

AMIGO SPIEL + FREIZEIT GMBH

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Information for Game Authors

Dear author!

We, the editorial staff of Amigo Spiel & Freizeit GmbH, would like to take this chance to sketch out some main points for a mutually beneficial cooperation, ideally from the first contact between us and the author, up to and including the signing of a possible contract.

First Contact

When first contacting us, please send only a brief description of your game idea and a copy of the rules, as well as, if possible, a photo of the material, rather than a complete

prototype. You are very welcome to send description, rules and photo to us by e-mail as word.doc and .jpg; the e-mail address is redaktion@amigo-spiele.de. This saves both parties time and postage.

Our first reviewing of the material should not take longer than 2 to 3 weeks – we are usually a good deal quicker than that. If you haven't heard from us after this period, don't hesitate to contact us with an inquiry; it may be that your first mail got lost in the post (or the ether) or we have forgotten to contact you.

Prototype

Next, we may ask you to send in a prototype. Before you do, please take the time to check very thoroughly and self-critically whether every part of the rules is as understandable

as possible. Each prototype is taken into our external play-testing groups, to be tested very thoroughly – especially with regards to the fun factor. Rules that introduce the game insufficiently or leave questions open will often cause an unnecessarily

negative rating, even though the basic idea may be excellent. Consider this: the play-testing groups are often made up of perfectly normal families, not gaming professionals.

Please make sure that anything you send is addressed to "Redaktion".

After the first testing phase, you will either get a provisional report or all your material

back. This phase usually takes 8 to 12 weeks.

Should we decline the game you offer us, please take it in good sport and don't unnecessarily

force the issue. That we do so need not mean the game works badly or not at all. It merely means that it doesn't fit into our programme schedule, and there may be many reasons for that. Things may look completely different with another publisher.

Please understand that we cannot go into too much detail on the reasons for declining

each proposal. Given the number of proposals reaching us every week, that would simply go beyond the limits of what we can handle.

If your game is positively reviewed in all playtesting groups, as well as in our final schedule-planning conference, you will receive a publishing contract. Our authors'

royalties are based on net sales revenue, the percentage itself is negotiated individually.

Confidentiality and Exclusivity

When you send us a prototype, we generally assume that you are offering us the game exclusively; after all, we would not like to invest time and energy into a game idea, only to have it 'snatched away' from us by another publisher. While only a very few authors ever come into the happy dilemma to get offers from two publishers at the same time, it's known to have happened – and it almost inevitably causes bad feelings on one or more sides.

Thus, should you offer your idea to other publishers at the same time, please tell us so explicitly beforehand.

Every game idea we receive, we treat both carefully and confidentially. Especially new authors are sometimes concerned that a game idea or parts of it might be used by a publisher without contractual basis. Don't worry – no German games publisher of any reputation would do such a thing.

Tip:

You should familiarise yourself with our portfolio before sending us an idea; the easiest

way to do so is through our homepage: www.amigo-spiele.de. This will get you an idea of which games fit into our schedule and which don't.

Generally speaking, we are *not* interested in the following kinds of games:

- games for two people only
- games simulating sports
- role-playing game systems and trading card games

Purely abstract thinking games and extremely complex ones also don't have the best of chances.

We're looking forward to a mutually fruitful co-operation!

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