The Rules Forge

Dustin Schwartz, Freelance Writer/Editor | dustinbschwartz@gmail.com | @dustinbschwartz

Hi, and welcome to the Rules Forge. This is my rate sheet, where you'll find a description of the services I provide for editing and proofing rulebooks, as well as some notes about my collaborative process. I look forward to helping you hammer out a great rulebook!

- All rates are per *manuscript page*, an industry standard that means 250 words. Word count is rounded to the nearest full manuscript page.
- Sending me a *fully playable prototype* of your game is highly recommended, so that I can better understand the living, breathing game experience, rather than just what it looks like on the page, and therefore create a rulebook that communicates more readily to the reader.
- If your game involves *rules text on components* (cards, player boards, tiles, etc.), I will want access to edit that text, too.
- I will invoice near the *end of the project*. for the initial number of manuscript pages or the final number of manuscript pages, whichever is greater.
- Acceptable *payment methods* are PayPal (preferred) or check by mail. When possible, I also ask that you send me a *complimentary copy* of the final produced version of the game.

Option 1: Proofreading Service

This is the right option if your rulebook has already been looked over by another editor and is in the final pre-press stages. I'll comb for typos, punctuation errors, spelling mistakes, bad grammar, and glaring inconsistencies.

- \$5/manuscript page
- Minimum fee of \$50

Option 2: Full Copyediting Service

This is the right option if you'd like feedback on the overall structure, style, and voice of your rulebook prior to any layout. Does it communicate well? Is it right for the intended audience? Is your terminology consistent and well chosen? I'll take a deep dive to help make your rulebook the best it can be. This level accounts for multiple rounds of revisions, including a final pre-press proofread.

- \$25/manuscript page
- Minimum fee of \$100