

Small Developers Bundle 2025

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Submission Guidelines & Bundle Details

1. Bundle Overview

- **Bundle Name:** Small Developers Bundle 2025
 - **Price:** \$10 (flat rate, regardless of number of games included)
 - **Bundle Duration:** November 16, 2025 – February 16, 2026
 - **Goal:** \$750 total sales
 - **Platform:** itch.io
 - **Note:** This bundle includes **only games**. Asset packs will be featured in a **separate bundle with different rules**.
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2. Revenue & Payment

- **RipeAvocadoGames:** 10% of total sales
 - **Developer Share:** The remaining 85% of sales is **split evenly among all participating developers** based on the number of games submitted.
 - **Paid and Free Games:** Both are allowed. Paid content **cannot block core gameplay, levels, or essential features**. Paid content may provide:
 - Convenience
 - Cosmetic items
 - Optional bonuses
 - All games must remain **fully playable without payment**.
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3. Content Guidelines

We are looking for **wholesome, creative, and family-friendly games**.

Allowed Content

- Up to **3 games per developer**
- Free or paid projects
- Games from game jams are allowed if they are **complete and polished**

Not Allowed

- Blood, killing, or realistic violence
 - Horror or disturbing content
 - Inappropriate clothing or suggestive themes
 - Profanity, offensive language, political themes, or romance-focused content
 - Copied content or intellectual property not owned by the developer
 - Anything not family-friendly (Including bad words)
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4. Submission Rules

- **Official Deadline:** November 10, 2025, at 1 PM CST
 - Submissions will **close early if 75 games or 35 developers** are reached, whichever comes first
 - Developers can submit up to **3 games (asset packs go in a separate bundle)**
 - Games must be **complete, playable, and polished**
 - **Platforms:** Windows and Mac required; Linux support is strongly encouraged
 - **Browser-based games are allowed. If the game is only browser it's fine to.**
 - **All games will be reviewed by RipeAvocadoGames**
 - *This review ensures content and quality compliance; it does not grant ownership or require developers to give games outside the bundle*
 - Submissions should include:
 - Downloadable files or links
 - A brief description of the game
 - Screenshots or media for promotion
 - Developers may **advertise the bundle** on social media or personal channels
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6. Notes for Developers

- **Game Quality:** All submissions must be fully playable, with clear instructions or controls.
- **Marketing Assets:** Screenshots or media submitted may be used to promote the bundle on itch.io and social media.
- **Intellectual Property:** Developers must own all content submitted; copied content is not allowed.
- **Promotion:** Developers are encouraged to share the bundle via social media, personal channels, or other communities to increase visibility.
- **Bundle Inclusion Confirmation:** By submitting your game, you **agree to have your game included in the Small Developers Bundle 2025**. All games must be **confirmed on itch.io by November 15, 2025, 1 PM CST** to remain in the bundle. Any games not confirmed on itch.io by this date and time will be **removed when the bundle is created**.

Thanks for joining the Small Developers Bundle 2025!

For questions, contact: ripeavocadogamessocial@gmail.com

All Verified Game Submissions

<https://boaan.itch.io/up-away> Bellhop

<https://boaan.itch.io/up-away>

<https://braska.itch.io/a-game-about-typing-the-alphabet>