

A black leather armchair is the central focus, set outdoors on a wooden deck. In front of the chair, a chessboard with a red and white checkered pattern sits on a dark wooden table. The chessboard has several dark wooden chess pieces on it, including a king, queen, rook, knight, and pawns. The background shows a wooden fence and some foliage.

WILL HINDMARCH  
& JEFF TIDBALL

Introduction by Wil Wheaton  
Foreword by Robin D. Laws

# THINGS WE THINK ABOUT GAMES

with John August, Pat Harrigan, Fred Hicks, Kenneth Hite,  
John Kovalic, Michelle Nephew, Philip Reed, S. John Ross,  
Mike Selinker, and Noah Wardrip-Fruin

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Thanks for playing.

# INTRODUCTION

**My name is Wil Wheaton**, and I've been a gamer for over 25 years. While I've never designed a game, I have played an awful lot of them, from the simplest beer-and-peanuts diversions to the most complex multi-day epic miniature tabletop battles. Of all the things that make me a geek—and there are a lot of them, according to my wife—nothing is as important to me, or brings me as much joy, as gaming.

About a year ago, I was invited to contribute, (mostly, I suspect, because Will Hindmarch and I have a similar name—even if he spells his wrong) but since I've never designed a game in my life, I declined. The contributors in this book really know what they're talking about, because they are responsible for some of the greatest games of the last decade, and I didn't think I deserved a seat at their table.

During the months that followed, Will kept showing me portions of the book, repeating his invitation to contribute, forcing me to make increasingly difficult Will Saves. Eventually, I blew a save and agreed to make a small contribution of my own. So in place of the introduction that I've written and thrown out too many times to count, I offer 1d4+3 things I've learned from gaming, speaking strictly as a player: