

Finding Aid to the Jim Gould Papers, 1977-2010

Summary Information

Title: Jim Gould papers

Creator: Jim Gould (primary)

ID: 119.6842

Date: 1977-2010 (inclusive); 1982-1986 (bulk)

Extent: 4 linear feet

Language: The materials in this collection are in English.

Abstract: The Jim Gould papers are a collection of original and published materials related to tabletop games and wargaming, including campaign materials, notes, hand-drawn and printed maps, manuscript modules, and other related documentation. The bulk of the materials are undated but range from 1977-2010.

Repository:

Brian Sutton-Smith Library and Archives of Play at The Strong
One Manhattan Square
Rochester, New York 14607
585.263.2700
library@museumofplay.org

Administrative Information

Conditions Governing Use: This collection is open for research use by staff of The Strong and by users of its library and archives. Though the donor has not transferred intellectual property rights (including, but not limited to any copyright, trademark, and associated rights therein) to The Strong, he has given permission for The Strong to make copies in all media for museum, educational, and research purposes.

Custodial History: The Jim Gould papers were donated to The Strong in November 2019 as a gift in memory of James Warren Gould. The papers were accessioned by The Strong under 119.6842. The papers were received from Thom Kobayashi along with more than 500 games, books, magazines, and other ephemera.

Preferred citation for publication: Jim Gould papers, Brian Sutton-Smith Library and Archives of Play at The Strong

Processed by: Ezekiel McGee, October-December 2022

Controlled Access Terms

Personal Names

- Gould, James ("Jim"), 1960-2019

Corporate Names

- Avalanche Press, Ltd.
- Empire Games, Inc.
- Gemini Systems, Inc.
- Steve Jackson Games
- TSR, Inc.

- Zorph Enterprises

Subjects

- Dungeons and Dragons (Game)
- Fantasy gamers
- Fantasy games
- Haunted houses (Amusements)
- Play-by-mail games
- Role playing
- Role playing games
- Role playing--Handbooks, manuals, etc.
- War games

Biographical Note

James (“Jim”) Gould (1960-2019) was an avid fan and occasional writer of tabletop role-playing games and wargames. He had extensive experience creating and running modules as a dungeon/game master, which likely impacted his later work on the game Mini Car Wars, a scaled-down version of the Steve Jackson tabletop game Car Wars. Gould also collected board games and role-playing games.

Collection Scope and Content Note

The Jim Gould papers contains original role-playing game and wargame campaign materials, notes, hand-drawn and printed maps, manuscript modules, and other related documentation. The collection features documents from Dungeons & Dragons, GURPS (Generic Universal RolePlaying System), and a variety of play-by-mail wargames, as well as various scripts and other ephemera from Gould’s time working on various haunted houses and tours in the Austin, Texas area. Additional scope and content information can be found in the Contents List section of this finding aid.

The collection is organized into five series, with three series focused on a specific game line or type of game, an additional series dedicated to Gould’s work with “haunted houses,” and a final series that contains miscellaneous documents and game materials. The collection is housed in three archival document boxes, one media box, and three oversized folders.

System of Arrangement

Series I: Dungeons & Dragons documentation and ephemera, 1977-1993 and n.d.

Series II: GURPS documentation and ephemera, 1982-2003 and n.d.

Series III: Wargames documentation and ephemera, 1978-2004 and n.d.

Series IV: Haunted attractions documentation and ephemera, 1992-2010

Series V: Miscellaneous games, 1981-2006 and n.d.

Contents List

Series I: Dungeons & Dragons documentation and ephemera, 1977-1993 and n.d.

Scope and Content Note: This series houses scenarios and other game materials such as character sheets, maps, and various notes created by Gould. There are also six complete scenarios written and developed by Gould. Dates for these materials range from 1977-1993.

Box 1

- Folder 1 “Kimberani’s Tomb” – notes, sketches, data sheets, character sheets, maps, and reference; n.d. [c. 1980s?]
- Folder 2 “Tactical Advanced Dungeons and Dragons” – notes, data sheets, character sheets, maps, and reference; n.d. [c. 1980s?]
- Folder 3 “Fortress of Bane” – Texcon tournament adventure scenario notes, character sheets, maps, notes, and reference; 1983
- Folder 4 “Valley of the Dryad” – narrative and notes; n.d. [c. 1980s?]
- Folder 5 “Rescue From Atlantis” – notes, data sheets, character sheets, maps, and reference; n.d. [c. 1980s?]
- Folder 6 “Journey Into Sanctuary” – notes, sketches, data sheets, character sheets, maps, and reference; n.d. [c. 1980s?]
- Folder 7 Character sheets – notes, data, and character information; 1977-1993
- Folder 8 Maps – hand-drawn maps on grid paper, n.d. [c. 1980s?]
- Folder 9 Dungeon master’s notes – data and notes, n.d. [c. 1980s?]
- Folder 10 Miscellaneous notes and reference, n.d.

- Box 4** Character stats on index cards, n.d. [c. 1980s?]

Series II: GURPS documentation and ephemera, 1982-2003 and n.d.

Scope and Content Note: This series contains Gould’s personal and professional work on Car Wars. Additionally, it includes texts and documents related to various other GURPS games, including a GURPS China manuscript for which Gould served as a playtester. Dates for these documents range from 1982 to 2003.

Box 1

- Folder 11 General GURPS documents, ephemera, and communications; 1989-2003

Box 2

- Folder 1 Car Wars game play and game design documents, ephemera, reference, and communications; 1982-1984

Series III: Wargames documentation and ephemera, 1978-2004 and n.d.

Scope and Content Note: This series details Gould's history as an avid wargamer, and features documents, maps, communications, and other ephemera he collected over the years. Five games are primarily featured here. Dates for these documents range from 1978 to 2004.

Box 2

- Folder 2 HexWorld – notes, sketches, data sheets, character information, hex maps, and reference; 1986 and n.d.
- Folder 3 Realms of Sword and Thunder – play-by-mail game rule sets, correspondence, newsletters, notes, and reference; 1982-1984
- Folder 4 Infinite Conflict – play-by-mail game rule sets, correspondence, newsletters, notes, and reference; 1984
- Folder 5 Quest of the Great Jewels – play-by-mail game rule sets, correspondence, newsletters, notes, and reference; 1984-1986
- Folder 6 The Great War at Sea – data sheets, reference, notes, and reference; 1998 and n.d.
- Folder 7 Miscellaneous wargames, documents, and ephemera; 1978-2004 and n.d.

Series IV: Haunted attractions documentation and ephemera, 1992-2010

Scope and Content Note: This series includes documents and ephemera from Gould's time working with the haunted attractions Britannia Manor and Scare for a Cure. Dates for these materials range from 1992 to 2010.

Box 3

- Folder 1 Britannia Manor and Scare for a Cure – scripts, notes, articles, maps, correspondence, and reference; 1992-2010

Series V: Miscellaneous games, 1981-2006 and n.d.

Scope and Content Note: This series holds various documents, ephemera, and communications that Gould collected during his time as a gamer. Dates for these materials range from 1981 to 2006.

Box 3

- Folder 2 Miscellaneous documents – letters, conference program, fliers, notes; 1981-2006 and n.d.
- Folder 3 Miscellaneous games [Diablo II, RuneQuest, Call of Cthulhu] – notes, character sheets, data sheets, lists, maps, and reference; 1996-2002 and n.d.

**Map Case 2,
Drawer 15**

- Folder 1 Miscellaneous game documents (oversized) – letters, notes, data sheets, maps, conference information; 1982-1994 and n.d.
- Folder 2 Miscellaneous game maps (oversized), n.d. [c. 1980s?]
- Folder 3 Scenario map [unidentified game], n.d.