



CONTEST ANNOUNCEMENT: PREMIO PER IL MIGLIOR GIOCO INEDITO (BEST UNPUBLISHED GAME AWARD)

Lucca Games, DV Giochi and, for the first time, **RCS Quotidiani –La Gazzetta dello Sport dept.**, present the twenty-third edition of the **Best Unpublished Game Contest**. The contest offer the classic “**Best Unpublished Game Award**” that this year, as every year, aims to select the best card game among the received prototypes and to reward it with by publishing it in a professional and high quality format directly overseen by **DV Giochi**.

Starting from this year, the contest establishes also the “**Best Artwork Award**”, sponsored by **RCS Quotidiani – La Gazzetta dello Sport dept.**, with the aim to bring to the fore rising talents in fine arts and graphic design. The award will be given to the prototype that will most distinguish itself for the way in which its graphics are functional to the game mechanics, for the quality of the illustrations and for the artistic presentation of the product.

The contest is open to Italian and foreign designers and the prototypes can be submitted in either Italian or English. The submitted prototypes will need to conform to the technical and stylistic characteristics described in this announcement to avoid exclusion from the evaluation process. The contest organisers reserve the right to publish on a website the electronic versions of some or all of the prototypes received. The jury will select the best games among those received by the announcement’s deadline to present them to the public during the Lucca Games 2010 festival; the jury’s decision will be final. During this event, the winners of the two awards will also be announced.

The evaluation of the games for the “**Best Artwork Award**” will be based on the above-mentioned criteria and will be performed by the contest jury together with publishing professionals from **DV Giochi** and **RCS Quotidiani – div. La Gazzetta dello Sport**.

The evaluation of the games for the “**Best Unpublished Game Award**” will be based on originality, playability, publishability, artistic, technical and cultural value (not necessarily evaluated in this order). The graphic design of the product, then, will not be considered as an evaluation criterion for this award. The designers will simply have to ensure that any drawing is clear and any text is legible. On the contrary, game elements that may make it difficult for the game to be published internationally will be evaluated unfavourably; it is therefore recommended to limit or exclude altogether textual elements on the cards and to utilise where possible international expressions, symbols and drawings (at any rate, this is not a mandatory requirement to participate to the contest). The jury will also evaluate the average duration of a match. Although in this respect there are no strict requirements, it is suggested to design games for which a match should last about 15-30 minutes. Faithfulness to the proposed theme (to be described in the following) will be considered a central element of the evaluation in an attempt to stimulate the designers to create games for which the mechanics (and not just the setting) is inspired by the theme. Finally, considering the objectives of the contest, the organisers wish to encourage the creators to design games that can be expanded and/or modified in the future with additional card sets to be designed at a



later time; accordingly, prototypes either created as or transformable into collectable card games will also be considered.

The submitted works shall absolutely conform to the specifications listed below to avoid exclusion from the contest.

- The game shall allow the participation of at least two players and the declaration of a winner at the end of a match (draws are permitted).
- The guiding theme, for this edition, shall be: **LEAGUES AND INTRIGUES.**
- The game shall comprise a maximum of 110 cards set in 6x9cm format that the designers are free to divide into several decks based on their backside.
- The backsides shall be in black and white (several different designs admissible).
- The rulebook, in Italian or English, shall be printable on A4 or A5 sized paper, shall not exceed 10000 characters and shall be no longer than 6 A4 sheets (or 12 A5 sheets) covers included.
- Drawings and other images are allowed in the rulebook.
- The designers are encouraged to include examples of game-playing situations.
- The prototypes shall be sent both in electronic and printed formats:
 - As far as the printed version is concerned, TWO complete copies of the game shall be sent including all the printed and cut out cards and the game rulebook (therefore TWO decks and TWO rulebooks);
 - As far as the electronic version is concerned, the deck shall be included in a single file containing all the cards including those that are repeated. The cards shall be set out on A4 sheets (9 cards per sheet, up to a maximum total of 13 sheets plus further 13 for the backsides). The rulebook shall be sent in a separate file. For both cards and game rulebook the following formats are allowed: pdf, doc, rtf, txt, odf, jpg, png, gif. It is recommended to use the pdf format and to compress the graphic elements to minimise file size.
 - The two printed copies shall be sent together with the electronic version that shall be sent on a physical support (CD-ROM or DVD-ROM). It is not allowed to send the electronic version via email or alternative electronic means.
- In addition to the game in electronic and printed formats, it is mandatory to fill in the registration form attached to this announcement. This contains personal details and information on the submitted prototype.



- It is recommended to pay particular attention to the packaging of the parcel in order to avoid damage to the CDs and the decks during transport.
- All the material shall be posted, at the designer's expense, to:

GIOCO INEDITO – CASELLA POSTALE 207 – 55100 LUCCA – ITALIA

Alternatively, it shall be hand-delivered directly to the headquarter of

LUCCA COMICS & GAMES – Via della Cavallerizza, 11 – 55100 LUCCA

- All materials sent / hand-delivered shall not be returned.
- This announcement is published on the contest's web site (www.giocoinedito.com), as well as on **Lucca comics & Games'** and **DV Giochi's** web sites. The organisers reserve the right to publish further clarifications on these web sites should they be thought needed. **RCS** reserves the right to publish excerpts, summaries or the full announcement on its newspapers and its web sites and to promote the initiative by other means.
- **Lucca Comics & Games'** forum (<http://forum.luccacomicsandgames.com>), created specifically for the Unpublished Game, will answer doubts and question of the aspiring designers (languages admitted Italian and English).
- By submitting their games to this contest, the 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 the contest. Designers implicitly agree to the publication of all the personal information they include in such files. The personal details provided in the registration form will only be used for the purposes of the contest and will not be disclosed to third parties.
- Should the need arise in order to aid publication, the organisers reserve the right to change the graphic layout and to reach an agreement with the designer of the "Best Unpublished Game Award" winning game on any minor and reasonable modifications to the rule set. Lack of collaboration on the designer's side in this respect will not prevent the awarding of the price, but could compromise the publication of the submitted prototype. In this circumstance, publication will be negotiated with the prototype judged second best.
- The designer of the winning game of the "Best Unpublished Game Award" will receive 100 copies of the edition of the game published by **Lucca Comics & Games** and **DV Giochi** as payment for the publication rights to the edition that wins the contest. The other copies of this edition will undergo a part on distribution and an other part managed by **Lucca Comics & Games** for promotional use. The contest organiser reserves the right to determine the size of these two parts after the nomination of the winner.



The rights to any other publication of the games are reserved by **DV Giochi** and **RCS Quotidiani – div. La Gazzetta dello Sport** that will negotiate a specific contract with the designer.

- **RCS Quotidiani – div. La Gazzetta dello Sport** reserves the right of “first look” for the exclusive publication to newsagencies of the winning game as non-periodic collectable edition.
- Any entries containing pornographic, vulgar, or extremely violent content or with explicit references to works/characters/images protected by copyright will not be evaluated.
- The submission deadline is set to Saturday 31 July. Any entries received after the deadline will not be taken into consideration, regardless of the shipping date.
- For both awards, the jury reserves the right to not assign the prize to any of the participants should the submitted games not conform to the sought quality standard.
- The contest organisers remain available to provide any clarification needed on this announcement up to its stated deadline.
- In case of controversy, the Italian version of this contest announcement shall control.
- Staff members of **Lucca Comics & Games**, associates and employees of **DV Giochi** and **RCS Quotidiani – div. La Gazzetta dello Sport** cannot participate to the contest.