



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

*Brian Tinsman*

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

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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