

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The Game Inventor's Guidebook is a decent and breezy--if outdated--guide to how to go from a games hobbyist to a games inventor.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

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