

PRAISE FOR

Complete KOBOLD Guide to Game Design

"A must-have book for both those looking to get into this industry, and those who merely want to play."

–NerdTrek.com

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*Winner, 2012 Gold ENnie Award for
Best RPG-Related Accessory*

KOBOLD Guide to Board Game Design

"I wish I had a book like this twenty years ago."

–Bruno Faidutti, Designer of *Citadels*

"I would recommend 'The Kobold Guide to Board Game Design' as the best choice for those considering collectible game design or design for the mass market."

–Joe Zuber, Opinionated Gamers

"This book should definitely be on any game designer's bookshelf, but it will most likely offer some insights into some of today's favorite designers for players as well!"

–Game Knight Reviews

OTHER BOOKS BY KOBOLD PRESS

Complete Kobold Guide to Game Design

Kobold Guide to Board Game Design

Midgard Campaign Setting

THE KOBOLD GUIDE TO WORLDBUILDING

Introduction by Ken Scholes

With essays by

*Keith Baker, Wolfgang Baur, David “Zeb” Cook,
Monte Cook, Jeff Grubb, Scott Hungerford,
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The KOBOLD Guide to Worldbuilding

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First Edition

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THE KOBOLD GUIDE TO WORLDBUILDING

Sample file

Introduction

FOSTER WORLDS TO HIDE AND SEEK IN

Ken Scholes

Like many of you, I've been visiting new worlds with an eye toward buying real estate for a long time now. My passport has more stamps in it than I can count.

I've been to Barsoom with John and Dejah, then tracked down Carson on Amptor. I took a nice, long walk through Middle-earth with Bilbo, Frodo, and Company before dropping by Arrakis to see how Paul's spice mining was going. I visited Almuric on my way to Hyborea to spend time with Esau and Conan (respectively). And then eventually, I found myself in hot water in Greyhawk's village of Hommlet (I lost two fingers to a giant frog there!) and spent many hours wandering the quarters of Baldur's Gate in the Forgotten Realms.

I am a traveler of many worlds.

I needed to be because this one just wasn't good enough for me. So these others became foster worlds, if you will, where I could play hide and seek with myself through books and with my friends through gaming. And I know I'm not alone. I remember Tim Powers telling my Writers of the Future Workshop that we wouldn't write what we write if we were at home in this world. It resonated with me and I suspect some others.

And somewhere along the way, it wasn't good enough for me to play hide and seek in the worlds of others—I was compelled to join the pantheon of gods who make worlds of their own. I started, like many of us, with my *Dungeons & Dragons* boxed set, a pad of graph paper, and a brain filled with all of the worlds I'd already visited by that time. It didn't hurt at all that somewhere along the way, TSR provided a list of all the other worlds out there that one could turn to for inspiration in