Phil Gregory is the graphic artist and creator of the board game called "Apples to Apples." He designed and painted the game board and put it together in a small game company based in Illinois. He was only 18 years old when he started designing the game.

The game is played by asking questions about a card on the table. The player who answers the best question gets the card. The player with the most cards at the end of the game wins.

Phil Gregory started designing the game in the late 1970s when he proposed his idea to his friend and business partner, Brian Feldman. They founded the game company called Moon Games, which later became Moon Studios.

The company's first game was called "Apples to Apples," which was first published in 1988. The game took off and became a huge success, selling millions of copies worldwide.

Phil Gregory and his business partner, Brian Feldman, have gone on to design and publish many other successful board games, including "The Tattoo," "Boomtown," and "Thievery.

One of the key reasons for the success of "Apples to Apples" is its simple and fun gameplay. It can be played with as little as two players or as many as twelve, making it a great game for family gatherings, parties, and even corporate events.

The game is easy to learn, with players taking turns asking questions about a card on the table and the player who gives the best answer gets the card. The player with the most cards at the end of the game wins.

Phil Gregory and his team at Moon Studios have continued to create new and innovative games over the years, and "Apples to Apples" remains one of their most popular titles.

For more information on "Apples to Apples" and other games designed by Phil Gregory and Moon Studios, visit their website at www.moonstudios.com.