

Game Designers' Workshop

June 22, 1973 to February 29, 1996

Historical Wargames: 1940, 1941, 1942!, 1815: *The Waterloo Campaign*, *A House Divided*^{1982, 1990}, *Air Superiority* (including *Air Strike*, *Desert Falcons*), *Attack in the Ardennes*, *Assault* (including *Bundeswehr*, *Boots & Saddles*, *Chieftain*, *Reinforcements*), *Avalanche: The Salerno Landings*¹⁹⁷⁷, *Bar-Lev*, *Battle for Midway*, *Battle for Moscow*, *Battle of Agincourt 1415 AD*, *Battle of Lobositz*, *Battle of Prague*, *Battle of Raphia 217 BC*, *Battle of the Alma*, *Battlefield: Europe*, *Beda Fomm*, *Blood and Thunder*, *Bloody Kasserine*, *Blue Max*, *Burma*, *Chaco*, *Citadel*, *Coral Sea*, *Crimea*, *Eagles*, *Eighth Army*, *Eylau*, *Guilford Courthouse*, *Indian Ocean Adventure*, *Kasserine Pass*, *La Bataille de la Moscowa*¹⁹⁷⁶, *Last Battle*, *Manassas*¹⁹⁷⁵, *Normandy Campaign*, *Operation Crusader*, *Operation Market Garden*, *Overlord*, *Pearl Harbor*, *Pharsalus*, *Phase Line Smash*, *Race for Tunis*, *Red Army*, *Red Star/White Eagle*, *Road to the Rhine*, *Soldier King*, *SSN*, *Stand and Die*, *Suez '73*, *Team Yankee*¹⁹⁸⁸, *Test of Arms*, *Tet Offensive*, *The Fall of Tobruk*, *The Great Patriotic War*, *The Russo-Japanese War* (including *Port Arthur*, *Tsushima*), *The Sands of War*, *Third World War* (including *Arctic Front*, *Southern Front*, *Persian Gulf*), *Torgau*, *Trenchfoot*, *Verdun*, *White Death*, *Yalu*.

Science-Fiction Games: *Asteroid*, *Azhanti High Lightning*¹⁹⁸¹, *Belter*, *Bloodtree Rebellion*, *Battle Rider*, *Brilliant Lances*, *Cadillacs & Dinosaurs*, *Dark Nebula*, *Double Star*¹⁹⁸⁰, *En Garde!*, *Fifth Frontier War*, *Imperium*¹⁹⁷⁸, *Invasion: Earth*, *Mayday*¹⁹⁷⁹, *Merc: 2000*, *Sky Galleons of Mars*¹⁹⁸⁹, *Snapshot*, *Star Cruiser*, *Triplanetary*.

2300 AD Role-Playing Game: *2300 AD*¹⁹⁸⁸ (including *Aurore Sourcebook*, *Ships of the French Arm*, *Nyotekundu Sourcebook*, *Colonial Atlas*, *Kafer Sourcebook*, *Earth/Cybertech Sourcebook*, *Deathwatch Program*, *Rotten to the Core*, *Beanstalk*, *Energy Curve*, *Kafer Dawn*, *Mission Arcturus*, *Bayern*, *Ground Vehicle Guide*, *Equipment Guide*, *Ranger*).

Traveller Role-Playing Game: *Traveller*^{1978, 1980, 1981, 1996} (including *Introduction To Traveller*, *Mercenary*, *High Guard*, *Scouts*, *Merchant Prince*, *Robots*, *1001 Characters*, *Animal Encounters*, *The Spinward Marches*, *Citizens of the Imperium*, *Lightning Class Cruisers*, *76 Patrons*, *Traders & Gunboats*, *Library Data (A-M)*, *Fighting Ships*, *The Solomani Rim*, *Library Data (N-Z)*, *Forms & Charts*, *Veterans*, *The Kinunir*¹⁹⁷⁸, *Research Station Gamma*, *Twilight's Peak*¹⁹⁸⁰, *Leviathan*, *Trillion Credit Squadron*, *Expedition to Zhodane*, *Broadsword*, *Prison Planet*, *Nomads of the World Ocean*, *Safari Ship*, *Murder on Arcturus Station*, *Secret of the Ancients*, *Signal GK*, *Shadows/Annic Nova*, *Mission on Mithril/Bright Face*, *Argon Gambit/Death Station*, *Marooned/Marooned Alone*, *Chamax Plague/Horde*, *Night/Divine Intervention*, *Aslan*, *K'kree*, *Vargr*, *Zhodani*, *Droyne*, *Solomani*, *Hivers*, *Darrians*, *Tarsus*, *Beltstrike*, *Spinward Marches Campaign*, *Atlas of the Imperium*, *Alien Realms*),

MegaTraveller (including *Player's Manual*, *Referee's Manual*, *Imperial Encyclopedia*, *Referee's Companion*, *Rebellion Sourcebook*, *COACC*, *Fighting Ships*, *Hard Times*, *Diaspora*, *Assignment: Vigilante*, *Arrival Vengeance*),

*Traveller: The New Era*¹⁹⁹⁴ (including *Survival Margin*, *Brilliant Lances*, *Fire*, *Fusion & Steel*, *Smash & Grab*, *Players' Forms*, *Referee's Screen*, *Battle Rider*, *Path of Tears*, *RC Equipment Guide*, *World Tamers Handbook*, *Vampire Fleets*, *Striker II*, *Keepers of the Flame*, *Star Vikings*, *Aliens of the Rim*, *The Guided Lilly*).

Space: 1889 Role-Playing Game: *Space: 1889* (including *Tales from the Ether*, *Beastmen of Mars*, *Caravans of Mars*, *Stoppelords of Mars*, *Cloud Captains of Mars*, *More Tales from the Ether*, *Canal Priests of Mars*, *Referee's Screen*, *Cloudships & Gunboats*, *Conklin's Atlas*).

Dangerous Journeys Role-Playing Game: *Mythus*, *Mythus Magick*, *Mythus Game Masters Screen*, *Epic of Aerth*, *Necropolis*, *Bestiary*.

Twilight: 2000 Role-Playing Game: *Twilight: 2000*^{1985, 1987} (including *Free City of Krakow*, *Pirates of the Vistula*, *The Ruins of Warsaw*, *Black Madonna*, *Going Home*¹⁹⁸⁵, *Red Star / Lone Star*, *Allegheny Uprising*, *Spanish Main*, *Urban Guerrilla*, *The Last Submarine*, *Kidnapped*, *Howling Wilderness*, *Mediterranean Cruise*, *Boomer*, *Satellite Down*, *Return To Warsaw*, *Bear's Den*, *Survivor's Guide to the UK*, *White Eagle*, *Armies of the Night*, *The Black Madonna*, *RDF Sourcebook*, *Infantry Weapons of the World*, *American Combat Vehicles Handbook*, *Soviet Combat Vehicles Handbook*, *Bangkok*, *NATO Combat Vehicle Handbook*, *Gazetteer*, *Nautical/Aviation Handbook*, *Twilight Nightmares*, *Heavy Weapons Handbook*, *Special Operations*, *Castle by the Sea*, *Referee's Screen*, *Operation Crouching Dragon*, *East Europe Sourcebook*, *Vistula Epic 1*).

Dark Conspiracy Role-Playing Game: *Dark Conspiracy* (including *Among The Dead*, *Dark Races*, *Dark Tek*, *Empathic Sourcebook*, *Heart of Darkness*, *Hell's Gate*, *Ice Daemon*, *Minion Hunter*, *Minion Nation*, *New Orleans*, *Nightsider*, *PC Booster Kit*).

Miniatures Rules: *Combined Arms*, *Command Decision*¹⁹⁸⁵, *Command Decision II*, *Fire & Steel*¹⁹⁷⁹, *Harpoon II*, *Harpoon*^{1982, 1988} (including *Captain's Edition*, *Battles of the Third World War*, *Ship Forms*, *Sub Forms*, *ASW Forms*, *The South Atlantic War*, and *Harpoon Naval Review*), *Johnny Reb*^{1984, 1989}, *Over The Top*, *Soldier's Companion*, *Striker*¹⁹⁸³, *Striker II*, *System 7 Napoleonic*¹⁹⁸⁰ (14 sets), *TacForce*^{1981, 1982}, *Volley and Bayonet*. Plus five miniatures sets for *Space: 1889*.

The Europa Series: *Fire in the East* (originally *Drang Nach Osten*), *Scorched Earth*¹⁹⁸⁸ (originally *Unentschieden*), *Marita-Merkur*, *Narvik*, *"Their Finest Hour"* (including *Sea Lion*), *Case White*, *The Fall of France*, *Torch*, *Spain & Portugal*, *The Near East*, *Western Desert*.

Magazines and Newsletters: *Europa Newsletter* (1-4), *Challenge* (25-79), *Imperiallines* 1-4, *Journal of the Travellers' Aid Society* (1-24)^{1980, 1981, 1982}, *Journeys* (1-3).

Books: *Desert Shield Fact Book*¹⁹⁹³, *Gulf War Fact Book*, *the Evil Trilogy* (including *A Gathering Evil*, *Evil Ascending*, *Evil Triumphant*), *the TNE trilogy* (including *The Death of Wisdom*, *To Dream of Chaos*, *The Backwards Mask*).

Computer Games: *Bestiary*, *Chickamauga*, *Road to Moscow*, *Rommel*, *Scouts*, *Trader*, *Wordgen*.

Family Games: *Campaign Trail*, *Red Empire*, *The Brotherhood*, *The Iliad*.

How Many Have You Played?

19XX: Year in which title won an adventure game industry award for excellence.

Game Designers' Workshop

June 22, 1973 to February 29, 1996



Game Designers' Workshop GDW produced
one new product (on average) every 22 days for 22 years.
(422 products in 8287 days = 1 product every 19.6 days for 22.7 years).
(35 awards over 22.7 years = one award every 8 months).



Along the way, GDW won at least thirty-five major awards for excellence,
including a **New York Times Best Seller**,
three in-house game designers (Marc Miller, Frank Chadwick, Loren Wiseman)
and one game system (Traveller) in the **Adventure Gaming Hall of Fame**,
plus awards for graphics, packaging, and overall excellence and popularity.