



The Game Inventor's Guidebook: How to Invent and Sell Board Games, Card Games, Role-Playing Games, & Everything in Between!

By Brian Tinsman

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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.

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Editorial Review

About the Author

Brian Tinsman has more than nine years of professional analog and video game design experience with over 30 published titles and total sales of over \$100 million. He has won a Mensa Select award and been nominated for multiple Origins Awards. Armed with his BA from UC Berkeley and MBA from University of Seattle, he worked for Hasbro for many years before taking the position of Game Design Manager at Wizards of the Coast, the world's largest tabletop hobby game company. He is the author of several gaming books including a previous edition of The Game Inventor's Guidebook and Magic: the Gathering Complete Encyclopedia. He has been a keynote speaker and panelist at numerous game industry conventions.

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