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# **Guide to the Charles Phillips Papers, 1979-2019**

## **— 123.2728**

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English

Describing Archives: A Content Standard

Brian Sutton-Smith Library and Archives of Play at The Strong

The Strong

One Manhattan Square

Rochester, NY 14607

[library@museumofplay.org](mailto:library@museumofplay.org)

URL: <https://www.museumofplay.org/collections/brian-sutton-smith-library-archives-of-play/>

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## Summary Information

<b>Repository:</b>	Brian Sutton-Smith Library and Archives of Play at The Strong
<b>Creator:</b>	Phillips, Charles
<b>Title:</b>	Charles Phillips papers
<b>ID:</b>	123.2728
<b>Date [inclusive]:</b>	1979-2019
<b>Date [bulk]:</b>	1981-1998
<b>Physical Description:</b>	10.0 Linear Feet (1 document box, 1 photo box, 2 map case drawers)
<b>Language of the Material:</b>	English
<b>Mixed Materials [box]:</b>	1-2
<b>Mixed Materials [drawer]:</b>	7-8
<b>Abstract:</b>	The collection documents Charles Phillips's career as a toy and game designer. The majority of the collection is undated, the remainder of the papers date from 1979 to 2019 with the bulk dating from 1981 to 1998. The materials consist of game design documents, game rules, game board drafts, game component and packaging proofs, correspondence, photographs, drawings, and reference material.

### Preferred Citation

Charles Phillips papers, Brian Sutton-Smith Library and Archives of Play at The Strong.

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## Biographical Note

Charles Burchell Phillips was born in Kingston, Jamaica, the son of Dr. Charles B. Phillips Sr. and Rose Sutherland Phillips. After moving in with his grandfather at age 13 and attending middle school in Montclair, New Jersey, he returned to Jamaica where he graduated high school. Phillips received a bachelor of science in mechanical engineering from Howard University, in Washington, D.C. in 1966.

Phillips worked for the Ford Motor Company from 1966 to 1968, exploring new car styling and features in their "Experimental Garage." In 1970 he began working for the Ideal Toy Company. He also consulted with other game designers and independently created games. Some of his games produced and sold by Hasbro and Parker Brothers include *Advance to Boardwalk*, *Free Parking*, *M.A.G.S.*, *I Vant to Bite Your Finger* and *Clue Jr.*

Phillips resided in Walpole, New Hampshire, with his wife, Eleanor Giannelli, where he passed away in 2022.

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## Collection Scope and Content Note

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The papers relate to Charles Phillips's career as a game and toy designer. The material consists of game design documents, game rules, game board drafts, game component and packaging proofs, correspondence, photographs, drawings, and reference material. The majority of the drawings and game proofs are oversized.

The collection has been divided into 5 series. Series I contains game rules, incomplete prototypes, and proofs of Phillips's game designs. Series II consists of drawings of toys and other products. Series III contains materials related to "Nutville Nuts," a concept for a cartoon about anthropomorphic nuts. Series IV contains photographs and Series V contains reference materials.

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## System of Arrangement

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Series I: Games, 1981-1998, undated

Series II: Toys, 1995, undated

Series III: Cartoon, 1983-1985

Series IV: Photographs, 1979, undated

Series V: Reference, 1993-2019

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## Administrative Information

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### Publication Statement

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### Immediate Source of Acquisition

The Charles Phillips papers were donated to The Strong in August 2023 by Eleanor Giannelli, as a gift in memory of Charles Phillips. The papers were accessioned under Object ID 123.2728.

### Processed by

Laura Boland, 2024.

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## Related Materials

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### Related Materials

Approximately 140 prototypes of Phillips's game designs were also donated to The Strong in 2023.

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## Controlled Access Headings

- Games
- Game design and development
- Cartoons and comics
- Inventors -- Games
- Inventors -- Toys
- Drawings
- Board games -- Design and construction
- Board game industry

## Collection Inventory

### Series I: Games, 1981-1998, undated

#### Series Scope and Content Note

This series contains game rules, game development sketches and notes, packaging proofs, and partial prototypes including game boards and other components. Some of the game rules are for prototypes that were donated and accessioned into the games and toys collection at The Strong.

Title/Description	Instances	
Clash! rules, undated	box 1	folder 1
Drop-Basketball game rules, 1993	box 1	folder 2
Drop-Game series proposal, 1993 March	box 1	folder 3
Flip-Flop rules, undated	box 1	folder 4
Hi-Cue Ball rules, 1998	box 1	folder 5
Kwikup rules, undated	box 1	folder 6
Mr. Scramblehead rules, 1994 January	box 1	folder 7
Pay & Go/o's rules and game board draft, 1995 April 26	box 1	folder 8
Pot Luck game development notes and sketches, 1995 March 17	box 1	folder 9
Power Checkers - McVay, Wayne T. correspondence, 1991 February 20	box 1	folder 10
Slice of Life player's guide, undated	box 1	folder 11

Square-off! rules, 1997 April	box 1	folder 12	
Lies and Alibis: the FUN Game of Keeping Your Facts Straight proofs, undated	drawer 7	folder 7	
Liar's Court: The Client Protection Game proofs, undated	drawer 7	folder 10	
Clue Jr. Case of the Missing Pet game board, circa 1989	drawer 7	folder 14	object 1
Bux cards and chip values reference sheet, undated	drawer 7	folder 15	object 1
Pass the Buck\$ game board (partial), undated	drawer 7	folder 15	object 2
Slice of Life proofs, undated	drawer 7	folder 15	object 3
World Control game resource tracker, undated	drawer 7	folder 17	object 2
World Control game illustration, undated	drawer 7	folder 17	object 1
World Control game Big Board detail, undated	drawer 7	folder 17	object 3
World Control game Big Board, 1981	drawer 7	folder 17	object 4
Dr. Decay: The Plaque Attack Game, undated	drawer 7	folder 18	object 3
Video Board Game, undated	drawer 7	folder 20	object 1
Breakthrough game board, undated	drawer 8	folder 24	object 1
Fits box proof, undated	drawer 8	folder 24	object 2
Rush! game board, undated	drawer 8	folder 25	object 1
Whose Rules? box art, undated	drawer 8	folder 25	object 2
Whose Rules? game board, undated	drawer 8	folder 25	object 3
Backgammon variation game board black and white, undated	drawer 8	folder 25	object 4
Backgammon variation game board red, undated	drawer 8	folder 25	object 5
Hamburgers, Inc. game rules, undated	drawer 8	folder 26	object 1
Hamburgers, Inc. game board, undated	drawer 8	folder 26	object 2
Road Kill game board 1, undated	drawer 8	folder 26	object 3
Road Kill game board 2, undated	drawer 8	folder 26	object 4
Cardboard with circle cutout , undated	drawer 8	folder 27	object 1
Numb Thumbs box art, undated	drawer 8	folder 27	object 2
Numb Thumbs box proof, undated	drawer 8	folder 27	object 3
Untitled game board, undated	drawer 8	folder 27	object 4
Pot Luck game board draft version 1-4, undated	drawer 8	folder 28	item 1-4

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## Series II: Toys, 1995, undated

### Series Scope and Content Note

This series contains drawings of Charles Phillips's designs for toys and other products, including concepts that were not published. Drawings are undated unless otherwise noted.

Title/Description	Instances		
Corn sports equipment, undated	box 1	folder 13	
Friend Finder prototype quick use table, 1995	box 1	folder 14	
InflataBlocks, undated	drawer 7	folder 1	object 1
SuperCurve Ball, undated	drawer 7	folder 1	object 2
Dogs In Duds, undated	drawer 7	folder 2	object 1
Water Wrestlers, undated	drawer 7	folder 2	object 2
SpinBall Machine, undated	drawer 7	folder 3	object 1
Beaded apparel hallway scene, undated	drawer 7	folder 4	object 1-3
Swim vest pool scene, undated	drawer 7	folder 4	object 4-5
Beaded shirts Ro-sham-bo scene, undated	drawer 7	folder 4	object 6
Slik Stick, undated	drawer 7	folder 5	object 1-3
Scooters, undated	drawer 7	folder 6	object 1
Skateboarders, undated	drawer 7	folder 6	object 2
Wheeled toys, undated	drawer 7	folder 6	object 3
Ghost Tales light projector cassette player, undated	drawer 7	folder 8	object 1
Steppy pedometer, undated	drawer 7	folder 8	object 2
Squirrel, undated	drawer 7	folder 8	object 3
People whispering, undated	drawer 7	folder 8	object 4
Hairy Scary Spider, undated	drawer 7	folder 8	object 7
Frog Hoppers 1, undated	drawer 7	folder 8	object 8
Frog Hoppers 2, undated	drawer 7	folder 8	object 9
Balance Board, undated	drawer 7	folder 9	object 4
CAPShades, undated	drawer 7	folder 9	object 5
Hot Wheels Sneakers, undated	drawer 7	folder 9	object 1
NASCAR Hot Wheels race car seat, undated	drawer 7	folder 9	object 2
Dancing Barbie and Ken	drawer 7	folder 9	object 3
The Articulator	drawer 7	folder 11	object 1



Fone-Fun Football Remote Talking Football, undated	drawer 7	folder 11	object 2
6-Pin Bowling, undated	drawer 7	folder 11	object 3
Mood Cube	drawer 7	folder 12	object 1
Bally-Stick: The Ballistic Performance Toy	drawer 7	folder 12	object 2
Hacky Hitters	drawer 7	folder 12	object 3
Moto-Tangle: The Crazy Vibrating Thing	drawer 7	folder 12	object 4
Real Action Line of Smokin' Machines	drawer 7	folder 12	object 5
Face Cars	drawer 7	folder 12	object 6
Hot Wheels Pit-Stop Fill-Up	drawer 7	folder 12	object 7
Sounds of Fun	drawer 7	folder 12	object 8
Nerf SRC soft radio control	drawer 7	folder 13	object 1
Pogo Cannon, 1	drawer 7	folder 13	object 2
Pogo Cannon, 2	drawer 7	folder 13	object 3
Fluid Force Cannon with docking station	drawer 7	folder 13	object 4
Miss Gushey	drawer 7	folder 13	object 5
Bed designs	drawer 7	folder 16	object 1-3
Hardware [in tracing paper pad]	drawer 7	folder 16	object 4
Games and puzzles industry info graphs and notes [in tracing paper pad]	drawer 7	folder 16	object 5
Unidentified design sketch [in tracing paper pad]	drawer 7	folder 16	object 6
Hi-Comp [in tracing paper pad]	drawer 7	folder 16	object 7
Airhoop	drawer 7	folder 18	object 1
Vector Ball	drawer 7	folder 18	object 2
Pring	drawer 7	folder 18	object 4
Sultan Lop-yer-head-off	drawer 7	folder 18	object 5
Friend Finder	drawer 7	folder 19	object 1-4
Treadmill	drawer 7	folder 20	object 3
Exercise bike	drawer 7	folder 20	object 2
Sit-ups	drawer 7	folder 20	object 4
Baby Take-Care-of-Me	drawer 7	folder 21	object 1
Baby Take-Care-of-Me baby feeding	drawer 7	folder 21	object 2
Baby Take-Care-of-Me baby sleeping	drawer 7	folder 21	object 3
Baby Take-Care-of-Me baby wetting			

	drawer 7	folder 21	object 4
Boom Ball Boom-Bat	drawer 7	folder 22	object 1
Boom Ball Boom-Tube	drawer 7	folder 22	object 2
Race day in car helmet with 3-D sound	drawer 7	folder 22	object 3
Hot Foot: race day play environment	drawer 7	folder 22	object 4
Super Floater	drawer 7	folder 22	object 5
People playing catch	drawer 7	folder 22	object 6
Nerf Rin-Golf	drawer 7	folder 23	object 1
Yak Bak Time Organizer	drawer 7	folder 23	object 2
Puz Heroes	drawer 7	folder 23	object 3
1/4-Scale Basketball	drawer 7	folder 23	object 4
Glow in the Dark Chalkworks	drawer 7	folder 23	object 5
Best Friend Barbie	drawer 7	folder 23	object 6
Flip N Fire Football	drawer 7	folder 23	object 7
Pull-string Elephant	drawer 8	folder 24	object 3
Sketch rabbit toy	drawer 8	folder 24	object 4
Development to do list with sketch	drawer 8	folder 24	object 5
Development sketch with notes	drawer 8	folder 24	object 6
Product development flow chart	drawer 8	folder 24	object 7
Motivational illustrations [watercolor], undated	box 1	folder 28	

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## Series III: Cartoon, 1983-1985

### Series Scope and Content Note

This series contains material related to "Nutville Nuts," a proposed cartoon about anthropomorphic nuts. The material consists of notes, sketches, story concepts, and correspondence.

Title/Description	Instances	
Correspondence - Larry, 1985 January 11	box 1	folder 15
Brainstorming, 1983	box 1	folder 16
Character concepts, 1983 October 5	box 1	folder 17
Nutville Nuts concept, characters, storyboard, 1983	box 1	folder 18
"Computer Nut" story concept, 1983	box 1	folder 19

"Let's go Nuts!" idea, correspondence - Phil Orbanes, 1983 September	box 1	folder 20
"Nuts" presentation, 1983 September 15	box 1	folder 21
"Petey Peanut Gets a New Bike" story concept, 1984	box 1	folder 22
"Petey P. Nut Goes to Camp" story concept, 1983	box 1	folder 23
Sketches, 1983 September 26	box 1	folder 24
Story idea #2 "(cartoonlike)", 1983 October 1	box 1	folder 25
Story idea #1 "Milkojellymania", 1983 October 1	box 1	folder 26
"Who is NUTS!" concept, 1983	box 1	folder 27

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## Series IV: Photographs, 1979, undated

### Series Scope and Content Note

This series consists of photographs showing game prototypes, people, and the exterior of an unidentified house.

Title/Description	Instances	
House exterior, undated	box 2	folder 1
The Sprinter game prototype, undated	box 2	folder 2
Wooden toy prototype, undated	box 2	folder 3
Charles Phillips play testing unknown game, undated	box 2	folder 4
Boy with camera	box 2	folder 5
Phil, 1979 June 12	box 2	folder 6
Woman seated at desk	box 2	folder 7

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## Series V: Reference, 1993-2019

### Series Scope and Content Note

This series includes documents from Charles Phillips' career including forms, notes, presentations, references, and to-do lists.

Title/Description	Instances	
Charles Phillips products portfolio, undated	box 1	folder 29
"Playing for a Happy Life" development notes, 2019 December 17	box 1	folder 30
Seven Towns Ltd. agreement paperwork [blank], undated		

	box 1	folder 31
To-do lists, 2019	box 1	folder 32
Velcro concept presentation (8 concepts), 1998 June 7	box 1	folder 33
Velcro Brand Toys marketing, 1993	box 1	folder 34
VR-360-3D product concept, undated	box 1	folder 35
WPSculptor.com reference sheets, 2013 May 22	box 1	folder 36

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