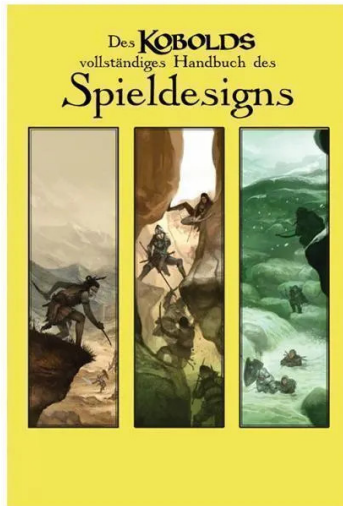


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## US35010 - The Goblin's Complete Guide to Game Design - Game Theory (EN Edition)

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### Product Description

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Have you always wanted to know more about roleplaying game design? Wolfgang Baur, Monte Cook, Ed Greenwood, Mike Stackpole and many other veterans of the American roleplaying scene have a lot to tell you about it.

This book will help you develop adventures, monsters or magic for your roleplaying campaign and maybe even your own roleplaying game.

The Goblin's Complete Guide to Game Design gives you 240 pages of comprehensive essays on how a role-playing game works. Included in this collection are all three volumes in the Kobold Guide to Game Design series, along with a wealth of new material.

The 40 easy-to-read essays in this book answer a wide range of questions about roleplaying game design, from basic rules and magic systems to fantasy adventures, monster design, test play, and more.

Winner of the 2012 ENnie Award for Best Roleplaying Accessories.

- Type: Game Theory (Kobold Manuals)
- Language: German
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