



2. Game authors competition - Rules

1.1 Background

One of the two winning titles of our first competition will be published at the Essen fair SPIEL in October. More information on that game can be found under www.schwarzesgold.com.

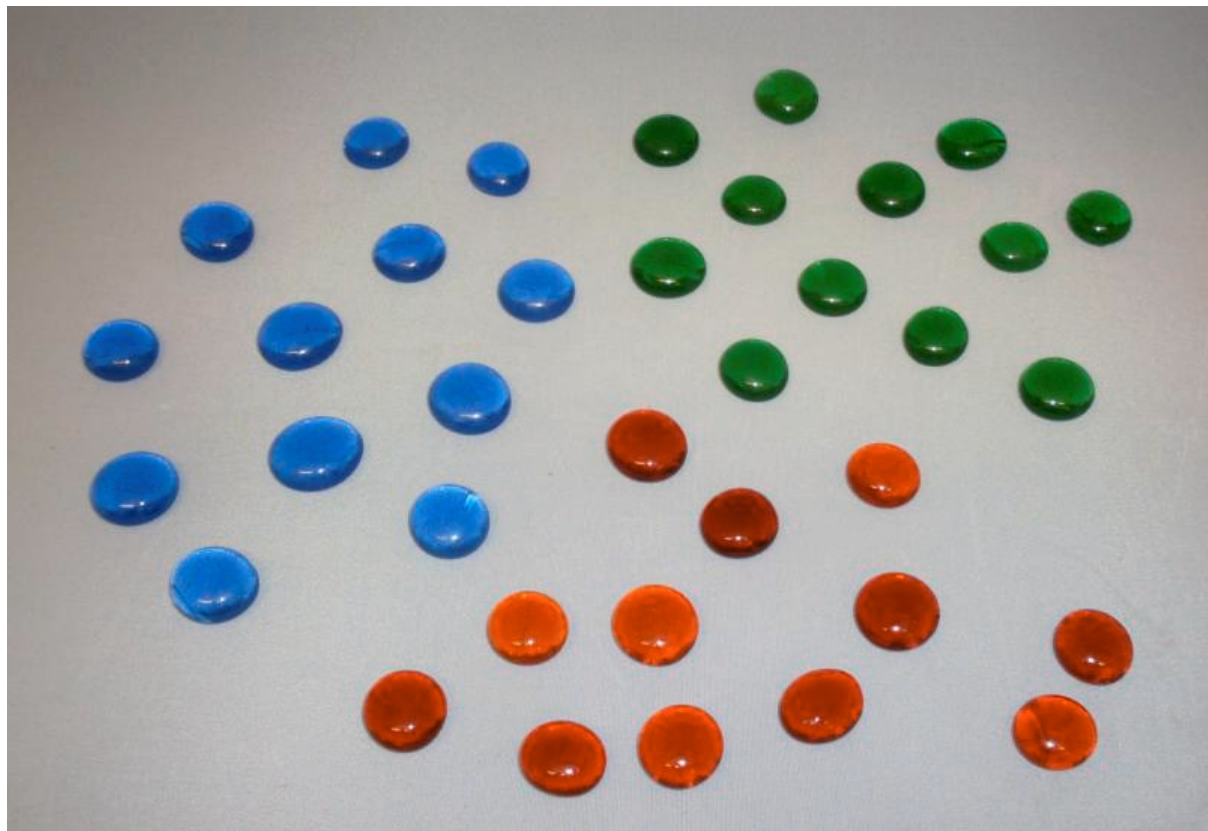
After the success of this first competition, we decided to start with a new one. The task is to develop a game using all of the game pieces of two sets of playing pieces. Additional material (game board, cards, game bits etc - no limits) can be worked in. There are prizes (non-cash, shopping vouchers) for the best proposals, jury is our gamer's club in Mönchengladbach and www.spielmaterial.de. The chosen winner will receive a cash prize of 500 € and receive a contract offer to publish the game.

The material can be obtained for free at the upcoming fairs in Essen (SPIEL 22.-25.10.2009), Munich (SPIELWIESN 5.-8.11.2009) and Bielefeld (SPIELEWELT 14.-15.11.2009) at our booth. For sending the parts by mail we claim a protective charge of 5 € (Europe) respectively 8 € (World) - we thank you for your understanding.

Material



The set contains 4 running people (20 x 30 x 12 mm), 4 discs 15x4 mm, 4x10 cubes 8 mm - all in the colours red, orange, blue, white - and 1 die 16 mm – packed in on zip bag. Some bags have 11 **cubes**, **please use only 10** for the game (one is spare part).



The second set consists of 12 glass nuggets 10 mm in red, green, blue – packed according to colours in zip bags.

1.2 Rules

Participation is open to everybody, just mind the following regulations :

- Participation: Allowed are news game ideas only which have not yet been published or are in contractual relationship to a game publisher. Each author may enter only one game to the competition.
- Submitting games: Please only forward a game description which includes et al. The number of players, the used game materials and the duration of the game. Naturally, you have to send the game rules as well as optionally additional material (photos, drawings, etc). Please send data in PDF-Format. Please announce larger files above 10 MB beforehand. Do not forget to include your contact data.

Based on the submitted ideas we will choose the games we want to include



in detailed test phases. Depending on your idea, we may require additional material from you for that purpose which will be send back after the competition.

- Arrival note: We send an e-mail stating your idea has been obtained.
- Language: You can send your game ideas in German, English or Dutch.
- Participation fee: We do not take participation fees for this competition – it is free of charge.
- Rights: All rights of a game remain with the author.
- Contract: www.spielmaterial.de will offer the winner a contract to produce and publish the game.
- Address for submitting: info@spielmaterial.de, catchword „Game Author’s competition“ or www.spielmaterial.de, Mühlenstr. 159, 41236 Mönchengladbach / Germany
- **NEW** : Deadline is April, 30. 2010
- Schedule: We will come to an conclusion by **June/July** 2010.
- Competition’s results: The result of the competition thus will be published thereafter and announced via e-mail. In this regard we need your acceptance to publish articles and pictures concerning the game ideas, including your name. Again, all rights for the game remain at your side.

We wish your a pleasant development and wait for your idea !