

## 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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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.

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The Game Inventor's Guidebook: How to... by Brian Tinsman

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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.