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The Game Inventor's Handbook

Stephen Peek

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Stephen Peek : The Game Inventor's Handbook before purchasing it in order to gage whether or not it would be worth my time, and all praised The Game Inventor's Handbook:

0 of 0 people found the following review helpful. Has a heart for inventors and a mind for reality.By Roger MunyonVery practical guide that makes dreamers face reality. I won't necessarily call it discouraging, but it honestly lays out what goes into the production of a game, whether the idea is great or lousy. And let's face it...no inventor thinks their game is ugly. This will help you line up your courage, especially if you can't get a major company to take your idea. They don't exist to help you. They exist to sell viable product. If you plan to do it yourself - and the resources available to do that are greater than ever - just know what you're getting into. Even though this material may seem dated, the steps - if not the costs implied - are the same. Thanks, Steve, for not creating a "pie in the sky" book.2 of 2 people found the following review helpful. A fantastic book even though written before the internet age.By DE BurkeA work of greatness. Written in the pre internet world, it's a complete course on building and marketing a game. One of the best How to books I have read on any subject. But the use fullness for game designers is a 10 out of 10. Buy this book. You will learn so much. For those interested in the money and business end of games this is again, a great resource.2 of 2 people found the following review helpful. great bookBy Cindylots of good things in it about making a game if you like games and have an inmagination you will love this book

Monopoly, Scene it, Apples to Apples, Smart Ass, Trivial Pursuit, Pictionary, Cranium, Magic the Gathering are all games that made millions for their inventors. While today these popular games are marketed by well known toy

companies, none of them originated in an established company. Instead, they came from inventors who knew very little about the game business. First published in 1985, *The Game Inventors Handbook* has sold over 100,000 copies. Written by a credentialed, thirty year industry veteran, the expanded third edition takes readers step-by-step through every aspect of game publishing and marketing

From *Library Journal* Having designed and marketed numerous games, Peek shares his expertise with would-be inventors. Although touching on computer games, he emphasizes box games involving boards, cards, and role playing. Discussing development, testing, and selling ideas and games to big companies, he recommends self-publishing and details production, marketing, and legal protection. He also includes a glossary of printing terms and lists of trade associations and shows. Of value as a guide to a unique market and of interest to those who think they can design a better game. Recommended for public libraries. Elin B. Christianson, Library Consultant, Hobart, Ind. Copyright 1988 Reed Business Information, Inc.