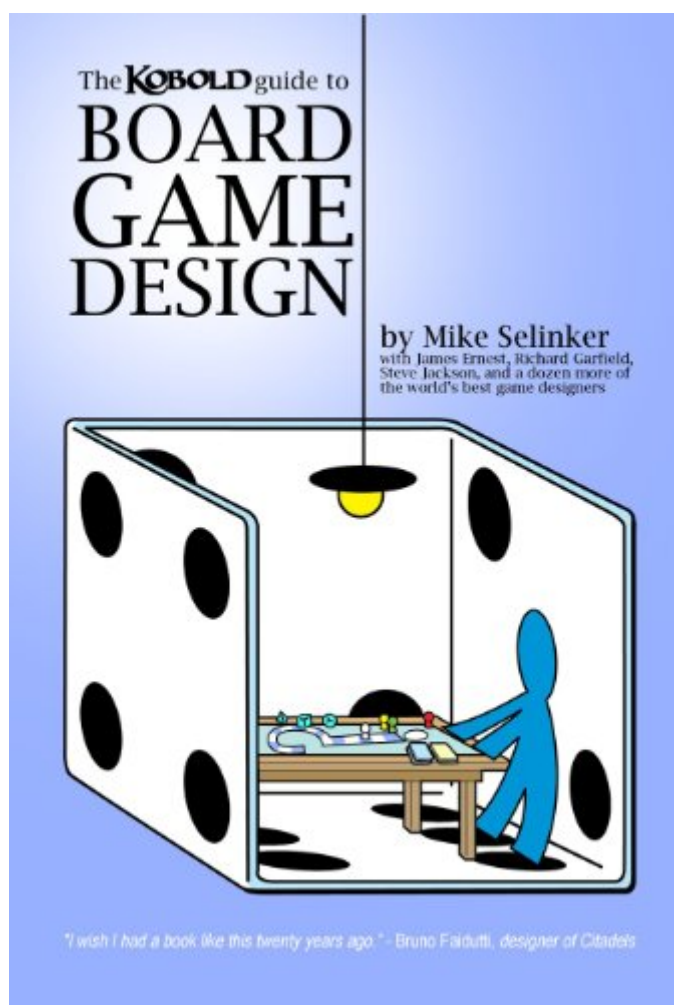


The book was found

Kobold Guide To Board Game Design (Kobold Guides To Game Design Book 4)



Synopsis

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. Featuring a cover and interior art by John Kovalic, the book's 15 contributors include: Richard Garfield (Magic: The Gathering) Steve Jackson (Munchkin) Dale Yu (Dominion) James Ernest (Kill Doctor Lucky) Lisa Steenson (Redneck Life) Whether you're a game enthusiast who wants a deeper understanding of the hobby, an aspiring designer looking to break into the industry, or a seasoned pro who knows there's always more to learn, there's something for you in the Kobold Guide to Board Game Design.

Book Information

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Customer Reviews

A fantastic book for anyone even remotely interested in board game design. The strong point in this book is that it's not all written 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.

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.

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.

First and foremost let me state that I really enjoyed this book. I decided I would purchase a book on game design as I play enough of them, and have often thought about what goes into making a

game. I also enjoy mathematics/computation so I thought it'd be interesting to see if that plays a roll. This book give a very good general idea on what goes into game design. Some chapters list specific examples of what each essay writer terms a "bad" or "good" game as well. This is very helpful to get some concrete examples. I feel more enlightened in the process of designing a board game from start to finish. For the price of the book, it is a very good purchase. The thing I am not a fan of is the little content that exists for how to create the board game itself. I have seen some other, beefier books out there that may cover this more. The other qualm I had with this book was the number of spelling errors. I believe I found a few in every chapter save two or three. It was ironic as some of the essays written talked specifically about proofreading the rules and write-up of the game to ensure it had no spelling/grammatical errors. Overall, the book is a great introduction to the design process, and I would definitely recommend it to those interested in such a thing.

Easily one of the best books on design I've ever read. As others have mentioned, this isn't really a "How-To" book and not even specific to board games, but a collection of essays on what to expect during each phase of the development process. The essays by Richard Garfield and Dave Howell are fantastic and Howell, who I had not heard of before, has become a real inspiration. If you're interested in, or are doing any kind of development in the game space (AAA video games, indie games, board games, etc) this is an invaluable book.

This is the first book anyone who intends to create a game should read. Many essays concisely written about particular aspects of game design, written by several game designers. It doesn't not give a paint-by-numbers method, but if you are looking for that, just pick your favorite game and copy it. (Then wait for the lawyers.) Much good advice using particular games as examples, which we are buying and playing to see how they work. A fun and interesting way to learn! We have read a few other books, one filled with platitudes about fun, another ponderous prose about the history of eurogames. I'll review those elsewhere. In this Kobold Guide, every page is useful.

Unlike theoretical books, this quick read provides great insight into the topic by making the reader relate to specific experiences and essays from other designers. It's true that a straight reference book outlining how the field works is useful to have straight facts, but when thinking about how to target your work, the amount of information can be extracted by harnessing what other's have learned through how they see the issues turns out to be enriching and satisfactory in many ways. The different articles contained are small enough to process easily and light to read.

This book does a great job of delivering easy-to-digest nuggets of wisdom from the who's who of the gaming industry. Getting professional perspectives from various aspects of the process is great as well. As an aspiring game designer, the chapters from designers are most relevant now. I'll likely revisit this for the chapters on play testing and publishing once I get further down the road.

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