

Designer's guide

We are always looking for new game ideas and would be happy to hear about yours. But before you send us your idea, please read our designer's guide. It gives an overview of what we are looking for and how you can best present your idea to us.

What are we looking for?

We are looking for the following types of games:

- Family games
- Advanced games
- Expert games

with strong themes and/or exciting mechanisms. They should offer something unique or innovative.

We are not interested in

- Children's Games
- Learning Games
- Roleplaying Games
- Trivia Games
- Electronic Games
- Jigsaws
- War Games and Cosims
- Trading Card Games

What is the best way to submit your game idea?

- In person:

The best way for everyone is to show us the game in person at a trade show or event. Dates that you can meet us can be found under the dates overview on our website. Please make an appointment in advance.

- Online:

However, not everyone can appear in person at these events. And in times of Covid we also do things differently. For example, Designer Days take place online a lot these days. You can also find dates in our dates overview.

- In writing:

Of course you can also submit your idea in writing. Just send a short email with a summary of your game idea and a hint what makes the game so special to ideas@deep-print-games.com.

Please do not send us your prototype unrequested!

What should your prototype look like?

Your prototype does not have to be professionally illustrated or even a “finished“ product. It is much more important for us that your game idea has been sufficiently tested and that the feedback received during those tests has been acted upon. The most critical point is often the rulebook. We have to be able to learn and play the game from it, and discover what makes the game special. So the rulebook must also be well tested. A good way to do this is to see if a test group can easily figure out how to play from the rulebook, without any help from you.