

VISITING COBRAIN

Some thirty years ago one of my colleagues –knowing my interest in the subject- did attend me on a small Exhibition of Games held at a Gallery located in one of these small Streets between the Canals in Amsterdam. Only 4 Games were exposed and one of these was a Game called “TANG”, which especially took my attention.

I wanted to know more about this Game and so I found out how to come in contact with the people behind it: Inventer Paul Velleman and Publisher Jonathan Schouten.

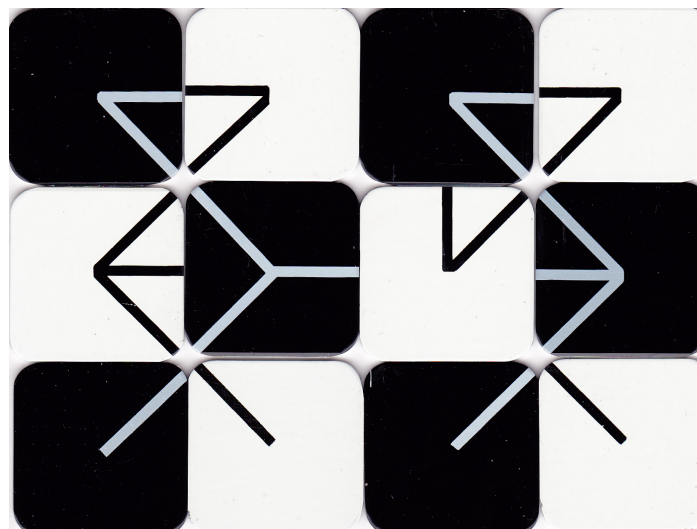
I found them in Leiden, being 2 Nephews both interested in game-play. Men with the bright idea of having invented the “best game in the world”. Then I lost track of them.

A few years ago I stumbled upon a Game “RED LINE” with very similar looking playing pieces and when I bought a year later the game “DINO-DUELL” again invented by Paul Velleman, as stated on the Box, I wanted to know more about their Games.

This is the Story of my search for the men behind the games of the small Firm COBRAIN, the Firm both nephews did establish for selling their Games.

My Lecture will give the complete Picture of the Rise and Decline of COBRAIN and some look into the future of upcoming new developments for Paul, starting his YIRROUNT-games.

Fred Horn



THE IMAGE OF TANG