Finding Aid to the Philip E. Orbanes Papers, 1905-2013

Summary Information
Title: Philip E. Orbanes papers
Creator: Philip E. Orbanes (primary)
ID: 112.7138
Date: 1905-2013 inclusive; 1967-2005 bulk
Extent: approx. 12 linear feet (physical) and 1.3 GB (digital)
Language: All materials are in English unless otherwise noted.
Abstract: The Philip E. Orbanes papers are a compilation of correspondence, legal contracts, newspaper articles, reference materials, research notes, game advertisements, photographs, audio files, and other papers collected and used by Philip E. Orbanes over the course of his career in the American toy and game industry. The bulk of the materials are from 1967 through 2005. Staff at The Strong recorded a video oral history of Orbanes in 2013.
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 to 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 Philip E. Orbanes papers were donated to The Strong in December 2012 as a gift from Philip E. Orbanes. These materials were accessioned by The Strong under Activity ID 11530, Object ID 112.7138. (In addition to these papers, The Strong received a sizeable donation of board games, puzzles, card games, video games, trade catalogs, and books from Philip E. Orbanes within the same Activity ID.)
Preferred citation for publication: Philip E. Orbanes papers, Brian Sutton-Smith Library and Archives of Play at The Strong
Processed by: Julia Novakovic, March 2013
Revision Note: This finding aid was updated in May 2013 with additional clarification on dates of games, based on information provided by Philip E. Orbanes. Also, it was updated in June 2013 to reflect a subsequent donation and the addition of the video oral history to this collection.

Controlled Access Terms
Subjects
- Board game industry
- Board game industry--United States--Handbooks, manuals, etc.
- Board game industry--United States.
- Board games--Design and construction.
• Board games--United States--History--20th century.
• Electronic games industry--United States
• Electronic games--History
• Game design and development
• Games--Research.
• Monopoly (Game)
• Monopoly (Game)--History.

Personal names
• Anspach, Ralph, 1926-
• Darrow, Charles, 1889-1967
• Dunnigan, James F. (Jim), 1943-
• Orbanes, Philip, 1947-
• Parker, George Swinnerton, 1866-1952
• Phillips, Elizabeth Magie, 1866-1948
• Sackson, Sid, 1920-2002

Corporate names
• Gamescience Corporation
• Gamut of Games
• Ideal Toy Corporation
• Infinity Quest Corporation
• Operation Design Corporation
• Parker Brothers, Inc.
• Winning Moves Games, Inc.

Biographical Note
Philip Orbanes was born and raised in Cape May County, New Jersey. During his adolescence, he took a strong interest in playing and inventing board and strategy games. After graduating high school in 1965, Orbanes founded Gamescience Corporation, the first of many entrepreneurial endeavors. Over the next few years, he and his partners provided game designs for companies such as Renwal Products, which bought the assets of Gamescience in 1968. Gamescience soon became Operation Design Corporation (later integrated into Orbanes’ new company, Infinity Quest Corporation). Infinity Quest focused on developing strategy games, consumer electronic programs, and puzzles. It also acquired the game magazine *Strategy & Tactics*. This early foray into the game industry helped to fund Orbanes’ undergraduate education at Case Western Reserve University. Throughout the 1970s, Orbanes cultivated strong relationships with other game designers, including Sid Sackson. He worked for Gamut of Games during this decade as well.

Orbanes joined Ideal Toy Corporation in 1976 as director of its games division. His initiative and acumen soon led him to Massachusetts-based Parker Brothers, where he became director of new product research in 1979. Parker Brothers named Orbanes vice president of product development in 1980, then senior vice president of research and development in 1985. During his time at Parker Brothers, Orbanes developed a reputation as an authority on the
game Monopoly, serving as a chief judge at U.S. and world Monopoly tournaments. In 1990, Orbanes left Parker Brothers to establish his own consulting business. Along with three other seasoned game industry professionals, he launched another game company, Winning Moves Games, in 1995. Winning Moves, located in Danvers, Massachusetts, frequently produced classic card and board games licensed from companies such as Hasbro, Inc., the owner of Parker Brothers and Milton Bradley games. As of 2013, Orbanes serves as vice chairman following his lengthy tenure as president of the company.

In 1988, with the permission of Parker Brothers, Orbanes authored *The Monopoly Companion*. This book explained the oft-contended origins of the game, its colorful history, and strategies for players. He also continued to acquire his own personal collection of rare and unique versions of Monopoly, many of which appeared in subsequent books. The March 2002 issue of the *Harvard Business Review* published an article by Orbanes called “Everything I Know about Business I Learned from Monopoly,” prompting his renewed research on the history of Parker Brothers. He conducted interviews with members of the Parker family and former Parker Brothers employees, and gained access to George S. Parker’s personal archives. The resulting book, *The Game Makers: The Story of Parker Brothers from Tiddledy Winks to Trivial Pursuit* (2004), traced Parker Brothers from its 1883 inception through the start of the 21st century. He followed with *Monopoly: The World’s Most Famous Game–And How It Got That Way* (2006) and *Monopoly, Money, and You: How to Profit from the Game’s Secrets of Success* (2013).

**Collection Scope and Content Note**

The Philip E. Orbanes papers contain materials from 1905 through 2013, with the bulk of the material dated from 1967-2005. The items in this collection include game designs, game instructions, personal and business correspondence, legal contracts, photographs, reference materials, research notes, and newspaper/magazine articles utilized by Philip E. (“Phil”) Orbanes throughout his lengthy career in the toy and game industry. This collection also includes research materials (including photocopies of materials from the Parker Brothers’ corporate archives) used by Orbanes for his books *The Monopoly Companion* (Bob Adams, Inc. Publishers: Boston, 1988), *The Game Makers: The Story of Parker Brothers from Tiddledy Winks to Trivial Pursuit* (Harvard Business School Press: Boston, 2004), and *Monopoly: The World’s Most Famous Game – And How It Got That Way* (Da Capo Press: Boston, 2006). Additional scope and content information is listed for each series under the “Contents List” section of this finding aid.

The Philip E. Orbanes papers are arranged into nine series, three of which are further divided into subs series. The collection is housed in 21 archival document boxes. Digital video comprises one series, located on the internal network of The Strong.
System of Arrangement

Series I: Personal and business correspondence, 1960-1994
Series II: Contracts and agreements, 1968-1979
Series III: Game designs and instructions, 1936-1994
  Subseries A: Orbanes-created games
  Subseries B: Other designer-created games
  Subseries C: Published instructions/game materials
  Subseries A: News articles
  Subseries B: Magazines
  Subseries C: Toy and game company sales brochures/catalogs
  Subseries D: Toy and game industry newsletters
  Subseries E: Other publications
Series V: Orbanes’ research files, 1905-2013
  Subseries A: Parker Brothers company history
    1. Name/subject files
    2. News articles
    3. Advertising
  Subseries B: George S. Parker
  Subseries C: Monopoly
    1. Name/subject files
    2. Variations of Monopoly
    3. Publications
    4. Anti-Monopoly trial transcripts
Series VI: Photographs, 1970s
Series VIII: Parker Brothers reference binders, 1979, 1982
Series IX: Video oral history, 2013
Contents List

**Series I: Personal and business correspondence, 1960-1994**

*Scope and Content Note:* This series comprises letters, reports, office memos, and other correspondence to and from Philip E. Orbanes throughout his career in the toy and game industry. Within these papers are also game sketches and notes. Additional communications can also be found throughout Series III and Series IV, as they pertain to a specific topic.

**Box 1**
Folder 1  Gamescience and Operation Design Corp. correspondence, 1960-1969
Folder 2  Operations Design Corp. and Infinity Quest correspondence, 1969-1970
Folder 3  Correspondence between Jack Keller and Phil Orbanes, 1969-1971
Folder 5  Infinity Quest and other game-related correspondence, 1971-1972
Folder 6  “Association Test – Five Symbols for Gamut of Games,” March 1973
Folder 7  Infinity Quest, Gamut of Games, and Rand Game Associates correspondence, 1973-1974
Folder 8  Game-related and personal correspondence, 1975-1979
Folder 9  NPO Toy Market Index, January-December 1978

**Box 2**
Folder 1  Ideal Toy Corp. sales, ledger, and notes, 1961-1978
Folder 2  Game-related and personal correspondence, 1980
Folder 3  Game-related and personal correspondence, 1981-1985
Folder 4  Game-related and personal correspondence, 1986-1988
Folder 5  Parker Brothers’ June 1987 management conference [1987]
Folder 6  Game-related and personal correspondence, 1989-1994
Folder 7  Game-related notes and correspondence, undated
Folder 8  Unused stationery – Gamescience, Operation Design Corp., and Infinity Quest

**Box 13 (Oversized)**
Folder 7  Gamescience marketing projections, compiled by Operation Design Corp, April 1969

**Series II: Contracts and agreements, 1968-1979**

*Scope and Content Note:* Various legal contracts and agreements pertaining to Philip E. Orbanes’ game companies are housed within this series. These include agreements between Gamescience Corp. and Renwal Products, Inc., the acquisition of *Strategy & Tactics* magazine, and other contracts involving Operation Design Corp. and Infinity Quest. Other legal documents in this series are related to licenses and royalties owed Orbanes based on his game designs.

**Box 2**
Folder 9  Contracts and agreements, 1968-1970
Folder 10  Aquarius 2000- copy of patent, 1971
Folder 11  Contracts and agreements, 1971-1972
Folder 12  Contracts and agreements, 1973-1979
Series III: Game designs and instructions, 1936-1994
Subseries A: Orbanes-created games

Scope and Content Note: This subseries contains game instructions, sketches, notes, mocked-up cards and game boards, and other game specs designed by Philip E. Orbanes. Of note is the narrative written by Orbanes to outline the toys and games he invented prior to joining Parker Brothers in 1979; this lists various puzzles, novelties, paper and pencil games, traditional board games, card games, and “occult devices.”

Box 3
Folder 1 Phil Orbanes’ toy and game inventions (1968-1974) narrative, c. 1979
Folder 2 Action, Phil Orbanes [undated]
Folder 3 Adventure: A Game of Monsters, Villains, and Treasure, Phil Orbanes [?], [undated]
Folder 4 Bluecoats vs. Redcoats (part of “Great Moments in American History” collection), Phil Orbanes, c. 1974
Folder 5 California Goldrush (part of “Great Moments in American History” collection), Phil Orbanes, c. 1974
Folder 6 Dreamaster, Phil Orbanes, c. 1979
Folder 7 Dreamaster, Phil Orbanes, c. 1979
Folder 8 Dreamaster, Phil Orbanes, 1979-1980
Folder 9 The Great Nostalgia Game, Phil Orbanes [undated]
Folder 10 King of the Animals/ King of the Jungle, Phil Orbanes [?], c. 1979
Folder 11 Mad Scientist, Phil Orbanes, 1975
Folder 12 Mickey’s Fortune Telling Watch, Phil Orbanes, 1994
Folder 13 The Moneymaker Game, Phil Orbanes, 1970
Folder 14 No Holds Barred, Phil Orbanes, 1979
Folder 15 On Guard, Phil Orbanes, 1975
Folder 16 Pandemonium, Phil Orbanes and Ralph H. Baer, 1992
Folder 17 Plastic puzzles concepts, Phil Orbanes, 1974-1975

Box 4
Folder 1 Prix, Phil Orbanes, c. 1971
Folder 2 Prose Bowl, Phil Orbanes, 1979-1980
Folder 3 Quip, Phil Orbanes, 1978
Folder 4 The Race for the Moon (part of “Great Moments in American History” collection), Phil Orbanes, c. 1974
Folder 5 The Sky’s the Limit, Phil Orbanes, 1975
Folder 6 Transcontinental Railroad (part of “Great Moments in American History” collection), Phil Orbanes, c. 1974
Folder 7 The Weather Game, Phil Orbanes [?], 1979
Folder 8 World Trade, Phil Orbanes [undated]
Folder 9 Miscellaneous sketches and notes, Phil Orbanes [undated]
Subseries B: Other designer-created games

Scope and Content Note: Within this subseries are game designs and instructions received by Philip E. Orbanes from other game designers. He also collaborated with Sid Sackson on the Spectaculars manipulative puzzles. (For extensive information on Sid Sackson, see the Sid Sackson collection housed in the Brian Sutton-Smith Library and Archives of Play at The Strong.) Additional communication between Orbanes and these other game designers can be found in Series I of this collection.

Box 4
Folder 10 James Dunnigan, Marriage? A Game, 1969
Folder 11 Daniel H. Pearson, Orion, 1973
Folder 12 Charles Phillips, Electronic Competition Runner, Sept. 1979
Folder 13 Charles Phillips, Impulse, Sept. 1979
Folder 14 Charles Phillips, Sneak Attack, 1980
Folder 15 Sid Sackson, Cheat a Little [undated]
Folder 16 Sid Sackson, The Good Earth, 1974
Folder 17 Sid Sackson, Top Secret [undated]
Folder 18 Sid Sackson and Phil Orbanes, Spectaculars, 1975-1980
Folder 19 Louis Zocchi, Battle of Britain, 1968
Folder 20 Louis Zocchi, Star Trek, 1972
Folder 21 Unidentified creator, Defense Commander, 1980
Folder 22 Unidentified creator, Flip Flop [undated]
Folder 23 Unidentified creator, Night Stalker games, 1980

Subseries C: Published instructions/game materials

Scope and Content Note: This series houses both original and photocopied published game instructions, game boards, game cards, and other game components used for reference by Philip E. Orbanes. (For information on Parker Brothers games, please see Series V.)

Box 4
Folder 24 The 9th Dimension Tarot, St. Croix, Inc., 1971
Folder 25 1914, Avalon Hill Co., 1968
Folder 26 Aquarius II, Hoi Polloi, Inc., 1973
Folder 28 Auction Poker, Creative Communications and Research, 1975
Folder 29 Bird Watcher, Parker Brothers, 1958
Folder 30 Boardwalk, Gamesystems, Inc., 1983

Box 5
Folder 1 Cartel, Gamut of Games, 1973
Folder 2 The Checkered Game of Life, Milton Bradley [undated]
Folder 3 Checkpoint: Danger!, Ideal Toy Corp., 1978
Folder 4 Civil War, Avalon Hill Co. [?] [undated]
Folder 5 Clue, Parker Brothers, 1950
Folder 6 Confrontation, Gamescience Corp., 1967
Folder 7 Conquest (later renamed Risk!) [undated]
Folder 8  D-DAY, Avalon Hill Co., 1961
Folder 9  Dallas, Maruca Industries, 1985
Folder 10 Diplomacy, Avalon Hill Co., 1976
Folder 11 Electronic Detective, Ideal Toy Corp., 1978
Folder 12 The Game of Politics, Parker Brothers, 1936
Folder 13 The Great Game of Who?, Parker Brothers, 1951
Folder 14 Guadalcanal, Avalon Hill Co., 1966
Folder 15 Hassle, Hoi Polloi, Inc., c. 1974-1975
Folder 16 Hurricane, William S. Doyle Co., 1966
Folder 17 Management, Avalon Hill Co., 1960
Folder 18 Mille Bornes, Parker Brothers, 1962
Folder 19 Monopoly, Parker Brothers, 1961
Folder 20 Montage, Gamut of Games,” 1973
Folder 21 Orbit, Gametime Inc., c. 1974
Folder 22 Rails Through the Rockies, Adventure Games, 1981
Folder 23 Rich Uncle, Parker Brothers, 1946
Folder 24 Runners Up!, Parker Brothers, 1979
Folder 25 Spill and Spell, Parker Brothers, 1957
Folder 26 Star Reporter, Parker Brothers, 1952
Folder 27 Strike It Rich, Gamut of Games, 1976
Folder 28 Suspense!, Gamut of Games, 1974
Folder 29 Thistle, Parker Brothers, 1966
Folder 30 Universe, Parker Brothers, 1966
Folder 31 VIET NAM, Gamescience Corp. [undated]
Folder 32 The War of the Worlds II, Rand Game Associates, 1974
Folder 33 Word Rummy, Gabriel Industries, 1980
Folder 34 Miscellaneous information on published games

Subseries A: News articles

Scope and Content Note: This subseries comprises newspaper articles clipped and kept by Philip E. Orbanes for reference during his career in the toy and game industry. Many of the articles are about traditional card and board games, as well as the introduction of electronic and video games into the market. Some articles have been annotated by Orbanes, and others have short notes or memos attached. Of particular interest are features on “trendy” toys during the 1980s and their impact on the American consumer culture.

Box 6
Folder 1  Newspaper articles, 1935, 1961-1971
Folder 2  Newspaper articles, 1972-1974
Folder 3  Newspaper articles, 1975-1977
Folder 4  Newspaper articles, 1978-1979
Folder 5  Newspaper articles, 1980-1981
Folder 6  Newspaper articles, 1982
Subseries B: Magazines
Scope and Content Note: Orbanes’ collection of game-related materials also held about two dozen popular gaming magazines. Many of these have been removed from this collection and have been shelved in the Brian Sutton-Smith Library and Archives of Play’s closed stacks in order to supplement the library’s serials collection. These include:

- *Games & Puzzles* (No. 1 [May 1972])
- *Games International* (No. 3 [Mar 1988], No. 7 [July 1988], No. 10 [Nov 1988])
- *Moves* (No. 5 [Oct 1972])

The magazines that remain housed in this subseries include full issues dedicated to personal consumer electronics, reviews of games in lesser-known titles, and two issues of *Writer’s Digest*.

Orbanes also donated a bound volume of *LIFE* magazines, one of which contains a paper version of the Parker Brothers’ board game Civil War 1863, which could be removed and played. This is housed in the library stacks (Object ID 113.3219).
Subseries C: Toy and game company sales brochures/catalogs

Scope and Content Note: This subseries contains toy and game company brochures and catalogs collected by Philip E. Orbanes. These were interspersed throughout his papers. For more Parker Brothers’ game catalogs and advertisements, please see Series V, Subseries A. (Additionally, the Brian Sutton-Smith Library and Archives of Play houses a vast collection of toy and game company catalogs within its holdings.)

Box 9
Folder 7 3M Games, 1970
Folder 8 Avalon Hill Co. Games, 1966-1981
Folder 9 Crown Recreation, Inc., 1978
Folder 10 Games Gallery, Ltd [undated]
Folder 11 Gamut of Games, 1973-1975
Folder 12 Ideal Toy Corp., Order forms, 1953-1978
Folder 13 Lakeside Games, 1960
Folder 14 Mattel Electronics, 1978
Folder 15 Milton Bradley, 1978
Folder 16 Parker Brothers, 1960s-1970s
Folder 17 Playskool, 1978
Folder 18 Reiss, 1971-1975
Folder 19 Simulations Publication, Inc. (SPI), 1970s
Folder 20 SKOR-MOR Products, Inc., 1979
Folder 21 Various Japanese game company catalogs, 1970s [predominantly in Japanese]
Folder 22 Miscellaneous game catalogs/advertisements, 1970s-1980s

Subseries D: Toy and game industry newsletters

Scope and Content Note: Within this subseries are various game industry newsletters from companies such as Avalon Hill, Milton Bradley, General Mills, and Coleco. There are also industry-wide newsletters about electronic gaming and two issues of the Toy Manufacturers of America’s Toy Industry Fact Book. For Parker Brothers-specific newsletters, please see Series V, Subseries A.

Box 9
Folder 23 Toy and game industry newsletters, 1966-1985
Folder 24 Toy and game industry newsletters, 1986-1989
Subseries E: Other publications

Scope and Content Note: This subseries keeps various reference materials, (mainly photocopies from published sources) used by Philip E. Orbanes. He referenced much of this subseries for Dreamaster; for more information on this game, please see Series III, Subseries A.

Box 10
Folder 1  Research notes/photocopies from Content Analysis of Dreams by C. Hall (related to Dreamaster)
Folder 2  Research notes/photocopies from “Symbols Sourcebook” (related to Dreamaster)
Folder 3  Astroflash Computer Horoscope printout, October 1969
Folder 4  Various reference material, 1970s-1980s

Series V: Orbanes’ research files, 1905-2013

Subseries A: Parker Brothers company history

Scope and Content Note: This subseries holds research files utilized by Orbanes for his book The Game Makers. He conducted interviews with former employees, such as Channing Bacall and Ranny Barton (two relatives of George S. Parker) who worked at the Parker Brothers’ plant in Salem, Massachusetts. Orbanes gained access to the Parker Brothers’ archives as well as George S. Parker’s family papers. Within this subseries is information on a wide variety of early Parker Brothers games, including game instructions and photographs. It has been further subdivided into three categories: Name/subject files; News articles; and Advertising. (Many of the full-color advertisements are oversized and housed in Box 13.)

Box 10
Folder 5  Bargain Day game (c. 1937)
Folder 6  Baseball games, Parker Brothers
Folder 7  Bear Stearns Fourth Annual Toy Conference, November 28, 1990, information packet with Phil Orbanes’ notes
Folder 8  Channing Bacall
Folder 9  Chivalry/ Camelot game
Folder 10 Diabolo action game
Folder 11 Essex Institute, April 1987, “Instructive and Amusing: Essays on Toys, Games, and Education in New England”
Folder 12 Essex Institute, 2002
Folder 13 The Game Makers publicity and book reviews, 2003-2004
Folder 14 Game Preserve auction, 1988, news articles, correspondence, and notes
Folder 15 Gamester internal Parker Brothers newsletter, 1948-1988
Folder 16 General Mills, Inc.
Folder 17 George S. Parker diary entries (copies), c. 1937
Folder 18 Grace M. Parker narrative pages (copies), c. 1930s
Folder 19 Hasbro Annual Report, 1989
### Box 11

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<th>Kenner-Parker Toys, Annual Reports, 1985-1986</th>
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<td>Folder 2</td>
<td>Mah-jongg</td>
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<tr>
<td>Folder 3</td>
<td>Miscellaneous Parker Brothers-related research materials</td>
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<td>Folder 4</td>
<td>Nouveautés de Parker [in French]</td>
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<td>Folder 5</td>
<td>Ouija boards</td>
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<tr>
<td>Folder 6</td>
<td>Parker Brothers’ 75th Anniversary Dinner Guest Book, October 1958</td>
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<td>Folder 7</td>
<td>Parker Brothers’ 1980 Long Range Plan</td>
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<td>Folder 8</td>
<td>Parker Brothers’ company Family Album, 1991</td>
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<td>Folder 9</td>
<td>Parker Brothers’ Report of Operations, 1980</td>
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<tr>
<td>Folder 10</td>
<td>Parker Brothers’ Royalties and Licensees</td>
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<td>Folder 11</td>
<td>Parker Brothers’ Spring Program sales histories</td>
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<td>Folder 12</td>
<td>Parker family tree, notes by Phil Orbanes</td>
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<td>Folder 13</td>
<td>Parker history from Ranny Barton, June 13, 2002</td>
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<td>Folder 14</td>
<td>Pastime Puzzles</td>
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<td>Folder 15</td>
<td>Photos and drawings for Parker Brothers book</td>
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<tr>
<td>Folder 16</td>
<td>Ping Pong</td>
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<td>Folder 17</td>
<td><em>Play</em> – Parker Brothers 1951 Annual Outing</td>
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<td>Folder 18</td>
<td>“Playing by Different Rules” excerpt</td>
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<tr>
<td>Folder 19</td>
<td>Pollyanna game</td>
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<td>Folder 20</td>
<td>Popintaw game</td>
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<tr>
<td>Folder 21</td>
<td>Ranny Barton</td>
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<td>Folder 22</td>
<td>Reference material for <em>The Game Makers</em></td>
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<tr>
<td>Folder 23</td>
<td>Research, historical subjects for Parker Brothers book</td>
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<tr>
<td>Folder 24</td>
<td>Robert B.M. Barton memoir pages (copies), c. 1989</td>
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<td>Folder 25</td>
<td>Rook game</td>
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<tr>
<td>Folder 26</td>
<td>Selchow &amp; Righter Company, history</td>
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<tr>
<td>Folder 27</td>
<td>Soma puzzle cubes</td>
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<tr>
<td>Folder 28</td>
<td>Sorry! board game (c. 1934)</td>
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### Box 12

<table>
<thead>
<tr>
<th>Folder 1</th>
<th>Table Tennis</th>
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<tr>
<td>Folder 2</td>
<td>Time Tapestry Reference Guide and Map, 1999</td>
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<td>Folder 3</td>
<td>Tonka Corporation</td>
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<tr>
<td>Folder 4</td>
<td>Tonka, Stephen Shank article, December 1989</td>
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<tr>
<td>Folder 5</td>
<td>“Toy Buying in the United States - A One Year Study,” A.J. Wood Research Corp., 1965</td>
</tr>
<tr>
<td>Folder 6</td>
<td>Toy Fair Press Conference, February 1974</td>
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<td>Folder 7</td>
<td>Parker Brothers-related news articles, 1924-1994</td>
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<td>Folder 8</td>
<td>Parker Games advertising, 1953-1954</td>
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<td>Folder 9</td>
<td>Parker Games advertising, 1955-1956</td>
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<td>Folder 10</td>
<td>Parker Games advertising, 1958-1959</td>
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<tr>
<td>Folder 11</td>
<td>Parker Games advertising, 1960-1962</td>
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<tr>
<td>Folder 12</td>
<td>Parker Games advertising [undated]</td>
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<tr>
<td>Folder 13</td>
<td>Parker Games photographic negatives [undated]</td>
</tr>
<tr>
<td>Folder 14</td>
<td>Parker Brothers’ officers diagram (1883-1984), 2013</td>
</tr>
</tbody>
</table>
Box 13 (Oversized)
Folder 1  Christmas List toy advertisements, 1950s
Folder 2  Large Parker Brothers advertisements, 1950s-1960s
Folder 3  Esquire magazine covers, 1936-1952
Folder 4  Salem plant aerial photograph/marked-up blueprint
Folder 5  Parker Brothers’ Games – Archive Game Listings, 1885-1935 (by year)
Folder 6  Parker Brothers’ Games – Archive Game Listings, 1840-1989 (alphabetical and by year)

Subseries B: George S. Parker
Scope and Content Note: The materials contained in this subseries were owned by George S. Parker, founder of Parker Brothers’ Games. Notations on the partial scrapbooks pages and within the full scrapbooks are in his hand, as well as the poem. The scrapbooks compiled by Parker contain newspaper articles, business cards, game advertisements, game instructions, postcards, photographs, and other ephemera. The Harvard Freshman Red Book and Harvard 1922 Yearbook feature George’s middle child, Edward Parker, who died in an airplane crash in 1921; these also contain newspaper clippings inserted by the Parker family on the tragedy. These materials came into Orbanes’ possession during his research on the Parker Brothers game company.

Box 14 (Oversized)
Folder 1  George S. Parker partial scrapbook pages, c. 1905
Folder 2  George S. Parker scrapbook pages, c. 1925
Folder 3  George S. Parker poem [undated]
[no folder]  Harvard Class Album, 1922
[no folder]  George S. Parker “Pastime” scrapbook, 1907, 1913-1921
[no folder]  George S. Parker “Advertising and Miscellaneous” scrapbook, 1905, 1913-1921

Subseries C: Monopoly
Scope and Content Note: This subseries holds research files utilized by Philip E. Orbanes for his books The Monopoly Companion and Monopoly: The World’s Most Famous Game. Among these materials are correspondence with fellow Monopoly enthusiasts, photographs, news articles, copies of patents, copies of legal agreements, information on specific editions of Monopoly games, tournament narratives, eBay listings of rare games, information on predecessors to Monopoly, and more. Additionally, there are several files on the Anti-Monopoly trial that took place between Ralph Anspach and then-parent company of Parker Brothers, General Mills. This subseries has been further divided into four categories: Name/subject files; Variations of Monopoly; Publications; and Anti-Monopoly trial transcripts.

Box 15
Folder 1  Andy Egendorf
Folder 2  Anne Williams, early Monopoly trade articles [April 2004]
Folder 3  Atlantic City History, newspaper articles
Folder 4  
Auction information on The Landlord’s Game and Parker Brothers collections, 2003
Folder 5  
“Beyond Boardwalk and Park Place,” Noel Gunther and Richard Hutton (copies)
Folder 6  
Bill Boyd
Folder 7  
Bob Adams, Inc. Publishing
Folder 8  
Boondoggling game (c. 1936), 2007
Folder 9  
Brer Fox an’ Brer Rabbit game graphic [undated]
Folder 10  
Bulls and Bears game, with Charles Darrow photograph [undated]
Folder 11  
Carnival game
Folder 12  
Charles Darrow 1934-1935 Monopoly game board and cards (copies)
Folder 13  
Charles Darrow correspondence (copies)
Folder 14  
Charles Darrow handmade cards for Monopoly, c. 1930s [2005]
Folder 15  
Charles Darrow obituaries, 1967
Folder 16  
Charles Darrow “oversized” Monopoly set, c. 1933 [2005]
Folder 17  
Charles Darrow tie box Monopoly set
Folder 18  
Charles Darrow tie box Monopoly set auction, Feb. 12, 2008 [c. 2008]
Folder 19  
Dan Glimne
Folder 20  
Dan Sadowski
Folder 21  
Elizabeth Magie Phillips correspondence to George Parker, c. 1930s (copies)
Folder 22  
“Esquire Man”
Folder 23  
Finance game, instructions and graphics [2003-2005]
Folder 24  
Fortune game, notes, instructions, and copies of cards
Folder 25  
Franklin Mint – Monopoly collector’s edition and train bank
Folder 26  
George S. Parker scrapbooks, c. 1935-1951 (copies)
Folder 27  
Heap/Stark notes and correspondence
Folder 28  
Inflation game, correspondence and play money [2004]
Folder 29  
Inflation game, information and graphics, 2004-2005
Folder 30  
Jerry Teal, Jr.
Folder 31  
Knapp Electric Company

Box 16
Folder 1  
The Landlord’s Game, copies of patents and instructions
Folder 2  
The Landlord’s Game, correspondence and graphics
Folder 3  
The Landlord’s Game, Buckwalter print
Folder 4  
Miscellaneous Monopoly research materials
Folder 5  
Mock Trial game
Folder 6  
Monopoly chronology
Folder 7  
Monopoly documentary draft, Heiko Schier, 1987
Folder 8  
Monopoly documentary correspondence, Cody Wheeland, 2001
Folder 9  
Folder 10  
Monopoly game show, 1989
Folder 11  
Monopoly history
Folder 12  
Monopoly legal history
Folder 13  
Monopoly-related correspondence
Folder 14  
Folder 16  Monopoly tokens
Folder 17  Monopoly unit sales, 1935-1987 [c. 1987]
Folder 18  Monopoly World Championship, Bermuda 1980, information packet
Folder 19  The Monopoly Companion proposal
Folder 20  The Monopoly Companion reviews and publicity, c. 1988
Folder 21  “Mr. Monopoly” (Merwin Goldsmith)
Folder 22  Parker Brothers’ consent to Phil Orbanes to write The Monopoly Companion and
The Game Makers [undated]

Box 17
Folder 1  Parker plant, original building floor plan [undated]
Folder 2  Patricia McFarland, correspondence with Phil Orbanes
Folder 3  Phil Orbanes’ antique Monopoly collection display, December 2003
Folder 4  Phil Orbanes with Darrow oilcloth Monopoly game board at Parker Brothers
Archives [undated]
Folder 5  Ralph Anspach collection of “Anti-Monopoly” materials, auction announcement, 2005
Folder 6  “RNB and Ollie notes” [original PEO title of folder]
Folder 7  Running for President game, c. 1915
Folder 8  Scott Nearing
Folder 9  Stock Market game instructions and graphic, c. 1936 [2005]
Folder 10  UK Monopoly patent, c. 1936 (eBay listing) [2008]
Folder 11  Verification of Charles Darrow Monopoly game by Phil Orbanes, October 1,
1997, and related materials
Folder 12  Victor Watson, correspondence and accompanying articles, 2004-2005
Folder 13  Winning Moves UK – Monopoly special editions list, 2000s
Folder 14  $2 million Monopoly set by Sidney Mobell, 2010
Folder 15  Alan Turing Monopoly edition, 2012
Folder 16  Austrian Monopoly game, c. 1936 [2003]
Folder 17  Danza de Millones (Spanish “Monopoly”)
Folder 18  Deluxe Monopoly No. 3 game, c. 1975 [2005]
Folder 19  Giant Monopoly board, Berlin, Germany, 2005
Folder 20  Guam Island Opoly board game [2005]
Folder 21  Irish Free State Monopoly game, c. 1936, correspondence [2012]
Folder 22  Makalot game, c. 1937 [2006]
Folder 23  Metrópoli game
Folder 24  Michael Graves-designed Monopoly game [2005]
Folder 25  MO-NOP game
Folder 26  Monopoly Black Box Edition game, c. 1933 [2004]
Folder 27  Monopoly Black Box UK Edition game, c. 1936 [2003]
Folder 28  Monopoly games, c. 1935
Folder 29  Monopoly Gold Edition game, England
Folder 30  Monopoly Gold Edition game, Germany
Folder 31  Monopoly Gold Edition game, United States
Folder 32  Monopoly: The Here and Now Edition game
Folder 33  Monopoly Library Edition game, c. 1936 [2002]
Folder 34  Monopoly metal money
Folder 35  Monopoly No. 25 Deluxe Wooden Edition game, c. 1935 [2008]
Folder 36  Monopoly paper labels and envelope, c. 1936 [2010]
Folder 37  Monopoly scratch-off lottery ticket, Massachusetts Lottery, c. 2005
Folder 38  Monopoly UK fancy set, c. 1936 [2009]
Folder 39  Monopoly with Stock Exchange add-on, c. 1936 [2005]
Folder 40  Monopoly-related ephemera (eBay listings) [2000s]
Folder 41  Philippines “knock-off” of Monopoly, c. 1967 [2009]
Folder 42  Russian Monopoly fact sheet, 1988
Folder 43  Shanghai Real Estate game
Folder 44  Ticket to Ride game
Folder 45  White-backed Darrow Monopoly board info, 2012
Folder 46  “Monopoly Memories” by Parker Brothers, c. 1990
Folder 48  Phil Orbanes, “Meet Dan Fox: The Artist Who Created Mr. Monopoly,” (article to be published) June 4, 2013

Box 18
Folder 1  Anti-Monopoly trial transcript, pgs. 1-105, November 15, 1976
Folder 2  Anti-Monopoly trial transcript, pgs. 105-223
Folder 3  Anti-Monopoly trial transcript, pgs. 224-396
Folder 4  Anti-Monopoly trial transcript, pgs. 297-469
Folder 5  Anti-Monopoly trial transcript, pgs. 470-564 (end)
Folder 6  Anti-Monopoly trial appeals, 1977 and 1980

Series VI: Photographs, 1970s

Scope and Content Note: This series contains various game product photographs from Orbanes’ collection, including games that he worked on throughout his years in the toy and game industry. A Magic-Mount photo album containing both candid and posed photos of the employees at Gamut of Games is also housed in this series. (There are many additional photographs interspersed throughout the Philip E. Orbanes papers, especially relating to a specific game title, or a game collector, in his research notes series.)

Box 19
Folder 1  Photographs, Gamut of Games products, 1970s
Folder 2  Photographs, various game products, 1970s
Folder 3  Gamut of Games Company Photo Album, 1969-1975

Scope and Content Note: Within this series are different sets of audiocassette recordings utilized by Philip E. Orbanes. The first contains recorded audio from panel research discussions on toys and games in 1991. The second set of audio tapes is duplicated from Professor John J. Fox’s Parker Brothers oral history project. The oral history tapes helped to verify and supplement his research while writing *The Game Makers*.

Also in this subseries is an audiocassette labeled “Monopoly – HBM -1959,” which plays a calypso-style song about the board game Monopoly and players’ trials and tribulations. This song was created by Boston-based advertising agency Humphrey, Browning, & McDougall. According to Orbanes, this song was intended for a television commercial that never aired, and a copy of the audio was given to him in 1988 while working with KingWorld Productions and Merv Griffin on the “Monopoly Game Show.”

Box 19
Folder 4 Audiocassettes, Panel Opinions, Inc., 1991
Folder 5 Monopoly song (3:05), unknown artist, c. 1959

Box 20
Oral history audiocassette tapes, originally recorded by Professor John J. Fox, Salem State College, 1986.
PB 1. Louis Vanne
PB 2. Louis Vanne
PB 3. Angie Gagnon
PB 4. Channing Bacall
PB 5. Channing Bacall
PB 6. Henry Sullivan
PB 7. Harry Manning
PB 8. George Fox
PB 9. George Fox
PB 10. Ranny Barton
PB 11. Ranny Barton
PB 12. Helen Mitchell
PB 13. Robert Barton
PB 14. Robert Barton
Series VIII: Parker Brothers reference binders, 1979, 1982

Scope and Content Note: This series houses two binders of Parker Brothers-created resources retained by Orbanes. Each of these may be the only extant copy of these materials.

The first binder, labeled “1979 Competitive Electronics,” features product information on various competing toy and game company’s electronic games, analysis, and copies from catalog sheets. Orbanes’ notes from a March 1979 electronic games meeting are also within this binder.

The second binder, labeled “1983 Video Game Preview,” is a comprehensive overview of Parker Brothers’ endeavor into the video game market. Utilized for an October 1982 conference, the “Video Game Preview” binder contains company data, detailed marketing and advertising plans, information about the video game products to be launched, sales policies, and a list of conference attendees. Video game cartridges introduced at this preview included popular licensed titles such as *Frogger*, *Spiderman*, *G.I. Joe*, *Star Wars: The Empire Strikes Back*, and *The Lord of the Rings*. (*The Star Wars: Revenge of the Jedi* video game titles were later changed to *Return of the Jedi* when the movie studio renamed the film.)

Box 21
Object 1  Parker Brothers competitive electronic games review, 1979
Object 2  Parker Brothers 1983 Video Game Preview binder, October 1982

Series IX: Video oral history, 2013

Scope and Content Note: The video oral history contained in this series was recorded on June 24, 2013 by Chris Bensch, Vice President of Collections and Chief Curator at The Strong. Topics include the chronology and highlights of Philip Orbanes’ career, influential people in the industry, his time at Parker Brothers, and more. Three segments comprise the video oral history, with a total run time of about 62 minutes. This is located on the internal network of The Strong.

- “Phil Orbanes 1, 6-24-2013,” MP4 video (00:29:50)
- “Phil Orbanes 2, 6-24-2013,” MP4 video (00:29:50)
- “Phil Orbanes 3, 6-24-2013,” MP4 video (00:02:14)