Submission Guidelines – 2023

Dear game designer! Thanks for considering Lookout as a potential publishing partner for your game idea! Please read the information below before you present your game idea to us.

Deutsche Version: https://lookout-spiele.de/vendors/lookout/designers/Submission-Guidelines-DE-2018.pdf

What games are we looking for?

We usually publish **Euro Games with medium to high complexity**. Even though euro games have the bad reputation of having "put-on" themes, we attach great importance to a meaningful theme. The games should tell a story and support the gameplay with their theme.

In addition, we run a series of **games for 2 players**, which are also in the range of family to advanced level games.

What do we <u>not</u> publish?

We generally distance ourselves from topics like politics, war, slavery, religion, sex, and cultural appropriation. Children's and party games also don't fit into our portfolio. Likewise, we are not looking for variations or modifications of popular games.

How can you contact us?

You have multiple options to present your game idea to us:
A) You can submit your game idea in an **email** to redaktion@lookout-spiele.de.
B) Or you can visit us at one of the numerous **game events**. We announce the dates in advance via our social media channels (Instagram and Facebook). If you want to present us your game in person, you should make an appointment with our editorial team in advance. *(redaktion@lookout-spiele.de)*.

A) You want to present your game in an email
Your email has to include the following points:
*   <u>Brief introduction:</u> Introduce yourself in a few sentences so we know who you are.
*   <u>Key data:</u> Tell us the name of the game as well as the most important data *(player count, duration, complexity level and theme)*.
*   <u>Sell sheet and video:</u> Please always include a sell sheet *(one page)* **and** an introduction video of about 5 minutes *(mobile phone quality is sufficient)* with your submission. Videos are the best, fastest and easiest way for us to get an impression of your game.

und viele mehr!

Initially, please do *not* send us links to digital versions of your game *(e. g. Tabletop Simulator, Tabletopia, Screentop, etc.).*

B) You want to present your game at an event
In this case, too, you should contact us by mail first (see section A), so that we can assess whether your game generally fits into our product portfolio. Please include a sell sheet – a video, however, is not necessary.

What's the next step for your game?

If your game does not fit into our program, you will receive a rejection from us. We will do our best to give reasons for this decision.

If your game has piqued our interest, we will request more information or a prototype. We test prototypes extensively, so it can take several months for us to evaluate them. If it turns out that the game is not suitable for us, you will of course get your prototype back.

If we see potential in your game, we will continue to work on it together with you. However, even then, not every game makes it to publication. If this is the case with your game, we will provide you with the results of the development work so that you can present your game to other publishers.

As a matter of principle, we do not consider games that are in development at another publisher at the same time, because we do not want to invest time in a project that we might not be able to publish in the end.

What else should you know?

- We do not sign any non-disclosure agreements. It goes without saying that we will keep your game idea confidential.
- We only accept games to which we can have the worldwide licensing rights *(including the rights for the electronic implementation of the game).*
- Even though we have already launched a Kickstarter project in the past and do not generally rule it out for the future, we still prefer the classic distribution channels via stationary retail.