

## **You'd like to propose a new game idea to Pegasus Spiele?**

Wonderful! Pegasus looks forward to seeing your creative and original ideas. You can present new game ideas to Pegasus directly at large fairs and game designers' conventions. In this case, you will need an appointment made in advance.

In any case, Pegasus does not accept unsolicited game proposals any longer. Our experience has shown that very few of these game ideas are ever accepted for publication, and the review of the proposals is, relatively, very time-consuming.

Since October 2009, White Castle Games, a game designers' agency, reviews and analyzes game proposals for Pegasus, as it has done for many years for Hasbro, one of the world's largest game manufacturers.

White Castle is an independent partner of Pegasus. Being an agency of and for game designers, White Castle provides a professional service for both Pegasus and game designers, drawing on the many years of experience Ronald Hofstätter and his coworkers have as agents for game designers.

Agencies like White Castle are still uncommon in Europe, but they offer both publishers and game designers a fruitful basis for developing new games. White Castle does not merely examine and evaluate the game concepts submitted. If needed, White Castle develops them further in cooperation with the author, thereby improving the chances that Pegasus will accept the game for publication.

White Castle's review and analysis of new game ideas is very time-intensive (several hours per game), and consequently White Castle must charge an up-front editorial fee of €65.00 (plus postage).

If the game is evaluated positively, White Castle will offer the game designer a contractual arrangement for collaboration, in the scope of which the game can be edited and finally presented to the publisher. This process provides valuable assistance in the development of the game, especially for less experienced game designers.

All the relevant details with regard to contracts, fees, and execution may be found at <http://www.whitecastle.at/pegasus>. Please follow the exact instructions for proceeding found there. In particular, please check that your game idea fits Pegasus's current game needs (for which, see below).

Please submit your game proposals for Pegasus to:

White Castle Games  
Attention: Pegasus Authors' Service  
Museumsquartier—Quartier 21  
Museumsplatz 1  
1070 Vienna  
Austria

Pegasus Spiele and White Castle Games wish you much pleasure and every success in the development of your game ideas. We look forward to seeing your original, innovative game concepts.

## What kinds of games is Pegasus looking for?

Pegasus has a broadly diversified game portfolio and is consequently interested in many different types of games. Fundamentally, all our games aim to be original, entertaining, exciting, and/or funny. In addition, it's important that they possess an playful appeal, a certain flair, or an interesting hook. Pegasus is not looking for the 87th reworking of *Monopoly* or a dice-rolling race game. In terms of rules, we believe that less is often more, especially with regard to the length of play.

### Pegasus is interested in the following types of games:

- Family Games  
A family game is intended for players ages eight and up. The game rules must not be complicated, and should be able to be explained quickly. Smaller games have an ideal length of c. 15–30 minutes (e.g., *Adios Amigos*, *Langfinger*), board games c. 30–60 minutes (e.g., *Don Quixote*, *Eine Frage der Ähre*, *Pandemic*).
- Strategy Games  
Games demanding lots of tactical and strategic thinking may certainly require longer playing times – there's no restriction in their case. But the longer the playing time, the more important the game dynamic becomes (e.g., *Through the Ages'* dynamic of passing through different time periods).
- Card Games  
Pegasus is especially interested in new card games. Ideally, games should have a strict limit of 120 cards so that they can fit in our series of metal tin boxes (e.g., those for *Circus Maximus* and *Too Many Cooks*). However, card games with a higher card count or additional game materials (e.g., *The Stars Are Right*) will be considered.
- Satirical and Fantastic Games  
Pegasus has been particularly successful in publishing humorous and ironic games (e.g., *Munchkin*, *Chez Geek*, *Zombies*). In these games, the theme is clearly more prominent than game mechanics, though the latter are still important.

### Games Pegasus is not currently considering:

- Children's Games  
We are not looking for games which a group of adults wouldn't take off the shelf.
- Two-Person Games  
Pegasus likes to bring people together and create convivial occasions. Games which can be played only by two players do not help achieve that goal.

This list is only an approximate outline of our needs, of course. In any case, they can change quickly, in which case this list will be updated. Also, please visit Pegasus's homepage at [www.pegasus.de](http://www.pegasus.de) to get an idea of what kind of games would fit well in their product line. Also there, under "Service," you'll find the instructions for all their games available for downloading.