

Mysteria

Game Design Contest



Società Alchemica group, in collaboration with **Tilsit Italia** publishing house and **Arima** E-bookstore announces a contest for games designers.

This initiative has the goal to promote the games culture, to disclose new authors and to prepare the way so that many other, in Italy as in other nations, will be disclosed. Development and diffusion of games culture depends on the possibility to access and share ideas and experiences, on the possibility to promote ideas in new creations of the mind and on the awareness of the effort and work behind each one of them.

For the first time, and with a brand new formulation, a publisher, an e-bookstore and a games group are making an effort together to give place to a new games contest, in which the winning works will be published. "Tilsit Italia", "Arima" and "Società Alchemica" are committed in this initiative to cause an increasing number of people to have an active role in the gaming world.

Overview

The theme of the contest is *mystery*.

Interpretation of the topic is only limited to the author's creativity. Participating games must be tabletop games or party games. 5 finalist games – included winning one – will have the right to be published with "Tilsit Italia" brandmark on the website www.arima.it, in a special section dedicated to the Mysteria game design contest. Tilsit Italia will carefully scrutinize every entry. 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.

People from any country can participate in the contest; each author can enter up to 2 works. 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

Works' Requirements

Every participating work must be original. The rulebook must be no longer than 21000 characters (spaces included). The rulebooks, to be sent with the work, should be written in Italian or in English. The works must be sent in electronic format according to the contest's conditions. The electronic format must be a PDF file or other formats that are convertible to PDF (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.

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.

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

For every work sent, authors must also send a game presentation form to mysteria@pietrafilosofale.org.

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.

**For further details read the complete announcement for the Mysteria contest on www.arima.it
To receive clarifications or to request a copy of the complete announcement:
mysteria@pietrafilosofale.org**

