

OPEN DESIGN
PRESENTS

Complete **KOBOLD**TM Guide to Game Design



"The Kobold...welcomes the best and the brightest of the industry to share their knowledge of game design." Jeff Grubb, FORGOTTEN REALMS designer

by Wolfgang Baur
and a Team of Design All-Stars

COMPLETE KOBOLD GUIDE TO GAME DESIGN



Essays by

Wolfgang Baur and a Team of Design All-Stars

Edited by Janna Silverstein

Cover by Jonathan Hodgson

Complete KOBOLD Guide to Game Design

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Cover art by Jonathan Hodgson
Designed by Stephen Wark

Portions of this volume previously appeared in:

The KOBOLD Guide to Game Design, Volume 1: *Adventures*

The KOBOLD Guide to Game Design, Volume 2: *How to Playtest & Publish*

The KOBOLD Guide to Game Design, Volume 3: *Tools & Techniques*

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Kirkland, WA 98083

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The *Ultimate Resource* for Gamers, Game Masters, and Designers

In the three individual volumes of the **KOBOLD GUIDE TO GAME DESIGN** series, a star-studded line-up of game designers laid out concepts, techniques, and advice for enhancing adventures and designing roleplaying games. This volume brings together those essays in one package—a total of 40 articles—featuring new pieces by popular author and designer Willie Walsh, New York Times bestselling author and game designer Michael A. Stackpole, and award-winning designer Wolfgang Baur.

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ISBN 978-1-936781-06-5



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