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## Industry Talk: An Insider's Look at Writing RPGs and Editing Anthologies

By Jennifer Brozek

Apocalypse Ink Productions, United States, 2012. Paperback.  
Book Condition: New. 201 x 127 mm. Language: English . Brand New Book \*\*\*\*\* Print on Demand \*\*\*\*\*. Industry Talk is a collection of two previously published columns by Jennifer Brozek, Dice and Deadlines and The Making of an Anthology. The collection also contains brand-new content including step-by-step instructions on how to pitch an anthology and advice on managing a freelance career. Want to write for games? Want to navigate the dark labyrinths and endless mazes of freelancing? Let Brozek be your guide. - Chuck Wendig, game designer and author of 500 Ways to be a Better Writer If you're going to make that leap, though, and come over to the freelance side to join us, don't go blind. Do your research. Ask questions. Read this book. - Matt Forbeck, game designer and author of Amortals and Vegas Knights To those looking to save hours of field research into two highly specialized and hard-to-crack fields, Jennifer Brozek's pragmatic, down-to-earth advice serves as an essential clue-dispenser. - Robin D. Laws, game designer and author of Hamlet's Hit Points As Brozek says, Freelancing for the RPG author is an active thing. You...



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