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About the Book

The Precarious Career of a Games Inventor

How do you get an idea for a game? What's involved in developing it and making an initial prototype? How important is play-testing, and whom do you involve in that process? What are the tips for writing rules? How do you go about trying to get your idea onto the marketplace? What are the important parts of a contract?

This book won't provide all the answers, but it will give you an insight into the fascinating, and sometimes frustrating world of games inventing based on Michael's 55 years experience. Packed with lots of stories - the successes and failures; the laughter and tears, the delight and the boredom...

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