

Mysteria

Game Design Contest



Theme of the contest

The theme of the contest is mystery.

Interpretation of the topic is only limited to the author's creativity.

Mystery could shape the games' setting or influence particular game mechanics, like hiding mechanics. The games can include secret roles, deductive mechanics or generally anything involving mystery.

Participating games must be boardgames or party games, other creations will not be considered. Presented works, provided they come under boardgames or party games category, can include elements of other genres of games; for example, role playing games, live action role playing games, storytelling games, ability or dexterity games and, where suitable, game-book or wargame elements.

Winners

The winning game and a limited number of qualified entries will have the right to be published with "Tilsit Italia" landmark on the website www.arima.it, in a special section dedicated to the Mysteria game design contest. Tilsit Italia will carefully scrutinize every entry; works deemed worthy will be properly advertised by Tilsit Italia and Arima. Earnings from games' selling will be collected by their relative authors.

Winning authors and their work will be made public during an italian gaming convention.

Contest Deadline and Important Information

The deadline for all submissions, after which entries will not be accepted, is at 24:00, February 27, 2006.

Send all entries at mysteria@pietrafilosofale.org. Send the privacy policy statement and any other written communication to: Società Alchemica c/o Luca Coppola, salita ospedale suor Orsola 1, 80122 Napoli (Italy).

Requests for further information, communications or questions can be sent to mysteria@pietrafilosofale.org.

Authors, upon sending entries to the contest, accept the rules in this announcement and, moreover, they accept that their works will be processed in the ways stated. Works that don't fulfil one or more prerequisites, have already been published, or whose authors are not the certified owners of the entry,



will be immediately disqualified. Members of Società Alchemica and people working for Tilsit Italia and Arima cannot participate in the contest.



Works' Requirements and Documentation

People from any country can participate in the contest; each author can enter up to 2 works. Authors willing to participate in the contest must strictly abide to the following rules, or they will be disqualified.

Work's requirements

- Every participating work must be original, that is it must not have been published as a game, in a magazine or book, or using other media (internet, fanzines, any computer or paper support).
- The rulebook must be no longer than 21000 characters (spaces included). It is advisable that rules are explained clearly, with examples and diagrams.
- The rulebooks, to be sent with the work, should be written in Italian. Non-Italian authors can send rulebooks in English; if rulebooks in both languages are sent, jury will refer to the Italian version.
- Games' components can have written text. Text functional to the game and not strictly decorative must be written into Italian. Neologisms, and terms from other languages commonly used in Italian are accepted. For works from non-Italian participants, the text on games' components can be in English.
- Files can contain text and images and they must be printable on standard A4 paper. Resulting PDF file must contain a minimum of 1 page and a maximum of 20 pages.
- Maximum tested length of every game must be less than 2 hours.
- Prototypes must abide to the guidelines indicated in the section: "Portable Document Format: a games-tailored format".
- Graphics of prototypes will not be considered for the choice of the best work; high-quality graphics may be used in the final version of the game when published.

What to send

- The entry must be received in electronic format in accordance with the terms. Electronic format must be a PDF file. However other formats that are convertible to PDF will be accepted (TXT, HTML, DOC etc.). Every work must be received in one file, no more than 5 megabytes, compressed into ZIP format and sent to mysteria@pietrafilosofale.org. Works with larger files will not be accepted.
- For every work sent, authors must also send a game presentation form to mysteria@pietrafilosofale.org. The form must be filled out in full and authors must clearly state their name, nationality and game title. On the same form authors must state that the works presented are of their own design, that the game's rights are owned by them and that it is unpublished. The form must contain a short description of the game and its components (max 3000 characters long, included spaces). The description provided will be used to classify the works on a web page describing the participating works. Only for purposes of information and communications about the contest, authors must specify their home address, e-mail address and phone number. If contact information is not present, the authors will be assumed unreachable and their entries will be disqualified.
- To partially cover costs, every entrant, before the expiration date of the contest, must donate 5.00 (five) euros for his first game. It will be possible to pay this sum by visiting www.arima.it website and purchasing the product "Partecipazione al concorso Mysteria" in the section dedicated to Mysteria game design contest. This product contains a PDF file with a copy of this announcement and the above cited forms, which are necessary to participate.



Judgement, Rewarding and Publishing

An expert jury made up by Società Alchemica members, representatives of Tilsit Italia games publisher, and games' experts will judge the works in two stages. In the first stage, the relevance of the works to the theme will be considered and, among the eligible works, 5 games will be chosen. In the second stage the best work will be chosen from the 5 finalists.

All the works, under explicit approval by the relative authors, could be published on www.arima.it website, in a special section dedicated to the contest, and there they could be sold. Authors will be in total control of their works.

Authors will be the only owners of their works and relative rights.

Prices of the works could be decided by authors themselves, that will receive all the earnings, excluded a percentage due to Arima (30%) as under standard contract.

Authors of the five finalist games, remaining the sole owners of the rights deriving from the intellectual property of their works and of the earnings from the selling of the games, pledge themselves to sell their works on Arima website for one year, starting from the first day of being published on the website.

After this period, authors have the right to continue to sell his work on Arima also changing the conditions, or to call in their work from the website. The price of the winning work will be 3.49 euros; the four finalists will be sold at 2.49 euros.

Winning authors will be made public during an Italian gaming convention; no less than a month has passed after the contest ending, and longer than 6 months.

The jury can award special mentions to worthy games and are not compelled to choose a winner if specific quality requirements are not present.

PDF: Portable Document Format

Invented by Adobe, Portable Document Format (PDF) is the published specification used by standards bodies around the world for more secure, reliable electronic document distribution and exchange. Adobe® PDF has been adopted by enterprises, educators, and governments around the world to streamline document exchange, increase productivity, and reduce reliance on paper. It is the standard format for the electronic submission of drug approvals to the U.S. Food and Drug Administration (FDA) and for electronic case filings in U.S. federal courts.

Preserve the look and integrity of your original documents — Adobe PDF files look exactly like original documents and preserve the fonts, images, graphics, and layout of any source file — regardless of the application and platform used to create it.

Share documents with anyone — Adobe PDF documents can be shared, viewed, and printed by anyone, on any system, using free Adobe Reader® software — regardless of the operating system, original application, or fonts.

Easy to use — Adobe PDF files are compact and easy to exchange. Creation can be as simple as clicking a button from many applications including Microsoft Word, Excel, and PowerPoint.

Searchable — Adobe PDF files have full text search features for locating words, bookmarks, and data fields in documents.

Accessible — Adobe software products enable you to create, manage, and deliver accessible, visually rich content in Adobe PDF that can be accessed virtually anywhere, anytime, and by anyone.



Portable Data Format: a games-tailored format

The main prerequisite for the participation in this contest is the format of the work for publishing.

The required format we will be using is PDF.

PDF publishing ensures wide portability and distribution, and a remarkable **reduction of production and distribution costs**.

Game publishing in PDF format and its subsequent distribution on the web is quite recent, but it is already widespread in North America. It is now in Europe too, through Arima Publishing; at this time, the only firm of its kind in the Old Continent.

Publishing through PDF files allows authors to produce games with non-mainstream characteristics.

A file can contain rules and components. A game can be easily chosen among many, and it is immediately available to be purchased and played.

As the printing of components is up to final users, the works without printing costs can include all the components, wherein lays the bulk of costs in the traditional publishing industry, alternative graphics, **extra counters and boards, expansions** and so on.

Using their account, end-users can **personalize the games they bought** and choose, print and play only what they want at that moment.

From the author's point of view, the freedom granted by PDF format is enormous. The possibility to make a "classic" boardgame, with counters, cards and board using few items easily available in the house of a gamer (dice, chits, felt-tip pens, pencils...) makes this kind of product similar to a traditional boardgame.

Only thanks to PDF format is it possible to create and play games that support **extended modularity** of their components (boards, chits etc.).

Another advantage of the PDF format is the overcoming of **game components' lifespan**. Once components have been printed, it is possible to reproduce them for a very low cost using photocopies. Boards and pieces can be bent, rolled, interlocked, glued, cut and modified to the user's desires. It goes without saying that these possibilities can be also provided for the rulebook itself! It is also possible to personalize components and use on them pens, pencils, safety pins, drawing pins, tooth-picks, tomatoes, pizza, matches or whatever else can be found by authors and above all by players! This also means you can keep track of scores, position of counters and objects straight on the sheets or scoreboards. You can plan a naval battle fought with real liquids or an air battle with card-toss-flying planes counting on colossal supply.

The only limit is your imagination and creativity.

www.tilsit.it

www.arima.it

www.pietrafilosofale.org

giochiamo@tilsit.it

info@arima.it

mysteria@pietrafilosofale.org

