



... simply having fun!

Information for Game Creators

Dear game creator!

Knowing what publishing companies and games creators expect from each other is the key to a successful, productive partnership. Below, we would like to set out what we require from you in order for – in the best case scenario – your idea to be transformed into one of the fantastic products that we sell within our range. First of all, familiarise yourself with our range of products! Play our games! This is the only way that you will be able to get a sense of what we are aiming for.

What we're looking for

We are only looking for card games with a maximum of 120 cards (normal playing cards, no special formats!) or dice games which feature very little material (for example Qwixx, Knister, Twenty One). The game must be able to fit within **our small playing card box** or, where necessary, within our larger, square box (see Würfelland).

Your game design should feature **very simple** rules and have an interesting, new approach, or at least feature a particular aspect which is clever and innovative. We recommend that you use some of our other games, e.g. Qwixx, The Game, Qwinto, Illusion or The Mind as a guide, as these provide good examples of what we are aiming for. We are not interested in games whose scope of rules goes considerably beyond that of our small range of Qwixx games.

Please note: ideally, every publishing company, ourselves included, is on the lookout for games which are more or less complete in terms of content, i.e. games which only need to undergo slight editorial adjustments before being able to be turned into a final product. However, our philosophy and manner of working go a considerable step beyond this. We are also particularly on the lookout for games which have not yet been finished, or which are far from it. The most important thing here is that they have a brilliant fundamental idea. The right idea is our deal-breaker! Where necessary, we also carry out extensive, in-depth creative development work on projects together with our team. Here, we look for the best approaches, mechanics and scoring systems, contribute our own ideas, and add anything which might be missing, thus ensuring the creation of an exceptional product that is perfect in every regard. Sometimes only one or two key details are needed, sometimes more. We are not content with a mere 80% or 90%, we are always looking to get 100% out of your idea!

We are generally **not interested** in educational games, word games, games with a very strong mathematical focus, sports and business simulations, variations on Mau-Mau, collectible card games, role-playing games and overly complex games. Nor are we interested in games aimed at children only or purely 2-player games.

Please send us a **maximum of three** suggestions for games. If you have considerably more games which fit within our criteria, please select those games which have obtained the best results in your tests.

Making contact

Please only ever contact us via email at: redaktion@nsv.de

At the very beginning, we only require the rules of the game (as a PDF or Word document) and multiple photos of the material. The rules must include both **written examples and explanatory pictures**. Please do not simply send swathes of impenetrable, dense text.

Please note: please do not send us any prototypes by post without having first expressly been asked to do so. Unsolicited prototypes will be returned without being examined. Furthermore, we request that you refrain from enquiring by phone or sending us your game rules by post.

At most, the first evaluation of your game rules should only take a few days. If, after around two weeks, you have not heard back from us, please feel free to enquire as to the status of the evaluation via email.

We are unable to make any statements regarding content during the first evaluation of your game idea. Due to the number of submissions that we receive, we are unable to provide you with more than “please send a prototype” or “is not the right fit for our company”.

Prototype

Should we request a prototype, please write your contact details on the box and take care to ensure that you have included all the necessary material. We require around 6-8 weeks to carry out initial detailed tests on your game. Should we reject your game, please accept our final decision and do not follow up where unnecessary. On a case-by-case basis, we will, of course, try to provide an explanation for rejection which refers more specifically to the game’s content. Unfortunately, it is often the case that a game simply doesn’t trigger that all-important “spark” within us, something which is difficult to pin down to a specific detail of the game or its mechanics. If we reject a game, we kindly request that you refrain from revising it and submitting it once again.

Should your idea do well in our tests and should we be convinced of its potential, we will work in close cooperation with you in an attempt to perfect it and bring it to “the top of its game”. Should this work be successful and the idea receive a positive evaluation in our subsequent publishing meeting, we will provide you with a licensing agreement. We will openly discuss all the necessary contractual details with you. Should you have any questions, please do not hesitate to get in touch. We take the satisfaction of the creator responsible for submitting the prototype very seriously.

A collaboration based on trust

Fairness is our top priority from the very beginning. After all, the collaboration between publishing company and game creator can only be successful in the long term when both parties treat each other with honesty and respect.

We aim to carefully process each suggested game as quickly as possible. We are aware of how much work and passion has gone into developing these and we know how painful it can be to wait a long time for an answer. What’s more, we guarantee to treat each game suggestion with the utmost confidentiality. Without a contractual agreement, we will not use your game, or parts of it, for any other purposes. If you are new to creating games, it is worth mentioning that this is a concept that is unheard of for most well-known German publishing companies. Reports of plagiarism and underhandedness would be quick to make the rounds in the relatively small games scene. The consequences for the publishing company in question would be catastrophic.

If you submit a game to our company, we assume that you are presenting it exclusively to us. This particularly applies to any prototypes which have been requested. Should your game suggestion be under review both by ourselves and another publishing company at the same time, please expressly inform us of this in advance.

Tips

As a game creator, you should be as familiar with your profession as possible. Thus, collect as much information as you can and, above all, play as much as you can! It is only when you can compare your own work with that which is and was on the market that you will have the chance to be successful.

Comprehensive information on the subject of games can be found online at: www.spielbox.de or through the Game Designers Association (SAZ): www.spieleautorenzunft.de.

The spielbox website also contains links to the comprehensive German and English game databases “Luding” and “Boardgamegeek”. The various spielbox forums allow you to ask questions which experienced players, fellow game creators, game critics or publishing company employees are only too happy to answer.

Game creator meet-ups take place in Göttingen and Haar, near Munich, every year. Should you have the opportunity to do so, we highly recommend taking part. The experiences and contacts which you will gain at such events are worth their weight in gold.

We look forward to an excellent collaboration and receiving many interesting suggestions for games.

Yours playfully, the NSV team!

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