

Wydawnictwa 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 | 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 | Dark Dungeons | Jack T. Chick | Chick Publications | 1984 | 0-7589-0406-1 |
| 8 | The Adventurer's Handbook: A Guide to Role-Playing Games | Bob Albrecht, Greg Stafford | Reston Publishing Company | 1984 | 0-8359-0167-X |
| 9 | The Dungeon Master | William Dear | Houghton Mifflin Company | 1984 | 0-395-35536-2 |
| 10 | The Good Games Guide #1 | red. Steve Williams | Games Workshop | 1985 | b/d |
| 11 | A Christian Response to Dungeons & Dragons | Peter Leithart, George Grant | Dominion Press | 1988 | 0-930462-60-2 |
| 12 | The Complete Guide to Role-Playing Games | Rick Swan | St. Martin's Press | 1990 | 0-312-05060-7 |
| 13 | Fantasy Wargaming | Martin Hackett | Patrick Stephens Limited | 1990 | 1-85260-213-9 |
| 14 | The Devil's Web | Pat Pulling, Kathy, Cawthon | Word Publishing | 1990 | 0-85009-228-0 |
| 15 | The Truth About Dungeons & Dragons | Joan Hake Robie | Starburst Publishers | 1991 | 0-914984-37-3 |
| 16 | Heroic Worlds: A History and Guide to Role-Playing Games | Lawrence Shick | Prometheus Books | 1991 | 0-87975-653-5 |
| 17 | Inter*Action #1 | red. Andrew Rilstone | Crashing Boar Books | 1994 | 1353-4548 |
| 18 | Interactive Fantasy #2 | red. Andrew Rilstone | Hogshead Publishing | 1994 | 1356-6520 |
| 19 | Interactive Fantasy #3 | red. Andrew Rilstone | Hogshead Publishing | 1995 | 1356-6520 |
| 20 | Interactive Fantasy #4 | red. Andrew Rilstone | Hogshead Publishing | 1995 | 1356-6520 |
| 21 | The Fantasy Role-Playing Gamer's Bible | Sean Patrick Fannon | Prima Publishing | 1996 | 0-7615-0264-7 |
| 22 | Official Price Guide to Role Playing Games | Timothy Brown, Tomy Lee | House of Collectibles | 1998 | 0-676-60144-8 |
| 23 | The Fantasy Role-Playing Gamer's Bible (wyd. II) | Sean Patrick Fannon | Obsidian Studios | 1999 | 0-9674429-0-7 |
| 24 | Horsemen of the Apocalypse: Essays on Roleplaying | red. Jim Dietz | Jolly Roger Games | 2000 | 1-55878-240-0 |
| 25 | The Fantasy Role-Playing Game. A New Performing Art | Daniel Mackay | McFarland & Company | 2001 | 0-7864-0815-4 |
| 26 | 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 |
| 27 | Gry fabularne – nowe zjawisko kultury współczesnej | Jerzy Zygmunt Szeja | Rabid | 2004 | 83-88668-72-2 |
| 28 | First Person. New Media as Story, Performance and Game | red. Noah Wardrip-Fruin, Pat Harrigan | The MIT Press | 2004 | 978-0-262-73175-1 |
| 29 | 30 Years of Adventure: A Celebration of Dungeons & Dragons | red. Peter Archer | Wizards of the Coast | 2004 | 0-7869-3498-0 |
| 30 | 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 |
| 31 | 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 |
| 32 | 40 Years of Gen Con | Robin D. Laws | Atlas Games | 2007 | 1-58978-097-3 |
| 33 | Confessions of a Part-Time Sorceress | Shelly Mazzanoble | Wizards of the Coast | 2007 | 978-0-7869-4726-3 |
| 34 | Hobby Games: The 100 Best | red. James Lowder | Green Ronin Publishing | 2007 | 978-1-932442-96-0 |
| 35 | Fantasy gaming | Martin Hackett | Sutton Publishing | 2007 | 978-0-7509-4360-4 |
| 36 | Dungeons & Desktops. The History of Computer Role-Playing Games | Matt Barton | A K Peters | 2008 | 978-1-56881-411-7 |
| 37 | The Elfish Gene: Dungeons, Dragons and Growing Up Strange | Mark Barrowcliffe | Soho Press | 2008 | 978-1-56947-522-5 |
| 38 | Third Person. Authoring and Exploring Vast Narratives | red. Noah Wardrip-Fruin, Pat Harrigan | The MIT Press | 2009 | 978-0-262-23263-0 |
| 39 | Fantasy Freaks and Gaming Geeks | Ethan Gilsdorf | Lyons Press | 2009 | 978-1-59921-994-3 |
| 40 | The Functions of Role-Playing Games | Sarah Lynne Bowman | McFarland & Company | 2010 | 978-0-7864-4710-7 |

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| 41 | The Creation of Narrative in Tabletop Role-Playing Games | Jennifer Grouling Cover | McFarland & Company | 2010 | 978-0-7864-4451-9 |
| 42 | The Bones: Us and Our Dice | red. Will Hindmarch | Gameplaywright Press | 2010 | 978-0-9818840-1-1 |
| 43 | Hunters of Dragons: The Original Dungeons & Dragons Collecting Guide | Ciro Alessandro Sacco | Wild Boar Edizioni | 2010 | b/d |
| 44 | Family Games: The 100 Best | red. James Lowder | Green Ronin Publishing | 2010 | 978-1-934547-21-2 |
| 45 | The Evolution of Fantasy Role-Playing Games | Michael J. Tresca | McFarland & Company | 2011 | 978-0-7864-5895-0 |
| 46 | Designers & Dragons: A History of the Roleplaying Game Industry | Shannon Appelcline | Mongoose Publishing | 2011 | b/d |
| 47 | Everything I Need to Know I Learned from Dungeons & Dragons | Shelly Mazzanoble | Wizards of the Coast | 2011 | 978-0-7869-5775-0 |
| 48 | Dungeons & Dragons and Philosophy: Raiding the Temple of Wisdom | red. Jon Cogburn, Mark Silcox | Open Court | 2012 | 978-0-8126-9796-4 |
| 49 | Playing at the World | Jon Peterson | Unreason Press | 2012 | 978-0615642048 |
| 50 | Immersive Gameplay: Essays on Participatory Media and Role-Playing | red. Evan Torner, William J. White | McFarland & Company | 2012 | 978-0-7864-6834-8 |
| 51 | Dungeons, Dragons, and Digital Denizens | red. Gerald Voorhees, Josh Call, Katie Whitlock | Continuum | 2012 | 978-1-4411-9518-0 |
| 52 | Role-Playing Game and Collectible Card Game Artists | Jane Frank | McFarland & Company | 2012 | 978-0-7864-4610-0 |
| 53 | Of Dice and Men: The Story of Dungeons & Dragons and the People Who Play It | David M. Ewalt | Scribner | 2013 | 978-1-4516-4050-2 |
| 54 | Science Fiction Hobby Games. A First Survey | Neal Tringham | Pseudonymz | 2013 | 978-0-9576578-0-9 |
| 55 | Hunters of Dragons: The Original Dungeons & Dragons Collecting Guide (40th Anniversary Variant Edition) | Ciro Alessandro Sacco | Wild Boar Edizioni | 2013 | b/d |
| 56 | Faith & Gaming (revised and expanded edition) | M. Joseph Young | Blessed Words Books | 2013 | 978-1-61318-152-2 |
| 57 | God Loves the Freaks (2nd ed.) | Stephen Weese | Blessed Words Books | 2013 | 978-1-61318-153-9 |
| 58 | Dungeons & Dreamers 2nd ed. | Brad King, John Borland | ETC Press | 2014 | 978-0-9912227-2-8 |
| 59 | Designers & Dragons: The '70s | Shannon Appelcline | Evil Hat | 2014 | b/d (hc) |
| 60 | Designers & Dragons: The '80s | Shannon Appelcline | Evil Hat | 2014 | b/d (hc) |
| 61 | Designers & Dragons: The '90s | Shannon Appelcline | Evil Hat | 2014 | b/d (hc) |
| 62 | Designers & Dragons: The '00s | Shannon Appelcline | Evil Hat | 2014 | b/d (hc) |
| 63 | Dungeons & Dragons and Philosophy: Read and Gain Advantage on All Wisdom Checks | Red. Christopher Robichaud | Wiley Blackwell | 2014 | 978-1-118-39762-6 |
| 64 | Drachenväter: Die Interviews | Tom Hillerbrand, Konrad Lischka | Prinn & Junzt | 2014 | 978-3-9817008-0-0 |
| 65 | 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 |
| 66 | You Are The Hero: A History of Fighting Fantasy Gamebooks | Jonathan Green | Snowbooks | 2014 | 978-1-909679-38-2 |
| 67 | Chicks Dig Gaming | red. Jennifer Brozek, Robert Smith, Lars Pearson | Mad Norwegian Press | 2014 | 978-193523418-0 |
| 68 | Judges Guild's Bob & Bill: A Cautionary Tale 3rd ed. | Bill Owen | Game Design | 2014 | 9781503071339 |
| 69 | Designers & Dragons: The Platinum Appendix | Shannon Appelcline | Evil Hat | 2015 | b/d (hc) |
| 70 | Empire of Imagination: Gary Gygax and the Birth of Dungeons & Dragons | Michael Witwer | Bloomsbury | 2015 | 978-1-63286-279-2 |
| 71 | Dangerous Games | Joseph P. Laycock | University of California Press | 2015 | 978-0-520-28492-0 |
| 72 | The Role-Playing Society: Essays on the Cultural Influence of RPGs | red. Andrew Byers, Francesco Crocco | McFarland & Company | 2016 | 978-0-7864-9883-3 |
| 73 | Dave Arneson's True Genius | Robert J. Kuntz | Three Line Studio | 2017 | b/d |
| 74 | You Are The Hero: A History of Fighting Fantasy Gamebooks Part 2 | Jonathan Green | Snowbooks | 2017 | 978-1-911390-44-2 |
| 75 | Appendix N: The Literary History of Dungeons & Dragons | Jeffro Johnson | Castalia House | 2017 | 978-952-7065-18-1 |
| 76 | Rise of the Dungeon Master | David Kushner, Koren Shadmi | Nation Books | 2017 | 978-1-56858-559-8 |
| 77 | Tales of Peril | red. Allan T. Grohe Jr. | Black Blade Publishing | 2017 | 978-0-9842870-7-9 |
| 78 | Grogard. Ruminations on 40 Years in Gaming | Loren Wiseman | Far Future Enterprises | 2017 | 978-1-55878-042-2 |
| 79 | The Postmodern Joy of Role-Playing Games | René Reinhold Schalleger | McFarland & Company | 2018 | 978-1-4766-6493-4 |
| 80 | Dungeons & Dragons Art & Arcana Deluxe Ed. | Michael Witwer, Kyle Newman, Jon Peterson, Sam Witwer | Ten Speed Press | 2018 | 978-0-399-58275-2 |
| 81 | Role-playing Game Studies: A Transmedia Approach | red. José P. Zagal, Sebastian Deterding | Routledge | 2018 | 978-0-8153-6920-2 |

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| 83 | Storytelling in the Modern Board Game | Marco Arnaudo | McFarland & Company | 2018 | 978-1-4766-6951-9 |
| 84 | The Overstreet Guide to Collecting Tabletop Games | Carrie Wood, Richard Ankney | Gemstone Publishing | 2018 | 978-1-60360-216-7 |
| 85 | Merlynd the Magician | Robert J. Kuntz | Three Line Studio | 2019 | n/a |
| 86 | Dungeons & Desktops 2nd ed. | Matt Barton, Shane Stacks | CRC Press | 2019 | 978-1-138-57464-9 |
| 87 | Tabletop Role-Playing Games and the Experience of Imagined Worlds | Nicholas J. Mizer | Palgrave Macmillan | 2019 | 978-3-030-29126-6 |
| 88 | The Gamemaster | Flint Dille | Rare Bird Books | 2020 | 978-1-64428-012-6 |
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| 90 | Tabletop RPG Design in Theory and Practice at the Forge, 2001–2012 | William J. White | Palgrave Macmillan | 2020 | 978-3-030-52818-8 |
| 91 | Appendix N.: The Eldritch Roots of Dungeons & Dragons (sp.ed., incl. People of the Pit booklet) | red. Peter Bebergal | Strange Attractor Press | 2020 | 9781907222740 |
| 92 | The Elusive Shift | Jon Peterson | The MIT Press | 2020 | 978-0-262-04464-6 |
| 94 | The Game That Changed Everything | Robert J. Kuntz | TLB Games | 2020 | b/d |
| 95 | Roleplaying Games in the Digital Age | red. Stephanie Hedge, Jennifer Grouling | McFarland & Company | 2021 | 978-1-4766-7686-9 |