

“Games drew his own face reflected in a mirror for this poster. He said that it was a difficult design to evolve and had no need of a slogan.”

Naomi Games, “Further Notes from the Estate of Abram Games’ Archive,” in Naomi Games, Catherine Moriarty, and June Rose, *Abram Games: His Life and Work* (New York: Princeton Architectural Press, 2003), p. 184 (fig. 39).