

**toy-and-game-inventor-success.com**



**Toy and Game Inventor  
Ideas e-book**

**by Shane Murphy**

# Preface

Ok!...This is the Toy and Game Inventor Ideas e-book, the ideal resource for people like yourself who want to come up with profitable ideas, and present them to a toy company in the most professional way possible!

Each sheet comes with an area for names you have come up with **(you should come up with as many names as possible to increase your chances)!**

I have also included an area for a detailed description of your idea/s; this may not seem at the time to be important because after all you came up with the idea? But if you have come up with several ideas **(and in my opinion you need to come up with at least 3)**, by the time you show your ideas you may have forgotten some or most of how your initial ideas are played!

There have been times where I needed a reminder (especially when the person I was seeing isn't available) and it was some time before I could see them!

I have also included a heading which you can use for the name you like the most or to describe the idea category (jigsaw, board game, brainteaser and puzzle)!

I have used this format because over the 5-7 years I have done and continue to do designs, I have found this to be the best way to present my ideas!

If you want to send your ideas to as many toy companies as possible at the same time, that is ok if it's a one-off (one idea you think is great). But don't make it a habit because if you deal with several companies, then develop a successful idea the other companies may claim that the idea was initially shown to them, etc **(legally you will create so many problems for yourself, that it is better to stay with one toy company)!**

And putting a copyright in is a good idea to protect your ideas!

One last note just in case you were wondering it is probably better and faster to draw your design ideas with pencil and colored pencils on to the (printable) A4 idea sheets in this e-book than to use a graphic program on your computer (especially if it needs to be detailed or a final design).

Enjoy!

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