**C:\>RON GILBERT>**

**Who Is Ron Gilbert?**

Ron Gilbert is a computer programmer, a video game designer, and a video game producer. He grew up with a passion for astrology, programming, and playing video games around the time of the Atari 2600. Since then, he has created many point-and-click adventure games for the company LucasFilm games such as cult-classics: “The Secret of Monkey Island” and “Indiana Jones and the Last Crusade.” He has also worked with as well as co-founded the company Humongous Games – a company devoted to educational games. He even created his own game engine called SCUMM, and worked on a strategy game called “Total Annihlation.” Currently, he still works on adventure games and indie games such as “The Cave.”

**Q:** How much wood could a woodchuck chuck if a woodchuck could chuck wood?

**A:** A woodchuck would chuck no amount of wood since a woodchuck can’t chuck wood.

**Q:** But if a woodchuck could chuck and would chuck some amount of wood, what amount of wood would a woodchuck chuck?

**A:** Even if a woodchuck could chuck wood and even if a woodchuck would chuck wood, should a woodchuck chuck wood?

**Q:** A woodchuck should chuck if a woodchuck could chuck wood, as long as a woodchuck would chuck wood.

**A:** Oh, shut up.

The “Monkey Island” Series

Maniac Mansion

Indiana Jones and the Last Crusade

The “Putt-Putt” Series

Sam & Max Hit the Road (Interpreter/ Dev System)

The “DeathSpank” Series

The Cave

**Some of His Most Notable Works:**