FUNDING METHODS

The greatest obstacle for board game design is getting the funding or backing for it. Luckily, there are several methods to get funding for development.

PATREON (5% TO 12% FEE)

Allows a developer/creative to receive a monthly subscription from fans of their work.

KICKSTARTER (5% FEE)

Arguably the most well known crowdfunding service available. You can present your idea and Kickstarter backers will fund it if they find it intriguing enough.

INDIEGOGO (5% FEE)

Almost identical to Kickstarter in every meaningful way and arguably its primary competitor.

GAMEFOUND (5% FEE)

A crowdfunding service that focuses on tabletop game developers.

GAME ON TABLETOP (5% FEE)

Another crowdfunding service that focuses on tabletop game developers but with a smaller community.

TOP GAME PUBLISHERS

It's important to realize that tabletop game publishers are inundated with ideas and suggestions. Many will not even accept input, and only design games from within the company. Here are a few publishers that still have a process for game design submissions.

STONEMAIER GAMES

(stonemaiergames.com/about/submission-guidelines)

ALDERAC ENTERTAINMENT GROUP, AEG

Events are held on a regular basis. Search for info.

TABLETOP TYCOON

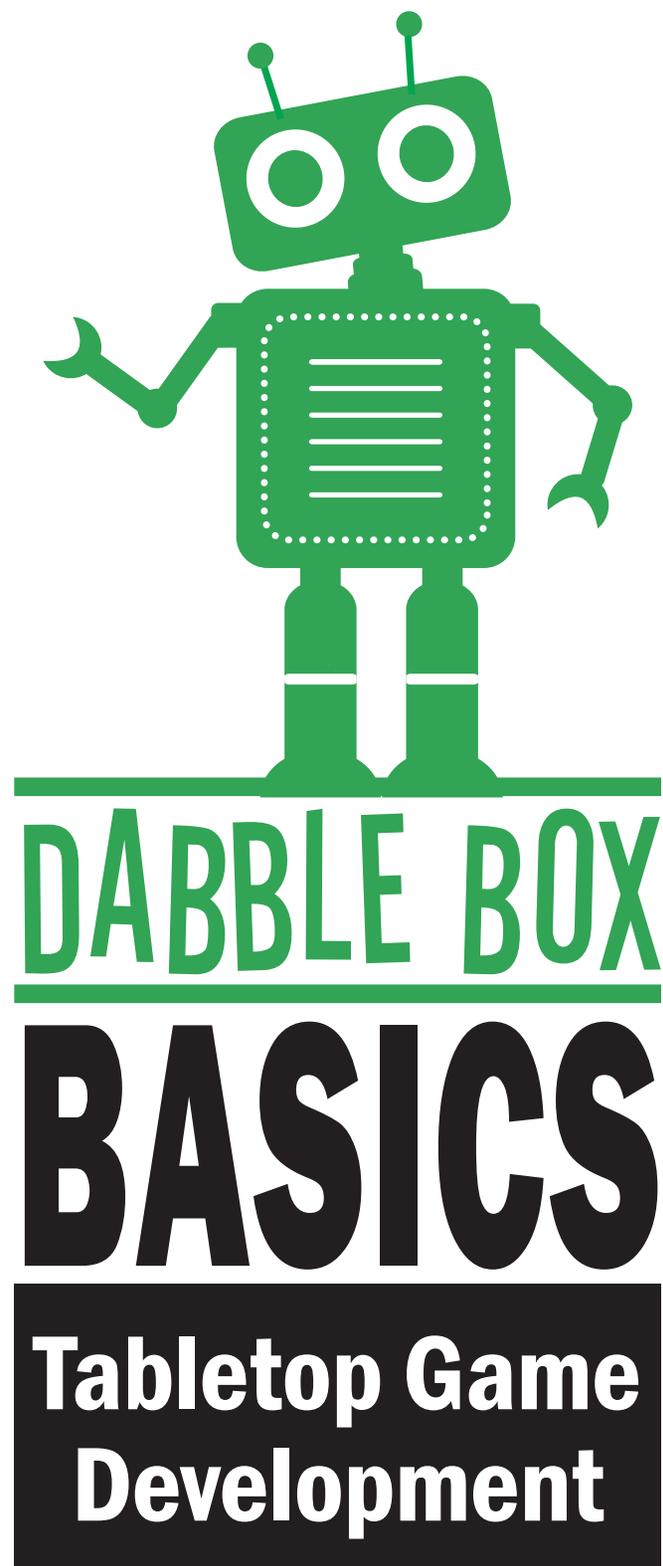*(tabletoptycoon.com/submissions)*

TWILIGHT CREATIONS, INC.

(twilightcreationsinc.com/game-submissions)

DABBLE BOX BASICS

Tabletop Game Development

WHERE TO START

The resources a developer needs to create a board game vary from game to game. It's important to plan out the details beforehand. You should have a solid idea of what genre of board game you are aiming for and the mechanic(s) you plan to use before starting. It's helpful to reference well-established game mechanics such as Tile Placement, Social Deduction, Deck Building, Worker Placement, etc. You may also want to start thinking about your theme as it may influence your other decisions. Theme is essential because this is often what draws a player's interest before they get to see the genre or mechanics. The following resources offer many suggestions and guides on how to get started on your journey through tabletop game development.

BOARD GAME DESIGN LAB
(boardgamedesignlab.com)

An outstanding resource for tabletop game development. It includes a podcast, guides on various topics, and links for every detail one could possibly think of in regards to tabletop game design.

STONEMAIER: HOW TO DESIGN A TABLETOP GAME
(stonemaiergames.com/kickstarter/how-to-design-a-tabletop-game)

One of the top publishers has compiled a collection of articles and suggestions for would-be developers.

BRANDON THE GAME DEV: START TO FINISH
(brandonthegamedev.com/start-to-finish-publish-and-sell-your-first-board-game)

Another great list of suggestions and resources for tabletop game developers.

BOARD GAME GEEK: MECHANICS
(boardgamegeek.com/browse/boardgamemechanic)

A list of various game mechanics. Board Game Geek also has more resources like member-based game ratings, forums, a community market for buying and selling games, and so much more. BGG is an essential resource for developers and players alike.

PROTOTYPING AND PLAYTESTING

Playtesting is essential to tabletop game development. No matter how good you are at game design, there will inevitably be issues with your game that should be flushed out through playtesting. In order to playtest, you will need to create a prototype with functional pieces, cards, etc. To save money, the key is to keep it cheap, simple, and yet functional.

DABBLE BOX MAKERSPACE

We have our very own makerspace called the Dabble Box! You can use our equipment to create some of your parts. We have a 3D printer that can print plastic miniatures, and a Silhouette Cameo that can be used to cut out vinyl or cardstock to create game boards, decals, or cardstock miniatures.

REPURPOSE!

Use what you have! Borrow those pieces! If you have Carcassonne, grab those meeples and use them. Six-sided dice are everywhere. Use the resources at hand and maybe purchase a few miscellaneous game pieces that can be reused in future projects.

THE GAME CRAFTER

Though The Game Crafter would fit just as easily in the Tabletop Game Printing Resources category, it also allows a developer to print off a single or small number of sets for playtesting or demonstration.

SUPERIOR POD

POD stands for Print On Demand, and Superior POD does it all. Their prices are a little high for mass production, but reasonable for either playtesting or demonstration.

PROFESSIONAL PLAYTEST SERVICES
- *(ixiegaming.com/playtest-services)*
- *(kicktester.com)*
- *(paperweightgames.co.uk/services)*

PLAYTEST COMMUNITIES
- *(facebook.com/groups/BoardGamePlaytesters-Guild)*
- *(reddit.com/r/playtesters)*

TABLETOP GAME PRINTING RESOURCES

Whether you want to try selling your product yourself or want some nice prototypes for playtesting or demonstration, here are a few to get you going.

GPI *(madebygpi.com)*

With an outstanding portfolio of well known tabletop games under their belt, GPI is one of the top options for high quality, excellent service, and good turnaround time, but it comes with a medium to high price tag. Provides other services such as playtesting and consultation. They have a very high minimum quantity for manufacturing.

CARTAMUNDI *(cartamundi.com)*

Another big name in the business, Cartamundi specializes in creating cards but also has board game printing capability. Provides many of the same services as GPI and with a similar price point. Also has a very high minimum quantity for printing.

PRINTNINJA *(printninja.com)*

Aside from its book printing, PrintNinja offers printing of cards, board games, and miniatures. Its minimum order quantity is lower than most of the competitors, they create an excellent quality product, and they provide good customer service. The cards are not too expensive to print but other products come with a higher price tag.

QPC GAMES *(qpcgames.com)*

Another manufacturer of some well known franchises, QPC differs from the competitors here by providing an excellent quality product and a much lower minimum quantity for manufacturing at a moderate price point. They have been known to have communication issues.

BOARD GAME MANUFACTURING
(boardgamemanufacturing.com)

Board Game Manufacturing runs a medium price point at the expense of higher quality, but it allows for a very low minimum quantity for manufacturing. They lack the name brand backing many of the others here.