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.

**Revision Note:** The original 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 lot of materials, along with reformatting of box/folder numbers and note fields. The resource identifier was updated to 2016.sackson. Additional revisions and clarifications were added by Nicole Pease while working on the NHPRC grant-funded project *The Gamut of Games: Creating The Sid Sackson Research Portal* in 2020.

**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
“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.

Related Materials
Relevant information about Sid Sackson’s agent can be found in the Alice C. Nichols papers at Kansas State University.

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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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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**Box 9**

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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 2  AHA: A Game of Patterns, published, n.d.
Folder 3  Á la Carte, manuscript, n.d.
Folder 5  A-Maze-Ment, Nogah Miron, published by Or Da Industries Ltd., 1975
Folder 6  Abilene, manuscript, n.d.
Folder 7  Above and Beyond [corresponds to game prototype Object ID 107.8228], Sid Sackson, manuscript, n.d.
Folder 8  Aboyne, Paul Sijben, 11/2/1996
Folder 9  Abstraction (Diplomacy Variant), Fred C. Davis Jr., published by Don Turnbull, 1973
Folder 10  Abstracts, M. Agrelius, published by The Incredible Game Company, 1988
Folder 11  Abyss, Paul Creelman, published by Flying Buffalo Inc., 1980
Folder 12  Abyssinian Alquerque; The Jungle Game, Wilfred H. Shepherd, manuscript, n.d.
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Folder 14  Acquire, Sid Sackson, manuscript, n.d.
Folder 15  Acquire ‘97, Sid Sackson, published by Schmidt-Spiele, 1997
Folder 16  Across [corresponds to game prototype Object IDs 107.1370, 107.8212], Sid Sackson, manuscript, 1992
Folder 17  Across the Continent: The United States Game, published by Parker Brothers, Inc., n.d.
Folder 18  Action! Five Fast-Moving Strategy Games (Escape, Scheme, Encircle, Control, Chain Reaction), [corresponds to game prototype Object IDs 107.1458, 107.8266], Phil Orbanes, manuscript, n.d.
Folder 19  Ad Liners, published by Pressman Toy Corp., n.d.
Folder 20  The Add-A-Letter Game, Sid Sackson, manuscript, 1972
Folder 21  Addique, Anthony Page, published by Quality Games Ltd., n.d. [in English, French, and German]
Folder 22  Admirals: The Naval Strategy Game, published by Merchandisers Incorporated, 1939
Folder 23  Aera, published by Innovative Solutions/New Dimensions, 1986
Folder 24  Affenbande, manuscript, n.d.
Folder 25  Agvato, published by ASS, n.d. [in German]
Folder 26  Air Battle, Sid Sackson, manuscript, n.d.
Folder 27  Air Power-Strike, Glenn Q. Ripley, Jr., manuscript, 1965
Folder 28  Alf’s Baseball [corresponds to game prototype Object IDs 107.1448, 107.1449], Sid Sackson, manuscript, n.d.
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Folder 32  Alien Space, published by Lou Zocchi, 1973
Folder 33  All For One [corresponds to game prototype Object ID 107.8253], Sid Sackson, manuscript, 1987
Folder 34  All Together Now, Sid Sackson, manuscript, 1982
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Folder 36  The AMAZEing Labyrinth, published by Otto Maier Verlag Ravensburg, 1987
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Folder 38  America’s Game Book (excerpts), Paul Cardwell, Jr., manuscript transcriptions, n.d.
Folder 40  Amnesia, published by The Game Works, Inc., 1989
Folder 41  Anago, Father Daniel (Scully) and Brother Carl, manuscript, 1969
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Folder 43  Andy Capp Card Game/Willi Wacker, Dan Glimne, published by BRIO AB, 1986
Folder 44  Angel Chess, Louis P. d’Autremont, published, 1933
Folder 45  Annex, transcribed by Sid Sackson, published by Sterling Games Inc., 1986
Folder 46  Another [corresponds to game prototype Object ID 107.888], Sid Sackson, manuscript, 1994
Folder 48  Antipalos, Martin Collier, published, 1982
Folder 49  Apollo Moon Flight, Riley M. Jones, published by Jones Publishing Company, 1969
Folder 50  Appreciation, Lewis Schonfeld, manuscript, n.d.
Folder 51  Arche de Noé, published by Méga-Jeux, n.d. [in French]
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Folder 53  Archon, Paul Reiche III, published by Electronic Arts, 1983
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Folder 56  Das Ärgerspiel, Tom Werneck and Klaus Palme, published by Wilhelm Heyne Verlag, 1975 [in German]
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Folder 8  Bakto: An Ancient Game of Strategy, Khan and Hossain, published by Bagicha Games Inc., 1984
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<td>Big Funeral, Claude Soucie, published by Kookie Games, 1964</td>
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<td>Fight for the Sky, published by Emithill Ltd., 1982</td>
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<td>61</td>
<td>Fingerprint Expert; Fingerprints, published by The Toler Company, 1969</td>
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<td>62</td>
<td>First Essen 96 Impressions, Emanuel Soeding, 11/2/1996</td>
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<td>Fish-Fish, Yasushi Matsumoto, manuscript, 1970</td>
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<td>87</td>
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<td>Fortress, Templeman and Patty Denbrook, published by Strategic Simulations, Inc., 1983</td>
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<td>Forty-Two, published by Parker Brothers, Inc., 1930</td>
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Folder 2  Free For All [corresponds to game prototype Object ID 107.8093, 114.6240], Sid Sackson, manuscript, 1976
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<td>Hail to the Chief: The Presidential Election Game, James J. Corbett, published by Aristoplay, Ltd. 1988</td>
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<td>Hans Dampf (Johnny Steam or Jack of All Trades), Reinhold Wittig, translated by Eamon Bloomfield, manuscript, n.d.</td>
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<td>Hendrik Van Loon’s Wideworld Game, Hendrik Willem Van Loon, published by Parker Brothers, Inc., 1933</td>
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<td>High Command, Howard D. Williams, published by Coleman, Kerns and Williams Co., 1942</td>
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<td>High Finance/Gold, Jac Friedgut, manuscript, 1971</td>
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<td>High Hand, published by Milton Bradley Co., 1984</td>
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<td>Hostage, published by Tabby Toys, Inc., 1985</td>
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<td>A House Divided: The American Civil War, 1861-1865, Frank Chadwick, published, n.d.</td>
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<td>Folder 55</td>
<td>How to be a Complete Bastard, published by Paul Lamond Games Ltd., 1987</td>
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<td>Folder 56</td>
<td>How to be a Complete Bitch, published by Paul Lamond Games, 1988</td>
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<td>Huggermugger, Diana Carlston, published, 1989</td>
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<td>Hugh Brown Games (Outpost, Star Track, Lejou, Shooting Stars, Quanta, Treacherous Triangles, Amoeba), Hugh Brown, manuscript, 1978-1979</td>
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<td>Hungarian Rings, published, 1982</td>
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<td>The Hunt for Red October, Douglas Niles, published by United States Naval Institute/TSR, Inc., 1988</td>
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<td>Hurricane: The Weather Game of Competition and Control, published by Coldicutt Games, c. 1981</td>
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<td>Hypercheckers and Hyperchess, William D. Groman, manuscript, 1968</td>
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<td>Hyypereconomic Diplomacy game description, c. 1973</td>
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<td>ICO, published by The Future Players, Inc., 1982</td>
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<td>Folder 66</td>
<td>I Bet I Know, Jane Sedlmayr and Cordelia Menges, published by Gavin Brackenridge &amp; Co., Inc., 1987</td>
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<td>I Think You Think I Think, published by M. Boggs &amp; Company, 1988</td>
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<td>Illuminati; Illuminati Expansion Set 3, Steve Jackson, published, 1982; Steve Jackson and Allen Varney, published by Steve Jackson Games, 1985</td>
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<td>Impulse, Sid Sackson, manuscript, 1973</td>
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<td>Imuri, published by Rhön-Plastik Schipper KG, n.d. [in German]</td>
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<td>The In Game, published by Meant To Be Ltd., 1988</td>
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Folder 76  In Other Words… The Original Game of Paraphrases, published by Spokadena Enterprises, Inc., 1988
Folder 77  In the Money, published by DC Gardner Group PLC and Games for Pleasure Ltd, 1989
Folder 79  Indian Chess, transcription and comments by Sid Sackson, manuscript, n.d.
Folder 80  Indochine-2000, Joli Kansil, published by Xanadu Leisure, Ltd., 2000
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Folder 85  Infinity [corresponds to game prototype Object IDs 107.1432, 107.8265], Phil Orbanes and Sid Sackson, manuscript, 1974-1975
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Folder 94  The International Gaming Hour, manuscript, n.d.
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Folder 2  Isola, published by Otto Maier Verlag Ravensburg, 1972
Folder 3  Isolation: A Game on a Graph, R. D. Ringeisen, published in Mathematics Magazine, May-June 1974
Folder 4  Italian Game Book (excerpts), published, n.d. [in Italian]; translator unknown [Sid Sackson’s father?], manuscript, 1973
Folder 6  Jack-in-the-Box!, Alan M. Newman and Creative Dynamics Inc., manuscript, 1976
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Folder 10  James Clavell’s Shogun Card Game, published by Shipp’s, Ltd., 1983
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Folder 22  Jolly Roger, published, n.d. [in English and German]
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Folder 26  Jump, Sid Sackson?, manuscript, n.d.
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Folder 29  Jungle, R. Ross, published?, n.d.
Folder 30  Jungle Race: A View-Master Game [corresponds to game prototype Object IDs 107.8099, 107.8100], Sid Sackson, manuscript, 1972-1973
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Folder 32  Just Two Colors, Haar Hoolim, manuscript, 1977
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<td>KA-NEXUS, published by Panchent Enterprises, 1985</td>
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<td>Kaleidoscope, Ronald Corn, transcribed by Sid Sackson, manuscript, 1983</td>
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<td>Kalide, Tom Braunlich and Rollie Tesh, manuscript, n.d.</td>
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<td>Karachi (“Jati”), Keith Havens, manuscript, n.d.</td>
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<td>Karma, Todd Heimarck, published in <em>COMPUTE! Atari ST Disk &amp; Magazine</em>, April 1988</td>
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<td>Karriere Poker-Career Poker, manuscript, n.d.</td>
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<td>KÁRTYA-KÉZIKÖNYV, published, n.d. [in Polish?]; translator unknown [Sid Sackson’s father?], manuscript, c. 1970</td>
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<td>Kassle, draft copy, DMR Games, 1985</td>
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<td>Keel-Boat!, Norval B. Strachan, manuscript, n.d.</td>
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<td>The Keep, James D. Griffin, published by Mayfair Games Inc., 1983</td>
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<td>Keep Quiet Reword, published by Kopptronix Co., 1981</td>
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<td>Ken Rand Game, Ken Rand, transcribed by Sid Sackson, manuscript, 1979</td>
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<td>Kensington, Brian Taylor and Peter Forbes, published by Forbes-Taylor, 1979</td>
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<td>Kettenwetten, Hajo Bücken, published by Arbeits Stelle, 1985 [in German]</td>
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<td>Khaos, published by Frehart Games, Inc., 1980</td>
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<td>King Chip, published by XYLYX Computer Entertainment Limited, 1985</td>
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<td>King of the Castle, Memo, published by Or Da Industries Ltd., 1975</td>
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<td>King of the Hill, Sid Sackson, manuscript, 1974, 1976</td>
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<td>Kingmaker, Andrew McNeil, published by Philmar Limited, 1974</td>
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<td>Kleen-Up, M. J. Friedman, published by Anglo-American Game Co., 1941</td>
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<td>Knights and Vassals, manuscript, n.d.</td>
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<td>Knights of the Cross, published in <em>The Youth’s Companion</em>, February 13, 1919</td>
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<td>Der Knobelsteller, Dr. Gilbert Obermair, published by Wilhelm Heyne Verlag, 1975 [in German]</td>
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Folder 73  Kugel-Hupf, published by Parker Spiele und Spielzeug, n.d. [in German]
Folder 74  Kuhhandel, manuscript, n.d.
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Folder 103  Lindy: The New Flying Game, by Parker Brothers, Inc., 1927
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Folder 21  The Mall Game, published by Richmar Incorporated, 1977
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Folder 24  Man in Space, Sid Sackson, manuscript, n.d.
Folder 25  Maneuver, Dr. A. M. Read, published by Gamma Two Games Ltd., 1979
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Folder 60 Mercy: The Hospital Game, Burt Ward and Mark Williams, published by Abuse and Corruption Unlimited, 1974
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Folder 63 Metradoms: A Game of Metric Dominos, Kent Dickinson, published by Odlot Game Co., 1975
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<td>Miami Dice, Ken Totten</td>
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<td>Mid-Life Crisis</td>
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<td>Movie Distributor, Sid Sackson, manuscript, n.d.</td>
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<td>Murder, Edwin Brooks, published in “Games for Your Parties: Murder,” Leisure, November 1934</td>
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<td>My Game for 2000 A.D. and After, V. R. Parton, manuscript, 1942</td>
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<td>Mystery Mansion, published by Milton Bradley Co., 1984</td>
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<td>13</td>
<td>Two-Deck &amp; Four-Deck Kard-Jong</td>
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<td>Type-Dom/Who Is Right?</td>
<td>published, n.d.</td>
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<td>16</td>
<td>UFO</td>
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<td>17</td>
<td>U.S. Trading Game</td>
<td>Sid Sackson</td>
<td>manuscript, n.d.</td>
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<td>18</td>
<td>U.S.A. Trivia</td>
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<td>19</td>
<td>USN</td>
<td>published by Simulations Publications Inc.</td>
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<td>Ugly Cubes; Gambler’s Cure</td>
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<td>The Ultimate Game</td>
<td>Edward J. Kopp</td>
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<td>22</td>
<td>Ultimatum: The Ultimate Military Strategy Game</td>
<td>published by Bates Games Inc.</td>
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<td>23</td>
<td>Ultragammon</td>
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<td>Unnamed Game</td>
<td>Robert Abbott</td>
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<td>UNO Rummy-Up</td>
<td>published by International Games, Inc.</td>
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<td>UNO Wild Tiles</td>
<td>published by International Games, Inc.</td>
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<td>Up the Creek</td>
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<td>Up the Organization</td>
<td>[corresponds to game prototype Object ID 107.1659]</td>
<td>Sid Sackson, manuscript</td>
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<td>Up to the Nines</td>
<td>Howard Jenkins</td>
<td>manuscript, 1975</td>
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<td>Upper Hand: Grand Slam Word Game (Scrabble Brand)</td>
<td>published by Selchow &amp; Righter Company</td>
<td>1981</td>
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<td>Ups ’n Downs</td>
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<td>Sid Sackson, manuscript</td>
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<td>Claude Soucie, manuscript</td>
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<td>37</td>
<td>Va au Bain</td>
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<td>1970 [in French]</td>
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<td>Vacation: The Game of Hotels</td>
<td>Sid Sackson</td>
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<td>40</td>
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<td>41</td>
<td>Vector</td>
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<td>Phil Orbanes</td>
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<td>Venice Connection</td>
<td>Alex Randolph</td>
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<td>44</td>
<td>Venture</td>
<td>published by 3M Company</td>
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<td>45</td>
<td>The Verbal Game</td>
<td>published by Adult Leisure Products Corporation, 1968</td>
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<td>Versailles</td>
<td>manuscript, n.d.</td>
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<td>48</td>
<td>Viaduct</td>
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<td>1975</td>
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<td>49</td>
<td>Victorian Parlor Games (French and English, Tit-Tat-Toe, Coronet)</td>
<td>Patrick Beaver, published, n.d.</td>
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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  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  Whtt 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  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  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 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 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 Orbaines, manuscript, 1973
Folder 14  Window Pains [corresponds to game prototype Object ID 107.8249], Sid Sackson, manuscript, n.d.
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 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 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 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
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<th>Folder</th>
<th>Title</th>
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<td>Wordmaster, published by K &amp; K Enterprises, 1984</td>
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<td>Wordo’s, Design Associates, published by Or Da Industries Ltd., n.d.</td>
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<td>38</td>
<td>Words for the Wise, Phil Orbanes, manuscript, c. 1972</td>
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<td>39</td>
<td>Words Times Three, Sid Sackson, manuscript, 1974</td>
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<td>Wordsearch, published by Waddington Games Ltd., 1986</td>
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<td>The World According to Ubi, published, n.d.</td>
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<td>43</td>
<td>World Conquest, published by Dunning, Ltd., 1987</td>
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<td>World Power, Emerson Treacy and Bruce McCormick, published by Lillian Albertson, 1938</td>
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<td>World Trade, Phil Orbanes, manuscript, n.d.</td>
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<td>47</td>
<td>The Worlds of Boris Vallejo, Todd Johnson, published by Mayfair Games, 1984</td>
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<td>48</td>
<td>The Worm Turns, Sid Sackson, manuscript, n.d.</td>
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<td>49</td>
<td>Worm Wrestle, published by Parker Brothers, 1976</td>
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<td>Wykersham, published by In2 Games, 1981, and by Alsip &amp; Company, 1988</td>
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<td>X-mas Shopping, Sid Sackson, manuscript, n.d.</td>
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<td>XANDO/XandO, Sid Sackson, manuscript, n.d.; published in <em>Games</em>, March/April 1979</td>
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<td>54</td>
<td>Yahtzee, published by E. S. Lowe Company, Inc., 1967</td>
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<td>YARI, Salem Heyari, published by Dallah Heyari Co., 1989</td>
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<td>You Just Became a Millionaire, published by The Marketing Resources Group, Inc., 1991</td>
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<td>57</td>
<td>Zap!, Roger Price, published by Random House, c. 1968</td>
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<td>Zec-Hi, Rael Cowan, manuscript, 1971</td>
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<td>Zig-Zag, published by Parker Brothers, Inc., 1932</td>
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<td>Zigzag, Stuart Anstis, published in <em>Games &amp; Puzzles</em>, April 1978</td>
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<td>ZigZag (Interplay), Joel D. Gaines, manuscript, n.d.</td>
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<td>ZINTAR, published by Laskey Distribution, n.d.</td>
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<td>Zoll, published by Milton Bradley GmbH, 1982 [in German]</td>
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<td>Incomplete items, manuscripts and published; 1978-1995 and n.d.</td>
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<td>69</td>
<td>Sid Sackson games estate auction news clippings, 2002-2003</td>
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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.


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
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<td>1972-1976 [corresponds to game prototype Object IDs 107.1678, 107.8108]</td>
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<td>Beyond Competition - “Peace Conference” section notes</td>
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<td>Beyond Competition - “Rescue” section notes</td>
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<td>Beyond Competition - “Space Exploration” section notes</td>
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<td>Beyond Words - “Carroll” section notes</td>
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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 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 11  “The Delphi Exploration: Instructions and Sample of Example Responses,” July 10, 1968