

# GAMES+GERMANY

## Regional Funds and Networks

Games Germany is currently planning the first-ever German Steam Sale, featuring and promoting games made in Germany. Therefore, we are looking for you and your games to participate!

The event is set for end of February 2022 (after Steam's Next Fest and the Lunar New Year Event). As we want to showcase the vast variety of games made in Germany, any studio with a head office in Germany can participate.

To participate in this Steam event, please fill out [this form](#) by January 31. 2022.

To guarantee a certain quality, the Steam reviews of the submitted games should be at least mostly positive (in individual cases, or if your game is reviewed positively by Steam users but doesn't have enough reviews to generate a user rating, an exception can be made to this rule).

Each developer is allowed to submit 2 items in total (you're free to choose if you want to feature already released or upcoming games to generate Wishlist entries; item can refer to your game or bundle). Publishers are allowed to submit more than 2 items, as long as they are developed by different devs with a head office in Germany.

Please keep in mind: as a regional sales event, we cannot avoid a 30 days cool-down period. As we are close to the end of the fiscal year, there may be sales events held by publishers during this period.

Need help finding your app ID? Go to the Steam page of your game, check the URL. The app ID is included in the URL between app/.../game titel, e.g.

<https://store.steampowered.com/app/1276660/Tinkertown/>