

Information for new Game Developers



Erster Kontakt

First Contact

You have developed a game and played it with relatives and friends many times? Now you would like to introduce it us. To make sure that we are the right publisher for your game, you should familiarize yourself with our publishing program. The easiest way to do this is to visit our website: www.amigo-spiele.de! This is the only way to get a feel for what games might be suitable for us and which ones do not.

We generally look for children's and family games and especially card games.

Our children's games are for children from 4 years (in individual cases also from 3 years). The play fun for the age group should be prioritized, but also the feasibility of the material plays a role for our program.

For family games, we are looking for smart, not too complex ideas with a playing time of max. 30-45 minutes. It is no problem, if the game has some random elements.

As a market leader in card games, it can also be a bit more complex in this segment. The card number should be at max. 120 cards. In individual cases, up to 160 cards are possible.

We are not interested in:

- Games for only two people
- Sport simulation games, Economic simulation games
- Role-playing games
- Trading card games
- Games, where fighting or war is the predominant element
- Roll-and-move board games (with event fields)
- Riddle and Quiz games
- Letter and (cross-)word games
- Party games
- Learning games of all kinds
- Abstract thinking games

Bad chances also have very complex games (so called "Expert games"), but also games, with a high material expenditure (much wood or plastic, electronic components, which require a battery, magnets etc.). To make the colorful gaming world a bit greener, we also try to avoid plastic content whenever possible.

In the first step, please send us a short description of the game idea, the game instructions and one or more photos of the material, not immediately a playable sample (prototype). You are also very welcome to explain your game in a short video and send us the link to this video.

If possible, send us an email to: redaktion@amigo-spiele.de

If you cannot use the electronic way, then by letter:

AMIGO Spiel + Freizeit GmbH
Redaktion
Waldstraße 23-D5
63128 Dietzenbach
Germany

Please check carefully and self-critically beforehand whether the instructions are comprehensible in all respects. Be sure to include examples and illustrations, which is often very helpful. It is not in your sense if we must reject your game because the rules are incomprehensible.

It is best to read the instructions of someone from your circle of acquaintances, who has not yet participated in one of your test rounds. This also applies to the game idea. Just send us your game documents only after you have tested the game sufficiently and the majority is of the opinion: Now we like it!

The first assessment by email or letter will not exceed in most cases 2-3 weeks, whereby we are mostly much faster. If you have not heard of us after this period, please do not hesitate to contact us. We carefully check each game proposal carefully for its suitability for our program. In the case of the first sight, we do not assess the quality of the game. It is only a question of "is not the right thing for us" or "please send the prototype". Unless we explicitly ask for it, we would not like to get rejected games once again presented in revised form.



Prototyp

Prototype

If you have a request for a playable prototype, send the game to the above address. Please **write your name and contact details in the game guide and on the game box**. Not infrequently, we cannot return a game proposal because the author's name is missing.

Each prototype is first played within the editorial team. Afterwards, he goes to our external test groups and is there mainly tested for game play. If the instructions are not adequately introduced into the game or questions are left open, this often results in an unnecessarily negative result, even if the basic idea of the game should be first class. Please bear in mind that in the test rounds sometimes quite normal families and no professionals participate.

These exact tests need their time. Depending on the time of the year (holidays or trade fairs) and the number of prototypes that are offered at the same time, you should expect a processing time of 3-6 months. We are, of course, also concerned with the development of the respective program novelties, which also influences the processing time of your game proposals.

If we reject your game, please do not take it personally, and try not to overhear unnecessarily. A rejection does not have to mean that the game did not work or only worked badly. It merely states that the game does not fit into our programming and that can have many reasons. With another publisher, this may look quite different.

We receive more than 1,000 game proposals annually. Please understand that we cannot justify every cancellation in detail. With the multitude of proposals and prototypes to be tested, this would break the boundaries of what is feasible. The prototype will be returned by post at our expense.



Vertraulichkeit und Exklusivität

Confidentiality and exclusivity

If we get a prototype from you, we basically assume that you offer us the game exclusively, after all, we invest time, money and energy in many game tests. So, if you send your game proposal to several publishers, it is only fair that you inform us about it. Although an author usually seldom comes into the happy embarrassment that two publishers come together in parallel, but this has already happened. And such a thing then almost inevitably leads to resentment.

Each game idea is always treated confidentially and carefully. Especially newcomers among the authors have occasional concerns that an idea or parts of it could be used without contractual regulation. As a renowned publisher working with world-famous game developers, we have no interest in violating the rights of the authors. If we were to attack a game idea, this would make the game very fast within the game scene and we would not be offered any more game ideas.

If your game is rated positively in all test rounds and in our concluding program conference, you will receive a publishing contract from us. The fees of our authors are based on the net sales (percentage of sales to the dealer without VAT) and is negotiated on a case-by-case basis. The amount of the fee depends on the edition, equipment and international versions.



Tipps

Tips

If you speak German, we would like to recommend you the following book: „Leitfaden für Spieleerfinder“ (Author: Tom Werneck). The book costs 5 euros and is available against prepayment at: Bayerisches Spiele-Archiv Haar e.V., Brunnenstraße 2 A, 85540 Haar.

Further information about games can be found on the Internet at the Spiel-Autoren-Zunft e.V. (SAZ) www.spieleautorenzunft.de. You can also check the game databases www.luding.org and www.boardgamegeek.com

If you also want to protect your game idea before you contact a German publisher, please contact the "Deutsche Spiele-Archiv" in Nuremberg. There you will receive a low-cost service, where your game idea is stored for three years in the archive. For further information, please visit www.deutsches-spiele-archiv.de or contact spielarchiv@stadtnuernberg.de or write to: Deutsches Spiele-Archiv eV c / o Toy Museum Nuremberg, Irrerstraße 21, 90403 Nürnberg, Germany.

If you would like to speak to us personally at an Author Meeting or a Games Fair, or if you want to present your game idea to us in a virtual meeting, please make an appointment in advance!

Please send us an e-mail: redaktion@amigo-spiele.de

To a good cooperation! We are curious about your games!

Your AMIGO-Editorial team

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