

LUDOPOLIS INTERNATIONAL BOARD GAME DESIGN CONTEST

2013 EDITION



Sponsor 2013:



Goals

- To encourage board games design;
- To encourage and inform the general public about board games design;
- To share the talent, the creativity and the game designs with everyone;
- To put Portugal on the biggest international competitions for board game design;
- To help the authors to adjust and prepare their files for the publisher's exigencies, reaching higher levels of success.

Agenda

1. Submitting of dossiers/files until January 13th 2013.
2. Pre-selection of a maximum of 30 games for the second phase of the contest, until March 10th. The notification to the authors (selected or not) will be made by mail until March 15th.
3. Sending of the preselected prototypes until April 5 (sending date).
4. Selection of a maximum of 10 finalists until June 17th (and communication to the designers on the same date).
5. Jury meeting between June 17th and July 22th (selection of the winner and, if applicable, of the 2nd and 3rd places).
6. Announcement of the winner on July 23rd.

Regulation

Who can participate?

All designers with at least 18 years old of any nationality may enter the contest. Designers may enter the contest, whether or not they have games published. However, only unpublished games are able to join. Each designer can send a maximum of 3 unpublished games. Games which have entered the contest in the previous edition may participate, if significant changes on the rules have been made (they must be communicated). Only board games will be accepted: they must be able to be played by at least 2 players. Preferably, the contest is designed for family games and “fillers”, so it is not recommended to send games whose playing time exceeds 75 minutes. Computer games cannot enter the contest. There is no participation fee.

What are the phases of the competition? The contest will take place in 3 phases: sending the rules and pre-selection (max. 30 games); sending the prototypes and finalists selection (max. 10 games); selection of the winner, by the Jury.

How to participate?

Participants must submit until January 13th 2013, for each game and in the same email, two *pdf* documents or *doc* containing: 1. the **game rules** (in English, French, Portuguese or Spanish); 2. the author information (name, nationality, age, address, email and phone number) and the game profile (type of game, recommended ages, average play time, number of players and main mechanics). The document with the rules cannot contain any identification of the designer or his origin, under penalty of exclusion. Designers must also send a picture of the game where all components are visible.

It is recommended that the rules contain no more than 7 pages, including images or explanatory graphic support. For each file received, the staff will send a return email, accusing the game reception for validation. Submissions should be sent to concurso@ludopolis.pt.

What games move on to the 2nd phase of the contest?

Some teams of experienced players will read all the rules received and will choose a maximum of 30 games to the 2nd phase, based on the following criteria: Originality and Clarity/Organization of the rules. Aesthetics or the design will not be evaluated.

The designers of the games that will move on to the 2nd phase will receive a note (until March 15th) to send the prototype ready to be played until April 5th (sending date).

How to proceed if you are selected for the 2nd phase?

A maximum of 30 games will be selected to the 2nd phase (depending on the quality and quantity of received files), and all the designers will be notified by email until March 15th of their situation. Those who were selected shall send their prototypes until April 5th to:

Ludopolis

Concurso de Criação de Jogos de Sociedade

Rua Andrade n.º 5, 4.º esquerdo

1170-013 Lisboa

The designers who want to receive their prototypes back after the end of the contest must send their games in a solid package, allowing resending them. They shall also make a deposit on the PayPal account of the contest (geral@ludopolis.pt) on the amount of 12€. The demanded prototypes will be sent until the end of August 2013, and the unsolicited prototypes will be kept by Ludopolis. Posterior demands of shipping will not be accepted. The organization will not be responsible for any damage that may occur in the prototypes during the shipping.

All prototypes will be tested several times by grouped players according to the games targets. The criteria's for evaluating games are: Originality, Gameplay/Fluidity of the mechanics, Fun factor/Replayability and Clarity/Organization of the rules (this criteria will be interpreted considering how easy is the application of the rules).

How does the final phase works?

Among preselected games, a maximum of 10 finalists will be selected. All the designers will be notified until June 17th.

A Jury composed of experienced players and agents of the game scene in Portugal and/or other countries will be formed between June 17th and July 22th, deliberating on the quality of the games and selecting the winner of the Ludopolis Contest. If the quality of the games in contest is enough for market patterns, a 2nd and a 3rd places will be granted. The winner will be published through the Publisher who sponsors the prize (Runadrake). The participation on the contest goes with the agreement of edition, if the game wins the contest. The edition conditions will follow the rules of the market

(the author's rights and fees will be respected). A 2nd and a 3rd places may be announced, if the finalist's quality is high enough and if the Jury decides so. The game in 2nd place may be published by the sponsor publisher, if his designer wishes (500 unities minimum). The game in 3rd place may also be published by the sponsor publisher if his designer wishes (250 unities minimum).

The designers who consider necessary to protect their games must do so, because the organization, in any case, can be liable for counterfeit or plagiarism. The intellectual property rights belong to the designers, independently of their places in the competition, and will be respected. If a designer feels harmed by the Jury deliberation or play-test teams, we remind that the games quality remains subjective, and that the main goal of the contest is to create buzz around the board game scene.

In case of participant games in the contest be under 30, the staff reserves the right to cancel the 2013 contest.

The participation in the contest requires the full acceptance of this Regulation.