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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 Page 6/15

lays out step-by-step and advice, guidelines and instructions for getting a new game from idea to retail shelf.

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Instructions for getting a new game from idea to retail shelf.
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The Game Inventor's Board
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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