

## Kolekcja 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  | Shared Fantasy. Role-Playing Games as Social Worlds  | Gary Alan Fine  | The University of Chicago Press | 1982        | 0-226-24943-3     |
| 4  | What is Dungeons & Dragons?  | John Butterfield, Philip Parker, David Honigmann              | Warner Books                    | 1982        | 0-446-32212-1     |
| 5  | Dicing with Dragons: An Introduction to Role-Playing Games   | Ian Livingstone   | New American Library            | 1983        | 0-451-14489-9     |
| 6  | The Truth About Dungeons & Dragons   | Joan Hake Robie   | Starburst Publishers            | 1991        | 0-914984-37-3     |
| 7  | Heroic Worlds: A History and Guide to Role-Playing Games   | Lawrence Shick  | Prometheus Books                | 1991        | 0-87975-653-5     |
| 8  | Inter*Action #1  | red. Andrew Rilstone  | Crashing Boar Books             | 1994        | 1353-4548         |
| 9  | Interactive Fantasy #2   | red. Andrew Rilstone  | Hogshead Publishing             | 1994        | 1356-6520         |
| 10 | Interactive Fantasy #3   | red. Andrew Rilstone  | Hogshead Publishing             | 1995        | 1356-6520         |
| 11 | Interactive Fantasy #4   | red. Andrew Rilstone  | Hogshead Publishing             | 1995        | 1356-6520         |
| 12 | The Fantasy Role-Playing Gamer's Bible   | Sean Patrick Fannon   | Prima Publishing                | 1996        | 0-7615-0264-7     |
| 13 | The Fantasy Role-Playing Gamer's Bible (wyd. II)   | Sean Patrick Fannon   | Obsidian Studios                | 1999        | 0-9674429-0-7     |
| 14 | Horsemen of the Apocalypse: Essays on Roleplaying  | red. Jim Dietz  | Jolly Roger Games               | 2000        | 1-55878-240-0     |
| 15 | The Fantasy Role-Playing Game. A New Performing Art  | Daniel Mackay   | McFarland & Company             | 2001        | 0-7864-0815-4     |
| 16 | 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     |
| 17 | Gry fabularne – nowe zjawisko kultury współczesnej   | Jerzy Zygmunt Szeja   | Rabid                           | 2004        | 83-88668-72-2     |
| 18 | First Person. New Media as Story, Performance and Game   | red. Noah Wardrip-Fruin, Pat Harrigan                         | The MIT Press                   | 2004        | 978-0-262-73175-1 |
| 19 | 30 Years of Adventure: A Celebration of Dungeons & Dragons   | red. Peter Archer   | Wizards of the Coast            | 2004        | 0-7869-3498-0     |
| 20 | 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 |
| 21 | 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 |
| 22 | 40 Years of Gen Con  | Robin D. Laws   | Atlas Games                     | 2007        | 1-58978-097-3     |
| 23 | 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 |
| 24 | Dungeons & Desktops. The History of Computer Role-Playing Games  | Matt Barton   | A K Peters                      | 2008        | 978-1-56881-411-7 |
| 25 | The Elfish Gene: Dungeons, Dragons and Growing Up Strange  | Mark Barrowcliffe   | Soho Press                      | 2008        | 978-1-56947-522-5 |
| 26 | Third Person. Authoring and Exploring Vast Narratives  | red. Noah Wardrip-Fruin, Pat Harrigan                         | The MIT Press                   | 2009        | 978-0-262-23263-0 |
| 27 | Fantasy Freaks and Gaming Geeks  | Ethan Gilsdorf  | Lyons Press                     | 2009        | 978-1-59921-994-3 |
| 28 | 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 |
| 29 | The Creation of Narrative in Tabletop Role-Playing Games   | Jennifer Grouling Cover                                       | McFarland & Company             | 2010        | 978-0-7864-4451-9 |
| 30 | The Bones: Us and Our Dice   | red. Will Hindmarch   | Gameplaywright Press            | 2010        | 978-0-9818840-1-1 |
| 31 | Hunters of Dragons: The Original Dungeons & Dragons Collecting Guide   | Ciro Alessandro Sacco   | Wild Boar Edizioni              | 2010        | b/d               |
| 32 | The Evolution of Fantasy Role-Playing Games  | Michael J. Tresca   | McFarland & Company             | 2011        | 978-0-7864-5895-0 |
| 33 | Designers & Dragons: A History of the Roleplaying Game Industry  | Shannon Appelcline  | Mongoose Publishing             | 2011        | b/d               |
| 34 | Dungeons & Dragons and Philosophy: Raiding the Temple of Wisdom  | red. Jon Cogburn, Mark Silcox                                 | Open Court                      | 2012        | 978-0-8126-9796-4 |
| 35 | 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    |
| 36 | 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 |
| 37 | Science Fiction Hobby Games. A First Survey  | Neal Tringham   | Pseudonymz                      | 2013        | 978-0-9576578-0-9 |
| 38 | Hunters of Dragons: The Original Dungeons & Dragons Collecting Guide (40th Anniversary Variant Edition)              | Ciro Alessandro Sacco   | Wild Boar Edizioni              | 2013        | b/d               |

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| 39 | 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 |
| 40 | Designers & Dragons: The '70s   | Shannon Appelcline                               | Evil Hat                       | 2014 | b/d (hc)          |
| 41 | Designers & Dragons: The '80s   | Shannon Appelcline                               | Evil Hat                       | 2014 | b/d (hc)          |
| 42 | Designers & Dragons: The '90s   | Shannon Appelcline                               | Evil Hat                       | 2014 | b/d (hc)          |
| 43 | Designers & Dragons: The '00s   | Shannon Appelcline                               | Evil Hat                       | 2014 | b/d (hc)          |
| 44 | Dungeons & Dragons and Philosophy: Read and Gain Advantage on All Wisdom Checks                             | Red. Christopher Robichaud                       | Wiley Blackwell                | 2014 | 978-1-118-39762-6 |
| 45 | Drachenväter: Die Interviews  | Tom Hillerbrand, Konrad Lischka                  | Prinn & Junzt                  | 2014 | 978-3-9817008-0-0 |
| 46 | 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 |
| 47 | You Are The Hero: A History of Fighting Fantasy Gamebooks   | Jonathan Green                                   | Snowbooks                      | 2014 | 978-1-909679-36-8 |
| 48 | Chicks Dig Gaming   | red. Jennifer Brozek, Robert Smith, Lars Pearson | Mad Norwegian Press            | 2014 | 978-193523418-0   |
| 49 | Designers & Dragons: The Platinum Appendix  | Shannon Appelcline                               | Evil Hat                       | 2015 | b/d (hc)          |
| 50 | Empire of Imagination: Gary Gygax and the Birth of Dungeons & Dragons                                       | Michael Witwer                                   | Bloomsbury                     | 2015 | 978-1-63286-279-2 |
| 51 | Dangerous Games: What the Moral Panic over Role-Playing Games Says about Play, Religion and Imagined Worlds | Joseph P. Laycock                                | University of California Press | 2015 | 978-0-520-28492-0 |
| 52 | The Role-Playing Society: Essays on the Cultural Influence of RPGs  | red. Andrew Byers, Francesco Crocco              | McFarland & Company            | 2016 | 978-0-7864-9883-3 |
| 53 | Dave Arneson's True Genius  | Robert J. Kuntz                                  | Three Line Studio              | 2017 | b/d               |