

## ANNOUNCING THE CONTEST FOR: CONCORSO PER IL MIGLIOR GIOCO INEDITO 2012 (THE BEST UNPUBLISHED GAME AWARD 2012)

**Lucca Games** and **dV Giochi** are pleased to announce the twenty-fifth **Best Unpublished Game Contest!** This contest offers the classic “**Best Unpublished Game Award**”. This year, as in every year, the contest aims to identify the best new card game design from all prototypes received, and to reward it by publishing the game in a fully professional and high-quality format, overseen directly by **dV Giochi**.

The contest is open to both Italian and foreign game designers, and prototypes may be submitted in either Italian or English. All prototypes submitted must conform to the technical and style requirements described below to avoid exclusion from the award process. The Award Jury will select the best games among those received before the contest deadline, and present them to the public during the Lucca Games 2012 festival (the decision of the jury is final). During this event, the winners of the two awards will be announced!

All games submitted will be evaluated on originality, playability, publishability, artistic, technical, and cultural value (though not necessarily in that order). The graphic design of the product will **not** be considered as a criterion for the award: Designers simply have to ensure that any drawings are clear, and all text is legible. On the contrary: game elements that may make it difficult for the game to be published internationally will be evaluated unfavorably! It is therefore recommended that designers limit or exclude textual elements on the cards, and utilize wherever possible internationally recognized expressions, symbols, and drawings (though this is **not** a mandatory requirement to participate in the contest). The jury will also evaluate the average length of a match. Though there are no strict requirements for game length, it is recommended that designers should aim for a match that lasts about 15 – 30 minutes.

Faithfulness to this year’s theme (described below) **will be** considered as a central element in the evaluation of the design, and designers are encouraged to create games in which the mechanics (and not only the setting) is inspired by the theme.

Finally, since the goal of the contest is ultimately to publish the winning design, the organizers encourage the designers to create games that may be expanded or modified in the future, with additional card sets to be created at a future date.

All submitted works must absolutely conform to these specifications to avoid exclusion from the contest:

- The game must allow participation by at least two players, and must have a declaration of a winner at the end of a match (draws are permitted).
- The guiding theme for this year is: **The End of the World**.
- The game must include a **maximum** of 110 cards, set in a 6 cm x 9 cm format. Designers are free to divide these cards into several decks, using different card backs.
- The rulebook, which must be in Italian or English, must be printable on A4 or A5 sized paper, and cannot exceed 10,000 characters or be longer than 6 A4 sheets (or 12 A5 sheets), including covers.
- Drawings and other images may be included in the rulebook.

- Designers are encouraged to include examples of game play situations in the rulebook.
- Prototypes must be sent in both electronic and printed formats:
  - **TWO** complete copies of the printed version of the game must be sent, including all printed and cut out cards and the game rulebook (so, TWO decks and TWO rulebooks).
  - For the electronic version, the deck should be included as a single file containing **all** cards, including any that are repeated. The cards must be laid out to print on A4 sheets (9 cards per sheet, maximum total of 13 sheets plus an additional 13 sheets for the card backs). The rulebook must be in a separate file. For both cards and the rulebook, any of the following formats are acceptable: pdf, doc, rft, txt, odf, jpg, png, or gif. It is recommended that designers use the pdf format, and to compress all graphic elements to minimize the file size.
  - The electronic version must be sent on physical media (CD-ROM or DVD-ROM) and sent together with both printed copies.
- In addition to sending the game in both electronic and printed format, designers must also fill out the online registration form at: <http://moduli.luccacomicsandgames.com>. **This form will be made active from 1<sup>st</sup> of June.**
- Designers are recommended to pay particular attention to the packaging of the parcel to avoid damage to CDs and decks during shipping.
- All materials should be sent, at designer's expense, to:

**LUCCA COMICS & GAMES****piazza San Romano – ex Caserma Lorenzini****55100 LUCCA****ITALY**

- All materials received will not be returned. The physical prototypes become the property of Lucca Games.
- This announcement will be published on the contest web site ([www.giocoinedito.com](http://www.giocoinedito.com)) as well as the **Lucca Comics & Games'** and **dV Giochi's** web sites. The organizers reserve the right to publish further clarifications to those websites, should they deem it necessary.
- **Lucca Comics & Games'** forum (<http://forum.luccacomicsandgames.com>), created specifically for the Unpublished Game contest, will answer questions from aspiring designers (posts may be in Italian or English).
- By submitting a game to this contest, all designers agree to the publication of their unmodified works on a public website, from where they may be freely downloaded. Any personal information (including any pictures) about the designers or their collaborators included in the rulebook or the deck files may be made public for the purposes of this contest. Designers implicitly agree to the publication of all such personal information that they include in these files. Any personal details provided on the registration form will be used only for the purposes of this contest and will **not** be disclosed to any third party.

- Should the need arise, in order to aid publication of a design, the organizers reserve the right to change the graphic layout, and to reach an agreement with the designer of the “Best Unpublished Game Award” winning design for any minor and reasonable modifications to the rules set. Lack of collaboration on the designer’s part in this respect will not prevent the awarding of the prize, but could compromise the publication of the submitted prototype. In this circumstance, publication will be negotiated for the prototype judged the second best.
- The designer of the “Best Unpublished Game Award” winner will receive 100 copies of the edition of the game published by **Lucca Comics & Games** and **dV Giochi** as sole payment for the publication rights to the contest-winning edition. The other published copies of this edition will be sold into distribution and/or used by **Lucca Comics & Games** for promotional purposes. The contest organizer reserves the right to determine the total number of games produced after the winner has been chosen. The rights to any other publication of the games are reserved by **dV Giochi**, who will negotiate a specific contract with the designer.
- Any design entries that contain pornographic, vulgar, or extremely violent content, or which include explicit references to any works, characters, or images protected by copyright will **not** be evaluated.
- **THE SUBMISSION DEADLINE IS SATURDAY, JUNE 30<sup>TH</sup>**. Any entries received after the deadline will **not** be evaluated, regardless of the shipping date.
- The jury reserves the right to not assign the prize to any of the submitted prototypes in the event that all submitted games do not conform to the quality standards sought for this contest.
- The contest organizers will be available to provide any clarifications needed up to the submission deadline.
- In case of any controversy or translation issues, the Italian language version of this announcement and any future announcements always takes precedence.
- Staff members of **Lucca Comics & Games**, as well as all associates and employees of **dV Giochi** may not participate in this contest.