

Pegasus Spiele – Tips for Game Designers

Have you designed your own game that you would like us to consider for publication? Fantastic! We have gathered some tips and helpful information in this document to help you with this process!

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Developing your Game

So far, you have probably played your game mostly with your relatives and friends. This is a great way to test and improve your game as you develop it. However, relatives and friends often tend to give “friendly” feedback as they don’t want to offend you.

If possible, we strongly recommend you also look for ways to test your game with people you don’t know. You should also consider the target audience for your game and, if possible, test your game with players in that group. It also usually makes sense to test your game with players of different ages.

You may find it beneficial to network with other game designers and test your game designs together. You can find and contact regional groups of game designers on the Game Designers’ Association website: www.spieleautorenzunft.de!

Lots of additional helpful information can be found here: <http://www.gamemakersguild.com/resources/game-design/>

You should also familiarize yourself with the market to find out whether there are games that already exist similar to your game. This can help you avoid developing a game that is almost identical to another game already on the market. To put it figuratively: don’t spend your time reinventing the wheel; instead, create something new using your knowledge of the wheel that doesn’t yet exist in this form.



Your Rulebook

In order to submit a game for play test, you will need to provide not only a sample (prototype) of your game, but also the rules for playing it. The following items should be included with your prototype:

- Name or working title for your game
- Number of people and duration of play for the game
- Your name, email address, and your postal or parcel address
- Include a detailed list of the game materials, preferably with illustrations or photos to make them easier to identify.
- All the rules for the game

Organize the rules for your game using rules from other modern games as a guide. The following outline gives a useful list of what to include and in what order: Introduction - Components - Game Setup - Goal of the Game - General Sequence of Play - Detailed Sequence of Play - End of Game - Credits (including contact details, etc.). In some cases, other outlines might make more sense.

Please take the time to write a good rulebook. In addition to testing your game, you must also test your instructions! Make sure one or more test groups who are new to the game use your rules to learn the game.

Important: During these tests, don't explain anything yourself. Just watch how the test group learns the game based on your rules. This is the best way to discover any parts of your rules that are unclear or even completely missing.

Is Pegasus the right publisher for your game?

Before contacting us about your game, please take a look at our catalog of published games, preferably the one on our homepage at www.pegasus.de/en! This way, you can form a better impression of whether your game fits into our catalog.

In general, we are looking for a wide range of games, including children's games for ages 3+, family games, and family+ games, which are a little more demanding. We are also very interested in card games.

Important factors for us include:

- Great fun
- High replayability
- New game mechanisms
- Fresh, unused topics and themes

We are currently NOT looking for the following types of games:

- Roll and move dice games
- Quiz games
- Complex strategy games such as. "Tainted Grail", "Spirit Island", "Mombasa" or "Terra Mystica"
- War Games
- Games for only 2 players.



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How to Contact Pegasus

We look forward to getting to know you and your game. The best way to meet us is to register for our *Pegasus Designer Days*, where you can present your game to us in a video conference. You can find the date for the next event and the registration form at:

www.pegasus.de/en/community/events/pegasus-designer-days

You can also get to know our editorial team periodically at events such as the Göttingen Game Designers Convention, the International Game Inventors Fair in Haar, the UK Games Expo in Birmingham, and Gen Con in Indianapolis, for example.

Please do NOT send us any games or prototypes without being asked! Unfortunately, we are not able to consider such submissions at this time.



Presenting your Game

It's time! You are meeting with someone from our editorial team at a video conference or event to present your game. We have put together a few tips so that your presentation can be as successful as possible.

First, the most important tip of all:

- Don't come to our meeting unprepared. Practice your presentation beforehand, perhaps in front of a mirror or with good friends or acquaintances! Practice makes perfect. First, it gives you the opportunity to improve things you are not satisfied with beforehand. Second, this will help you develop a routine. Routine is generally very helpful in a presentation because it helps prevent nervousness. In addition, your routine will help you present your information more succinctly so you can make the most of the usually very limited time for our discussion.

Overall:

- Try not to be nervous. If possible, imagine that you are presenting your game to a good friend.
- Don't let it bother you if our employees seem overly familiar as this is quite common in the gaming community. We prefer to speak to Thomas, not Mr. Anderson.
- Be authentic as you are, game designers come in all shapes and sizes.
- Don't show yourself off, present your game.
- Make sure you don't exceed the agreed upon time limit.



Presentation Content:

- Don't start your presentation with detailed rules!
- Instead, begin with a very brief overview of the type of game, the mechanisms and the topic, as well as the number of players and the typical duration of the game. Include information as to whether your game is cooperative (you win and lose together) or competitive (you play against each other).
- Name a maximum of 3 things that make your game special and differentiate it from other games on the market. Make us curious about your game!
- Then briefly (!) summarize the general course of your game. Explain the game's structure, for example, whether the game runs over several rounds and/or moves and how a possible move proceeds. Name a maximum of 3 of the most essential actions players take in the game. Most importantly, explain the goal of the game, in other words, how to win the game.
- Now you can begin to explain the rules for your game in more detail. Concentrate on the most important rules that are absolutely necessary to understand the game.
- Don't try to explain small details! At this point, we just want to find out whether your game is of general interest to us. We don't need to know every special rule to do this.
- If possible, don't just explain how to play your game theoretically. Go through the moves for a turn or two! In practice, we usually understand your game much better this way rather than from a purely theoretical explanation.
- Plan in advance which game situations you want to present. Sometimes, it might be helpful to demonstrate how the game is setup at the beginning of the game. But other times, a situation that develops later in the game may be more appropriate for demonstration. It depends on the game, there is no magic formula.

Prepare yourself for these typical questions from our editors:

- How does the game develop over the course of play (dynamics, progression)?
- How does the game change in terms of tension and excitement?
- How do players interact during the game?
- What games would you compare your game to?

Special considerations when presenting your game by video conference

When presenting your game by video conference it is even more important for you to practice your presentation beforehand. For example, at our *Pegasus Designer Days* our appointments are only 10 minutes per game. This means you must be able to present your game in about 8-9 minutes, and that only comes with practice!

Video chat applications offer many features that will help you present your game favorably. For example, *Zoom* allows you to simultaneously use multiple cameras. This gives you additional options such as different perspectives on the game or using one camera on the game and the other on yourself.

An additional camera can also be helpful if you want to present more than one game. This way you can set up the second game in advance and change to that camera to demonstrate the game instead of wasting time cleaning up the first game and setting up the next one.

Important: Test your camera settings before the video chat!



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The feature that allows you to share your computer screen offers some additional options for your presentation. Here are some examples:

- **Photos:** You can take photos of different game situations in advance to then share with us on the screen. This is much faster than resetting the game yourself.
- **PowerPoint:** Instead of showing us your prototype with the camera, you can prepare a PowerPoint presentation to show us instead. For example, this would allow you to provide visual examples with text overlays as you discuss important rules. You could also integrate photo examples of different game situations.
- **Tabletopia, Tabletop Simulator and similar portals:** Online game portals allow you to upload your game materials and play your game online. These portals are generally very suitable for game presentations. However, you will need time to familiarize yourself with the technical implementation of your game on the portal. Please note that you may not be able to implement some mechanisms on some portals.

Special considerations when presenting your game in person

A personal presentation at a live event differs in many ways from a video conference. The biggest difference is that you can play your game with us for a few minutes, provided the complexity of the game and the available time window will allow it. In addition, player interaction and emotional reactions can be demonstrated more effectively.

If haptics (*physical stimulations of touch or movement*) are an important element in your game, they will be better demonstrated in person.

Another tip: prepare a so-called sell sheet (*1 page in letter or A4 size*) that includes the most important information about your game:

- Name or working title for your game
- Type of game, mechanism(s), theme, cooperative or competitive
- Number of players and duration of the game
- A maximum of 3 things that makes your game special and sets it apart from other comparable games on the market
- A photo of the game components (perhaps a setup of the game)
- Your name and email address

Bring adequate printouts or copies of this page with you to the event so that you can give them to us or representatives for other publishers!



Prototype

If we like your game and want to play it further, we will ask you to send us a prototype.

- The prototype must contain EVERYTHING needed to play the game.
- It is essential that you follow our notes regarding rules above!
- If possible, please pack your game material in a game box rather than an envelope. Be sure to include the name or working title for the game on the outside of the box along with your name and contact information. Then, this can all be packed in a post box for shipping.
- Send your prototype to the address given to you by one of our editors.

Prototype Testing by Pegasus

Our first plays of your prototype will be with our editorial team and it will be tested for several different aspects. If it passes this process, we will then expand our play testing to external play test groups. All of this takes time. Therefore, please expect to wait approximately 4-6 months before you receive feedback from us.

There are a variety of reasons for rejecting your game. We are happy to try to provide the most important reasons, but it isn't always possible due to the large volume of game submissions. Of course, we will return your prototype when we are done.

If your game passes both our editorial and publisher processes, we will offer you a contract for publication of your game. Your royalties will be based on a percentage of the net sales price to dealers.

Exclusivity

Please let us know if you are sending prototypes of the same game to other publishers. If you do not let us know, we will assume that you are providing us with an exclusive prototype. Remember, we are ready to invest time and money in evaluating your game!

Confidentiality

It is self-evident that we will treat your game with complete confidentiality. You don't need to worry that we may use your game or any of its elements in any way without your consent. If we did this, word would get around very quickly and we would no longer be offered any new games. Clearly, this is not in our interest.

We look forward to your original and exciting game presentations!

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www.pegasus.de



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