



# *Spiele-Autoren-Zunft e.V.*

Press Release of the *Game Designer Association*

August 07, 2013

## **Game Designer Association (SAZ) and Ravensburger Agree on Author's Contract**

The Game Designer Association (Spiele-Autoren-Zunft; SAZ) and Ravensburger, in a constructive meeting, yesterday came to an agreement regarding the last open points in the modified Ravensburger author's contract.

The outcome was achieved after several months of talks and negotiations about legal as well as economic matters. Various problems, especially those regarding intellectual property rights and the assignment of rights with respect to digital game adaptations, were resolved between the two parties.

Ulrich Blum, 1<sup>st</sup> chairman of the SAZ, said, "On behalf of the game designers represented by the SAZ, we welcome the agreement about the modified contract, and we are sure that we have found a good compromise. With this, the discussions have come to a positive conclusion."

Michael Tiesler, CEO of the Ravensburger Spieleverlag, was pleased about the outcome, too: "This is an important contribution to a continuing trustful collaboration between game designers and the Ravensburger Spieleverlag. We gladly look forward to maintaining discussions with designers about many good game ideas and together leading these ideas to success."

**Press Service: Bernhard Weber**  
Tel. +49 228 429 96 57  
[presse@spieleautorenzunft.de](mailto:presse@spieleautorenzunft.de)

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