

Carpe Librum

*First Editions * Manuscripts * Archives*

The Kelly S. Persons Play-by-Mail collection

Persons, Kelly S. (b. 1955), collector. *Play-by-Mail Games archive*, circa 1972 – 2005. An extensive collection representing the activities of one dedicated gamer over the course of over thirty years. The archive is centered on gaming dossiers including rules, specification sheets, turn results, personal correspondence and records for about 120 campaigns across 60 different games. Also included are runs of 20 key publications, scores of rule sets and about 200 pieces of ephemera related to conventions, product releases, and the like. We have done some basic work to group and alphabetize scattered materials but we have kept the collector's organization fundamentally intact, and each dossier is as found, filed in repurposed 9 x 12 in. envelopes. The archive is housed in eight banker's boxes (12 linear feet).

I. Publications

[Box 1]

Alternate Worlds

- No. 1 (Jan 1994)

American Gamer

- Nos. 1-2 (1990 – 1991)

D2 Report

- Ser. 1, nos. 15-17, 19 (Dec – July 1988, Apr 1989)
- Ser. 2, nos. 3, 5-8, 10 (Apr – Sep 1990, Jan 1991)

The Duelist

- No. 3 (Fall 1994)

Flagship of Postal Gaming: the US Edition

- No. 1-13, 15-59 (Winter 1983 – Winter 1986, Summer 1987 – July 1996)

Flying Buffalo Quarterly

- Nos. 34-79 (Mar/Apr 1977 – May 1999)

Fractal Spectrum

- Vol. 1: 2 (Winter 1993)

Gaming Universal

- Nos. 2, 3/4 (Jan/Feb 1984, and n.d.)

[Box 2]

The Journal of the PBM Gamer

- Eds. 2, 5-9 (1988, 1991–1995)

The Nuts & Bolts of Gaming

- Ser. 1, nos. 2-6 (n.d.)
- Ser. 2, nos.1-6 (June 1981 – Apr. 1982[?])
- Ser. 3, nos.1-3, 4 v. 1 & 2 (n.d.)

Paper Mayhem

- Ser. 2, nos. 5, 7-9 (Mar/Apr – Nov/Dec 1984)
- Ser. 3, nos. 11-12, 15-90 (Mar/Apr – May/Jun 1985, Nov/Dec 1985 – May/Jun 1998)

[Box 3]

PBM Gaming World

- No. 1 (Apr/May 1991)

PBMA News!

- 1985 June, September
- 1986 July

P.B.M. Universal

- No. 1 (Nov/Dec 1983)

The Play by Mail Report

- Nos. 0-9 (Sumer 1997 – Aug. 1999)

Player's Forum

- Nos. 5-8 (Sep 1991 – Mar/Apr 1992)

Simcoarum Systems

- Ser. 2, no. 6 (Dec/Jan 1991)
- Ser. 3, nos. 1-2, 4-6 (Feb/Mar 1991 – Apr/May 1991, Aug/Sep 1991 – Dec/Jan 1991-1992)
- Ser. 4, nos. 2-6 (Apr/May 1992 – Dec/Jan 1992-1993)
- Ser. 5, no. 1-2 (Feb/Mar – Apr/May 1993)
- Ser. 6, no. 33-35 (Aug 1993 – Jan 1994)

The Strategic Reserve

- Nos. 8-21 (Jan/Feb/Mar 1994 – Mar 1998)

White Wolf Magazine

- No. 16 (Jun/Jul [1989])

Who's Who among Play-by-Mail Gamers

- 1987-88 edition

II. Game Dossiers

Adventurer-Kings (Ark Royal Games)

- Games 37, 90, 110, 187, 265, 339

Adventures in Avalon (Harlequin Games)

- Games 1, 3, 5

Against the Fall of Night (Gateway Games)

- Unnumbered game

Alamaze (Reality Simulations)

- Games 44, 115, 351, 388. Includes large folding maps.

Barbarian Empires (Huscarl Hobbies)

- Request for playtesters

Beyond the Quadra Zone (Adventures by Mail)

- Unnumbered game

Beyond the Stellar Empire (Adventures by Mail)

- Unnumbered game

[Box 4]

Capitol (Adventures by Mail)

- Games 3, 10

Catacombs of Chaos (Schubel & Son)

- Unnumbered game

Chronicle (Games Without Frontiers)

- Unnumbered game

Continental Rails II (Graaf Simulations)

- Games 4, 7, 30, 55

Crown of Avalon (Harlequin Games)

- Games 2, 8

Crown of Chaos (Harlequin Games)

- Games 2, 7, 24. Includes large folding map.

A Crown of Stars (Ragnarok Enterprises)

- Unnumbered game

Dark Domain (Midnight Games)

- Game 3

Darkness of Silverfall (Roma Games)

- Unnumbered game

Death & Sorrow (Eckert Gaming Group)

- Game 7

A Duel of a Different Color (Fractal Dimensions)

- AndCon 1993

Dungeon (Madhouse)

- Unnumbered game

Empyrean Challenge (Superior Simulations)

- Games 2, 5-6

EverMoor (Games Adventure)

- Game 2

[Box 5]

Forgotten Realms (Reality Simulations)

- Games 65, 112, 117, 130, 140, 155, 163, 170, 190

Galac-Tac (Lightning Games)

- Games 1, 2. Includes issues of *Sub-Space Dispatch*.

Galactic Anarchy (Anarchy By Mail)

- Game 49, AndCon 1993

Heroic Fantasy (Flying Buffalo)

- Games 11, 103, 136, 140, 189, 205, 295, 297, 398, 399, 497

Into the Maelstrom (Maelstrom Games)

- Unnumbered game

Iron & Steam (Midnight Games)

- Games 2, 9, 12

It's a Crime (Adventures by Mail)

- Unnumbered game

Kingdom (Madhouse)

- Unnumbered game

Lizards! (Circle Games)

- Game 1

Lords of Destiny (Maelstrom Games)

- Games 40, 60

[Box 6]

Maquest (Palace Simulations)

- Unnumbered game

MegaMaze (Leprechaun Games)

- Games 1, 2

Mobius 1 (Flying Buffalo)

- Game 32

Necromancer (Madhouse)

- Game 2

The North Island Campaign (Midnight Games)

- Games 3, 9, 63. Includes large folding map, and *Strategic Reserve* No. 1-7.

Portinium (Enchanted Horizons)

- Game 1

Quest (Adventures by Mail)

- Game 1

Quest of the Great Jewels (Flying Dutchman Games)

- Games 82, 122

Realm of the Immortals (Midnight Games)

- Games 2-3, 12. Includes large folding map.

Rift Lords (Flying Buffalo)

- Game 2

Rimworlds (Palace Simulations)

- Unnumbered game

Silverdawn (Entertainment Concepts)

- Unnumbered game. Includes large folding map.

Spacefarer (Tansfaal Enterprises)

- Unnumbered game

Spiral Arm (Graaf Simulations)

- Game 30

StarGlobe (Superior Simulations)

- Unnumbered game

Starlord (Flying Buffalo)

- Game 2

[Box 7]

Starmagic (Cosmos Creations Co.)

- Unnumbered game

StarMaster (Schubel & Son)

- Unnumbered game. Includes a run of gamers newsletters No. 1 to 24.

Star Quest (Deltax Gaming)

- Game 5

Starweb (Flying Buffalo)

- Games 49, 77, 255, 505, 516, 536, 628, 655, 737, 816, 899. Includes maps.

Suzerainty (7th Dimension Gaming)

- Unnumbered game. Includes large folding map.

Swords of Pelarn (Midnight Games)

- Games 2, 5, 7. Includes large folding map.

Takamo (Adventure Games)

- Unnumbered game

Terra II (Clemens & Associates)

- Unnumbered game

Third Foundation (Correlated Services)

- Games 1-2, 4

[Box 8]

Third Foundation (continued)

- Games 5-6

Tribes of Crane (Schubel & Son)

- Unnumbered games. Includes a run of gamers newsletters No. 1 to 25.

Universe II (Clemens & Associates)

- Unnumbered game

Wizards & Warriors (Rebel Enterprises)

- Game 1, 3

You Rule! (Lucky Llama Games)

- Games 36, 76

III. Rulebooks

“Rules 1” (collection of rulebook pamphlets #1)

- *Age of Imperialism* (Kimbal Simulations, 1987)
- *The Assassin's Quest* (De Jager & Co., 1980)
- *Assault on Ildubar* (Robert A. Kraus, 1979)
- *Battle Plan*, third revision (Richard F. Loomis, 1972)
- *Board of Directors* (Richard F. Loomis, 1973)
- *Darkworld* (Mike Williams, 1982)
- *Empire* (Real Simulations Games, 1977)
- *Final Frontier*, Third Edition (Gator Concepts, Inc, 1987.)
- *First World* (White Lion Enterprises, 1984)
- *Flying Buffalo House Rules for all Games*, May 1977
- *Galactic Conflict* (Flying Buffalo, 1982)
- *It's a Crime! Gang vs, Gang* (Adventures by Mail, 1989)
- *Kingdom* (Graaf Simulations, 1988)
- *Monster Island* (Adventures by Mail, 1990)
- *Moon Base* (Richard F. Loomis and Stephen MacGregor, 1974)
- *Nuclear Destruction*, rev. (Richard F. Loomis, 1975)
- *Supremacy* (Andon Games, 1989)

- *Time Trap* (Flying Buffalo, Inc., 1974)
- *War of the Wizards* (Jabberwock Enterprises Inc., 1981)

“Rules 2” (collection of rulebook pamphlets #2)

- *Andromeda Cluster* (Micro Software Design, 1987)
- *Banana Republic* (Head Games, 1988)
- *Darkness of Silverfall* (Roma Games, 1990)
- *Gameplan II* (Clemens & Associates, 1986)
- *Mobius I* (Flying Buffalo, 1987)
- *Warriors & Wizards* (Eclipse Consulting, 1995)
- *You’re an Amoeba, Go!* (David Biolsi, 1991)

“Rules 3” (collection of rulebook pamphlets #3)

- *Bliss: Interstellar Trade and Economics Game* (R3 Games, n.d.)
- *Blood Gore & Guts Across the Galaxy!*, edition 3.2 (Post-it Games, 1991)
- *Colonial Wars* (Tom Webster, 1993)
- *Deep Space* (Outerquest Simulations, n.d)
- *Domination* (LAMA, 1987)
- *Election Year* (Flying Buffalo, 1983)
- *Final Frontier*, 2nd ed. (Gator Concepts, 1987).
- *The Fleet Maneuvers Starship Commander’s Handbook* (Fantastic Simulations, 1985)
- *Hero’s Quest Module Guide* (Llucky Llama, 1995)
- *High King’s Tourney* (Llucky Llama, 1993)
- *Kings & Things* (Graaf Simulations, 1989)
- *Mall Maniacs* (Creative Simulations, 1987)
- *Shadow Lords* (Deltax Gaming, 1989)
- *Star Quest: The Next Generation*, version 3.2 (Deltax Gaming), 1993
- *Stellar Conflict* (Brainard Enterprises, n.d.)
- *Worldwide Battle Plan* (Flying Buffalo, 1986)

“Rules” (collection of rulebook pamphlets #4)

- *Blood Gore & Guts Across the Galaxy!*, ed. 3.2 (Post-it Games, 1991)
- *City State* (Huscarl Hobbies, 1990)
- *Cluster Lords Book 0* (Palace Simulations, 1992)
- *Huscarl Hobbies – Company Policies*, 31 January 1990
- *Lords of Destiny* (Maelstrom Games, 1992)
- *Magika* (ChoZen FroZen, 1994)
- *Mandroids* (Tom Webster, n.d.)
- *A Stitch in Time* (Huscarl Hobbies, 1989)

Individually Bound Rulebooks

- *Interstellar Conflict* (Computer Gaming Corporation, 1981)
- *Legends II Gaming System* (Midnight Games, 1997)
- *Lizards*, 4th ed. (Flying Buffalo, 1993)
- *Middle Earth*, 2nd ed. (Game Systems Inc., 1991)
- *Odyssey* (Llucky Llama Games, 1996)
- *Star Cluster Omega*, 9th ed. (C-T Simulations, 1994)
- *Starweb*, 6th ed. (Flying Buffalo, 1981)
- *The Tome of Legends* (Midnight Games, 1993)

IV. Miscellaneous

“Flyers 1”

- Packet containing about 100 flyers and bifolia with registration forms, advertisements, catalogues, and invitations from game developers. NOTE: some rule books, fanzines, and game play materials appear to be misfiled here.

“Flyers 2”

- Packet containing about 100 flyers and bifolia with registration forms, advertisements, catalogues, and invitations from game developers.

Convention Gaming Awards

- Award for First Place for Titan event at ConTrary ‘94
- Award for Second Place in Magic: The Gathering Sealed Deck Event at ConMan 003