



The purpose of the competition:

It is the intention of the Hippodice Spieleclub e. V. (Games Club) to bridge the gap between authors and publishers and to initiate contact between authors and players. We want to help editors and publishers to sort out all these newly developed games and we also want to help authors find their way to the publishers. The Competition is open to all kinds of ready - to - play prototypes. An experienced committee will select a winner. Only thoroughly tested and selected games will be recommended to the major game publishing companies.

The Award

The winners' presentation ceremony is held at the yearly gathering of authors in Göttingen, Germany. All games participating in the final round and some more recommendable games will be presented in a more detailed report about the competition. This report is sent to games publishing companies, manufacturers and producers.

To enter the competition:

Only prototypes of newly developed games not yet commercially exploited may enter the competition. It is wisely suggested that only prototypes not yet submitted to any game company be entered in the competition.

Each author is allowed to enter up to two games in the competition. The entry application must be in written form. The decision about actual participation is done by two individually independent groups, based on the general description of the game and of its rules.

To the competition submitted games may not exceed an edition of 100 copies up to the day at that the winner will be nominated.

1. Therefore the application must comprise:

- a description of the game, not more than 2 pages (DIN A4 or letter format), typed (handwritten applications will not be accepted); the number of players, all game components and duration must be clearly stated
- the rules
- not more than 2 additional pages with pictures etc.
- eMail-address or SAE (Self addressed envelope) including IRC (International reply coupon)

Under no circumstances may the application contain the original rules (copy only) or any game components. All applications remain with the organizers of this competition and will not be sent back. The application may be done via email to autorenwettbewerb@hippodice.de . The special rules for an application via email are available at: www.hippodice.de

2. The author must pay for the shipment of the prototype(s) and for each game submitted an attendance fee of EURO 5.-. Additionally the author has to pay for the return shipment of the game(s).
3. We are not liable for any unsolicited games.
4. Any games whose application had been done for in a previous Games Authors' Competition of the Hippodice Spieleclub e. V. may apply again, if they were rejected in the first place and had not been actually submitted for test playing.
5. **All rights of a game remain with the author.**

Submitting games

The game must be packed in a strong cardboard box (if dispatching from within Germany please use the Standard Box of Deutsche Post).

This box must be addressed to the sender.

A dispatch form and return transport fee must be added (Euro banknote or freeway dispatch form).

All this must be packed in a larger box, which then will be dispatched to the organisers of this competition.

Submitted games remain with the organisers at least up to the final round. Each game will be sent back to the author the same way it was submitted. Under certain circumstances a game may be passed on to any game publishing companies, who show some interest in that game. Usually the games will be sent back as soon as the feedback reports are completed.



rules of the competition

The final round

All prototypes submitted will be thoroughly playtested by members of the Hippodice Spieleclub e. V. The organizers of this competition will select approximately 10 games for the final round, their decision based on these tests. These final candidates are then played and tested again by the members of a highly experienced jury. The actual members of this jury may vary from year to year.

The publication of the competition's results

In order to make the games known to the public and game companies, the organizers of the competition issue some substantial publications. For this purpose only the authors grant all publishing rights in form of reviews, short reviews, photos etc. of their submitted game to the organizers of this competition, including name and address of the author.

The organizers reserve the right to forward the game and/or rules of the game and/or the name and address of the author to any game publishers showing some interest in the game.

All rights of the game and rules themselves remain with the author.

Final dates for application / submission

Applications for this year's competition, the Competition **2009**, must be received by the organizers by **November 1st 2008** at the latest. Then, after checking the descriptions and rules very carefully, an appropriate number of games will be requested from the authors to be submitted. The requested prototypes must be received by the organizers by **December 1st, 2008** at the latest. Any prototypes received after this date will remain with the organizers until next year's competition.

Address

Please send your application containing SAE and IRC to:

Hippodice Spieleclub e. V.
Autorenwettbewerb
Postfach 70 02 57
44882 Bochum

or email to:

autorenwettbewerb@hippodice.de

The applications for this year's competition can also be delivered at the international Games Event "SPIEL 08".
→ Hall 5-81



Q: How many applications are there each year?

A: Between 120 and 150.

Q: Can I be sure that my idea will not be nicked by someone who's involved one way or the other in the competition?

A: No. But you can't be sure either when you present your game on some games fairs or conventions or submit it to some publishing companies.

But:

1. So far, this never happened in the course of this competition, now running for one and a half decades already. There's too much to loose for all parties involved.
2. There's no better way to prove your copyrights in a game idea than by entering this competition.

Q: If I win the first prize in this competition, will my game automatically be published?

A: No. The winner and all other participants of the final round can be proud to have created an exceptional good game. Furthermore, they have gained the attention of many German and international publishers, which always are on the hunt for great new games. But the final decision about publishing of a new game depends on many issues, like production costs, does it fit the production line of the publisher in question, is there a large enough target group, is the subject appealing etc. But, come to think of it, without this competition probably no publisher would ever have asked themselves these questions about your game, because they'd never heard of it. So there's nothing to loose, but much to win.

Q: Which are the accepted languages both for applications and rules?

A: Only German and English language will be accepted.

Q: Do I get an acknowledgement of receipt?

A: No, we do not forward any acknowledgements of receipt. Surface mail service in general is reliable und you will get an error protocol if anyway if there's some problem with your email. In case we get a defective mail we will try to get a new and faultless mail. If we do not receive a prototype we asked for we will inquire as well what happened with it. However this won't change the fact that prototypes received after the deadline won't take part in that year's competition, but is supposed to solve technical problems.

Q: Why is there such a tight time schedule?

A: So we've got ample time for intensive test-playing. The final results should be built on solid test playing and not done by chance.

Q: What happens after the final round is finished?

A: The authors of those games, which entered the final round and also of those which are put on the extended list of recommendation will be informed by members of the jury, if they take a copy along in order for further test playing. The games of all other authors will be sent back as soon as possible, accompanied by an analysis in most cases, otherwise this will be sent separately at a later date.

Q: I read in the press that the final round has been finished, but so far didn't get back neither my game nor some kind of analysis.

A: All members of the Hippodice Games club have, besides their jobs and families, limited time only, as this is „just“ a club and no commercial enterprise. Packing and sending the games back is quite some work, even more so to do the analysis for each game. We try our best to do this as fast as possible, but ask for your understanding in case of some possible delays.

Q: Why am I allowed to submit files via email only as rtf or pdf-files?

A: These two file formats are free from any viruses and can both be generated as well be read without the author or the jury to have to commit themselves to any particular software.

Q: How do I generate an rtf or pdf file?

A: Almost all text processing programs offer the option for any written text to be „saved as ...“, then you select the desired title and the format „rtf“ or „Rich Text Format“ You can generate a pdf file by installing a printer driver which can convert any printable document into a pdf file. Or you may use some software in which this option is implied already (like Open Office, Page stream, and others) There is a free download of an office software for Linux-, Mac- and Windows-users under www.openoffice.org Using the included text processing program it's easy to create both rtf and pdf files.

Q: Do I have to zip my files before submitting?

A: No, this would be only one more unnecessary step in preceding the email.

Q: Is the limit of all files submitted via email 2 MB?

A: No, it isn't. Every part of your application: the rules, the short description, pictures/diagrams may be 2 MB in size. That totals to a maximum of 6 MB.