



## RULES

### 3<sup>rd</sup> Iludo Board game Design Competition, hosted by the *Asociación Banshee Errante*.

The rules that regulate the competition are as follows:

1. The Competition is open to all board game designers, who have not published more than 3 games before this competition start.

Only unpublished board games may be submitted (external publication, self-publishing or through crowdfunding are also not accepted). Board games published on internet can be presented if they have not been commercialised.

The games presented can be of any kind, except games where a computer is essential for playing them. The games can be for any number of people.

2. The Competition is divided into three phases:

#### **First phase**

- Submission of the rules (from May 1<sup>st</sup> 2017 to July 27<sup>th</sup> 2017) followed by shortlisting.

#### **Second phase**

- Submission of prototypes for all shortlisted games (before September 12<sup>th</sup> 2017) and selection of the finalists.

#### **Finalists**

- The jury's decision and announcement of the winner (November 18<sup>th</sup> 2017).

3. Participants must submit, in different files:

- Game rules and a photo or image of their components.

The rules mustn't exceed 15.000 symbols.

- A document with the following game data: title, target audience (children, family, experienced gamers, other), players' minimum age, number of players length of game, physical makeup of the game and game theme, and an sample of the game in action as it is played.

Also to be sent:

- a document with the author's details and contact (name, address, contact phone and email) and the title of the game.

All this paperwork should be sent by email, only using one of these formats: .pdf, .doc and .jpeg to: [concurso.iludo@gmail.com](mailto:concurso.iludo@gmail.com), until **July 27<sup>th</sup> 2017** (deadline).

Documents must be sent in Catalan, Spanish or English.

The whole documents must not exceed 25 Mb.

4. One author may not submit more than **2 games**.



The Competition organizers will reply to the digital document and messages sent, giving information about the submission process. The organizers will reply within 72 hours.

In this edition a **maximum of 40 games will be accepted**, in arrival order. After this number has been reached, any candidates who send an email will receive a response indicating that the quota is full.

**5.** Shortlisted games authors will be informed by e-mail from **September 1<sup>st</sup> 2017**, and in the same message, they will be asked to make a complete prototype ready to be played. It must be enclosed in a secure package. They will be given an address where to send it, and all games must be sent **before September 12<sup>th</sup> 2017**. The organization of the Competition is not liable for any damage caused to the prototype during shipment.

The author's name must not appear on the documents sent (rules, board game and other game elements, box, etc.) in order to ensure full anonymity.

Prototypes will be sent to a postal address given in the next messages.

Winning Prototypes will become part of the *Asociación Banshee Errante* prototypes play centre.

The rest of the prototypes will be given back during the *Iludo Days* once the jury have the result, if the authors are present.

If the authors are not present, they will be sent by certified mail before December 31<sup>th</sup> 2017, if the address is part of Spanish mainland, otherwise cash on delivery, if not.

Shortlisted games will have, as they confirm to the organizers, a table during the 2017 *Iludo days* to make demonstrations and show their game, once the decision is determined.

**6.** Shortlisted games will be tested and will be chosen with a **maximum of 5** finalists. The finalists' games will be analysed by the Jury.

**7.** The Jury, formed of board game experts will meet on the November 18<sup>th</sup> 2017 in Mataró - Barcelona - Spain, to assess and mark the finalists. If a force majeure makes this impossible, the jury will meet at a later date.

The Jury's decision will be final and independent. The Jury can declare the Competition null and void, if they consider this. The Jury may also award a second prize for a finalist if they consider appropriate for the high quality of the games.

The jury will take into consideration the originality, the playable capacity, the adaptability to different kinds of audience and the cultural value. Also it will be take note of the clarity of the rules. The Jury will not evaluate the graphic design or the prototypes quality.



8. The jury's decision will be announced on November 18<sup>th</sup> 2017, during the *Iludo days* and the diplomas will be delivered to the finalists.

The competition winner will pick up the prize the same day in the case of attending the *Iludo days* event. If this is not the case, the organization will contact with them by e-mail or phone.

9. The 3rd Iludo Board game Competition **winner** will receive a prize of **300 euros**; the **second** will receive vouchers worth **100 euros** to be used in the sponsor's game stores.

These conditions are validity until May 31<sup>st</sup> 2018.

Awarded games will have the media support of *Asociación Banshee Errante*.

10. If the winning game is published following the suggested conditions it may include on the game box cover the "3rd Iludo Board Game Competition", with the logo indicated by the organization.

11. The organization reserves the right to modify any points, published on the official Competition website:

<http://bansheeerrante.wixsite.com/iludo2017concurso-protojuegos>

12. Involvement in the Competition assumes acceptance of the these rules.  
If this is not the case the game will automatically be excluded.

April 2017

Sponsor:



Organise:



With the support:

