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Createspace Community: Problems With Safari And Word For Mac

Eero inspired me to begin a twine on advertising My game is today out generally there, published and in almost all sales-venues already (DriveThruRpg:s paperback version will be nevertheless under functions).. But what about marketing an rpg in these times, specifically an 'underground' theatre game like this? I must confess that I am not extremely marketing-oriented.

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