

Protospiel 101

There is No Schedule of Events

You do not need to sign up for a time slot. Just find people ready to play. All tables are open for use at any time. Please clean up your game when finished so that others have a chance to set up and play.

Offer Critique, Not Criticism

Every game at Protospiel is in development and has a few rough edges. The focus is on making games great, not on judging them. Be constructive.

Offer Ideas Once

If it seems like a designer *"just isn't listening"* to your brilliant idea, it may be that they've already tried it, or they know it would break the game in a way that you don't see. Offer the idea and let them decide what to do with it.

It's Not a Demo or a Pitch

The point of Protospiel is to **improve your game**, not to sell it to Kickstarter backers or Publishers. Be open to feedback, and decide for yourself how to filter critiques after the session. Try not to focus on telling people why their feedback is wrong, or you might miss out on the critique you really need.

Play Other Games

The best way to meet playtesters is to **be** a playtester. Don't expect that people will play your game if you're not willing to play theirs in return.

Enjoy Yourself!

Protospiel is a very unique convention where first-time designers and industry veterans stand on equal ground. You get to be a part of the creative process for games that might be the next big thing. Make the most of it!