



by Mike Selinker. He's really more of an editor/compiler. The book consists of a couple dozen short essays about where to start, how to playtest, how to approach a publisher, common traps to avoid, and other great topics. The variety of perspectives gives the book great validity and legitimacy. You can bet that the guy who designed *Magic: The Gathering* will have a different view on game design than the guy who designed *Fluxx* (both of whom contributed to this book). Solid book, 5/5, highly recommended. 9 of 9 people found the following review helpful. Great book, poor binding quality

By K. Sink I had this book on my wish list for awhile before I finally ordered it. First of all, the content of the book is fantastic. Great concise articles with lots of good information. Some of this information I've already seen (such as the Steve Jackson article) on the web. It doesn't have any of the current information that you will find through blogs on the web about Kickstarters and more current information. With that being said, the information is still very timely and valuable. I thought it was well worth the money and really enjoyed the read. I also was impressed with how well the book was edited. I think I only found two typos in the whole thing, and they were very minor. Now the only reason I gave it 4 stars was that the print quality was bad. I've never seen a book curl up so easily. After reading the book over a week, it looks like I'd given it to a 2 year old to play with. The book stays together, however the paper is really thin and the cover has no thickness to snap back into place. I've never had a book do this.

3 of 3 people found the following review helpful. Enough to cause the reader to pause and realize that changes will be needed but the material needs to be supplemented

By D. Arnett In summary, keep rules simple and logically oriented towards the objective of the game, then do play testing and revision as much as possible (plus go out and get a broad range of experience with what games are out there so knowledge of what kind of changes can/should be done.) I thought that the material was pretty basic and the writing a little wordy. All in all, the material is oriented towards a person who hasn't given much thought to just what gaming is, who is his target audience, and hasn't played a wide range of tabletop games.

Winner of the 2012 Origins Award Pull up a chair and see how the world's top game designers roll. You want your games to be many things: Creative. Innovative. Playable. Fun. If you're a designer, add "published" to that list. The *Kobold Guide to Board Game Design* gives you an insider's view on how to make a game that people will want to play again and again. Author Mike Selinker (*Betrayal at House on the Hill*) has invited some of the world's most talented and experienced game designers to share their secrets on game conception, design, development, and presentation. In these pages, you'll learn about storyboarding, balancing, prototyping, and playtesting from the best in the business.