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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 book focuses on finite, individual principles rather than broader ideas and approaches. Richly designed with

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*100 principles of game design by Despain,
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Wendy

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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