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Official Price Guide to Role Playing Games

Timothy Brown, Tony Lee

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Timothy Brown, Tony Lee : Official Price Guide to Role Playing Games before purchasing it in order to gauge whether or not it would be worth my time, and all praised Official Price Guide to Role Playing Games:

0 of 0 people found the following review helpful. Only useful for tricking people into selling way below the actual resale value. By Jake Hoehl Price guides come in two types. The first type are ones that are well researched and reflect real world prices/values as determined to the best of the authors' ability such as the Overstreet Comics Price Guide. This one is in the second category, those that function solely to help dealers convince people unloading their collections that whatever they have is not worth much and that the dealer would be 'doing them a favor' by taking the

material off of their hands. While 90%+ of RPG material sells for cover price or less in Near Mint+ condition, there are some very valuable items which this book does not address or otherwise undervalues the items (at 1998 prices even). This book also fails as a comprehensive reference book for several reasons. One, it dates from 1998, so it's not reflective of modern materials. Two, it is incomplete for many second tier publishers. Three, magazines are some of the most collectible items, and quite a diverse field - yet, this guide is woefully deficient at covering them. Four, publisher product numbers are absent - particularly strange since all lists done of the main line of RPG collectibles, TSR products, include the publisher's product code number. Five, index and table of contents are very weak and inadequate for what information is in there. Avoid this book except for a very cheap clearance priced copy as the internet can, in most cases, provides better lists of published RPG items. The prices in this book do not reflect real world sales. 1 of 1 people found the following review helpful. Thorough, but ultimately uninformative By Wayne G. As an RPG collector, I've been looking for a good desk reference (I live breathe the Internet as a reference tool, but sometimes it's nice to have an old-fashioned book...). This particular book is part of the Official series (They have many useful books of the type for collectibles: Coins, stamps, sports cards, etc.) and written by RPG veteran Timothy Brown. On the surface, it shows much promise. With a 1998 copyright date, this includes most RPGs up to the dawn of the D20 rules. On the plus side, it is well-organized with games listed alphabetically by game system. Brown also does a good job telling what components belong to a particular game accessory (ex. Is this module supposed to come with a poster map?). Cover price, year of release, authors, companies, and occasionally a very brief description are included. Unfortunately, Brown neglects to include product numbers (ex. TSR 9143), making RPG research more time-consuming. This flaw is shared by the otherwise superior "Heroic Worlds" (ISBN 0879756527 HC; 0879756535 PB). Of course, the values given for the RPGs are completely obsolete given the rise of eBay since the book's publication. Summary: Useful, but not necessary. 4 of 4 people found the following review helpful. A Major Disappointment! By A Customer This book purports to be a price guide, but it is a mystery as to where the authors pulled out the prices for the products listed. The prices are way off from what items have sold for at any conventions I have attended or others have attended, on usenet marketplace newsgroups or on ebay. I can only conclude that the authors picked out the prices at random. The only redeeming point of the book is the listing of RPG material published. But since this book's title states that it is supposed to be an official (according to whom?) price guide, and that this was the primary reason for its publishing, I conclude that this book is a total failure as a price guide that will serve no purpose for the purchaser of old RPG material. In short, this book should be avoided at all costs except for use as kindling material.

THE DEFINITIVE GUIDE TO ROLE-PLAYING GAMES, WITH MORE THAN 5,000 PRICES LISTED! Since the advent of Dungeons Dragons more than two decades ago, role-playing games have been hot. Yet, there have been no references available covering the entire spectrum of games or offering values for older, rare games--until now. A complete and authoritative resource, *The Official Price Guide to Role-Playing Games* provides the kind of detailed information that game enthusiasts have been seeking for years. [] **COMPREHENSIVE.** This one-of-a-kind sourcebook spans the complete history of the genre, from the launch of the entire industry with the first Dungeons Dragons game to the latest releases from every game publisher. All versions and editions of each game are listed, including rarely seen promotional items and printing variations that make one version more valuable than another. [] **CLEARLY ORGANIZED.** All titles are organized by publisher and then broken down by trademark and campaign setting. Prices are based on condition and actual market value measured at stores and auctions. [] **WRITTEN BY EXPERTS.** A game industry veteran of twenty years, Timothy Brown has been a designer at Games Designers' Workshop, an editor at Challenge magazine, and the director of product development at TSR. He is the award-winning designer of 2300 AD and ADD's Dark Sun Universe. Tony Lee has been involved in the game industry for more than fifteen years as a magazine game reviewer, an editor and development consultant for Marc Miller's Traveller game line, and a game designer. [] **FULLY ILLUSTRATED.** Packed with illustrations of rare role-playing game product covers.

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