



# John A. Forte, Jr. Game Designer



## *Announces 1st License Deal*

**March 16, 2011**

**Game#1**

It was almost a year to the day that I decided to look into this business of designing games. Little did I know how much was involved but thanks to some very special people, namely Michael, Cheryl, Stephan and Keith, I was able to get some key direction.

I must also thank all the people who ever play tested one of my games. I know I drove you all crazy but the feedback is always helpful – Thanks so much!

Michael also allowed me to show him game idea after game idea and his critical dissection made me want to get a license deal more than ever.

Stephan introduced me to more games than I thought ever existed. Thanks to his group called The Las Vegas Board Game Group I was able to meet some great people and we get together and enjoy playing games almost every Wednesday night.

Keith Meyers directed me to my first ever submittal. His book – PAID TO PLAY explained it all.

After attending three trade shows and getting a taste of the business. I visited NY City in February for New York Toy Fair. There I was introduced to several inventors and given another introduction to this business from a whole new perspective.

I went to NY without setting up any meetings to present my games because, quite frankly, I had no idea what to expect! The 4 day show was enormous and a bit overwhelming.

The last two days I stopped by booths of two companies that I thought my games would appeal to and asked if I could show them a few.

One said tomorrow, the other said you can come back at 2:00 that day.



### ***A picture of the prototype I submitted***

The first meeting I was only allotted 15 minutes and I had 3 games to present, the rep liked them all, enough to ask me if I could leave her my prototypes. I told her I'd mail them when I got back home since I had another meeting the next day and needed them for that presentation.

They say that's a good sign when they want the prototype – that means they liked it enough to want to play test it amongst themselves.

My second meeting I was given a little more time but they were only interested in one game and didn't ask for a prototype so I didn't get my hopes up too high.

I returned back home and sent my prototypes out to company #1, the 2nd company later emailed me asking if I could send them a prototype and I did and that is the company I signed my first license deal with.

The company plans to have it out for the 2011 Holiday Season. I don't know what they'll call the game, I called it Tri-Stack. They have the final say as to what they'll do with it and I'm anxious to see what that is.

Check out their company at [www.fatbraintoy.com](http://www.fatbraintoy.com)