMBERS :- 3/9, 7/14			
	NILE :- 3/7, 3/9, 3/10, 3/13, 5/22, 9/26, 10/6, 12/20			
	NIM :- 10/30			
	NINE MEN MORRIS :- 8/14			
	99, THE GAME OF :- 10/8, 10/29			
	<u>NOMINATION (S.S.)</u> :- 6/7, 8/28, 9/6, 10/6			
	NOVA BOARD (AMB) :- 10/6, 10/31			
	NUCLEAR WAR :- 1/2, 1/11, 1/12, 2/10, 6/14, 6/15, 7/21			
	NULL :- 8/5			
	NUMBER FOOTBALL :- 1/2, 1/11, 1/12, 1/13, 3/8, 7/13, 7/20, 8/21, 9/14, 10/6			
	NUMBLE :- 2/10			
	NY FINANS :- 9/29			
	OH NO ! :- 5/16, 5/22			
	OH-WAH-REE :- 9/25, 10/28, 10/30, 11/26			
	O-K-O :- 5/25			
	ONE MORE TIME :- 5/22			
	ON-SETS :- 10/14			
	OOP STIX :- 6/17			
	<u>OPERATION SEARCH (S.S.)</u> :- 1/5, 1/6, 1/13, 1/20, 3/10, 11/13			
	ORBIT-X SPACE GAME :- 6/19			
	<u>OSMOSIS (S.S.)</u> :- 11/14, 11/15			
	PA-KA THE NUMBERS GAME :- 8/14			

M A Y

Date	Item	Rec'd	Paid	Bal.
	PANIC :- 6/17			
	PAN-KAL :- 3/9, 10/28, 10/30			
	PARCHISI :- 4/13, 8/5, 10/30			
	PARIS (AMB.) :- 6/6, 6/30, 9/28, 10/27			
	PAR TWO GOLF :- 6/17			
	<u>PARTY POLITICS (1-S)</u> :- 8/28, 9/6, 9/7			
	PASS-O :- 3/20, 3/25			
	PASSOUT :- 2/10			
	PASS THE BUCK :- 6/17			
	PATHFINDER :- 2/16			
	<u>PATH LOGICAL (C.S.)</u> :- 5/6			
	<u>PATTERNS (S.S.)</u> :- 1/9			
	<u>PAYOUT (S.S.)</u> :- 4/16, 4/17, 4/19, 4/20, 4/26, 4/28, 5/11, 5/2, 5/3, 5/7, 5/8, 5/10, 5/12, 5/13, 5/14, 5/15, 5/20, 5/21, 5/22, 6/7, 6/8, 6/9, 6/13, 6/19, 6/20, 6/21, 6/27, 7/20, 7/21, 8/4, 8/10, 8/21, 9/28, 9/29, 10/6, 10/9, 10/10, 10/11, 10/30, 11/3, 11/20, 12/7			
	PDQ :- 6/19			
	<u>PEACHY (1-S)</u> :- 10/6			
	PEACOCK GAME :- 6/19			
	PERCENTAGE :- 5/25			
	<u>PERCEPTION (1-S)</u> :- 4/24, 5/1, 5/31, 10/6, 10/25			
	PERFECT MATCH, THE :- 8/21			
	PERPLEXION :- 7/9			
	PERQUACKEY :- 9/15			
	PETITES ANNONCES DE ^{FRANCE} PARIS SOIR :- 1/18, 1/21, 3/6			
	PHLOUNDER :- 11/26			

J U N E

Date	Item	Rec'd	Paid	Bal.
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PICK UP STICKS! :- 6/19

PICKWICK :- 10/31

PICTURE QUIZ JIGSAW (I-S) :- 10/6

PIDDLE PADDLE (I-S) :- 5/31, 10/6

PIRATE PARTY PACK (I-S) :- 10/6

PIRATES OF THE CARIBBEAN! :- 3/7

PIT! :- 10/25

PITCH! :- 12/28

PITCHER'S BATTLE (C.S.) :- 5/29

PITFALL (I-S) :- 6/15, 6/21, 6/23, 7/29, 8/4, 8/17, 8/25, 10/6, 10/25

PLAN AND PROFIT (S.S.) :- 5/5

PLAY 'N TALK! :- 3/9

PLAY THE BEATS! :- 3/9

POKER! :- 2/3, 3/10, 4/23, 8/27, 8/28, 8/29, 10/3, 10/4, 10/26, 10/27, 10/31

POKER KENO! :- 5/25

PORGY PINS (I-S) :- 10/6

PORT OF CALL! :- 10/6

POTENTIAL (S.S.) :- 6/7, 10/6

POUNCE! :- 10/23

POWER (AMB.)! :- 12/27

POWER POLITIK! :- 10/25

PRIMERO! :- 8/29

PRINCE! :- 5/25

PRISON GAME, THE! :- 6/15

← PLANK! :- 12/30

J U N E

Date	Item	Rec'd	Paid	Bal.
	PRO-AM GOLF GAME:- 6/19			
	PRO FOOTBALL:- 5/15, 5/22, 9/28, 9/29			
	PROGRAM-IT :- 2/16, 2/17, 8/26, 11/16			
	PROPAGANDA :- 10/14			
	PRO-QUARTERBACK :- 6/19, 10/24			
	PURSUIT :- 9/12			
	PUSHOVER :- 6/19			
	PYRAMID :- 6/17			
	<u>Q.E.D. (S.S.)</u> :- 2/22			
	QUBIC :- 12/9			
	QUBILA :- 4/15			
	QUINTO :- 11/26			
	RACE TRAP :- 6/19			
	<u>RACHET RACE (I-S)</u> :- 10/6			
	RACK-O :- 5/5			
	<u>RALLY TALLY (I-S)</u> :- 1/11, 3/10, 10/6			
	RAT RACE :- 10/30			
	REAL ACTION BASEBALL :- 4/19, 4/27, 5/11, 5/18, 5/22, 6/14			
	REAL ACTION BASKETBALL :- 5/11, 11/20			
	REAL NUMBERS GAME :- 10/14			
	RED BARBER'S BASEBALL GAME :- 5/11			
	<u>RED LETTER (S.S.)</u> :- 1/13, 1/31, 3/8, 3/10, 5/31, 6/7, 10/6, 10/25			
	REFLEX :- 6/19			
	REGATTA :- 8/5, 12/26			

J U L Y

Date	Item	Rec'd	Paid	Bal.
	RENDEZVOUS IN SPACE :- 4/15, 10/16			
	REVERSAL :- 10/29			
	RIOT, RUMBLE AND DEMONSTRATE :- 7/2			
	ROSE BOWL :- 6/19			
	ROUND THE CLOCK :- 10/30			
	RSVP :- 2/24, 3/7, 3/9, 5/5			
	RUMMY ROYAL :- 2/3			
	<u>RUSTLERS (I-S)</u> :- 1/13, 3/8			
	SAFARI :- 9/14			
	SAIL AWAY :- 11/26			
	SAMURAI :- 10/30			
	SARK CARDS :- 2/28, 3/1			
	SCAMPER :- 3/9			
	SCIEN-FACT-O :- 6/19			
	SCOOP :- 1/26 <small>(S.S.)</small>			
	<u>SCOPE</u> :- 1/26, 3/8, 3/11, 3/12, 4/12, 4/24, 12/18			
	<u>SCORE</u> (---- S.S.) :- 10/1, 10/8, 10/19, 10/20, 10/23, 11/7, 11/8			
	SCORE-A-WORD :- 1/3, 1/5			
	SCRABBLE :- 2/24			
	<u>SCRAMBLED POKER (C.S.)</u> :- 4/14, 5/1			
	SCREWBALL RELAY :- 4/15			
	SCRIBBAGE :- 6/17, 7/24			
	SEANCE :- 11/16, 12/26			
	<u>SEA POWER (I-S)</u> :- 1/18, 1/22, 2/1, 4/12, 4/13, 10/16			

J U L Y

Date	Item	Rec'd	Paid	Bal.
	SECOND WORLD WAR, THE:- 10/23			
	SEDUCTION:- 1/10, 1/15, 1/20, 2/3, 2/10, 7/9, 7/20, 8/5, 8/31, 11/16			
	<u>SEVEN (C.S.)</u> :- 11/18, 11/24			
	SEVEN SEAS:- 7/14			
	7-28:- 5/22			
	7-UP:- 4/7, 4/12, 4/21, 4/28, 5/20, 6/9, 6/14, 6/24, 7/3, 7/10, 7/17	5/13,		
	SEX, THE GAME OF :- 8/5			
	<u>SHAPE AND SHATTER (S.S.)</u> :- 1/13, 3/8, 4/14, 5/1, 10/6			
	SHERIFF'S POSSE:- 4/15			
	SHINDIG:- 6/17			
	SHOW JUMPING:- 9/30			
	SHUFFLE-LO:- 8/2			
	SILVER DOLLAR:- 6/17			
	SIR HINKLEFININDUSTER:- 11/16			
	<u>SIT DOWN AND THINK (S.S.)</u> :- 4/19, 5/22, 6/7, 6/18, 8/5, 9/18, 10/6, 10/30	2/2, 2/7, 2/10, 2/16, 2/17, 2/22, 2/27, 3/8, 3/16,		
	SIXTY-FOUR:- 10/17, 10/27			
	SKARNEY:- 12/20			
	SKIBBLE:- 6/19			
	SKI-GO GAME:- 3/5			
	<u>SLAM (S.S.)</u> :- 1/2, 8/5			
	SLAP STICK:- 3/7, 3/10, 3/24			
	SLAP TRAP:- 3/7			
	SMAD:- 9/7, 9/18			
	<u>SNAKE (I-S)</u> :- 3/9, 3/10, 10/6			

A U G U S T

Date	Item	Rec'd	Paid	Bal.
	SNAKE'S ALIVE :- 3/7			
	SOLAR CONQUEST :- 3/5, 3/7, 3/9			
	SOLITAIRE :- 11/2			
	SOLO :- 9/17, 10/5			
	SOLO WHIST :- 9/17			
	SOMA :- 12/20			
	SPACE ACE GAME :- 3/5, 6/17, 9/30			
	SPACE RACE :- 11/2			
	SPACE WAR GAME :- 3/14			
	SPARE-TIME BOWLING :- 2/24, 4/15			
	<u>SPATIAL RELATIONSHIPS (S.S.)</u> :- 11/1			
	<u>SPECTRUM (S.S.)</u> :- 6/30			
	SPILL & SPELL :- 5/8			
	SPIN-A-WORD :- 6/17			
	<u>SPLIT PERSONALITY (C.S.)</u> :- 8/2			
	SPLIT WORDS :- 12/18			
	SPLURGE :- 11/16			
	SPOON :- 11/16			
	SPORTS ARENA :- 1/13, 3/8, 3/9, 5/31, 10/6			
	SPROUTS :- 7/10, 7/12, 7/31, 8/3, 8/5			
	SPY'S A' POPPIN :- 10/6			
	SQUANDER :- 6/17			
	SQUIGGLE :- 11/17, 2/16, 3/12, 5/22, 8/5			
	<u>STACK STICKS (1-S)</u> :- 1/13, 3/8, 5/1, 10/6			

A U G U S T

Date	Item	Rec'd	Paid	Bal.
	STOCK MARKET (@ Brentano's) :- 3/24, 3/31			↑ (see 1963)
	STOCK MARKET (Futures, Inc.) :- 3/11, 6/19			
	<u>STOCK MARKET GAME</u> (C.S.) :- 3/15, 3/16, 3/21, 4/1, 5/18			
	<u>STOCK MARKET GAME</u> (S.S.) :- 2/6, 2/7, 2/17, 2/21			
	STOCK MARKET GAME (Whitman) :- 3/10, 4/14, 4/24, 5/22, 9/25, 9/26, 10/3, 11/26, 12/7,			
	STOCKS AND BONDS :- 12/8, 12/18			
	STRATEGEO :- 5/4			
	<u>STRATEGY</u> (I-S) :- 10/6			
	STRATEGY POKER :- 5/22, 6/19			
	STUKKO :- 6/4			
	<u>SUCCESS</u> (S.S.) :- 4/18			
	<u>SUCCESSION</u> (I-S) :- 9/26, 9/27, 9/29, 10/6, 10/10			
	<u>SUIT YOURSELF</u> (S.S.) :- 12/23, 12/24			
	SUPER GAME :- 2/8			
	SWAP :- 6/17			
	SWITCH (B.A.) :- 3/10, 3/11			
	SYLLA-BINGO :- 11/16			
	TABOO :- 12/26			
	TACK :- 1/17, 5/22, 8/5			
	TAC-TICKLE :- 7/20, 10/14			
	<u>TAKE A NUMBER</u> (S.S.) :- 5/11, 5/12, 5/14, 5/15, 5/16, 5/17, 5/19, 5/21, 5/22, 5/25, 5/29, 5/30, 6/1, 6/3, 6/4, 6/7, 6/8, 6/11, 6/17, 6/26, 7/8, 7/12, 7/19, 8/4, 8/5, 8/13, 9/29, 11/16, 11/30, 12/29, 12/30			
	<u>TAKE THE RIDGE</u> (I-S) :- 8/28			
	TANGLE :- 1/17			

SEPTEMBER

Date	Item	Rec'd	Paid	Bal.
	TANGLELANGI:- 4/8, 4/12, 4/13			
	TEN COMMANDMENTS:- 2/10	8/3, 8/10, 8/11, 8/18, 8/23, 8/26,	8/31, 9/6, 9/10, 9/15,	
	TEN LITTLE INDIANS (C.S.):- 9/16, 9/21, 9/25, 9/28, 10/2, 10/4, 10/11, 10/17, 10/21, 10/27, 11/9			
	TEN LITTLE INDIANS (S.S.):- 10/19, 10/21, 10/27, 10/29			
	TEN-UP:- 12/5			
	T.H.E CAT:- 3/24, 6/19			
	THINKING MAN'S GOLF:- 5/15, 5/22, 6/20, 6/21, 12/10			
	THIRD REICH, THE:- 7/21			
	THISTLE:- 4/13			
	THREE (AMB):- 4/19, 4/21, 6/30, 10/31, 11/9, 11/10, 11/24			
3	DIMENSIONAL TIC-TAC-TOE:- 12/3			
	THRUST (S.S.):- 11/9, 11/10, 11/11			
	TICK-TACK-TOE:- 11/26			
	TIC-TAC BUG TOE:- 4/15, 11/2			
	TIDDLE POKER:- 5/5			
	TIDDLY CARDWINKS:- 6/17			
	TIE 'N TANGLE:- 6/3, 7/20			
	TIGHT SQUEEZE:- 10/6			
	TILE-DIAL:- 10/6			
	TI-LO-TACK:- 8/2			
	TIME TUNNEL CARD GAME, THE:- 3/24, 7/20			
	TIMUR'S GREAT CHESS:- 8/5			
	TIPI-TIPI:- 6/17, 7/10			
	TOO BAD:- 10/30			

SEPTEMBER

Date	Item	Rec'd	Paid	Bal.
	TOP BRASS:- 5/22, 7/7, 8/5, 8/10, 8/20, 9/5			
	<u>TOP DECISION (S.S.)</u> :- 6/13, 6/14			
	TORDU :- 1/18, 1/21, 3/6			
	TOSS-A-CUBE MUSIC GAME :- 3/9			
	TOTAL OUT :- 11/16			
	<u>TOTTER (I-S)</u> :- 1/18, 1/23, 3/8, 5/1, 5/31, 10/6, 10/25			
	<u>TOURNAMENT (S.S.)</u> :- 3/14, 3/15, 3/16, 4/2, 4/6			
	<u>TRADE UP (S.S.)</u> :- 1/26, 1/29, 1/30			
	TRAFFIC :- 2/24, 3/7, 3/9			
	<u>TRAPS (I-S)</u> :- 10/6			
	TRAVELER :- 8/26			
	TRAVEL-RAMA :- 8/2			
	<u>TREASURE HUNT (S.S.)</u> :- 3/14, 3/15, 3/16, 3/24, 3/25, 3/28, 4/1, 4/2, 4/3, 4/4, 4/5, 4/6, 4/10, 4/12, 4/13, 4/14, 4/15, 4/16, 4/17, 4/23, 4/26, 5/9, 5/11, 5/14, 5/15, 5/17, 5/18, 5/22, 6/6, 6/11, 6/12, 6/13, 6/20, 7/5, 7/21, 7/26, 8/15, 8/17, 8/22, 8/27, 9/14, 9/30, 10/11			
	<u>TRIAD (S.S.)</u> :- 7/19, 8/5, 9/29			
	TRIANGLE CHECKERS :- 6/19			
	TRIANGULAR DOMINOES :- 10/29, 12/18			
	TRI-HEX :- 11/8			
	TRI-KING :- 3/31, 9/21			
	TRIM :- 10/30			
	TRIMINO (French) :- 12/18			
	TRIMINO (German) :- 12/18			
	<u>TRINGO (S.S.)</u> :- 3/8, 3/11, 3/12, 3/13, 3/16, 3/18, 3/19			
	<u>TRIPLE CROSS (S.S.)</u> :- 10/6, 10/25, 11/16, 12/18			

O C T O B E R

Date	Item	Rec'd	Paid	Bal.
	TRIPLE JUNCTION:- 8/14			
	TRIPTIC :- 11/26			
	TROKE:- 9/16, 10/6			
	TUF:- 12/11			
	TUMBLE - NUMBERS:- 1/4, 5/12			
	TUMBLE - NUMBLE:- 3/24, 3/31, 4/20			
	TUMBLE - O :- 6/17			
	TURING GAME, THE :- 4/13			
	TURN TURTLE! :- 11/16, 12/26			
	21 SKIDOO GAME : 6/19			
	TWENTY QUESTIONS:- 10/11			
	23 SKID-Doo GAME:- 3/6, 3/19, 3/31			
	TWIGGY GAME:- 12/1			
	TWIN SCRIBBAGE :- 7/24			
	TWISTER:- 5/22, 6/8, 7/20, 10/6, 11/20			
	TWIXT:- 9/25, 10/28, 10/30, 11/8, 11/26, 12/7, 12/8			
	TWIZZLE GAME, THE :- 6/17			
	ULTIMA (B.A.) :- 2/3, 8/27, 10/2, 10/4			
	UNIVERSE:- 3/7, 3/9, 10/28			
	VEDA BOARD :- 6/17			
	VENTURE:- 11/13, 11/15, 11/29			
	VENTURE CAPITAL (SS):- 5/5, 5/15, 5/22, 6/7, 6/30, 7/2, 7/3, 7/4, 7/12, 7/13, 7/16, 7/20, 8/1, 8/4, 8/5, 8/7, 8/8, 8/13, 8/17, 8/24, 8/25, 8/28, 10/3, 10/6, 10/29, 11/4, 12/4			
	VERSAILLES (AMB) :- 1/3			

O C T O B E R

Date	Item	Rec'd	Paid	Bal.
	VIET NAM :- 1/8, 2/23, 7/21			
	<u>VOILA</u> (I-S) :- 4/12, 10/6, 10/10			
	VOLCANO :- 11/16			
	WACKIEST SHIP IN THE ARMY GAME, THE :- 6/19 1/9, 2/1, 2/17, 3/7, 3/9, 3/10, 3/11, 3/29, 4/14, 4/17, 4/21, 5/12, 5/22, 6/3, 6/4,			
	<u>WATCH</u> (C.S.) :- 6/6, 6/8, 6/11, 8/5, 8/29, 8/30, 11/10, 12/18			
	WFF :- 10/14 1/4, 2/10, 4/20, 4/24, 4/29, 5/9, 7/9, 9/7,			
	WFF 'N' PROOF :- 9/18, 10/14, 10/30			
	WHAT SHALL I BE ? :- 6/19			
	<u>WHAT'S HAPPENING?</u> (I-S) :- 4/7, 4/19, 4/28 11/17, 11/20, 11/21, 11/24,			
	<u>WHAT'S IT WORTH TO YOU?</u> (S.S.) :- 11/25, 11/28, 12/9, 12/19.			
	WHAT'S THAT ON MY HEAD? (B.A.) :- 5/22, 11/10			
	WHAT'S WHAT :- 6/17			
	WHEEL & DEAL :- 3/9, 4/15, 5/5, 12/15			
	<u>WHERE'S CHARLY?</u> (C.S.) :- 12/15			
	WHIRL-A-WHEEL :- 3/9			
	WHIRLING DERBY :- 6/17			
	<u>WHOZAT?</u> (I-S) :- 6/14, 8/4, 10/6, 10/25			
	WILD LIFE :- 2/24, 3/7, 3/9			
	WIN, PLACE, AND SHOW :- 5/15, 5/22, 6/20, 6/21			
	WONDER WORDS :- 3/5, 11/26			
	WORD :- 5/22			
	WORD BRIDGES :- 9/14			
	<u>WORD CHESS</u> (I-S) :- 1/6, 1/10, 11/18, 11/31			
	WORD GAME :- 8/2			

NOVEMBER

Date	Item	Rec'd	Paid	Bal.
	WORD OUT :- 5/22, 6/8			
	WORD SQUARES :- 9/14			
	WORD WILD :- 5/22			
	X AND O (S.S.) :- 8/16, 8/17			
	YIN YANG (AMB) :- 1/3			
	ZIG ZAG (1-5) :- 10/6			
	ZOD :- 11/16			
	<u>UNNAMED GAME IDEAS (MINE)</u> :- 3/3, 3/26, 4/11, 5/10, 5/18, 6/9, 6/13, 8/17, 8/29, 9/21, 11/3, 11/8, 11/9, 11/13, 11/14, 12/11, 12/14, 12/15, 12/27			
	<u>UNNAMED GAME IDEAS (AMB)</u> :- 1/3, 5/16, 11/3, 12/26			
	<u>UNNAMED GAME IDEAS (C.S.)</u> :- 2/27, 3/3, 3/15, 4/30, 5/6, 5/18, 5/28, 5/29, 7/14, 7/21, 8/2, 10/11			
	<u>UNNAMED GAME IDEAS (OTHERS)</u> :- 1/18, 1/22, 1/24, 1/26, 1/29, 1/31, 2/3, 2/17, 3/2, 3/13, 3/15, 3/16, 3/23, 3/28, 3/31, 4/3, 4/10, 4/24, 5/1, 5/22, 5/31, 6/2, 6/7, 6/15, 6/21, 7/20, 7/27, 7/31, 8/3, 8/5, 8/25, 9/11, 9/17, 9/18, 9/20, 9/21, 10/11, 11/20, 12/4, 12/11, 12/18, 12/20, 12/29			

BOOKS

- ABBOTT'S NEW CARD GAMES :- 8/27
- ADULT GAMES :- 8/14
- BUSINESS GAMING :- 2/22, 7/3
- CAPERTSIM :- 7/3
- CARDANO THE GAMBLING SCHOLAR! :- 8/29
- CARD GAMES FOR ONE :- 11/2
- CAVALRY CHESS :- 7/3
- CENTO GIOCHI LIBERALI ET D'INGEGNO RITROVATI! :- 5/30
- CHECK PINOCCHIO :- 12/26
- CHESS ECCENTRICITIES :- 8/15
- COPICE DELLO SCOPONE :- 7/3
- COMPLETE BOOK OF GAMES, THE :- 5/22
- COMPLETE CANASTA, THE :- 7/26
- CRAPETTE ET LE JEU DE L'ALUETTE, LA :- 7/3
- DECISION EXERCISES IN MARKETING! :- 7/3
- DICTIONARY OF GAMES :- 2/3

NOVEMBER

Date	Item	Rec'd	Paid	Bal.
	DIFFERENTIAL GAMES:- 2/23, 3/1			
	DOUBLE-PACK PATIENCE:- 7/3			
	ÉCHECS-GÉRARD OU JEU DES BATAILLES:- 7/3			
	EQUAL SUIT BRIDGE:- 7/3			
	FAMILY GAME BOOK, THE :- 9/14			
	50 BRAIN-TWISTERS:- 7/9			
	50 MATHEMATICAL PUZZLES AND ODDITIES:- 7/9			
	FLETCHER PRATT'S NAVAL WAR GAME:- 1/22			
	FORTUNE POKER:- 10/4			
	FUN FOR ALL:- 5/20			
	FUN WITH GAMES OF RUMMY:- 7/3			
	GAME CONTRACT BRIDGE:- 4/8			
	GAME OF MA CHIANG, THE:- 7/3			
	GAMES, ANYONE? - A WITTY COLLECTION OF ADULT GAMES:- 1/22, 3/31			
	<u>GAMES FOR THE CONNOISSEUR, A SUPPLEMENT TO HOYLE (S.S.)</u> :- 12/25			
	GAMES PEOPLE PLAY :- 3/16, 3/20, 7/3			
	GAME THEORY AND RELATED APPROACHES TO SOCIAL BEHAVIOR:- 4/21, 4/25, 7/3			
	GEOMETRIC DISSECTIONS:- 7/9			
	GIOCHI DI CARTE :- 7/3			
	GONG HEE FOT CHOY:- 7/3			
	GO PROVERBS ILLUSTRATED:- 7/3			
	GOREN'S BRIDGE COMPLETE:- 7/3			
	HANDBOOK OF MOST WIDELY USED BRIDGE CONVENTIONS:- 7/3			
	HISTORY OF PLAYING CARDS, A :- 7/3			
	HOW TO PLAY GO :- 7/3			
	IN SEARCH OF BIG AND LITTLE GAME(S.S.):- 12/25			
	JAPANESE CHESS:- 10/30			
	JEU DE TAROTS, LE :- 7/6, 8/9			
	JEU DU GRAND TRIC-TRAC, LE :- 7/6			
	JEUX DE CARTES DU MIDI DE LA FRANCE:- 7/6, 9/28			
	JEUX DE CARTES POUR JOUEURS NOMBREUX:- 7/6, 8/9			
	JEUX DE DAMES NON ORTHODOXES, LES:- 8/9			
	KAARTSPEL, Het :- 7/3			
	KEY TO SOLITAIRE, THE :- 12/1			
	MACHINES, MUSIC AND PUZZLES:- 11/2, 11/10			
	MANILLE, LA:- 7/6, 8/9			
	MANILLE CONTRÉE, DITE COINCHEE, LA :- 7/6, 8/9			
	MAN, PLAY, AND GAMES:- 1/8, 3/31			
	MATHEMATICAL BAFFLERS:- 8/5			
	MATHEMATICAL DIVERSIONS:- 7/9			
	MATHEMATICAL PUZZLES AND PASTIMES:- 7/9			
	MATHEMATICAL RECREATIONS AND ESSAYS:- 8/5			
	MATHEMATICAL RECREATIONS AND ESSAYS :- 8/5			
	MATHEMATICS AND THE IMAGINATION:- 3/21, 7/3, 11/10			
	NEO-SCHAAK:- 7/3			
	NEW MATHEMATICAL PASTIMES:- 8/5			
	NIEUWSTE SPELREGELS VAN HET COMMERCE EN LOTERIJEN:- 7/3			
	ONE HUNDRED BRAIN-TWISTERS:- 7/9			

D E C E M B E R

Date	Item	Rec'd	Paid	Bal.
	ORIGINAL GAME OF OMBRE, THE :- 7/26			
	OSWALD JACOBY ON POKER:- 10/27			
	PACKS OF FUN :- 12/7			
	PANDOERENI:- 7/3			
	PARLOR GAMES FOR THE WISE AND OTHERWISE :- 7/3			
	POINT COUNT CHESS:- 3/31, 7/3			
	POLYOMINOES:- 7/4			
	PSYCHIC AND OTHER ESP PARTY GAMES:- 10/3			
	PUZZLES & PARADOXES :- 12/29]-7/3
	REVOLE DE JOCARE A PAVARA LO MEDIATORE E TRESSETTE CON NA JONTA DE LO SUOCO D'OSCOPEONE			
	RIDDLES IN MATHEMATICS :- 7/9			
	SIGFRED'S RAFFLEBOG:- 7/3			
	SKARNEY:- 12/20, 12/23			
	SNOOP:- 2/9			
	SPELEN MET DOBBEL-EN Pokerstenen:- 7/3			
	STOCK MARKET GAMES PEOPLE PLAY TO WIN:- 11/2			
	STRATEGY OF CONFLICT, THE :- 6/11, 7/3			
	TANGRAMS, PICTURE-MAKING PUZZLE GAME:- 4/25, 7/3			
	THREE-DIMENSIONAL CHESS:- 7/3			
	TOUS LES JEUX DE CARTES (Frans Gerven):- 8/9			
	TOUS LES JEUX DE CARTES (B. Renandet & C. Giscard):- 8/9			
	TOUS LES JEUX DE DÉS :- 7/6, 8/9			
	TREASURE HUNTING:- 7/3			
	2 PERSON GAME THEORY- THE ESSENTIAL IDEAS:- 3/16, 3/21, 7/3			
	VARIOUS DART GAMES, THE :- 7/3			
	WILD, WILD WORLD OF POKER, THE (S.S.) :- 10/3			
	WORLD OF KI, THE :- 12/25			
	WORLD OF LAWS & THE WORLD OF CHANCE, THE :- 11/2			
	WORLD OF TOYS:- 7/3			
	YOUNG FOLKS CYCLOPEDIA OF GAMES AND SPORTS:- 12/30			
	ZEBRA BOOK OF GAMES AND PUZZLES, THE :- 2/3			
	ZWEI NEUE KRIEGSPIELE:- 11/2			

DECEMBER

Date	Item	Rec'd	Paid	Bal.
<u>MAGAZINES</u>				
	AMERICAN BEHAVIORAL SCIENTIST MAGAZINE:- 1/17			
	BETTER HOMES AND GARDENS:- 11/22, 12/5, 12/27			
	BRIDGE WORLD:- 11/8			
	CAVALIER MAGAZINE:- 10/26, 11/7			
	FEATURES:- 1/17			
	FORBES MAGAZINE:- 12/14			
	HOUSE BEAUTIFUL:- 1/11			
	JOURNAL OF AMERICAN WARGAMING, THE:- 7/21			
	JOURNAL OF RECREATIONAL MATHEMATICS, THE : 8/5			
	MC CALL'S:- 10/5			
	PLAY ^{80%} :- 8/5, 8/9, 8/15, 8/17, 8/18, 8/22, 8/29, 9/5, 9/29, 11/2			
	PLAYTHINGS:- 2/24, 3/7, 6/3, 10/3, 10/29			
	RECREATIONAL MATHEMATICS MAGAZINE:- 8/5			
	RECREATIONAL WORD PLAY:- 8/5			
	SCHOLASTIC MAGAZINE:- 11/27			
	SCIENTIFIC AMERICAN:- 7/12			
	TOYS AND NOVELTIES:- 4/24, 4/28			
	TRUE:- 1/20, 3/6, 4/14, 4/19			
	WOMEN'S WORLD:- 7/7, 7/10, 7/20			

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 $\frac{1}{2}$ Holiday.....

Okl......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 1968

