

The Boulogne-Billancourt Game Library is organizing the 26th Parlour Games Designers International Competition. The competition's aim is to reward the designers of 4 games not yet published, bringing more than « the pleasure of playing », an original working or an original set of working that have stood the test of time.

RULES OF THE 26TH PARLOUR GAMES DESIGNERS INTERNATIONAL COMPETITION

I – General conditions of participation

I.1 – French and foreign designers are allowed to participate in the competition, without any age limit. The designers or co-designers that have already published 5 games or more will be allowed to record just one game in order to let the young designers chance it.

The game library members and staff are not allowed to participate.

I.2 – All kind of games can be recorded, except the solitaires, brain-teasers and computer games.

I.3 – Only the unpublished games (even on the account of the author) can be recorded. If a game might be publish before the end of the competition , the designer is committed to inform the organizer about it.

I.4 – The same game is not allowed to be recorded for the competition more than twice. Moreover, if this game was shortlisted, (the sending of the model), it would have to get some working changes for the second registration.

I.5 – The candidates are committed to present the rules of the game and an original prototype.

The Boulogne-Billancourt Game Library will be at any race, considered as a responsible for the fake games that would be registered. If an organizer notices a cheating situation, the awarded designers will have to give back the money, they will not be able to use the quality label of “Awarded in Boulogne-Billancourt”, “Finalist in Boulogne-Bilancourt”, or any other quotation/label.

I.6 – The competition takes place in various steps :

- The participation files are collected (up to 200), the rules are read and the games are shortlisted.
- The shortlisted games are subjected to tests (up to 80) and the finalists are selected (up to 20).
- The judges gather to talk about the finalists and name the winners (up to 4).
- The awarded games are presented to publishers or French agents in a personalized way.
- The prizes are given during the 12th Jeux en Fête (a show game) in Boulogne Billancourt, from the November 24th until the 25th 2007.

II –PARTICIPATION FILES

The file must be sent at the expense of the candidates to :

26ème Concours International de Créateurs de Jeux de Société
Ludothèque de Boulogne
22, rue de la Belle-Feuille
92100 BOULOGNE-BILLANCOURT
France

II.1 –The files must be postmarked between January 30th and no later than March 3th 2007.

II.2– Because the number of files is limited up to 200, they will be registered according to their collection order. The toy and game library is entitled to register additional files because of a late mail delivery (ex : the 200th file is collected on February 15th, the files sent on the same day or earlier will be accepted, these which are sent later will not be accepted).

II.3 – The participation for the 26th contest offers two options :

Formula A :

The participant will have to provide, in one sending :

On CD-ROM :

- numeric rules (in PDF or DOC format), only in French or English
- a colour numeric photograph of the game in situation (format .JPG ou .GIF)
- a numeric typed page (PDF ou DOC format) with :
 - a) the name of the game
 - b) If this game were already presented at the contest and the year of presentation
 - c) the category of the game (children, family, adults or else)
 - d) the kind of game (dexterity, cards, chance games, role playing, simulation, war games...)
 - e) the age and number of players
 - f) average time for a game
 - g) the game contents (platform, cards, dice, pawns...) with detailed cards, pawns, if necessary
 - h) the aim of the game and the end of the game
 - i) description of the 3 first rounds of the game

On writing paper :

- The competition registration file, available on our web site. This document will be sent back to you “filled in and dated” and will be considered as a proof for your file’s registration.
- For each game, a 20-eurocheck made out « the Boulogne-Billancourt game library » for French designer : this amount covers with the subscription to the competition and will be kept by the organizer. The payment for many games can be gathered.

For authors sending many games, all files can be placed on the same CD, but it is necessary to fill a registration file for each game..

Beware : For foreign designers, participation fees will be paid **ONLY** with an international postal order or with a Paypal payment. (See Chapt. III 4, for more details)

Or

Formula B :

- The game rules in 3 typed copies only in French or English
- a colour photograph of the game in situation
- a typed page with :
 - a) the name of the game
 - b) the category of the game (children, family, adults or else)
 - c) the kind of game (dexterity, cards, chance games, role playing, simulation, war games...)
 - d) the age and number of players
 - e) average time for a game
 - f) the game contents (platform, cards, dice, pawns...) with detailed cards, pawns, if necessary
 - g) the aim of the game and the end of the game
 - f) description of the 3 first rounds of the game

- The competition registration file, available on our web site. This document will be sent back to you “filled in and dated” and will be considered as a proof for your file’s registration.
- For each game, a 23-eurocheck made out « the Boulogne-Billancourt game library » for French designer : this amount covers with the subscription to the competition and will be kept by the organizer. The payment for many games can be gathered.

Beware : For foreign designers, participation fees will be paid **ONLY** with an international postal order or with a Paypal payment. (See Chapt. III 4, for more details)

Beware : without all these elements, the competition participation will not be accepted. No subsequent sending will be taken in account.

II.4 –The files will not be given back to the authors and will be kept in the toy and game library's records.

III – SHORTLISTED GAMES : SENDING AND PRESENTATION OF THE MODELS

All the designers will be informed by e-mail (failing that by postal mail) about what the organizers will have decided. This has to be considered as final decisions.

- The game designers who will not be shortlisted, will not have any comments about the knocked out reasons, neither written nor called.
- The shortlisted games designers will have to bring within the 3 weeks : a complete model of the game and a 45-euro financial account by check, or international postal orders or Paypal payment for the foreign designers.

III.1 – HOW TO SEND THE MODEL

- Each game will be sent in a stiff packing that can be used for the redirection.
- The packing will suit the size accepted by the mail service.
- The competitors have to take on themselves the potential hazards and material damages that may result from the model's sending. The Boulogne-Billancourt Game Library does not cover models transportation insurance.

III.2 –HOW TO PRESENT THE MODEL

- In addition to the sending packing, all the game's elements and parts will be put in a box.
- Each game will be presented as a model, ready to be played with. It will contain all the necessary elements and accessories to put the rules into practice. Anything sent later will be refused.
- In order to keep the tests anonymous, any designer's name will be visible on the box, or the model, or the game rules.
- If it was not the case, the toy and game library will be entitled to erase any clue about the designer(s)' identity, whatever damage will be resulted. Only the title of the game will be readable on the box or on the game itself.

III.3 –PARTICIPATION FEES

- The participations expenses will be sent with the models. It amounts to 45 euros, which can be paid with international postal orders or Paypal payment for foreign designers.
- The whole amount of money will be entirely dedicated to the rewarded games during the 12th Jeux en Fête (a show game) in Boulogne Billancourt.
- No more than 80 games will be shortlisted.
- The models sent without any participation fees will be allowed neither to compete nor to be sent back.

III.4 –HOW TO PAY FOR THE PARTICIPATION FEES FROM ABROAD

The designers living abroad must pay for the registration fees either by :

- International postal orders
- or by Paypal payment sent to : 26concoursbb@ludotheque.com. In order to have access to a Paypal account, you have to visit the site <http://www.paypal.com>. This kind of payment is reserved only to foreign designers.

Beware, no other foreign payment will be accepted !

IV – TESTS, JUDGES, AWARDS

All the shortlisted games (no more than 80) will be tested and a written account about them will be released. Following the tests, 20 games will be shortlisted to be presented to judges. Nevertheless, if the games' quality was inadequate, the toy and game library would be entitled to shortlist less than 20 games. Among them, 4 games will be awarded.

IV.1 – TESTS

- Various testing groups are made up in order to stick to the target of the game (children, family, adults...) They are made up of organizers and members of the library, chosen for their play knowledge and because they represent various audiences. As members of the testing groups, they are bound to secrecy about the models they will examine.
- Each game is subjected to various tests.

IV.2 – JUDGES

- According to the category of games that will have been shortlisted, judges will be gathering. They represent the Boulogne-Billancourt Game Library, the audience and will be partly made up of people from the Occupation.
- The judges will choose 4 games that will be awarded among the shortlisted games.
- The judges give final decisions.

IV.3 – MODELS' RETURN

The non-awarded models will be sent back by registered post before December 31st 2007. They will be sent with a written account about the tests with the possible comments of the judges.

IV.4 – PRIZEGIVING

- For the 26th competition, the ceremony will take place in Boulogne-Billancourt during the "12th Jeux en Fête" from November 24th to 25th 2007. The awarded designers engage themselves to be there so they will have the opportunity to present their game to the public.
- Before that, the game library can introduce the awarded games to publishers and to French or foreign agents.
- The models of the awarded games will be preserved by the game library of Boulogne-Billancourt.

IV.5 – THE AWARDED GAMES

- The awarded games will be presented to French publishers and agents by the game library.
- The Boulogne-Billancourt Game Library will keep the awarded games' models.
- If the game is published, the designer will be committed to put the competition label on the box and to provide a signed copy to the Game Conservatory of the Boulogne-Billancourt Game Library.
- The finalist designers can mention on their game the label "finalist in Boulogne-Billancourt".

The participation to the 26th Parlour Game Designers International Competition entails the whole agreement with the hereby rules. Any breach of the rules will lead to the model's disqualification or the withdrawal of the prize. The Boulogne-Billancourt toy and game library will be entitled to cancel or postpone the competition, in case of absolute necessity, without any right of compensation.