

GIOCO INEDITO 2022 BEST NEW GAME PROPOSAL LUCCA GAMES



Lucca Comics & Games and **dV Games** are pleased to announce the thirty-fifth edition of: **GIOCO INEDITO 2022 – Best new Game Proposal contest**

This year, as every year, the contest aims to identify the best new card game design from all prototypes received, and to reward it with the publishing of the game in a fully professional and high-quality format, overseen directly by dV Games. As usual the contest aims to highlight emerging graphic and artistic talents with "Best Artwork Prize", as part of a larger act of support towards projects for emerging authorship promoted by Lucca Comics & Games.

The contest is open to both Italian and foreign game designers, and prototypes may be submitted in either Italian or English. All submitted prototypes must conform to the technical and style requirements described below to avoid exclusion from the award process. The Award Jury will select the best games among those received before the contest deadline. Evaluation of the games for "Best Artwork Prize", which will be based on illustration quality and artistic level, will be carried-out by the contest jury and publishing professionals from dV Games. All games submitted will be evaluated on originality, playability, editorial, artistic, technical, and cultural value (though not necessarily in that order). The graphic design of the product will not be considered as a criterion for the award: designers only have to ensure that all drawings are clear, and all text is legible. On the other hand, game elements that may make it difficult for the game to be published internationally will receive unfavorable evaluation. It is therefore recommended that designers limit or exclude textual elements on the cards and, wherever possible, make use of internationally recognized expressions, symbols, and drawings (though this is not a mandatory requirement to participate in the contest). The jury will also evaluate the average length of a game. Though there are no strict requirements for game length, it is recommended for designers to aim for a game that lasts about 15 – 30 minutes. Faithfulness to this year's theme (described below) will be considered as a central element in the evaluation of the design, and designers are encouraged to create games in which the mechanics (and not only the setting) draw inspiration from the annual theme. Finally, since the ultimate goal of the contest is to publish the winning design, the organizers encourage designers to create games that may be expanded or modified in the future, with additional card sets to be created at a future date. **All submitted works must absolutely conform to these specifications to avoid exclusion from the contest.**

The jury in charge of evaluating and playtesting the games is composed by 8 members chosen by Lucca Crea and DV Games, including 1 President and 1 Coordinator of the contest. The jury chooses 3 finalists, among which the Honorary President selects the contest winner, together with the jury itself. The Honorary President is chosen every year by the rest of the Jury among international game authors or very important experts of the chosen team.

Art. 1 – The game must allow participation by at least two players, and must have a declaration of a winner at the end of a match (draws and cooperative games are permitted).

Art. 2 – The inspirational theme of the game for this year 2022 will be: "Hieroglyphs".

Art. 3 – The game must include: a maximum of 110 cards, set in a 6 cm x 9 cm format (designers are free to divide these cards into several decks, using different card backs); or a maximum of 55 cards, set in a 6

cm x 9 cm format (designers are free to divide these cards into several decks, using different card backs), plus a zipbag containing a dice and/or a maximum of 5 standard pawns

Art. 4 – The rulebook, which must be in Italian or English, must be printable on A4 or A5 sized paper, and cannot exceed 10,000 characters or be longer than 6 A4 sheets (or 12 A5 sheets), including covers.

Art. 5 – Drawings and other images may be included in the rulebook.



FOR MORE INFORMATION:

giocoinedito@luccacomicsandgames.com
www.giocoinedito.com
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Art. 6 – Designers are encouraged to include examples of gameplay situations in the rulebook.

Art. 7 – Prototypes must be sent in printed format: TWO complete copies of the printed version of the game must be sent, including all printed and cut-out cards plus the game rulebook (so, TWO decks and TWO rulebooks).

Art. 8 – We recommend all designers to pay particular attention to the packaging of the parcel to avoid damage during shipping.

Art. 9 – All printed materials must be sent, at designer's expense, before **TUESDAY, MARCH 1st 2022 to: LUCCA CREA s.r.l. – GIOCO INEDITO corso Garibaldi, 53 55100 LUCCA – ITALY**. All materials received will not be returned. The physical prototypes become property of Lucca Comics & Games.

Art. 10 – In addition to sending the game in both electronic and printed format, designers must also fill out the online registration form at <https://areaclienti.luccacrea.it/moduli>. For the electronic version, the deck should be included as a single file containing all cards, including any that are repeated. The cards must be laid out to print on A4 sheets (9 cards per sheet, maximum total of 13 sheets plus an additional 13 sheets for the card backs). The rulebook must be in a separate file. For both cards and the rulebook, any of the following formats are acceptable: pdf, doc, rft, txt, odf, jpg, png, or gif. It is recommended that designers use the pdf format, and to compress all graphic elements to minimize the file size. It is highly suggested to send the cards in a format suitable to be loaded on either Tabletopia or Table Top Simulator, in order to ease tests if these cannot be performed in presence.

This announcement will be published on the contest website (www.giocoinedito.com) as well as the Lucca Comics & Games and dV Games's web sites. The organizers reserve the right to publish further clarifications on those websites, should they deem it necessary. Lucca Comics & Games' forum (<http://forum.luccacomicsandgames.com>), created specifically for the "Gioco Inedito" contest, will answer questions from aspiring designers (posts may be in Italian or English). By submitting a game to this contest, all 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 this contest. Designers implicitly agree to the publication of all such personal information that they include in these files. Any personal details provided on the registration form will be used only for the purposes of this contest and will not be disclosed to any third party. If necessary in order to enhance the published game, the organizers retain the right to change the graphic layout, and to reach an agreement with the designer of the "GIOCO INEDITO 2022" winning design for eventual minor and reasonable modifications to the rules set. A lack of collaboration on the designer's part in this respect will not prevent the awarding of the prize, but could compromise the publication of the submitted prototype. In these circumstances, publication will be negotiated for the prototype judged the second best. The designer of the "GIOCO INEDITO 2022" winner will receive 100 copies of the edition of the game published by Lucca Comics & Games and dV Games as sole payment for the publication rights to the contest-winning edition. The remaining copies of this edition will be used by Lucca Comics & Games for promotional purposes. If necessary, the contest organizers holds the right to intervene on final product's graphics and to decide, together with the author, some reasonable changes to the game's rules in order to be publishable. Any design entries that contain pornographic, vulgar, or extremely violent content, or which include explicit references to any works, characters, or images protected by copyright will not be evaluated. According to specific circumstances, some modifications could be imposed before the game's publication.

THE SUBMISSION DEADLINE IS TUESDAY, MARCH 1ST 2022. Any entries received after the deadline will not be evaluated, regardless of the shipping date. The jury reserves the right not to assign the prizes to any of the submitted prototypes in the event that all submitted games do not conform to the quality standards sought for this contest. The contest organizers will be available to provide any clarifications needed up to the submission deadline. In case of any controversy or translation issues, the Italian language version of this announcement and any future announcements always takes precedence. **Staff members of Lucca Comics & Games, as well as all associates and employees of dV Games may not participate in this contest**

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