

## Finding Aid to Dan Blum's Sid Sackson Collection, 1980-1997

### Summary Information

**Title:** Dan Blum's Sid Sackson collection

**Creator:** Sid Sackson (primary); acquired by Dan Blum

**ID:** 114.1792

**Date:** 1980-1997

**Extent:** 0.25 linear feet

**Language:** The materials in this collection are in English.

**Abstract:** Dan Blum's Sid Sackson collection is a compilation of Sackson-created puzzle solutions, correspondence, game descriptions, photographs, and notes. Also in this collection are address book pages, an audio-cassette, and a marketing VHS cassette. The materials are dated between 1980 and 1997.

**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 intellectual property rights (including, but not limited to any copyright, trademark, and associated rights therein) have not been transferred to The Strong, the museum has permission to make copies in all media for museum, educational, and research purposes.

**Custodial History:** Dan Blum's Sid Sackson collection was donated to The Strong in January 2014 as a gift from Daniel Blum. The papers were accessioned by The Strong under Object ID 114.1792. (Dan Blum purchased these Sid Sackson materials at an auction.) These archival materials accompanied a donation of several prototypes by, and published games belonging to, Sid Sackson.

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

**Processed by:** Julia Novakovic, March 2014

### Controlled Access Terms

#### Personal Names

- Person, Carl E.
- Riva, William
- Sackson, Sid, 1920-2002

#### Subjects

- Board games--Design and construction
- Board games--Rules
- Sackson, Sid, 1920-2002

**Biographical Note**

Sid Sackson (1920-2002) was a noted American game designer, often considered the most prolific and respected game designer of the late 20th century. Sackson was also recognized for his personal game collection, which numbered in the tens of thousands. Aspiring inventors sent him their games for his opinion; he also collected numerous popular games of the period. He used this game collection as a research tool and as inspiration for his own creations. Sackson authored several books on games and gaming and is best known for *A Gamut of Games*. He kept detailed diaries of games he'd played, the details of the play, and whether he'd enjoyed them. Later in his life, he indexed these diaries for future reference. The gaming community and the electronic gaming community both acknowledge a debt to Sackson.

**Collection Scope and Content Note**

This collection of materials previously belonged to Sid Sackson. Within this collection are puzzle solutions, correspondence, game descriptions, photographs, and notes. Other materials include address book pages belonging to Sackson's European agent, William Riva; an audio-cassette by Carl E. Person on toy/game copyright infringement; and a VHS cassette marketing the Grump Ltd. electronic board game Level 3. These materials are dated between 1980 and 1997.

Dan Blum's Sid Sackson collection is arranged into three series. The materials are housed in one archival document box.

**Related Archival Materials**

Please also see the Sid Sackson collection in the Brian Sutton-Smith Library and Archives of Play at The Strong. Sackson game prototypes are also housed in the museum's collections.

Note: Dan Blum had previously purchased the manuscript and related materials for Sackson's book *A Gamut of Games*, then donated the papers to the AGPC (Association of Game and Puzzle Collectors) archives. The AGPC later transferred its Sid Sackson collection to The Strong in 2006.

**System of Arrangement**

Series I: Game descriptions and puzzle solutions, 1980-1987

Series II: Correspondence and notes, 1986-1997

Series III: Additional materials, 1983-1989

## Contents List

### Series I: Game descriptions and puzzle solutions, 1980-1987

**Scope and Content Note:** This series holds game descriptions for Neat Fit and Take A Word. Also included are photographs of unidentified prototypes and hand-drawn solutions for the pencil game Infinite Puzzle.

#### Box 1

- Folder 1 Neat Fit game description and photograph, Sid Sackson, 1987
- Folder 2 Take A Word game description and photographs, Sid Sackson, 1987
- Folder 3 Unidentified prototype photographs, Sid Sackson, c. 1987
- Folder 4 Sid Sackson, "Infinite Puzzle solutions," 1980-1981

### Series II: Correspondence and notes, 1986-1997

**Scope and Content Note:** This series contains personal and business correspondence of Sid Sackson, as well as "scratch paper" notes.

#### Box 1

- Folder 5 Sid Sackson correspondence, 1986-1997
- Folder 6 Sid Sackson notes, 1989-1997

### Series III: Additional materials, 1983-1989

**Scope and Content Note:** This series houses material received by Sid Sackson, such as the address book of his European agent, William Riva. An audio recording from Carl Person's Paralegal Institute and a VHS cassette marketing an electronic board game round out this series.

#### Box 1

- Folder 7 William Riva's address book; marked "rec'd 4/22/84" by Sid Sackson
- Folder 8 Audio-cassette, "Toy and Game Thefts" by Carl E. Person, © 1978 by Paralegal Institute, Inc.; marked "rec'd 5/18/83" by Sid Sackson
- Folder 9 VHS cassette, "Level 3" electronic board game, marketing video by Grump Ltd., c. 1988; marked "rec'd 2/19/89" by Sid Sackson