

## GUIDING PRINCIPLES AND CODE OF CONDUCT

of the group of game designers and testers

Note: For the sake of readability, the generic masculine form is used from this point forward; all genders are meant.

(Status: February 15, 2026 | adapted from the code of conduct of the Alpine Game Designers Meeting) → Translated from German using Google Translate

### GUIDELING PRINCIPLES:

**Who we are:** We are a diverse group of game designers and testers who do not work as game designers. Our members range from professional game designers to semi-professionals and those who create games more or less as a hobby.

**What we all share** is the joy of creating games and, in most cases, the desire to publish our own game ideas. We strive to resolve matters collaboratively and objectively.

**Why we meet:**

We meet to present and test our own game ideas. Testing involves constructive and critical discussion of what has been presented. At the same time, we use the group's forum for professional exchange and networking.

**What's important to us:**

Inventing games reflects a creative process. Intellectual property is created, which we treat with respect and appreciation. We agree that the most important prerequisites for this are trust, honesty, and security.

We are aware that once intellectual property is shown, it leaves a trace on every viewer—including ourselves—and can unconsciously resurface at a later time as a supposedly original idea. Therefore, we mutually commit to critically examining each other's work if we suspect that a game idea might have already been shown elsewhere by another author. We do this in the confidence that no one will unethically or even deliberately appropriate someone else's ideas and pass them off as their own.

The risk of using someone else's ideas exists both among authors themselves and among authors who also act as editors or publishers and, in that capacity, work on other people's game ideas.

For us, the focus is on inventing games. Editorial and publishing work, whether freelance or with a publishing house, is essential for our goal of game publication and is valued by us as an independent activity.

However, our group is generally not the right forum for game authors who work purely in editorial or publishing roles. The combination of author and editor or publisher carries a significant risk of blurring the lines between these two roles.

It is expected that our meetings will change in nature if we include individuals with dual roles alongside authors. Therefore, participation in our group will not be possible for authors who also work in editorial or publishing.

How we work:

Before a meeting, all authors are asked to complete a pre-made profile for each of their games they wish to test. This facilitates on-site planning for the organizers.

Authors bring their playable prototypes to test. They participate in the testing of their own games either as participants, observers, or not at all. In return, they also play prototypes from other authors and comment on them, acting as testers or critics.

All suggestions, ideas, thoughts, critical remarks, and assistance for the further development of a game are provided without obligation to the recipient. The recipient decides whether and what to use. By sharing these thoughts, the testers release their ideas, etc., without any claims of their own, thus allowing the author to take or discard whatever they wish.

We accept all kinds of analog games; we distinguish ourselves from PC games. We test children's games, simple and complex family games, as well as games for experienced players or more complex games. Party games, communication games, and puzzle games are also included.

Before a test round, there is a short introduction of each game. The author presents their game, and then, after the participants are assigned, the test begins. This includes explanation, gameplay, and discussion. It is not uncommon to interrupt the game to adhere to the planned test duration.

Testing sessions lasting more than two hours are unusual and cannot be guaranteed, but are sometimes possible. Typically, all prototypes brought along are tested, and sometimes several games are tested multiple times, time permitting.

Photos may only be taken with the author's prior consent. Participation in the group photo is voluntary; the group photo may be published.

#### CODE OF CONDUCT:

We support each other with the best intentions in our goal of success in game creation. We offer our support without reservation; every contribution offered can be accepted or declined.

We expressly and at all times as authors assure each other of trust, openness, honesty, and security in our interactions.

We strive to address questions regarding the working methods, organization, and composition of the group objectively and to find solutions.

Even outside of our meetings, we handle all ideas presented and contributions made at our meetings responsibly and carefully.

We do not knowingly and intentionally adopt others' ideas and present them as our own.

We question each other if it appears that a game idea may have been copied.

We avoid prejudice and carefully examine the situation.