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Despain, Keyvan Acosta, Liz Canacari-Rose, Michael Deneen, Zach Hiwiler, Jeff Howard, Christina Kadinger, Chris Keeling, Casey Kuczik. Released December 2012. Publisher (s): New Riders. ISBN: 9780133362688.

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The Game Creation section is the longest in the book and every article is packed with practical information making it a useful reference to Game Genres, Game Pillars and House Rules. It discusses Brainstorming Methods, Flow, Risk Assessment, Supply and Demand, Synergy and Wayfinding and explains the principles of Metagames, Gestalt and the Core Gameplay Loop.

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