Cardboard Edison's Favorite Tips & Resources - May 2016

This month's roundup of useful board game design links, delivered early for our Patreon backers!

featured:

- The Process: Cutthroat Caverns by Curt Covert
- Meaningful Decisions: Doug Levandowski on Design Choices in Gothic Doctor

theory:

- Advice for designing a game system that will support many possible games
- Advice for balancing your game (audio)
- Three designers of cooperative games answer questions about co-op design

playtesting:

- 10 places to find playtesters

process:

- Advice for knowing when to give up on a design

publishing:

- Discussions about shipping games, dexterity games, designing for kids and families, the benefits of networking and more (audio)
- How to get a board game into distribution (audio)

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