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## US35029 - Manuals of the Dragon: Role-Playing Essays - Game Theory (DE Edition)

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### Product Description

Manuals of the Dragon: Roleplaying Game Essays - 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!

In this book, German role-playing greats talk out of the closet and share with you their wealth of experience, some of which has grown over decades, on very different issues of role-playing. What constitutes immersive play and how do you achieve it? Does the group always have to cooperate? What makes a good adventure and how do you develop it? How do you handle handouts, lighting, music, humour? The essays in this volume answer all this and more.

- Type: Game theory
- Language: German
- Number of pages: 176

### Specifications

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