

Item no.: 351121

## **US35049 - Manuals of the Dragon: Refining Purchase Adventures - Game Theory** (DE Edition)

## from **17,27 EUR**

shipping weight: 0.40 kg Manufacturer: Ulisses Spiele



## Product Description

Manuals of the Dragon: Refining Purchase Adventures - Game Theory (DE Edition).

We started with "The Goblin's Handbooks" - a series of guides on game design, world building and role-playing theory from the American region. However, there was a growing desire to produce something similar from a German perspective and with local authors. And so here they are: The Dragon's Handbooks!

The books are not about dry theory and academic ivory towers, but about how you can get even more out of your game. Together with numerous well-known "makers" of the German scene, we have collected experience, tips and techniques in the books, no matter whether it's about crafting beautiful handouts or designing complex story structures.

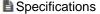
Every role-player has asked himself more than once how he can make his own game round even better, how he can inspire his players even more as SL or how he can find the right character for the current campaign. There is no right or wrong way to play the game, but there is always the chance to learn something new!

Purchase adventures are a bit like ready-made meals - passable tasting and basically filling meals that take a lot of preparation out of your hands. As in the kitchen, however, the art of the game table lies in going one step further, refining the dish with clever seasoning and complementary, fresh ingredients to make it a real treat.

What is the best way to capture the information of an adventure? How do you adapt it to your players in advance and what can you do if they break out of their presumed paths in the middle of the session? How do you handle long campaigns, and how do you integrate scenarios from other systems into your own round? How do you put together entire campaigns from individual adventures? This book provides the necessary tools.

Refining Purchased Adventures is a guidebook for all those who would like to get more out of the scenarios they have purchased. They should not only be nutritious, but a culinary experience!

- Type: Game theory
- Language: German
- Number of pages: 160
  Author: Lars-Hendrik Schilling



Scan this QR code to view the product

All details, up-to-date prices and availability

