



# Spiele-Autoren-Zunft e.V.

Press Release of the *Game Designer Association*

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## **KUNTERBUNT vs. DOBBLE: The SAZ disapproves of publishers' reaction**

In an open letter, the renowned game designer Reinhard Staupe, who has published over 50 games so far, calls attention to an alarming situation. This is about the game DOBBLE, released by Play Factory in France and distributed by Asmodee in Germany and by Blue Orange Games in the U.S. (where it is called SPOT IT!). This game is, in terms of its basic rules, identical to Reinhard Staupe's first game, KUNTERBUNT, which has been very successful and has been on the market for 15 years. Confronted with this fact, the publishers have taken up the position that the variance in terms of the number of game materials and the graphic design as well as the addition of smaller variations have resulted in the creation of a completely different game.

The Game Designer Association (Spiele-Autoren-Zunft e.V. [SAZ]) is especially concerned about the way the publishers have dealt with the designer, and strongly condemns the above-mentioned publishers' ignorant dismissal of the accusation. Undoubtedly, with an increase in the number of games published there is a possibility that some games will be similar. This isn't necessarily the original intention. However, as soon as such an accusation has been levied and has clearly been proven, an amicable solution needs to be found – because publishers have to reckon with the consequences if this example sets a precedent and intellectual property rights will consciously be ignored, be it at the legal level or in the form of image damage in the eyes of designers and players.

In the case at issue, the SAZ urgently appeals to the publishers involved to seek a dialog with Reinhard Staupe in order to find a solution that is satisfactory to all parties.

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**The SAZ represents game designers' rights and interests,  
and advocates the strengthening of the cultural assets of games in society.**