

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

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The Game Inventor's Guidebook is a decent and breezy--if outdated--guide to how to go from a games hobbyist to a games inventor. Tinsman has the games business chops, as the acquisitions guy for Wizards of the Coast, he worked on Magic: the Gathering and Curses and played about 150 new games a year. This book is his attempt to look inside the business of games, and help people break in.

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