

## Publikacje o RPG

#	TYTUŁ	AUTOR	WYDAWCA	ROK WYDANIA	ISBN / ISSN
1	The Complete Book of Wargames	Jon Freeman	Simon & Shuster	1980	0-671-25374-3
2	Fantasy Role Playing Games: Dungeons, dragons, and adventures in fantasy gaming	J. Eric Holmes	Arms and Armour Press	1981	0-85368-158-9
3	Fantasy Wargaming	red. Bruce Galloway	Patrick Stephens Limited	1981	0-85059-465-0
4	Shared Fantasy. Role-Playing Games as Social Worlds	Gary Alan Fine	The University of Chicago Press	1982	0-226-24943-3
5	What is Dungeons & Dragons?	John Butterfield, Philip Parker, David Honigmann	Warner Books	1982	0-446-32212-1
6	Dicing with Dragons: An Introduction to Role-Playing Games	Ian Livingstone	New American Library	1983	0-451-14489-9
7	The Good Games Guide #1	red. Steve Williams	Games Workshop	1985	b/d
8	A Christian Response to Dungeons & Dragons	Peter Leithart, George Grant	Dominion Press	1988	0-930462-60-2
9	The Complete Guide to Role-Playing Games	Rick Swan	St. Martin's Press	1990	0-312-05060-7
10	Fantasy Wargaming	Martin Hackett	Patrick Stephens Limited	1990	1-85260-213-9
11	The Devil's Web	Pat Pulling, Kathy, Cawthon	Word Publishing	1990	0-85009-228-0
12	The Truth About Dungeons & Dragons	Joan Hake Robie	Starburst Publishers	1991	0-914984-37-3
13	Heroic Worlds: A History and Guide to Role-Playing Games	Lawrence Shick	Prometheus Books	1991	0-87975-653-5
14	Inter*Action #1	red. Andrew Rilstone	Crashing Boar Books	1994	1353-4548
15	Interactive Fantasy #2	red. Andrew Rilstone	Hogshead Publishing	1994	1356-6520
16	Interactive Fantasy #3	red. Andrew Rilstone	Hogshead Publishing	1995	1356-6520
17	Interactive Fantasy #4	red. Andrew Rilstone	Hogshead Publishing	1995	1356-6520
18	The Fantasy Role-Playing Gamer's Bible	Sean Patrick Fannon	Prima Publishing	1996	0-7615-0264-7
19	Official Price Guide to Role Playing Games	Timothy Brown, Tomy Lee	House of Collectibles	1998	0-676-60144-8
20	The Fantasy Role-Playing Gamer's Bible (wyd. II)	Sean Patrick Fannon	Obsidian Studios	1999	0-9674429-0-7
21	Horsemen of the Apocalypse: Essays on Roleplaying	red. Jim Dietz	Jolly Roger Games	2000	1-55878-240-0
22	The Fantasy Role-Playing Game. A New Performing Art	Daniel Mackay	McFarland & Company	2001	0-7864-0815-4
23	Dungeons and Dreamers: The Rise of Computer Game Culture from Geek to Chick	Brad King, John Borland	McGraw Hill/Osborne	2003	0-07-222888-1
24	Gry fabularne – nowe zjawisko kultury współczesnej	Jerzy Zygmunt Szeja	Rabid	2004	83-88668-72-2
25	First Person. New Media as Story, Performance and Game	red. Noah Wardrip-Fruin, Pat Harrigan	The MIT Press	2004	978-0-262-73175-1
26	30 Years of Adventure: A Celebration of Dungeons & Dragons	red. Peter Archer	Wizards of the Coast	2004	0-7869-3498-0
27	Gaming as Culture: Essays on Reality, Identity and Experience in Fantasy Games	red. J. Patrick Williams, Sean Q. Hendricks, W. Keith Winkler	McFarland & Company	2006	978-0-7864-2436-8
28	Second Person. Role-Playing and Story in Games and Playable Media	red. Noah Wardrip-Fruin, Pat Harrigan	The MIT Press	2007	978-0-262-51418-7
29	40 Years of Gen Con	Robin D. Laws	Atlas Games	2007	1-58978-097-3
30	Confessions of a Part-Time Sorceress: A Girl's Guide to the Dungeons & Dragons Game	Shelly Mazzanoble	Wizards of the Coast	2007	978-0-7869-4726-3
31	Hobby Games: The 100 Best	red. James Lowder	Green Ronin Publishing	2007	978-1-932442-96-0
32	Fantasy gaming	Martin Hackett	Sutton Publishing	2007	978-0-7509-4360-4
33	Dungeons & Desktops. The History of Computer Role-Playing Games	Matt Barton	A K Peters	2008	978-1-56881-411-7
34	The Elfish Gene: Dungeons, Dragons and Growing Up Strange	Mark Barrowcliffe	Soho Press	2008	978-1-56947-522-5
35	Third Person. Authoring and Exploring Vast Narratives	red. Noah Wardrip-Fruin, Pat Harrigan	The MIT Press	2009	978-0-262-23263-0
36	Fantasy Freaks and Gaming Geeks	Ethan Gilsdorf	Lyons Press	2009	978-1-59921-994-3
37	The Functions of Role-Playing Games: How Participants Create Community, Solve Problems and Explore identity	Sarah Lynne Bowman	McFarland & Company	2010	978-0-7864-4710-7
38	The Creation of Narrative in Tabletop Role-Playing Games	Jennifer Grouling Cover	McFarland & Company	2010	978-0-7864-4451-9

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39	The Bones: Us and Our Dice	red. Will Hindmarch	Gameplaywright Press	2010	978-0-9818840-1-1
40	Hunters of Dragons: The Original Dungeons & Dragons Collecting Guide	Ciro Alessandro Sacco	Wild Boar Edizioni	2010	b/d
41	Family Games: The 100 Best	red. James Lowder	Green Ronin Publishing	2010	978-1-934547-21-2
42	The Evolution of Fantasy Role-Playing Games	Michael J. Tresca	McFarland & Company	2011	978-0-7864-5895-0
43	Designers & Dragons: A History of the Roleplaying Game Industry	Shannon Appelcline	Mongoose Publishing	2011	b/d
44	Dungeons & Dragons and Philosophy: Raiding the Temple of Wisdom	red. Jon Cogburn, Mark Silcox	Open Court	2012	978-0-8126-9796-4
45	Playing at the World: A History of Simulating Wars, People and Fantastic Adventures from Chess to Role-Playing Games	Jon Peterson	Unreason Press	2012	978-0615642048
46	Immersive Gameplay: Essays on Participatory Media and Role-Playing	red. Evan Torner, William J. White	McFarland & Company	2012	978-0-7864-6834-8
47	Dungeons, Dragons, and Digital Denizens	red. Gerald Voorhees, Josh Call, Katie Whitlock	Continuum	2012	978-1-4411-9518-0
48	Of Dice and Men: The Sotry of Dungeons & Dragons and the People Who Play It	David M. Ewalt	Scribner	2013	978-1-4516-4050-2
49	Science Fiction Hobby Games. A First Survey	Neal Tringham	Pseudonymz	2013	978-0-9576578-0-9
50	Hunters of Dragons: The Original Dungeons & Dragons Collecting Guide (40th Anniversary Variant Edition)	Ciro Alessandro Sacco	Wild Boar Edizioni	2013	b/d
51	Faith & Gaming (revised and expanded edition)	M. Joseph Young	Blessed Words Books	2013	978-1-61318-152-2
52	Dungeons & Dreamers. A story of how computer games created a global community (wyd. II)	Brad King, John Borland	ETC Press	2014	978-0-9912227-2-8
53	Designers & Dragons: The '70s	Shannon Appelcline	Evil Hat	2014	b/d (hc)
54	Designers & Dragons: The '80s	Shannon Appelcline	Evil Hat	2014	b/d (hc)
55	Designers & Dragons: The '90s	Shannon Appelcline	Evil Hat	2014	b/d (hc)
56	Designers & Dragons: The '00s	Shannon Appelcline	Evil Hat	2014	b/d (hc)
57	Dungeons & Dragons and Philosophy: Read and Gain Advantage on All Wisdom Checks	Red. Christopher Robichaud	Wiley Blackwell	2014	978-1-118-39762-6
58	Drachenväter: Die Interviews	Tom Hillerbrand, Konrad Lischka	Prinn & Junzt	2014	978-3-9817008-0-0
59	Dungeons in the Stacks: A Teen Librarian's Guide to Tabletop Role-Playing	Steven A. Torres-Roman, Cason E. Snow	Libraries Unlimited	2014	978-1-61069-262-5
60	You Are The Hero: A History of Fighting Fantasy Gamebooks	Jonathan Green	Snowbooks	2014	978-1-909679-38-2
61	Chicks Dig Gaming	red. Jennifer Brozek, Robert Smith, Lars Pearson	Mad Norwegian Press	2014	978-193523418-0
62	Designers & Dragons: The Platinum Appendix	Shannon Appelcline	Evil Hat	2015	b/d (hc)
63	Empire of Imagination: Gary Gygax and the Birth of Dungeons & Dragons	Michael Witwer	Bloomsbury	2015	978-1-63286-279-2
64	Dangerous Games: What the Moral Panic over Role-Playing Games Says about Play, Religion and Imaginated Worlds	Joseph P. Laycock	University of California Press	2015	978-0-520-28492-0
65	The Role-Playing Society: Essays on the Cultural Influence of RPGs	red. Andrew Byers, Francesco Crocco	McFarland & Company	2016	978-0-7864-9883-3
66	Dave Arneson's True Genius	Robert J. Kuntz	Three Line Studio	2017	b/d
67	You Are The Hero: A History of Fighting Fantasy Gamebooks Part 2	Jonathan Green	Snowbooks	2017	978-1-911390-44-2
68	Appendix N	Jeffro Johnson	Castalia House	2017	978-952-7065-18-1
69	Rise of the Dungeon Master	David Kushner, Koren Shadmi	Nation Books	2017	978-1-56858-559-8
70	Tales of Peril	red. Allan T. Grohe Jr.	Black Blade Publishing	2017	978-0-9842870-7-9
71	Grogard. Ruminations on 40 Years in Gaming	Loren Wiseman	Far Future Enterprises	2017	978-1-55878-042-2