

TUESDAY 2 NOVEMBER

1971

306th day - 59 days to come

Election Day
All Souls' Day

Felicia called to ask how things had gone at Brentano's yesterday. Told her that not much happened, she'll come tomorrow. Asked her about AIRLINE. She never gave it to IMPACT. She doesn't think anything will ever come to anything with them.

Rcd. a letter from Warren Buell. He'll be in town and will call Sunday the 7th.

Wrote the rules for HOLEY TERROR and BB typed them in the evening.

Went to (Eugene H. Primoff.
Quanta Development Corp.
15 Whitfield Terrace
New Rochelle, N.Y. 10801
(914) BE5-1139

He had a copy of BEAT-THE-COMPUTER! ready for me, having put the dials in place, the game ordinarily coming un-assembled. He wanted to tell me how it worked but I told him I preferred to get it from the rules.

He intends to come out with new, advanced versions of the game each year, if he can make a go of it financially. I mentioned that I thought it looked much more interesting than COMPUT-A-TUTOR. That was his game also, but it was intended primarily for children. It still has a limited circulation.

He has a game, or rather a series of games, using paper clips which he will put out if he can get financial backing. I told him to keep in touch when he gets this GAME or any other ready and gave him my card.

He said that someone had suggested his getting in touch with me and then remembered that it was Bernie Lane, after I mentioned the name. He was in a "Mail Order Show" that Exhibition Management set up. He has a model of the paper clip GAME there and could have sold several thousand if he was in production.

Called Claude to tell him I didn't have a copy of a book CHICAGO BRIDGE. Claude was at Earl's but I left the message with Anne.

Rcd. The F.R.O. Schwartz catalog: contained, among others, SUMMIT, EXECUTIVE DECISION, MR. PRESIDENT, BRIDGETTE, BASE CHECK, CHECKERS with numbers on them, CHECKERS III, CHECKERS for three players, or for two to play three games at a time, ORION.

10/3
10/2
10/1

WEDNESDAY 3 NOVEMBER

1971

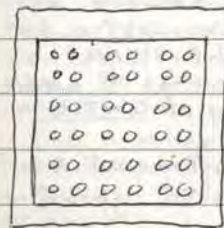
307th day - 58 days to come

Downtown to Phil Orbanes at Reiss Associates. Gave him HOLEY TERROR. He read the rules, understood, and liked it. Made three sets of copies of the rules. ~~One I cut up to include with the set, one he kept, and one I took to mail to myself.~~ Phil thought it was a good idea - not that he mistrusts Bill Knox.

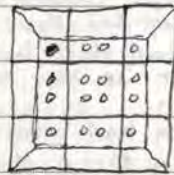
He prepared a short submittal letter for me to sign. We also discussed points he should put in his covering letter, such as suggesting making the pcs. of transparent plastic. Also, where is the contract for GROOVE?

He will send it special delivery airmail so Bill Knox will get it by Friday.

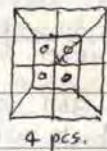
Phil has a puzzle, tentative name THE PYRAMID PUZZLE, which consists of 15 pcs, as shown. The marks shown at the top of the pcs. (bottoms not shown) are either holes or pegs. When put together properly a pyramid is formed. This puzzle is almost ready to submit to Mag-Nif.



Base



9 Pcs.



4 pcs.



cap

Phil showed me a model of HASSLE. It is similar to the sketch of (10/26) except that the strings are proportioned differently. After piling the cylinders, the handle must be rested on edge next to them without knocking them over.

This will be packaged in the same way as the puzzle WIT'S END (he gave me one). He asked me to think of a game or a puzzle using wood and fitting in the same package. They would like to have 3 of them to sell at \$2 each or 3 for \$5.

I told Phil about my puzzle HABITAT and its resemblance to THE PYRAMID PUZZLE. He thought that as a sculpture it would be quite different. He thought that we should present it to Bob Hallowell and not Mag-Nif, or possibly to Carl Eisenberg who, like Hallowell, is trying to get some lower priced items in the line. I also told Phil something about RESTRICTURE and suggested it for Bob Hallowell. Phil thought it would be good for him if I use symbols instead of letters.

He also suggested symbols or possibly raised Roman Numerals for SPACE STIX but I convinced him that they would be hard to follow in playing the game.

Phil had an idea for a game, tentative name THE EMPEROR'S ENCHANTMENT. A globe of the world is mounted on a horizontal axis. There are 36 holes in it in 6 bands of 6, equally spaced. He hasn't worked out a game yet, but is thinking along the lines of a Chinese. (cont. on 10/3)

11/19

1971

328th day - 37 days to come

Looked at Pierre Benloquin's latest letter and what it said about the possibility of some S&T games being done in France. Called Jim B. to tell him. Supposed to call me back but didn't.

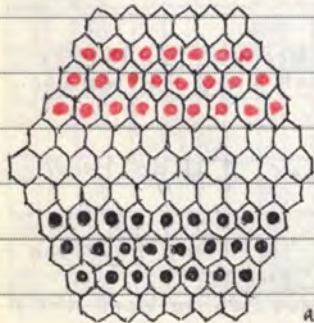
Jack Davis called. Edward Edelson, Science Editor of the Daily News, is interested in doing an article on adult games for REDBOOK Magazine. He's supposed to call me in an hour, but if he doesn't I should call him. He didn't and I did. He is interested in the statistics on who plays games like SENSITIVITY, SMOG, etc. and where they live. Told him that that was ~~not~~ my specialty. The only info I have is that readers of S&T outside of the big cities have difficulty finding those games. He thanked me and said if the article goes thru he'll probably call me again. Called Jack and told him the details.

To Earl Perel's. Claude there. Played Claude's MANIPULATION. Used a revised schedule which is filed with the other info in the Board Games #2 folder.

Played first time that you bought before moving and then could sell. This was cut & dried and a bore. I suggested not allowing buying and selling of the same stock in a turn. Claude then changed it that you sold before moving and then bought. We played and it was a lot better. I suggested that instead of allowing a player to buy an unlimited amount of stock that he be limited to 1 more than he already owns. Claude will think about it. I also didn't like the terminating factor being the bank running out of money.

Earl had made up a new board with tracks for stocks to move down as well as up and some other complications. Claude, and I think with justice, didn't pay much attention to them.

Earl and I played several games of his EMPEROR CHECKERS. Each player has 24 pieces started as shown.



PCS. move diagonally forward and jump as in CHECKERS. Jumping is compulsory. A pc. reaching the end of the board is crowned and becomes a "king". It moves and jumps diagonally either forward or backwards. A "king" crossing the board again becomes an "emperor" and adds the sideways move & jump. A "king" or "emperor" is not permitted to move along any edge of the board. IF at the edge and moved, it must move away from the edge. (It was a lot more fun than CHECKERS.)

I asked Earl about a good book to recommend to someone who wrote to me about a book on GO. He recommended HOW TO PLAY GO.

(cont. on 11/19)

1971

Thanksgiving Day

329th day - 36 days to come

Called Arthur. Made date for next Wednesday at his house.

Dad brought back the book EUGEN OKER'S SPIELWIESE and his translation of the book. Also the translation of the game enclosed at the end of the box - KANGODIL + LOKOMUNCHE. There apparently was one set of four cards for this missing when I bought the game.

Dad started a translation of AKTEN ZEICHEN XY UNGELÖST. He'll finish it next time he is here.

(cont. from 11/26) [12/6]

is born it is the same color as the majority of the 3 generating pcs.

At the end of 10 generations, each player places a pc. wherever he wishes, with the one with the greater number of pcs. on the board placing first. In case of a tie play additional generations until the tie is broken.

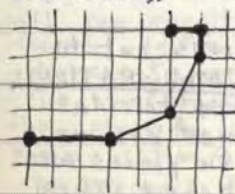
After placing of the pcs. ~~each~~ play another 10 generations and then place 2 more pieces. Continue until one color is wiped out. If both colors are wiped out at the same time it is a tie.

A 4-hand game might be played by introducing the rule that a new pc. born of one each of 3 colors becomes the 4th color.

Martin was going to give me a copy of CHECK LINES (see 7/9/67) but I told him it was a variation of TIC-TAC-TOE. He will hold on to it since he did a column on TIC-TAC-TOE and will use this in the additional material when he writes the book.

Noticed the rule that it is a stalemate when a player on his turn can't move. Also "advanced players may decide to make the centre hole out of bounds for the first one or two moves" (actually placements).

Martin showed me a pencil and paper game played on graph paper which is very similar to LE ZIP in Pierre's LE LIVRE DES JEUX. It is better, I believe, because it introduced a rule that the car can accelerate or decelerate 1 space in either ~~direction~~ of the two perpendicular directions. Shown is a sample of a permissible turn.



Martin is interested in using this in his column. Someone sent him a letter with the game, but didn't give the source. I will try to get it from Pierre.

Martin heard something about a "Game-of-the-Month Club." (cont. on 11/19)