

The Game Inventors Guidebook How To Invent And Sell Board Games Card Games Role Playing Games Everything In Between

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According to its subtitle, The Game Inventor's Guidebook covers: 'How to Invent and Sell Board Games, Card Games, Role-player Games, and Everything in Between!' In other words, the book covers the modern, *non*-computer game industry.

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The Game Inventor's Guidebook is a decent and breezy--if outdated--guide to how to go from a games hobbyist to a games inventor.

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The Game Inventor's Guidebook is organized into several sections such as "How the Industry Works" and "Selling a Game Step by Step" and addresses the major questions an inventor is likely to face. The bulk of the book deals with how to go about getting a game published by an existing company but also includes a section on self-publishing.

The definitive guide for anyone with a game idea who wants to know how to get it published from a Game Design Manager at Wizards of the Coast, the world's largest tabletop hobby game company. Do you have an idea for a board game, card game, role-playing game or tabletop game? Have you ever wondered how to get it published? For many years Brian Tinsman reviewed new game submissions for Hasbro, the largest game company in the US. With *The Game Inventor's Guidebook: How to Invent and Sell Board Games, Card Games, Role-playing Games & Everything in Between!* he presents the only book that lays out step-by-step advice, guidelines and instructions for getting a new game from idea to retail shelf.

Provides step-by-step advice and guidelines on getting a board game, card game, role-playing game, or tabletop game published.

Offers advice on selling a new game and discusses self-publishing, marketing, copyrights, and trademarks

Do you have game ideas collecting dust in the back of a closet or the back of your head? Dust them off, pick up this book, and discover the simple steps to turning your concept to cash in today's game market. Long-time industry veteran gives a concise and complete insider's view of this fascinating world and shares the process of licensing or publishing your board game, card game, or party game for profit. Find out how the industry works and what companies are looking for in a game. Examine what makes a good game good while understanding the basics of prototyping and play testing. Gain the knowledge on how to best approach companies to maximize your chances of success. Learn how to protect your idea and how to strike a deal when the call comes. It is all covered step-by-step in this easy-to-follow guide to game design.

"This book chronicles the evolution of tabletop hobby gaming, explores why hobbyists play eurogames, how players balance the structure of competitive play with the demands of an intimate social gathering, and to what extent the social context of the game encounter shapes the playing experience. This innovative work highlights a popular alternative trend in the gaming community"--

"The topics explored include the varying types of games, vital preliminaries of making a game, the nuts and bolts of devising a game, creating a prototype, testing, designing levels, technical aspects, and

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assessing nature of the audience. With practice challenges, a list of resources for further exploration, and a glossary of industry terms, this manual is essential"--Provided by publisher.

No Marketing Blurb

"Transform your idea into a top-selling product"--Front cover.

A great book for aspiring board game designers who are not sure where to start. Learn the steps to turn your game board idea into a board game reality. Covers topics like creating a prototype, play testing, self-publishing and pitching to publishers.

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