

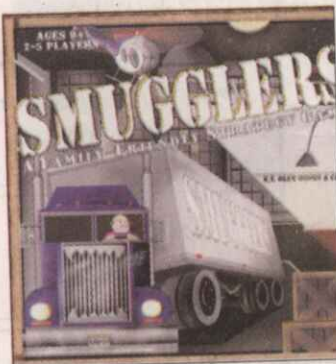
GHS grad invents a family friendly game of smuggling

After graduating from Goldendale High School in 1995, Phil Tasto went to Harvard for a year, and then the University of Washington, where he graduated with a degree in business and accounting in 2003.

He worked in Switzerland, and later got his Master's in Tax from Golden Gate University.

But since 1998, he's been working on the board game he invented, called "Smugglers."

It started as a project for a college ethics class, he said, and its first incarnation, was on a piece of plywood, made by his dad. His brothers, John and Russell Tasto, as well as his mother and wife, began playing the game at home. Then they began brainstorming to



Smugglers game box

find ways to improve.

"It has truly been a family project," he said.

Now, nearly 10 years later, and after spending \$20,000 for production costs, he's sitting at his home in Clearview, just south of Snohomish, waiting for the first 500 copies to come back from a game manufacturer. They'll come just after Thanksgiving, he said.

The game's objective is to either smuggle goods in trucks and ships across the country, or try to catch other players smuggling goods across the country.

More information about the game, including how to order a copy for \$35.95, or two games for \$33.95 each, can be found at www.smugglersgame.com.



Contributed

Phil Tasto, shown here with his wife Erin, invented a board game where players either are smugglers or try to catch a smuggler.