

“A great initiative. In fact, the best I’ve seen because no one before narrowed it down to this fascinating field.”

Christian Freeling, Netherlands

“The expertise of the contributors is evident throughout, as is the high quality of their writing. Abstract Games promises to be a valuable resource for learning about new games – including ones for which equipment can easily be improvised – as well as for improving one’s playing skills.”

Games magazine

“Read it cover to cover. Very nice work! I very much liked the magazine’s theme, as articulated in the editor’s introduction.”

Donald Green, Professor of Political Science, Yale University

“I was pleased to see a magazine like this come into existence. It’s great that they can take interesting games and subjects and explore them to great depths. Despite having spent many hours on the ‘net’ and at the library reading about different games, I was surprised to find names like Lines of Action and Bashne, which are not familiar to me.”

Allan Bedford, The Megaproject Showcase

“Editor and co-publisher Kerry Handscomb has done a tremendous job of putting together a well-written and well-formatted publication. The magazine’s production quality is professional and of high standard.”

Erik Arneson, About.com

“Only one word – Wonderful! I am a fan of abstract games and to read a magazine dedicated to them fills my heart with joy. Great work and ‘Lunga vita ai Giochi Astratti!’”

Guisepe Baggio, Italy,

“Congratulations on Abstract Games! It is the kind of magazine I was always looking for.”

Jochen Drechsler, Germany

“It looks great! I’ve been hoping to find a magazine like this for a long time.”

Larry Wheeler, USA

“Congratulations on a great inaugural issue of Abstract Games. I scarcely did it justice in my mention in Variant Chess. Best wishes for the success of Abstract Games.”

Paul V. Byway, Editor, Variant Chess

“This very nice magazine ought to be known and subscribed to by any serious board games enthusiast!”

Peter Michaelsen, Denmark

“It looks great! Very interesting material and beautifully formatted. I’m looking forward to being included in its pages. My only criticism is that it ended too soon”.

Cameron Browne, Australia

“Abstract Games is an attractive production.”

John Beasley, England

“The appearance and content are first rate.”

Dave Dyer, USA

"I want to congratulate you and thank you for doing a wonderful job. Here's hoping there are enough of us out here to keep this publication going. I'm fascinated by people's efforts to create something that maybe, just maybe, will outlive them, like chess or go or checkers (draughts)."

Dennis Coryel, USA

"A very attractive package and I wish you immense success."

Philip Cohen, USA

"Splendid magazine!"

Peter Blommers, Netherlands

"The magazine looks wonderful!! I particularly like Connie's cover photo of the Camelot set."

Steve Evans, Australia

"What you are doing is quite uncommon nowadays – it is really good to see there are other ones still thinking, not just being....."

Sandor Kopanyi, Sweden

"It was great! Keep up the wonderful work and I'm definitely looking forward to the next issue!"

Stephen Fishman, USA

"I am surprised by its quality and how nicely it is designed. Really wonderful. Aesthetic aspects are very important to me and AG has the kind of presentation I like very much. I should be happy if you continue in this beautiful style – what I really wish is a long life for the review."

Patrick Mouchet, France

"If you're into board games other than chess, then Abstract Games ('for the competitive thinker') is a must. We've been looking at issue number two (summer 2000) and we can hardly wait for Issue 3. Excellent mag."

Mike Fox, Chess Magazine

"Another great issue. Keep up the good work."

David Smith, New Zealand

"A brilliant little publication!"

Roger Hare, Scotland

"I am pleased that somebody has done me the service of ensuring that this excellent magazine has come to my attention."

Neil McLean, England

"As someone who loves to learn and play new games, I particularly like your approach to covering a game over a short (3 or 4) series of articles rather than having a regular column devoted to any one game. I wish you the best of luck."

Clark Rodeffer, USA

"Magazine is really great. I am just hungry for more."

Dusko Galic, Canada

"It's just like meeting a member of your family you haven't seen for years."

Vincent Everart, France

“Congratulations on your fine magazine! I had the opportunity to play over the game in AG2 using my (computer) program, Mona. I am pleased to report that the level of play and the analysis of this game are of the highest standard I have seen (among humans, that is).”
Darse Billings, Canada

“Another splendid issue! Excellent cover photo (again). Connie’s ‘A Cover Story’ is the kind of lighthearted material every magazine needs. No point in taking anything too seriously, is there?”
Tony Gardner, USA

“Thanks for wonderful Issue #4. I’m going into ecstasy over that marvelous cover picture. The set is charming, especially the thick board which gives typical Japanese design style for that unity. I also like your interesting way to connect games and nature – unconventional, but effective.”
Georg Dunkel, Finland

“Thanks for another thought-provoking issue of the magazine.”
Stephen Taverner, England