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CNJ
Concours
international
de Créateurs de jeux de société
de Boulogne-Billancourt

The Centre National du Jeu is organizing the 34th Concours International de Créateurs de Jeux de Société. 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 34th CONCOURS INTERNATIONAL DE CREATEURS DE JEUX DE SOCIETE

I – GENERAL CONDITIONS OF PARTICIPATION

I.1 – The Concours is open to all designers, French and foreign, within the limit of **1 game** per designers or co-designers in order to promote the diversity of the participants.

The judges and Centre National du Jeu members or staff are not allowed to participate.

I.2 – All types of games can be submitted, except solitaires, brain-teasers, computer games and expansions of existing games.

I.3 – Only the unpublished games (even self-published) before the very end of the Concours, in September, can be submitted. A game published before the end of the Concours would not be allowed to win the Concours. If a game was signed with a publisher, before the end of the competition, the designer is to inform the organizer about it.

I.4 – One game cannot be submitted to the Concours more than twice. Moreover, if the game was has already reached the Concours' second phase, it cannot be submitted again without working changes and noticeable improvements. Changes must be mentioned in the presentation of the game.

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

The Centre National du Jeu will not be in any case, be held responsible for any counterfeit games submitted. If the organizer notices a plagiarism, the awarded designers will not be able to use the quality label of “Primé à Boulogne-Billancourt”, “Finaliste à Boulogne-Billancourt”, or any other quotation/label.

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

- Phase 1 : Collection of participation files (**up to 100**), reading of the rules and initial selection.
- Phase 2 : Testing (**up to 30**) of selected games and short-listing (**up to 10**) of the the finalist games .
- Phase 3: Gathering of the judges to select **4 winners** amongst the 10.
- The awarded or finalists games are presented to publishers or French and foreign agents in a personalized way.
- The award giving ceremony will be held at the Centre National du Jeu in Boulogne-Billancourt on the week-end of **19 and 20 September 2015**, in the presence of publishers and media, during a public event dedicated to game design.

II –PARTICIPATION FILES

II.1 – The files are to be received by organizer **between 5 January and no later than 30 January 2015**, the Paypal payment will act as proof.

II.2– Because of the files number **limit of 100**, they will be registered according to their order of reception. The Centre National du Jeu is entitled to register additional files whose Paypal payment would have occurred on the same date (ex : the 100th file is collected on January 23rd, the files whose payment would have been made before the 24th will be accepted).

II.3 – In order to participate, the designers must email at the following address:

concours34@cnjeu.fr

1. Numeric rules without mention of the designer (in .PDF, .JPG, .DOCX or .DOC format), only in French or English. The rules cannot exceed 20.000 signs and the pages must be numbered.

2. A digital colour photograph of the game in situation (format .JPG or .GIF)

3. The Concours' registration file, available on our web (www.cnjeu.fr) site from the 5th of January 2015:

<http://www.cnjeu.fr/fiche-d-inscriptions-registrations-files/concours/fiche-d-inscriptions-34e-concours-registration-files-34th-concours>

4. A technical note precisising:

A) Game name

B) Game category (children, family, adults or else)/ Age / Number of players / Playing time / kind of game (dexterity, cards, chance games, role playing, simulation, war games...)

C) Game aim and principle

D) Game contents (board, cards, dice, pawns...) with detailed cards, pawns, if necessary

E) Set-up description

F) Detailed description listed of the first 3 rounds of the game.

G) If the game has already been submitted to the Concours: year of submission and modifications made to the previous version.

II.4 - The inscription will be validated only after receiving the **30 € by Paypal**. This amount covers the subscription fee to the Concours. A confirmation email will be sent back which will serve as proof of your file's registration. The payment should be made on the Centre National du Jeu website ("Concours" tab, category "démarches administratives") at the following address:

<http://www.cnjeu.fr/paiement-1er-phase-paiement-1st-phase/concours/paiement-frais-d-inscription-inscription-fees-paiement>

**Beware : All the documents and the paiement must arrived to the organisation the very same day.
Without all these elements, participation in the contest will not be accepted.
No subsequent sending will be taken in account.**

II.5 – The files will not be returned to designers and will be kept in the Centre National du Jeu

records.

II.6 - The Centre National du Jeu guarantee that the personal informations of designers will be kept secret.

III – SELECTED GAMES : SENDING AND PRESENTATION OF THE MODELS

III.1 - PARTICIPATION TO THE SECOND PHASE

All the designers will be informed by email (failing that by phone) about what the organizer's decisions. These decisions are final.

- No written or oral explanation will be given to game designers who have not been selected.
- The selected games designers will have to send within 3 weeks : a complete model of the game and additional 45 € Paypal payment supporting part of the organisation.

III. 2 - HOW TO SEND THE MODEL

- Each game will be sent in a hard packing that can be used for the return.
- 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 Centre National du Jeu does not cover models' transportation insurance.
- The model is to be sent to:
Centre National du Jeu
34e Concours international de créateurs de jeux de société de Boulogne-Billancourt
17 allée Robert Doisneau
92100 Boulogne-Billancourt

III.3 – HOW TO PRESENT THE MODEL

- In addition to the sending packing, all the game's components must be put in one box.
- Each game will be presented as a model, ready to be played with. It will contain all the necessary components and accessories to put the rules into practice. Anything sent later will be refused.
- In order to keep the tests anonymous, **no designer's name should be visible on the box**, the model or the game rules.
- If it is not the case, the organizer will be entitled to erase any clue about the designer(s)' identity, even if damage should be caused. Only the title of the game should be readable on the box or on the game itself.

III.4 – PARTICIPATION FEES

- In Order to participate to the second phase, the designers must give a participation fee of **45 € by Paypal**.
- The amount covers a part of the organisation expense for the second phase (.
- No more than **30 games** will be selected.
- The models sent without the participation fees will not be allowed to compete.

III. 5 - MODELS'RETURN

- Designers wishing to have their models back will have to paid an additional 10€ fee (i.e a total of 55€) for a return to France or 20€ fee (i.e a total of 65€) for a return to other countries.
- Designers not wishing to have their models back, will only pay the 45€ fee and agreed to give their models to the Centre National du Jeu.
- The return requested and paid for will be made by the end of 2015.

IV – TESTS, JUDGES, AWARDS

All the selected games (no more than 30) will be tested. The designers of the 20 non finalist games will have a the possibility to have a feedback about their game by phone only. **The written records are cancelled for this year due to economic reason.** Following the tests, 10 games will be shortlisted to be presented to the judges. The 10 finalists will be revealed by the end of June or the beginning of July 2015. The selected designers will be allowed, if they want to, to bring some changes to their games. They will have until the end of July 2015 to make those improvements. Those improvements will not have to change the nature of the game. From the August 1st, the changes will not be accepted.

Amongst the 10 finalists, 4 games will be received award. Nevertheless, if the games' quality was inadequate, the Centre National du Jeu would be entitled to grant award to less than 4 games.

IV.1 – TESTS

- Various testing groups are made up in order to correspond to the audience of the game (children, family, adults...). The members are 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 examine.
- Each game is subjected to various tests.

IV.2 – JUDGES

- According to the category of games that will have been shortlisted, a jury made of specialists will gather during the week-end of 19-20 September 2015.
- The judges will choose 4 games among the shortlisted games. Nevertheless, if the games' quality was inadequate, the Centre National du Jeu would be entitled to grant award to less than 4 games.
- The judges decisions are final.
- The judges will consider the originality, the playability and the adaptation to various audiences.

IV.3 – PRIZE-GIVING

- For the 34th edition, the ceremony will normally take place at the Centre National du Jeu in Boulogne-Billancourt on 19 and 20 September 2015. The awarded designers commit themselves to be present in order to show their game to the public.
- Designers using the services of an agent must inform the organizer of the Concours.
- Our partner, Spielmaterial, will provide a kit Material to the 4 winners of the 34th Concours de Boulogne-Billancourt.
- The Centre National du Jeu commit itself to participate to the travel expenses and the accommodation costs of the ten finalists (up to 100 € per finalist).

IV.4 – THE AWARDED GAMES

- The award winners and finalists games will be presented to French and foreign publishers and agents by the Centre National du Jeu.
- The Centre National du Jeu 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 two signed copies to the Centre National du Jeu (one for the contest archives and the other for the Game Conservatory).
- The finalists designers can use on their game the label "finalist in Boulogne-Billancourt".

The participation to the 34th Concours international de createurs de jeux de société 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 Centre National du Jeu will be entitled to cancel or postpone the competition, in case of absolute

necessity, without any right of compensation.

