

GIOCO INEDITO 2025 GAME DESIGN CONTEST LUCCA GAMES

GIOCO
INEDITO
2025



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Lucca Comics & Games and **DV Games** are pleased to announce the twenty-second edition of: **GIOCO INEDITO 2025 – Game Design 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 also 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 for "GIOCO INEDITO 2025" 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 unfavourable 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. 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 play testing the games is composed by 8 members chosen by Lucca Crea and DV Games, including President Luigi Ferrini, Prize Coordinator Daniele Boschi and the remaining members of the jury: Silvia Ceccarelli, Domenico Di Giorgio, Andrea Guerrieri, Andrea Parrella, Barbara Rol and Silvano Sorrentino. 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 theme.

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 2025 will be: **"Le Matte Risate"**, which means "belly laugh or laugh loudly" in Italian.

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 8,000 characters or be longer than 5 A4 sheets (or 10 A5 sheets), including covers.

It is highly suggested to write the rulebook under 5,000 characters, except some possible examples which will have to be included inside the maximum limit of characters.

Art. 5 – Charts, drawings and other images are allowed in the regulations. Any text within images and charts will be counted within the limit of 8,000 characters.

Art. 6 – The rulebook must state the maximum number of players. Designers are encouraged to include examples of gameplay situations in the rulebook.



FOR FURTHER INFORMATION:

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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 **FRIDAY, FEBRUARY 14th 2025 to: LUCCA CREA s.r.l. – GIOCO INEDITO, Corso Garibaldi, 53 – 55100 LUCCA – ITALY. All materials received will not be returned.**

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 to 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. **The e-mail giocoinedito@luccacomicsandgames.com, will answer questions from aspiring designers.** 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 2025" 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 2025" 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. 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.

THE SUBMISSION DEADLINE IS FRIDAY, FEBRUARY 14th 2025. 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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