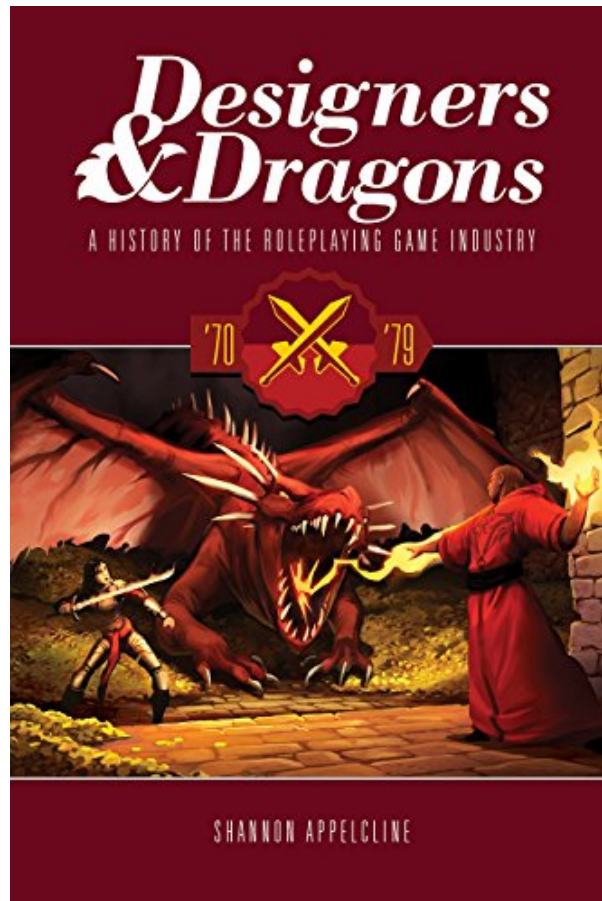


# DESIGNERS & DRAGONS: THE 70S BY SHANNON APPELCLINE



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# *Designers & Dragons*

A HISTORY OF THE ROLEPLAYING GAME INDUSTRY



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# DESIGNERS & DRAGONS: THE 70S BY SHANNON APPELCLINE PDF

Everything you've wanted to know about the origins of roleplaying games...

Designers & Dragons: The 70s is a comprehensive picture of the beginnings of the RPG industry. This second edition expands the original single book into a series of four, and we've added over 50,000 new words to this volume alone. Learn about the colorful history of TSR and the wave of D&D inspired games (and gaming companies) to follow, and dip your toes into wargaming trivia. Regardless of your gaming background, Shannon Appelcline's meticulously researched history won't disappoint. In this volume, you'll find:

- A foreword by Greg Stafford, creator of Glorantha and author of King Arthur Pendragon
- Profiles for thirteen 1970s gaming companies including TSR, GDW, and Chaosium
- The inside scoop behind games like D&D, Traveller, and The Fantasy Trip
- Ten things you might not know about roleplaying in the 70s
- An extensive bibliography and index

Meet the characters behind the characters and the gamers behind the games in Designers & Dragons: The 70s!

- Sales Rank: #260883 in Books
- Brand: Evil Hat Productions
- Published on: 2015-01-02
- Dimensions: 1.40 pounds
- Binding: Perfect Paperback
- 400 pages

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8 of 8 people found the following review helpful.

This book is obviously a love letter to those of us who gamed

By Murph

Disclaimer: I am an old gamer from the late 1970's. This book detailed all those games that I played, and many I never got around to playing. My group and I traveled from D&D, through Chivalry and Sorcery to RuneQuest, Traveller, and Space Opera. This book is obviously a love letter to those of us who gamed, had fun, watched our GPA's drop, met friends who are still friends, and expanded our imaginations. I still have many of my old books which my daughters think are "cool", even though Dad is not :). I literally could not put this book down, and appreciate it details a very overlooked member of the gaming world Dave Hargrave and his Arduin Grimoires. I can't recommend this book highly enough, I wish I could give it six stars. Back in the days of college, I remember vividly driving regularly to the gaming store, and counting out my hard saved coins for the latest Judges Guild City State installment, or the latest Traveller book. I remember subscribing to The Journal of the Traveller's Aid Society, and Different Worlds (I still have them), and looking forward to each installment (again to the detriment of my GPA). Going through the racks of gaming

material and finding The City State of the Invinible Overlord and using it as a city for adventure for almost two decades. This book has just the right amount of information, without being overly detail oriented.

2 of 2 people found the following review helpful.

Required reading for role players.

By Commander Awesome

Every role player should have this book on their bookshelf. This is especially true if you're a fan of Gary Gygax, Dave Arneson, or Dungeons & Dragons. The first hundred pages are devoted to a nicely detailed history of TSR and the impact it had on the industry. Then the author adds on with the histories of other important gaming companies that helped to launch the hobby.

Designers & Dragons is a great value for the price and the information it contains is compelling. Much of what is in this book isn't common knowledge with most gamers, especially the younger ones. Older gamers might remember the news and rumors behind things like the late Mr. Gygax's departure from TSR, but there is so much more detail here than even the older gamers are likely to know. And then there is histories for Judge's Guild, Chaosium, and GDW. Much that information will likely be new to even the old timers.

If you want to know how the modern games came about, this is a fantastic place to start. The details chronicled here would take hundreds of hours to find on your own (and it probably wouldn't be anywhere near as organized or comprehensive). The book is a great historical compilation for a hobby that has influenced an incredible amount of modern media. Well-written and fast-paced, this book should sit next to any dedicated role player's collection. Pop culture fans and role players should all read this book. Seriously, read it now.

1 of 1 people found the following review helpful.

I can't wait to get into the next book

By Mr. J. M. Hicks 'Farsight Blogger'

I've only ever delved into the history of the tabletop roleplaying history a few times, and this was mainly snippets of information gleaned from books and interviews over the years. I've always been fascinated by the early days and the way the industry grew and continues to this day, and I've always enjoyed learning about the early days of the hobby. However, I've never really had the chance to really find out how it began and what happened to the individuals, games and companies involved.

Thank goodness, then, for Designers & Dragons: A History of the Roleplaying Game Industry.

This first volume of the series covers the 1970s, early days of the RPG scene and it's a glorious if depressing read - glorious in that it's amazing to see how these first firms kicked the whole thing off, their attitude and approach to the fledgling hobby and the almost off-handed way they handled new product. Depressing in that I wish I had been around to appreciate that initial burst of energy and passion.

After the hefty entry on the giant of the hobby, TSR, the book then covers Flying Buffalo, Games Workshop, GDW, Judges Guild, Metagaming Concepts, Fantasy Games Unlimited, Chaosium, Gamescience, Heritage Models, Grimoire Games, DayStar West Media and Midkemia Press. This is followed up by some neat little 'Did you know?' comments about the nature of roleplaying in the 1970s – which I found fascinating, as the attitude to gaming really has changed over the decades – and then a bibliography and acknowledgements.

There's a real charm to this first book as it takes you back to the beginning and it's not always a nice read; disagreements, rivalries and lawsuits rear their ugly heads as well as the stories of people reaching milestones, enjoying successes and pushing the hobby forward. It was great to read about the beginnings of the hobby but it was just as good to read about the approach that most companies had towards this new

pastime. It almost comes across as clueless, sometimes, but the hobby was young and directionless and, coming out of the structured worlds of boardgames and wargames, many of the people involved had no true guidelines on how to approach this new and peculiar hobby.

It's a solid read and while there may be moments when I felt that the book was simply listing facts and figures – which can't be helped considering that it is trying to be complete and sometimes the detailed information just isn't available – I honestly felt I learned something about my hobby and it's origins. The book doesn't take sides or root for any single person, game or company (although it does refer to some possible evidence or widely-regarded opinion on certain matters) and it gives the facts as cleanly, and as entertainingly, as possible.

As I mentioned earlier, there may have been times when I felt that the book was just calling out statistics or just reeling off product lines for a certain company's production period, but even though I may have passed over these periods with a lot less interest than other points in the book, at no point did I feel completely bored or dissatisfied. These were fillers, information blurbs that took me through the workings of the company to make the history complete. All the time there's cross-referencing and notes on what to read next, sidebars on details about certain things that readers might find interesting and notes that add flavour and background.

Well written, well laid out and, apart from the few rare moments where I felt I was reading material just to get to the juicier parts of the history (everyone loves a bit of gossip, don't they?), I seriously enjoyed this book. I can't wait to get into the next book, the 1980s, which was my era, the decade when I entered the hobby.

Highly recommended.

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