

Submission Guidelines – 2026

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.



Lookout GmbH

Elsheimer Straße 23
D-55270 Schwabenheim
www.lookout-spiele.de

German version: https://www.lookout-spiele.de/vendors/lookout/designers/de_submissionguidelines_latest.pdf

What are we looking for?

We focus on **euro games targeted at families and experienced players** (*Kenner level*) and we run a series of **games for 2 players**, which are also in the range of family to advanced level games. If the following points apply to your game, you have probably come to the right place:

- An appealing theme that supports the gameplay
- Highly engaging
- Positive and rewarding game mechanics
- Not too generic, yet still suitable for the mass market
- Lean and strictly functional game components

What do we not publish?

We 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 two 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 a **game event**. We announce the dates via social media (*Instagram and Facebook*). Please contact our editorial team in advance to schedule an appointment (redaktion@lookout-spiele.de).

Specifically, it works like this:

A) You want to present your game in an email

Your email has to include the following points:

- Brief description of the boardgame in the body copy, including the key data: game type, player count, duration, recommended age, category (*family, Kenner etc.*)
- Sell sheet including all relevant details
- 5-minute video pitch in which you introduce your game to us, highlighting the key rules and mechanics to give us an initial overview. (*Please make sure it's no longer than 5 minutes, and please don't use tools like WeTransfer!*)
- Rulebook



und viele mehr!

Telefon: +49 6130 2070159 | E-Mail: buero@lookout-spiele.de | USt-IdNr.: DE283803251 | Geschäftsführer: Hanno Girke

Registergericht: AG Mainz, HRB 47617 | Bankverbindung: Commerzbank AG Essen | IBAN: DE17 3604 0039 0123 6835 00 | BIC: COBADEFFXXX

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 but might be useful, too.

What's the next step for your game?

You will receive an automated reply informing you that processing may take some time. We therefore ask you to refrain from inquiring about the status of your request, as this would only delay the process.

Phase 1 (review): Initial review of your email submission or in person at an event. 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 a prototype.

Phase 2 (testing): We test prototypes extensively. The duration of the testing period will be agreed upon in advance, and you can contact us at any time for questions. We will let you know if it takes longer than agreed. If it turns out that the game is not suitable for us, you will of course get your prototype back.

Phase 3 (development): 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.

During Phase 2, please let us know at any time if your game is being tested by other publishers, too. Starting with Phase 3, we will ask you for exclusivity, 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.



und viele mehr!