

Finding Aid to the Tim Walsh Papers, 1996-2011

Summary Information

Title: Tim Walsh papers

Creator: Tim Walsh (primary)

ID: 111.5211

Date: 1996-2011

Extent: 0.25 linear feet

Language: The materials in this collection are in English.

Abstract: The Tim Walsh papers are a compilation of biographical and historical information, press kits, game advertisements, and interview transcripts from game designer and author Tim Walsh of The Playmakers. The materials in this collection are from 1996 through 2011.

Repository:

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

Administrative Information

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

Custodial History: The Tim Walsh papers were donated to The Strong in October 2011 as a gift from Tim Walsh. The papers were accessioned by The Strong under Object ID 111.5211.

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Controlled Access Terms

Personal Names

- Walsh, Tim, 1964-

Subjects

- Board games--History.
- Games--History.
- TriBond (Game)
- Toys--History.

Biographical Note

Tim Walsh is an American game inventor and author. He was born in Camden, New Jersey, on Christmas Day, 1964--a date which Walsh jokes “destined him for a life in toyland.” An avid player of traditional team sports and classic games, Walsh also enjoyed creating his own. He graduated from Colgate University in 1987, where he had met Dave Yearick and Ed Muccini. The three friends developed the wildly popular game TriBond a few years later. Walsh subsequently invented the board game Blurt! and co-developed the games Mad Gab and Crazy Chins. His game designs have sold more than 4 million copies around the world.

Walsh authored *Timeless Toys: Classic Toys and the Playmakers Who Created Them* (Andrews-McMeel Publishing, 2005) and *Wham-O Super-Book: Celebrating 60 Years Inside the Fun Factory* (Chronicle Books, 2008). He acted as creative consultant and editor on documentarian Ken Sons’ award-winning film *Toyland*, released in 2010. Walsh’s company, The Playmakers, is a design and marketing studio focusing on play. Walsh gives presentations and lectures on various toy-related topics, including the history of toy inventing, the science behind toys, and how play encourages creativity and productivity in the workplace.

Collection Scope and Content Note

The Tim Walsh Papers include biographical information on and media appearances by Tim Walsh, game designer and play author, as well as information on his projects. Historical textual and video material and a press kit for his game TriBond are contained in this collection. Additionally, a press kit and transcripts of interviews used in Walsh’s research for his book *Timeless Toys: Classic Toys and the Playmakers Who Created Them* are included.

The materials in this collection have been arranged into three series. They are housed in one archival document box.

Related Materials Note

A digital video archive of Tim Walsh’s interviews for the documentary *Toyland* are part of the Ken Sons and Tim Walsh *Toyland* Digital Video Archive at The Strong.

System of Arrangement

Series I: Tim Walsh

Series II: TriBond

Series III: *Timeless Toys: Classic Toys and the Playmakers Who Created Them*

Contents List

Series I: Tim Walsh, 1996-2004

Scope and Content Note: This series contains biographical information on Tim Walsh along with a DVD of sample media appearances by Tim Walsh. The various television and radio segments on the DVD include segments on ABC 7 Sarasota News (2004), SNN Sarasota News 6 (2004), *10! Show* NBC Philadelphia (2004), NBC 8 Tampa (2004), *Daytime* (2004), *Fox and Friends* (1996), *The Early Show* (1998), and *Home & Family* (1998). More information can be found on Tim Walsh at his company website for The Playmakers.

Box 1

Folder 1 Tim Walsh biography and sample media appearances, 1996-2004

Series II: TriBond, 1996-1999

Scope and Content Note: This series includes information on the development history of the award-winning game TriBond, created by Dave Yearick, Ed Muccini, and Tim Walsh. A 1999 press kit and VHS tape of several TriBond television commercials is also housed within this series. The National Museum of Play at The Strong has several board game editions of TriBond within its collections, and the International Center for the History of Electronic Games at The Strong also possesses video game editions of TriBond on CD-ROM.

Box 1

Folder 2 TriBond Enterprises, history and background
 Folder 3 TriBond press kit, 1999
 Folder 4 TriBond commercials, c. 1996, VHS tape

Series III: *Timeless Toys: Classic Toys and the Playmakers Who Created Them*, 2002-2006

Scope and Content Note: This series contains a press kit and transcripts of interviews performed by Tim Walsh during his research for *Timeless Toys: Classic Toys and the Playmakers Who Created Them*. Interviewees included:

- Betty James, co-developer of Slinky, 7/2/02
- Steve Levine, son of Uncle Milton's Ant Farm inventor Milt Levine, 6/10/02
- Eddy Goldfarb, inventor of Kerplunk, Battling Tops, etc., 6/14/02 and 9/20/02
- George Atamian, manufacturer of Sea-Monkeys, 5/23/02
- Bill Rhodenbaugh, manufacturer of Play-Doh, 10/31/02
- Joe Rhodenbaugh, son of Bill Rhodenbaugh, 10/31/02
- Kay Zufall, developer of Play-Doh, 10/31/06
- Stephen Mullaney and David J. Mullaney, grandsons of Wiffle Ball inventor David N. Mullaney, 7/31/02 and 8/7/02
- Hank Paine, owner of the Connecticut Store (Wiffle Ball), 8/13/02

A copy of Tim Walsh's *The Playmakers: Amazing Origins of Timeless Toys* (the first imprint of the renamed *Timeless Toys: Classic Toys and the Playmakers Who Created Them*) is available in the library stacks at the Brian Sutton-Smith Library and Archives of Play at The Strong.

Box 1

Folder 5 *Timeless Toys* press kit, 2004

Folder 6 Transcripts of various interviews for *Timeless Toys* research, 2002-2006