

Over the years, our group has accomplished many wonderful things! We have collected, discussed, traded, cataloged, donated, analyzed, exhibited, and even hoarded (quel dommage) games and puzzles. But one prerequisite for all of the above business is that someone had to conceive, design, and produce each and every one of these items that we love and cherish.

I have been able to find a goodly number of these individuals, sometimes in joint effort, who are members of AGPC, past and present, alive or passed on, or those who have supported or communicated with us from the outside. If I have missed anyone who has contributed to our collective joy, I apologize in advance.

This list rarely covers anyone's complete contribution. As in the past, I endeavor to

list games that you the reader are most likely to look for, be willing to play, and afterward, be most likely to replay.

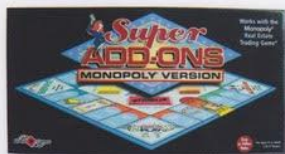
I am truly grateful to be a member of an organization with so many talented individuals! [AGPC](#)

by John Ellerbe

**Joe Angiolillo**  
**BOUNTY HUNTER: SHOOTOUT AT THE SALOON**

Nova Games Designs (1982)  
Stop-action picture book system.  
Game is hard to find and is expensive.

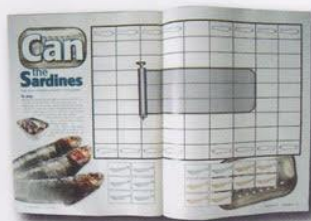
**FREDERICKSBURG**—SPI (1975)  
Tactical simulation of the battle between Burnside and Lee. Can be played solo.



**David Beffa-Negrini**  
**SUPER ADD-ONS: VERSION FOR MONOPOLY**  
RADGames (Co-founder) (2005)  
A separate add-on game board placed in the center of Monopoly. New level of play and excitement with additional properties, utilities, and action cards.

**Mary Couzin**  
**HOLLYWOOD'S REEL SCHPEEL**  
Game Geste (1995)  
Charade type game where players read notable movie lines and teammates try to guess the movie. Hilarity should result.

**David Galt**  
**SPACE DOMINOES**  
Games and Names (2000)  
Domino theme with four different games in one small box.



**Fred Horn**  
**CAN THE SARDINES**  
Knucklebones Magazine (January 2008)  
Abstract, try to get more sardines in the can than your opponent. If you're good at this game it might be a new career opportunity!

**CITADELLA**—Clemens Gerhards (2005)  
Puzzle game. Can you build your castle on the 9x9 board first? Looks easy; it's not.

**Kate Jones**  
**LEMMA**  
Kadon (1987)  
An unusual combination—abstract strategy and invented rules. Among Games Magazine's Best Games of 1987.



**QUINTILLIONS**—Kadon (1980)  
Polyform puzzle using quints.  
Five different games are included.  
This was Kadon's first product.

**Stuart Kaplan**, Chairman and Founder of U.S. Games Systems  
**MYSTERY RUMMY**  
Four variations of the classic card game, each game has a different villain as a part of the backstory, i.e., Al Capone, Jekyll & Hyde, et al.

**WIZARD** (1994).  
The cut-throat card game that blows Oh Hell out of the water.  
Great fun for 3 to 6 players.



**Phil Orbanes**  
(Collaborated with Sid Sackson on many projects)  
**25 WORDS OR LESS: PEOPLE, PLACES AND THINGS ED.**—Winning Moves (2006).  
This actually improves on the award winning 25 Words or Less. Quick and entertaining party game.

**CARTEL**—Gamut of Games (1973)  
This game is still relevant in today's world and shows no sign of game-playing creakiness versus all the new games published in the last 40 years. How well will you do starting with a measly \$10 million? Holy Grail status.

**FORBIDDEN**—Winning Moves (2005)  
A new twist on rummy with a Mah Jongg flavor. Can be bought for less than \$10.

**INFINITY**—Gamut of Games (1974)  
A beautiful board with early innovation in gameplay. It involves tile-laying with intriguing rules. Hard to find.

**REALM**—Gamut of Games (1973)  
Wonderful abstract strategy game with a steep learning curve. Push-ups for the brain!

**David Parlett**  
**ABSTRAC**—Self-published (2009)  
Card game with wonderfully simple rules. It is so engaging, I can't imagine sitting down and playing this only once!

**BOTTICELLI AND BEYOND: OVER 100 OF THE WORLD'S BEST GAMES**  
Random House (1981)  
The title tells it all.

**HARE AND TORTOISE**—Gibsons Games (1987 ed.)  
First winner of the Spiel des Jahres award in 1979. You would think that a game with bunnies, lettuce and carrots would be for children. You would be wrong! This used to be one of Bruce Whitehill's favorites.

**MISMATCH**—Self-published  
Have you ever felt that you hated card games because you never got any good hands? Well this game is for you! You play not to take any tricks. Sound good?

**OXFORD HISTORY OF BOARD GAMES**  
Oxford University Press (1999)  
When you combine Parlett with Oxford, you get entertainment and enlightenment. Top drawer, old chaps!

**Bruce Whitehill**  
**STEALTH**—Talcot (1996).  
This game mixes a large helping of abstract strategy, heavily flavored with science fiction, and sprinkled with a seasoning of Stratego, all served wrapped in a mission to protect Dimension Gemstone. This is a 2 player bluffing game.

**TALAT**—HUCHI & Friends (2011).  
This was first published as an all wood edition in 2008, with the name: Drei.  
This is a rare abstract game, in that it is designed for 3 players. The rarity is



the result of the difficulty in balancing a game so as to avoid "ganging up" on one player. Winner—ToyAward 2012 at Nürnberg.