

## Finding Aid to the Sid Sackson Collection, 1867-2003

### Summary Information

**Title:** Sid Sackson collection

**Creator:** Sid Sackson (primary)

**ID:** 2016.sackson

**Date:** 1867-2003 (inclusive); 1960-1995 (bulk)

**Extent:** 36 linear feet

**Language:** The materials in this collection are primarily in English. There are some instances of additional languages, including German, French, Dutch, Italian, and Spanish; these are denoted in the Contents List section of this finding aid.

**Abstract:** The Sid Sackson collection is a compilation of diaries, correspondence, notes, game descriptions, and publications created or used by Sid Sackson during his lengthy career in the toy and game industry. The bulk of the materials are from between 1960 and 1995.

**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. Intellectual property rights to the donated materials are held by the Sackson heirs or assignees. Anyone who would like to develop and publish a game using the ideas found in the papers should contact Ms. Dale Friedman (624 Birch Avenue, River Vale, New Jersey, 07675) for permission.

**Custodial History:** The Strong received the Sid Sackson collection in three separate donations: the first (Object ID 106.604) from Dale Friedman, Sid Sackson's daughter, in May 2006; the second (Object ID 106.1637) from the Association of Game and Puzzle Collectors (AGPC) in August 2006; and the third (Object ID 115.2647) from Phil and Dale Friedman in October 2015. These donations were combined into one collection for the purposes of arrangement, description, and storage.

- The 2006 Friedman donation contained the bulk of the collection. It had been maintained by the Sackson family and was transferred in approximately twenty record-storage boxes. The donation came to the museum through arrangements with Herb Levy, president of Gamers Alliance, which had temporary custody of the materials.
- The 2006 AGPC donation was received by the museum in four record-storage boxes. According to Anne Williams, former AGPC archivist, the organization received the materials in 2003 from Sackson's widow, who gave his diaries specifically to AGPC along with materials in file folders. Correspondence appeared to be randomly selected for donation. The manuscript and related materials for Sackson's book *A Gamut of Games* were purchased at auction by Dan Blum and subsequently donated by him to the AGPC.

- The 2015 Friedman donation came directly to The Strong from Phil and Dale Friedman.

**Preferred citation for publication:** Sid Sackson collection, Brian Sutton-Smith Library and Archives of Play at The Strong

**Processed by:** Originally processed by Doris C. Sturzenberger and Carol Sandler, 2010, with minor additions and formatting revisions done by Julia Novakovic in December 2016.

## **Controlled Access Terms**

### **Personal Names**

- Bloomfield, Eamon
- Corn, Ronald
- DeKoven, Bernie, 1941-
- Dunnigan, James F. (Jim)
- Friedman, Dale
- Friedman, Phil
- Gardner, Martin, 1914-2010
- Haas, Walter Luc
- Hoolim, Haar
- Levy, Herb
- Orbanes, Philip E.
- Parker, Felicia
- Perel, Earl
- Randolph, Alex
- Reiss, Bob
- Riva, William
- Sackson, Bernice
- Sackson, Sid, 1920-2002
- Shortz, Will
- Soucie, Claude
- Turnbull, Don

### **Corporate Names**

- 3M Company
- Hasbro, Inc.
- I-S Unlimited, Inc.
- Mattel, Inc.
- Otto Maier Verlag
- Parker Brothers, Inc.
- Simulations Publications, Inc.

### **Uniform Titles**

- Games (Games Publications)
- Strategy and Tactics

### Subjects

- Board games--Collectors and collecting--United States
- Board games--Design and construction
- Board games--History
- Board games--Rules
- Card games--Collectors and collecting--United States
- Card games--Rules
- Puzzles
- Sackson, Sid, 1920-2002
- Word games

### Biographical Note

Sid Sackson was born in Chicago, Illinois, on February 4, 1920. He was fascinated by games from a very early age, with his mother buying him a new game every week. As a small child, he worked on improving the games he received. His first effort involved modifying his Uncle Wiggily game until it became a war game with soldiers and cannon. He found the Lotto game dull, so he turned it into a solitaire game of historical empires. During the 1930s Sackson's family moved from city to city (including Gary, Indiana, and Philadelphia) as his father searched for employment. The young boy spent many hours creating, modifying, and playing games alone or with his father. Young Sid also developed an interest in ballroom dancing and served as the editor of his high school newspaper.

In 1937, he entered City College of New York, from which he graduated magna cum laude with a Bachelor of Science degree in civil engineering. He became a professionally licensed civil engineer. Among other projects, he worked on the battleship *Missouri*, the aircraft carrier *Yorktown*, the Verrazano-Narrows Bridge, and the World Trade Center. He established his residence in the Bronx with his wife Bernice, whom he married in 1941, and eventually their son and daughter. The Sacksons did jigsaw puzzles together but quickly switched to board games. They developed a circle of friends who were also game fans, and many evenings were spent playing games. As Sackson developed his passion for creating games, his family and friends often play-tested his efforts. His first published game was *Poke*, a poker variation that he submitted to *Esquire* in 1946. A two-handed version of bridge, called *Slam*, was published in a syndicated bridge column in 1951. Although he invented scores of games, he did not sell any during this time.

In 1958, Sackson met a game inventor who was demonstrating his products in Gimbel's Department Store. The inventor introduced Sackson to his agent, who agreed to try to place some of Sackson's games with manufacturers. Milton Bradley finally agreed to buy Sackson's game *High Spirits* in 1962. To Sackson's disappointment, the firm changed the adult game into a mediocre children's game, *High Spirits with Calvin and the Colonel*, named after a television program. However, during that time he had modified his early solitaire game based on *Lotto* into a multi-player game that he called *Acquire*. He sold that game to 3M Company, which successfully published it and five other Sackson games in the 1960s and early 1970s. Sackson considered *Acquire* one of his best and most successful games.

During the 1960s, Sackson and his wife traveled to Europe several times, meeting game enthusiasts and purchasing items for Sackson's growing collection of board games and reference works on games. Sackson's collection of over 15,000 games eventually filled three rooms and the basement of his house, with games stacked from floor to ceiling. File cabinets contained reproductions and detailed descriptions of rules for thousands of games. He also kept daily work diaries, many meticulously indexed, of all his game-related activities, contacts, and ideas.

Sackson wrote *A Gamut of Games*, a collection of card, board, and party games that was published by Random House in 1969. The book contained games developed by Sackson and several of his friends, as well as a few classics. It also included an appendix of short reviews of "games in print." The book became popular among game enthusiasts, was reprinted in several editions over the next 15 years, and is considered a classic work. Patterns, a game of inductive logic that Sackson had created for *A Gamut of Games*, was featured in Martin Gardner's November 1969 column in *Scientific American* and appeared on the issue's cover. The column attracted considerable interest in the scientific community and garnered wide publicity for Sackson.

By 1970, Sackson was making more money from his games than from his engineering job. His need for flexibility to continue inventing games and writing game reviews for *Strategy & Tactics* magazine prompted him to quit the engineering field and devote all his time to his passion during the next 25 years. Sackson ultimately created over 500 games; about 50 were marketed. Among his most notable were *Acquire*, *Can't Stop*, *Sleuth*, *Focus (Domination)*, *Bazaar*, *Metropolis*, *Monad*, *Take Five*, and *Venture*. Foreign editions of his games were published, particularly in Germany where his games found a wide audience in the 1980s and 1990s. His games received several European awards. Some games have been reissued in special editions since his death. Sackson wrote game reviews for *Strategy & Tactics*, *Games* magazine, and the *Gamers Alliance Report*. Many of his games were published in *Games* issues, while Pantheon published five books of Sackson games and Prentice-Hall published a Sackson book, *Playing Cards Around the World*. He corresponded with professional game designers as well as amateurs who developed ideas for games and asked him for advice and critiques. Annual visits to the Toy Fair in New York City were opportunities to meet colleagues and to acquire more games and reference materials for his huge collections. By the mid-1990s Sackson's health was declining. His final years were spent in a nursing home, and he died on November 6, 2002. (His vast collection of games was auctioned off to game fans and collectors in 2002 and 2003.)

Sackson believed the inspiration for designing a game was simple: he just built on something he found interesting. He liked to play games because his brain felt good after a mental workout, and "it's fun to show how smart you are." He enjoyed the companionship involved in playing games, which was a key reason he didn't enjoy computer games: "there is no human face across the table." Sackson played games to win but didn't especially care if he won or lost, believing "it's only important that the game was interesting."

**Collection Scope and Content Note**

The Sid Sackson collection is essentially the complete professional archive of Sid Sackson. Materials in this collection include diaries, correspondence, game descriptions and rules, writings, publications, newspaper clippings, magazine clippings, and some photographs. This archival collection documents Sackson's life and activities as a game designer, collector, consultant, and author during the 1960s through the 1990s. (Magazines and trade catalogs from Sackson have been transferred to the library's holdings. Any published games or game prototypes that were donated to the museum with the Sackson material have been cataloged individually in the museum's Argus database and are housed in museum collections' storage.)

The Sid Sackson collection is arranged into four series, one of which has been further divided into subseries. The collection is housed in 48 archival document boxes.

**System of Arrangement**

Series I: Diaries, 1963-1997

Series II: Correspondence, 1951-2002

Series III: Game descriptions and rules, 1867-2003

Series IV: Writings and publications, 1913-2000

Subseries A: Books by Sid Sackson

Subseries B: Articles and miscellaneous items by and about Sid Sackson

Subseries C: Miscellaneous publications related to games

## Contents List

### Series I: Diaries, 1963-1997

**Scope and Content Note:** These “work diary” volumes encompass the years 1963-1997. Many of the diaries contain copious daily entries. From 1991 onward, there are progressively fewer entries in the diaries; the 1997 volume has no entries at all.

Diaries cover Sackson’s activities related to game design, development, and collecting, including ideas for games and the strategies involved in them; games he play-tested with family and friends; information about games he purchased and heard about; relevant books, magazines, periodicals, and articles he read and acquired; business activities with his agent and with game manufacturers; and trips taken to publicize his games and to look for games he wanted to collect.

Each bound volume is 5 inches wide and 8 inches high and contains 1 page per day. Indexes are located in the front and/or the back pages of many volumes. From 1963-1969 Sackson indexed each diary by the name of each game, book, and magazine/periodical referenced in his entries. For the 1970-1988 diaries, he indexed by the name of each person, game, book, and magazine/periodical referenced in his entries (with the exceptions of 1984 and 1986 where no indexes are included in the volumes). For 1989-1997, there are no indexes.

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Object 3	Diary, 1965
Object 4	Diary, 1966
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Object 6	Diary, 1968
Object 7	Diary, 1969
Object 8	Diary, 1970
Object 9	Diary, 1971
Object 10	Diary, 1972

#### Box 2

Object 1	Diary, 1973
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Object 4	Diary, 1976
Object 5	Diary, 1977
Object 6	Diary, 1978
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Object 8	Diary, 1980
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**Box 3**

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Object 3	Diary, 1985
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Object 6	Diary, 1988
Object 7	Diary, 1989
Object 8	Diary, 1990
Object 9	Diary, 1991
Object 10	Diary, 1992

**Box 4**

Object 1	Diary, 1993
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Object 3	Diary, 1995
Object 4	Diary, 1996
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**Series II: Correspondence, 1951-2002**

**Scope and Content Note:** This series contains correspondence to and from Sid Sackson, primarily during the years 1969-1995. Many of the letters concern Sackson's various books, articles, and game reviews published in *Strategy & Tactics* and in *Games*. He corresponded with other game designers and colleagues, describing and refining one another's games. Sackson's published writings resulted in letters from game fans who asked for information about their favorite games or described games they had developed. Many asked for feedback on their ideas. Sackson answered most of these letters, and the drafts of his replies are included in the related correspondence folders. He was meticulous about noting on each letter the date he received it. He also made notations reading "See [date]" on his letters, which are cross-references to entries in his diaries. (Letters to the family following Sackson's passing are also included here.) This series is arranged alphabetically by correspondent, then chronologically by date of correspondence.

Of particular interest in this series are the following correspondents:

- Dunnigan, James: game developer and editor of *Strategy & Tactics* magazine
- *Games/Game Publications, Inc.*: popular publication for which Sackson wrote a column on games; many of his own games were published in the column
- Gardner, Martin: mathematics and science writer specializing in recreational mathematics

- I-S Unlimited Inc.: agency that represented Sackson in the sales of his games to manufacturers; correspondence between Sackson and his agent, Felicia Parker, is included here
- Orbanes, Phil: game developer and author with whom Sackson collaborated on several games
- Random House/Pantheon Books: publisher of several of Sackson's books
- Simulations Publications Inc.: publisher of *Strategy & Tactics* magazine and of various strategy games
- *Strategy & Tactics*: magazine "of conflict simulation" for which Sackson wrote numerous game reviews
- 3M Company: publisher of several early Sackson games.

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**Series III: Game descriptions and rules, 1867-2003**

**Scope and Content Note:** This series contains manuscripts and published material describing games and the rules for playing them. All items are in English, unless otherwise indicated in brackets in the folder title.

Numerous manuscripts were written by Sid Sackson and consist of drafts and notes that show development of his games over time. There are also several sets of published rules for some of Sackson's published games. Some of the game descriptions in this series were transcribed by Sackson, but he was not the author/designer of the games. Many items in this series do not have an obvious author, publisher, and/or date of manuscript/published rules. Sackson usually noted on an item the date he received it, but this may not be the date the item was written or published. He also often made the notation "See [date]" on items, which are his cross-references to entries in his work diaries (Series I).

Game descriptions or rules that were sent to Sackson as attachments or enclosures to correspondence are filed in Series II: Correspondence with the letters they accompanied. Materials held in this series were previously separated from any correspondence or publications.

References in folder titles may indicate how Sackson game prototypes and several game prototypes by other designers are identified in the museum's holdings, per their Object ID numbers. (Many of the Sackson-originating prototypes in the museum's collection are unlabeled, undated, and/or incomplete. They are cross-referenced below only if they have game descriptions included in this series.)

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- Folder 74 Traveling Anagrams, Sid Sackson, manuscript, n.d.
- Folder 75 Traveling Salesmen, R. Wayne Schmittberger, manuscript, 1982
- Folder 76 Travelog, published by GreKer Games, Inc., 1985
- Folder 77 Traverse, published by Glacier Games Co., 1986
- Folder 78 Trax, David Smith, published by Excalibre Games Inc., 1981, 1984
- Folder 79 Treadmill, published by Cy Enterprises, 1975; transcribed by Sid Sackson, manuscript, 1979
- Folder 80 The Treasure at Pirate's Cove, published by PlayCare of the Hamptons, 1983
- Folder 81 Treasure House, Sid Sackson, manuscript, n.d.
- Folder 82 Treasure Hunt: A Computerized Television Game, Sid Sackson, manuscript, n.d.
- Folder 83 Treasures of the Mystic Plain [corresponds to game prototype Object ID 107.8316], Sid Sackson, manuscript, 1981
- Folder 84 Trekkers, published by World View, Inc., 1988
- Folder 85 Trekko, published by Budget Games Inc., 1977
- Folder 86 Tri-Bridge, published by Twinson Company, 1982
- Folder 87 Tri-Chess, published by Trigame Enterprises, Inc., 1984
- Folder 88 Tri-Dominoes, advertisement published in *Leisure*, April 1935
- Folder 89 TRI-PO, published, n.d. [in German and English]
- Folder 90 Tri-Virsity, published by Tri-Vir-Sales, 1988
- Folder 91 Triad, Thomas C. Abrahamsen, manuscript, n.d.
- Folder 92 Triad, Sid Sackson, published in *Games*, March 1986
- Folder 93 Triad, published by T & M Enterprises Inc., 1979
- Folder 94 Triad: The Triple Challenge Strategy Game, published by Game Concepts, 1986
- Folder 95 Triago-n, Steve Barkoczy, manuscript, n.d.

- Folder 96 Triangle Checkers, Sid Sackson, manuscript, n.d.  
Folder 97 Triangles, published by Kadon Enterprises, Inc., 1987  
Folder 98 Triangles Jr., published by Kadon Enterprises, Inc., 1987  
Folder 99 Tribond, published by Big Fun A Go Go, Inc., 1989  
Folder 100 Tributary: A Supplement to Source of the Nile, published by Discovery Games, 1979  
Folder 101 Tricky Threes, Sid Sackson, manuscript, 1973  
Folder 102 The Trilo Set; Troulette, published by Trilos, Ltd., n.d.  
Folder 103 Trimino, published, n.d.  
Folder 104 Trio, published 1919 [in Dutch]  
Folder 105 Trip 50, published by PAL Productions, Inc., 1983  
Folder 106 Trip: The Non-Chemical Mind Expander, manuscript, n.d.  
Folder 107 Triple Cross: A Fast, Thought-Provoking Game [corresponds to game prototype Object ID 107.8275], Sid Sackson, manuscript, n.d.  
Folder 108 Trireme: Greek Naval Warfare, E. P. Smith, published by Decalset, 1971  
Folder 109 Trivia, manuscript, 1974  
Folder 110 Le Troiker, published by DJECO-Éditions R. Laffont, 1970 [in French]  
Folder 111 Trojan Cross Checkers Game, published by Dry Ford Company, 1980  
Folder 112 Tromino Go, Sid Sackson, published in *Strategy & Tactics*, Sept.-Oct. 1969; manuscript, c. 1985  
Folder 113 Le Truc, published, n.d. [in French]  
Folder 114 Trump, Sid Sackson, manuscript, n.d.  
Folder 115 The Truth About Watergate: A Game of Interrogation, published, n.d.  
Folder 116 Tryce, published by 3M Company, 1968  
Folder 117 Tryopoly, published by Osobo Games & Toys, Inc., 1978

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- Folder 1 Tsuris, published by Originals Only Co., 1976  
Folder 2 Tubes, Sid Sackson, manuscript, n.d.  
Folder 3 Tug of Words, published by Letterguys, Inc., 1989  
Folder 4 Turnover, Haar Hoolim, manuscript, 1975  
Folder 5 Turtle Schooner, published by Caribbean Colour, Ltd., 1968  
Folder 6 Tutankhamun, George L. Nagle, published by Delta Four Co., 1979  
Folder 7 12er Stich, Ritter Kuniberts, published by Hexagames, 1987 [in German, English, and French]  
Folder 8 25 Mathematical Card Games, Alan Parr, published by the Augustus Smith School, c. 1980  
Folder 9 Twenty-Four, published by Suntex International, Inc., 1988  
Folder 10 Twenty Questions, published by University Games, 1987  
Folder 11 Twice As Hard [corresponds to game prototype Object ID 107.8126], Sid Sackson, manuscript, 1974, 1980  
Folder 12 Twist Tac Toe, published by Alsip & Co., 1988  
Folder 13 Two-Deck & Four-Deck Kard-Jong, Sid Sackson, manuscript, n.d.  
Folder 14 2-Way Checkers, published by Yippy Inc., 1971  
Folder 15 Type-Dom/Who Is Right?, published, n.d.  
Folder 16 UFO, published by The Avalon Hill Game Company, 1978

- Folder 17 U.S. Trading Game, Sid Sackson, manuscript, n.d.
- Folder 18 U.S.A. Trivia, published by Boynton Games, Inc., 1989
- Folder 19 USN, published by Simulations Publications Inc., 1971
- Folder 20 Ugly Cubes; Gambler's Cure, manuscript, n.d.
- Folder 21 The Ultimate Game, Edward J. Kopp, published by Ideal Ideas Co., 1984
- Folder 22 Ultimatum: The Ultimate Military Strategy Game, published by Bates Games Inc., 1985
- Folder 23 Ultragammon, published by Ultragammon, Inc., 1983
- Folder 24 Unnamed Game, Robert Abbott, manuscript, n.d.
- Folder 25 UNO Rummy-Up, published by International Games, Inc., 1993
- Folder 26 UNO Wild Tiles, published by International Games, Inc., 1982
- Folder 27 Up the Creek, published by Waddingtons House of Games, 1977
- Folder 28 Up the Organization [corresponds to game prototype Object ID 107.1659], Sid Sackson, manuscript, 1972
- Folder 29 Up to the Nines, Howard Jenkins, manuscript, 1975
- Folder 30 Upper Hand: Grand Slam Word Game (Scrabble Brand), published by Selchow & Righter Company, 1981
- Folder 31 Ups 'n Downs [corresponds to game prototype Object ID 107.8123], Sid Sackson, manuscript, n.d.
- Folder 32 Upstage [corresponds to game prototype Object ID 107.1658], Claude Soucie, manuscript, n.d.
- Folder 33 Upthrust, Sid Sackson, manuscript, 1995
- Folder 34 Urban Renewal, manuscript, n.d.
- Folder 35 Utilities, Sid Sackson, manuscript, n.d.
- Folder 36 VWLS Craze: The Word-Building Game, published by CRAZE Productions, 1983
- Folder 37 Va au Bain, published by Comano, 1970 [in French]
- Folder 38 Vacation: The Game of Hotels, Sid Sackson, manuscript, n.d.
- Folder 39 Values: The Money Management Game, Florence Barnard, published by Milton Bradley Company, 1931
- Folder 40 Vari Trivial, published by JJD Games Unlimited, 1986
- Folder 41 Vector, manuscript, n.d.
- Folder 42 Vegas 13, Phil Orbanes, manuscript, c. 1972
- Folder 43 Venice Connection, Alex Randolph, published by Venice Connection, 1995
- Folder 44 Venture, published by 3M Company, 1969, 1970
- Folder 45 The Verbal Game, published by Adult Leisure Products Corporation, 1968
- Folder 46 Versailles, manuscript, n.d.
- Folder 47 Very Cross Words, Sid Sackson, manuscript, 1983
- Folder 48 Viaduct, published by Otto Maier Verlag Ravensburg, 1975
- Folder 49 Victorian Parlor Games (French and English, Tit-Tat-Toe, Coronet), Patrick Beaver, published, n.d.
- Folder 50 Victory Over Communism, William H. Honan, published in "Teaching the Kiddies to Beat the Commies, *The Village Voice*, March 25, 1965
- Folder 51 Viewline: A View-Master Game, Sid Sackson, manuscript, 1972
- Folder 52 Viva Fidel: Solitaire Wargame, published by Robert Mansfield Company, 1983
- Folder 53 Viva Zapata: Solitaire Wargame, published by Robert Mansfield Company, 1983

- Folder 54 Vive les Vacances, published by Edmond Dujardin, 1970 [in French]  
Folder 55 Vivid: Lucky Word Game, Joseph I. Clark, manuscript, n.d.  
Folder 56 Void: The Directional Game/Puzzle System, Michael Waitsman, published by Kadon Enterprises, Inc., 1982  
Folder 57 Volé, published by Random Games, Inc., 1980  
Folder 58 Votum-Opinion, manuscript, translated, 1988  
Folder 59 Voyage to the Stars, published by Star Quest, Inc., 1985  
Folder 60 WRDS, published by Dynatoys, Inc., 1981  
Folder 61 Wtht Vwls, Sid Sackson, published, n.d.  
Folder 62 Wabanti, manuscript, n.d.  
Folder 63 Wabbit Wampage, Mark D. Acres, published by Pacesetter, Ltd., 1985  
Folder 64 Wall Street, published by Thomas Games, 1986  
Folder 65 The Wall Street Game, published by American Games Incorporated, 1986  
Folder 66 Wall Street Games: Interactive Toll-Free Investment Games, published by Wall Street Games, Inc., n.d.  
Folder 67 Wallop Christopher E.K. Clark, published, 1984  
Folder 68 Walstrete: The Fantabulous Stock Market Game, published by Feature Games, 1962  
Folder 69 Wan Choy, Sid Sackson, manuscript, n.d.  
Folder 70 War and Peace [corresponds to game prototype Object ID 107.1657], Sid Sackson, manuscript, 1972  
Folder 71 War Game/Kriegspiel Junior, published by Parker Brothers Inc., 1915  
Folder 72 Warlocks & Warriors, Gardner Fox, published by TSR Games, 1977  
Folder 73 Warlords: China in Disarray, 1916-1950, Dave O'Connor, et al., published by Panther Games, Australia, 1986  
Folder 74 Warri, Knox-O'Neil, published by Boneil Products Co., n.d.  
Folder 75 Wealth, published by Wealth Unlimited, 1936  
Folder 76 The Web, published by The Web Game, 1964  
Folder 77 Weekend in Vegas, published by Athol-Research Co., 1976  
Folder 78 What a Life, Sid Sackson, manuscript, n.d.  
Folder 79 What's It Worth to You? [corresponds to game prototype Object ID 107.8183], Sid Sackson, manuscript, c. 1985  
Folder 80 What's That on My Head?, published by Games Research Inc., 1963  
Folder 81 Wheeler-Dealer, published by Michael Glenn Productions, 1980  
Folder 82 Where on Earth, published by Octogo Games Limited, 1987  
Folder 83 Where To? Ronald M. Corn, manuscript, 1985  
Folder 84 Whirling Words, Sid Sackson, manuscript, n.d.  
Folder 85 White House Shuffle, Greg Ridgeway, manuscript, 1980  
Folder 86 Why Not?, Herman E. Erikson, published by Our Game Co., 1991

**Box 40**

- Folder 1 Wicca: The Magic Wars, published by T.I.I./WICCA, 1982-1983  
Folder 2 Wild Life, published by E. S. Lowe Company, Inc., 1967  
Folder 3 Wild Wits, published by Teegee Toys, 1984  
Folder 4 Wild Wood Pile: A Puzzle [corresponds to game prototype Object ID 107.8224], Sid Sackson, manuscript, 1971

- Folder 5 Wildcat, Sid Sackson, manuscript, 1973
- Folder 6 Wildcatter: The Authentic Oil & Gas Exploration Game, published by J C Productions, 1981
- Folder 7 Wildebeest Chess, R. Wayne Schmittberger, manuscript, 1987
- Folder 8 Williamboards, published by R & S Graphics, 1986
- Folder 9 Wimi, David S. Shapiro, manuscript, 1983
- Folder 10 Win It Your Way [corresponds to game prototype Object ID 107.8315], Sid Sackson, incomplete manuscript, n.d.
- Folder 11 Win, Lose or Draw Junior, published by Milton Bradley Company, 1988
- Folder 12 Windfall, Sid Sackson and Phil Orbanes, manuscript, 1973
- Folder 13 Windigo, published by R W Associates, 1968
- Folder 14 Window Pains [corresponds to game prototype Object ID 107.8249], Sid Sackson, manuscript, n.d.
- Folder 15 The Wine Game, Sheila Hoffman, published by Wine Diversions, Ltd., 1978
- Folder 16 Winflation, published by Zany Eights Productions, Inc., 1977
- Folder 17 Winit, published by Andrews Games Inc., 1972
- Folder 18 Winkeladvokat/L'Avocat du Diable/Azzeccagarbugli, published, n.d. [in German, French, and Italian]
- Folder 19 The Winning Ticket [corresponds to game prototype Object IDs 107.1452, 107.1453, 107.1454, 107.1476, 107.1654, 107.8117, 107.8197], Sid Sackson, manuscript, c. 1975, 1990-1991
- Folder 20 Winning Words, published by Peter Funk, Inc., 1986
- Folder 21 Wir Fahren Gegen Engeland, published, n.d. [in German]
- Folder 22 Wiretap [corresponds to game prototype Object ID 107.864], Sid Sackson, manuscript, c. 1974
- Folder 23 Witt and Wisdom, published by Laff-A-Lott Inc., 1986
- Folder 24 Wiz War, published by Jolly Games, 1985
- Folder 25 Wizards & Heroes, Arnold Hendrick, published by Heritage USA, 1980
- Folder 26 Wohnproject 88, manuscript, n.d.
- Folder 27 Woman & Man: A Game of Confrontation, Carol Tavris and John B. Wexo, published in *Psychology Today*, July 1971
- Folder 28 Woo, manuscript, n.d.
- Folder 29 Word Chess, James R. Adams, manuscript, n.d.
- Folder 30 Word for Word, Ronnie Corn, transcribed by Sid Sackson, manuscript, 1990
- Folder 31 Word for Word: The Ultimate Word Strategy Board Game, published by Spellcraft Corporation, 1987
- Folder 32 Word Hunt: The Original Word Game in a Maze, Robert D. Marks, published by Marks & Co., 1973
- Folder 33 Word Round-Up, Ronald Corn, manuscript, 1977, 1987
- Folder 34 Word War, manuscript, n.d.
- Folder 35 Word Wars, Tim Swaha, published, 1982-1983
- Folder 36 Wordmaster, published by K & K Enterprises, 1984
- Folder 37 Wordo's, Design Associates, published by Or Da Industries Ltd., n.d.
- Folder 38 Words for the Wise, Phil Orbanes, manuscript, c. 1972
- Folder 39 Words Times Three, Sid Sackson, manuscript, 1974
- Folder 40 Wordsearch, published by Waddington Games Ltd., 1986



- Folder 41 The World According to Ubi, published, n.d.
- Folder 42 World Affairs: A Game of Strategy, Money and People, published by Kolojay Games, Inc., 1987
- Folder 43 World Conquest, published by Dunning, Ltd., 1987
- Folder 44 World Power, Emerson Treacy and Bruce McCormick, published by Lillian Albertson, 1938
- Folder 45 World Trade, Phil Orbanes, manuscript, n.d.
- Folder 46 Worldmaster, J. A. Leslie, published by R. and H. Trading Ltd., 1984
- Folder 47 The Worlds of Boris Vallejo, Todd Johnson, published by Mayfair Games, 1984
- Folder 48 The Worm Turns, Sid Sackson, manuscript, n.d.
- Folder 49 Worm Wrestle, published by Parker Brothers, 1976
- Folder 50 Wunderwatschler, Dirk Hanneforth, published by Edition Perlhuhn, 1981 [in German]
- Folder 51 Wykersham, published by In2 Games, 1981, and by Alsip & Company, 1988
- Folder 52 X-mas Shopping, Sid Sackson, manuscript, n.d.
- Folder 53 XANDO/XandO, Sid Sackson, manuscript, n.d.; published in *Games*, March/April 1979
- Folder 54 Yahtzee, published by E. S. Lowe Company, Inc., 1967
- Folder 55 YARI, Salem Heyari, published by Dallah Heyari Co., 1989
- Folder 56 You Just Became a Millionaire, published by The Marketing Resources Group, Inc., 1991
- Folder 57 Zap!, Roger Price, published by Random House, c. 1968
- Folder 58 Zaxxon, Sega Enterprises, Inc., published in *The Official How to Win at Zaxxon*, Pocket Books, 1982
- Folder 59 Zec-Hi, Rael Cowan, manuscript, 1971
- Folder 60 Zig-Zag, published by Parker Brothers, Inc., 1932
- Folder 61 Zigzag, Stuart Anstis, published in *Games & Puzzles*, April 1978
- Folder 62 ZigZag (Interplay), Joel D. Gaines, manuscript, n.d.
- Folder 63 ZINTAR, published by Laskey Distribution, n.d.
- Folder 64 Zioncheck; Michigan, Zioncheck: Ruth Armson, published, 1940; Michigan: Boodle, published, n.d.
- Folder 65 Zoll, published by Milton Bradley GmbH, 1982 [in German]
- Folder 66 Zoom, published by Whitman Publishing Co., 1941
- Folder 67 Zoop, manuscript, n.d.
- Folder 68 Incomplete items, manuscripts and published; 1978-1995 and n.d.
- Folder 69 Sid Sackson games estate auction news clippings, 2002-2003

**Series III: Writings and publications, 1913-2000****Subseries A: Books by Sid Sackson**

**Scope and Content Note:** This subseries holds materials related to the writing and publication of seven books by Sid Sackson. Included are handwritten drafts, typescripts, research notes, edited drafts, and galley proofs. Two of the published books have been transferred to the Library's holdings.

The researcher should note that correspondence related to the writing and publication of these books (for example, letters between Sackson and the staffs of the publishing houses) can be found in the Correspondence series in the applicable folders.

Publications covered here include: *A Gamut of Games* (Castle Books/Random House, 1969; Random House, 1982), *Beyond Tic Tac Toe* (Random House/Pantheon, 1975), *Beyond Solitaire* (Random House/Pantheon, 1976), *Beyond Competition* (Random House/Pantheon, 1977), *Beyond Words* (Random House/Pantheon, 1977), *Calculate!* (Random House/Pantheon, 1979), and *Playing Cards Around the World* (Prentice-Hall, 1981).

**Box 41**

- Folder 1 *A Gamut of Games* - form letter examples to game publishers and copyright holders, 1969
- Folder 2 *A Gamut of Games* - manuscript notecards, n.d. [c. 1960s]
- Folder 3 *A Gamut of Games* - manuscript, n.d. [c. 1960s]
- Folder 4 *A Gamut of Games* ["Games--New--Old--But Different"] - typescript, n.d. [c. 1960s]
- Folder 5 *A Gamut of Games* - page signatures, dust jacket, 1969
- Folder 6 *A Gamut of Games* - manuscript notecards, 2nd ed., n.d. [c. 1982]
- Folder 7 *A Gamut of Games* - manuscript notecards, 2nd ed., n.d. [c. 1982]

**Box 42**

- Folder 1 *Beyond Tic Tac Toe* ["The Art of Games"] - manuscript, 1974-1975
- Folder 2 *Beyond Tic Tac Toe* ["The Art of Games"] - typescript, n.d. [c. 1974-1975]
- Folder 3 *Beyond Tic Tac Toe* - "Arp" section notes, 1974
- Folder 4 *Beyond Tic Tac Toe* - "Delaunay" section notes, 1975
- Folder 5 *Beyond Tic Tac Toe* - "Klee" section notes, 1974
- Folder 6 *Beyond Tic Tac Toe* - "Miró" section notes, 1974
- Folder 7 *Beyond Tic Tac Toe* - "Mondrian" section notes, 1974
- Folder 8 *Beyond Tic Tac Toe* - "Springer" section notes, 1974
- Folder 9 *Beyond Tic Tac Toe* - "Vasarely" section notes, 1974-1975
- Folder 10 *Beyond Solitaire* - "Introduction" section notes, 1976
- Folder 11 *Beyond Solitaire* - "Buried Treasure" section notes, 1976
- Folder 12 *Beyond Solitaire* - "Four Color" section notes, 1975-1976
- Folder 13 *Beyond Solitaire* - "Mountains and Valleys" section notes, 1976
- Folder 14 *Beyond Solitaire* - "No Way" section notes, 1972-1974
- Folder 15 *Beyond Solitaire* - "Pinball" section notes, 1976

- Folder 16 *Beyond Solitaire* - "Profit and Loss" section notes, 1972-1976 [corresponds to game prototype Object IDs 107.1678, 107.8108]
- Folder 17 *Beyond Solitaire* - galley proof, 1976
- Folder 18 *Beyond Solitaire* - cover, 1976
- Folder 19 *Beyond Competition* - "Introduction" section notes, 1977
- Folder 20 *Beyond Competition* - "Peace Conference" section notes, 1976-1977
- Folder 21 *Beyond Competition* - "Rescue" section notes, 1977
- Folder 22 *Beyond Competition* - "Resources" section notes, 1976-1977
- Folder 23 *Beyond Competition* - "Round 'n' Round" section notes, 1976-1977
- Folder 24 *Beyond Competition* - "Search" section notes, 1976-1977
- Folder 25 *Beyond Competition* - "Space Exploration" section notes, 1977
- Folder 26 *Beyond Competition* - typescript, 1977
- Folder 27 *Beyond Words* - "Carroll" section notes, n.d.
- Folder 28 *Beyond Words* - "Dickens" section notes, 1975-1976
- Folder 29 *Beyond Words* - "Joyce" section notes, 1976
- Folder 30 *Beyond Words* - "O. Henry" section notes, 1975-1976
- Folder 31 *Beyond Words* - "Poe" section notes, 1976
- Folder 32 *Beyond Words* - "Tolstoy" section notes, 1976
- Folder 33 *Beyond Words* - final draft, 1976
- Folder 34 *Beyond Words* - typescript, 1976
- Folder 35 *Beyond Words* - galley proof photocopies, 1976
- Folder 36 *Beyond Words* - illustrations, 1976
- Folder 37 *Calculate!* - "Introduction" section notes, 1979
- Folder 38 *Calculate!* - "Away Across" section notes, 1979
- Folder 39 *Calculate!* - "High Finance" section notes, 1979
- Folder 40 *Calculate!* - "Invasion" section notes, 1979
- Folder 41 *Calculate!* - "Run for President" section notes, 1978-1979
- Folder 42 *Calculate!* - "Target Number" section notes, 1979
- Folder 43 *Calculate!* - "Travels" section notes, 1978-1979

**Box 43**

- Folder 1 *Beyond Tic Tac Toe* - camera copy for illustrations, n.d. [c. 1975]
- Folder 2 *Calculate!* - camera copy for illustrations, n.d. [c. 1979]

**Box 44**

- Folder 1 *Playing Cards Around the World* - manuscript, 1981
- Folder 2 *Playing Cards Around the World* - miscellaneous notes, 1980-1981
- Folder 3 *Playing Cards Around the World* - typescript [Part 1 of 2], n.d. [c. 1981]
- Folder 4 *Playing Cards Around the World* - typescript [Part 2 of 2], n.d. [c. 1981]
- Folder 5 *Playing Cards Around the World* - galley proofs, 1981
- Folder 6 *Playing Cards Around the World* - diagrams, n.d. [c. 1981]

**Subseries B: Articles and miscellaneous items by and about Sid Sackson**

**Scope and Content Note:** This subseries contains articles and miscellaneous items by and about Sid Sackson, excluding his books. A small set of early personal papers includes materials from his junior and senior high school years. There are also several published and manuscript biographical/autobiographical items that include information on his published games.

Two large folders contain numerous handwritten game reviews by Sackson for *Strategy & Tactics* magazine in the early 1970s, while another folder holds a few game reviews printed in that journal. Handwritten game reviews by Sackson for the periodicals *Games* and *Gamers Alliance Report* are also within this subseries.

**Box 45**

- Folder 1 Junior and senior high school academic papers, including diplomas, grade reports, and writings in school publications, 1933-1937
- Folder 2 Senior yearbook, Morris High School, 1937
- Folder 3 Miscellaneous manuscript and published biographical/autobiographical material, c. 1970s-1997
- Folder 4 Award certificates: 1990, AIGA (American Institute of Graphic Arts) Book Show, Certificate of Excellence; 1996, for contribution to premier issue of *The Games Annual*
- Folder 5 Manuscript game reviews for *Strategy & Tactics*, #18 through #42, n.d. [c. 1969-1974]
- Folder 6 Manuscript game reviews for *Strategy & Tactics*, #43 through #88, n.d. [c. 1974-1981]
- Folder 7 Published game reviews published in *Strategy & Tactics*, 1970-1973
- Folder 8 Manuscript game reviews for *Games* and *Gamers Alliance Report*, 1978-1997
- Folder 9 Miscellaneous manuscript notes and lists, c. 1970s-1997 and n.d.

**Box 46**

- Folder 1 Sid Sackson's license to practice professional engineering in the State of New York, granted by the University of the State of New York, July 3, 1948
- Folder 2 Oversized Sid Sackson photographs (2), n.d.
- Folder 3 20 abstract drawings, various sizes, containing colored marker and pencil [some marked "Saxon"], n.d. [c. 1970s]
- Folder 4 Cardboard sign, "We invite you to play a new Sidney Sackson game," n.d.
- Object 1 Videotape: "Meet the Inventors: The Minds Behind the Games," interview with Sid Sackson, Western Junior High School, Greenwich, CT, 1986

**Box 47**

- Object 1 Award, 1987, Der Goldene Pöppel
- Object 2 Award, 1997, T.I.R.K.I. (Toy Industry Recognition of Key Individual) [in 3 pieces]
- Object 3 Award, 1997, AGCA Abbot Award Winner for Lifetime Achievement in the Game Industry
- Object 4 Award, 1997, American Game Collectors Association, presented to Sid Sackson
- Object 5 Award, 2000, Toy Fair, Hasbro [for Sid Sackson's game Acquire]

Object 6 “License plate” with the word FOCUS in attached letters, n.d.

**Subseries C: Miscellaneous publications related to games**

**Scope and Content Note:** This subseries houses a miscellaneous group of materials concerning games. Most of the material dates from the 1960s-1990s. It appears that most of the items were sent to Sackson from various sources. Included are clipped magazine and newspaper articles on games; published ads for games; and several research studies/white papers related to gaming and computers. (Trade catalogs and magazines from Sackson have been transferred to library holdings.)

**Box 48**

- Folder 1 Miscellaneous magazine articles on games, 1942-1983
- Folder 2 Miscellaneous magazine articles on games, 1984-1993 and n.d.
- Folder 3 *Playthings* newsletter/news, 1975
- Folder 4 Miscellaneous newspaper articles on games, 1959-1982
- Folder 5 Miscellaneous newspaper articles on games, 1983-1996
- Folder 6 Magazine articles on games by Walter Luc Haas, 1977-1983 [in German]
- Folder 7 Miscellaneous game advertisements from newspapers and magazines, 1978-1992
- Folder 8 A.J. Wood Research Corporation, “Toy Buying in the United States: A One-Year Study; Part I—Summary of Findings,” prepared for Toy Manufacturers of the U.S.A., Inc., November, 1965
- Folder 9 Bitzer, D. L., “Some Pedagogical and Engineering Design Aspects of Computer-Based Education,” Computer-Based Education Laboratory, University of Illinois, n.d.
- Folder 10 Bitzer, Donald L., et al., “The Uses of PLATO: A Computer Controlled Teaching System,” *AudioVisual Instruction*, January 1966
- Folder 11 “The Delphi Exploration: Instructions and Sample of Example Responses,” July 10, 1968
- Folder 12 Mood, A. M. and R. D. Specht, “Gaming as a Technique of Analysis,” Santa Monica, CA: The Rand Corporation, October 19, 1954
- Folder 13 Osgood, Charles E. and Stuart Umpleby, “A Computer-Based System for Exploration of Possible Futures for Mankind 2000: A Progress Report,” Urbana, IL: University of Illinois, August 1967

**Revision Note:** This finding aid was revised in April 2013 to ensure consistency in terminology and formatting across finding aids. In December 2016, additional revisions were completed on this finding aid to include the third accession of materials and reformatting of box/folder numbers and note fields. The resource identifier was updated to 2016.sackson.