Information for game designers

Dear game designer!

Have you put a lot of passion into developing a game and are now looking for a suitable publisher for it? Well, then you might have come to the right place because we are always interested in new ideas. However, it should be emphasized at this point that we only have a very small search window and a clearly defined requirements profile. Please only send us your game if it meets our criteria set out below - this saves both sides unnecessary effort.

What we are looking for

KENDi Games only publishes simple card and dice games that provide as much fun as possible with little material and few rules. Your game should be smart and quick to play and have an interesting, new approach, or at least an innovative aspect.

What we are not looking for: We are generally not interested in: board games, educational games, children's games, word games, exit games, quiz games, pure 2-person games, mathematically oriented games, sports and business simulations, Mau-Mau variants, trading card games, role-playing systems and complex ones works.

Contact

Please contact us exclusively by email: redaktion@kendigames.de

First of all, we only need the rules of the game (as a PDF or Word document). The rules of the game should definitely contain examples and illustrative illustrations. We do not review lead deserts with only text. Very important: Do not send us prototypes or game rules by post. Unsolicited mail will be returned unchecked.

The first review of your game rules usually only takes a few days. If you have not heard from us after two weeks at the latest, please send us an email. Due to the large number of submissions, something can always be overlooked. When we first review your game idea, we cannot give a substantive opinion. If we reject your game because it doesn't suit us, please take it as a sport and don't press the issue unnecessarily.

Trustful cooperation

For us, fairness is our top priority right from the start. It goes without saying that we will treat your game suggestion with absolute confidentiality. We will not use your work, or parts of it, for any other purpose without a contractual agreement. Our development team has decades of editorial experience and has converted well over 100 games into the finished product. Everything is communicated openly with us.

If you offer us a game, we generally assume that you are presenting it to us exclusively. This applies in particular to prototypes that may be requested. If your game suggestion is being viewed by another publisher at the same time, please inform us expressly in advance.

We are excited to see what you have to offer us and look forward to your ideas!

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