

The 4th World Original Design Contest of Board Game Rules and Regulations

Hangzhou Yoka Cultural and Creative Co., Ltd (hereinafter referred to as "the Sponsor") announces the Third World Original Design Contest of Board Game after the Third World Original Design Contest of Board Game was successfully held in 2021.

1. Title

The Fourth World Original Design Contest of Board Game (4th WODC, the Contest)

2. Purpose

1. Establish a platform for board game designers, fans and affiliates to communicate on;
2. Showcase original designs to promote cooperation between designers and board game companies, so as to create commercialization opportunities for original board games;
3. Advocate the protection of intellectual property rights.

3. Participants

Both local and designers from overseas, teachers and students from professional institutions, game design lovers and anybody from all walks of life are welcome to join the 4th WODC, there are no any restriction of countries, ages or specialization. This contest is open to individuals only, and a team submission shall be submitted in the name of one person assigned by this team as the participant, information about the other members can be listed on the submission.

One participant may submit one or more entries.

4. Content

There is no specific theme for the 4th WODC, however, there are requirements on players and game type:

- 1) The submission must not be only a 2-player game.;
- 2) The submission must not be any card games that require players to build decks before the beginning of a game.

There are 2 Genres for the 4th WODC:

Genre A: Heavier Games

Medium or Heavy games, including the games of heavy strategy games or Euro games, and the maximum time taken to complete the game must over 60 minutes, but not be longer than 120 minutes.

Genre B: Lighter Games

Casual game, including the games for party, family, or light strategy, and the maximum time taken to complete the game must be no longer than 60 minutes.

5. Submission Requirements

- 1) Submissions found with any of the following will not be accepted:
 - i. Not the original work of the participant or representation of his/her team;
 - ii. Submission is in violation of any intellectual property rights;
 - iii. Submission had been submitted to any other contest, competition or any publicly held event;
 - iv. Submission is made available in any commercial channel(s) before the end of the Contest;

- 2) The submission shall not express, convey or imply any of the following content:
 - i. Political view(s) or indication of political motivation;
 - ii. Insulting or tendentious content about any specific country, ethnicity, religion or culture;
 - iii. Display of violence, eroticism or terrorism;
 - iv. Information or content that violates the laws and regulations in either the participant's or Sponsor's country.

- 3) The participant will be solely responsible for any legal liabilities arising from plagiarism or the infringement of intellectual property rights. The Sponsor reserves the right to disqualify the participant from the current and future Contest(s) or withdraw prizes if any have been presented at any stage of the Contest.

Participants must have submitted an entry form in the form of a PDF file with resolution lower than 300 DPI with file size less than 3 Mb.

The submission should include but not limited to game title, background, brief introduction, rules and creative outline of the game.

Participants are expected to retain the source files of their submissions. The prototypes submitted to the Sponsor in electronic or physical form for the Contest will not be returned to the participant. If any participant wishes to have their prototypes returned, please contact the sponsor after the end of the Contest (postage fees will have to be borne by the participant), or the Sponsor would keep the prototypes for 6 months, and subsequently discard them.

6. Submission Process

a. Registration

The entry form is available on the official site (<http://wodc.yokagames.com/en/index.html>).

Send the complete entry form together with your game design and descriptions to tougao@dobest.com

Indicate "WODC Entry Form + *the title of your game* + submission Genre (A or B)" in the subject line of your email.

Upon submission, the participant is deemed to have agreed to comply with the Contest rules and regulations.

b. The Preliminaries

The Sponsor will select the submissions proceeded into the semi-finals and release the results on the official site.

c. The Semi-finals

All the participants whose submissions have entered the semi-finals will receive an e-mail notification and must thereafter send the full edition of the game rules and prototypes by post, or a TTS (Tabletop Simulator) mod.

Post Address: 6F Bldg B, China Liangzhu Digital Culture Community, 99 Wangzhou Rd, Yuhang District, Hangzhou, China 311115

Receiver: Committee of WODC

Telephone number: +86-17858658369

The committee shall select and approve the submissions for the final stage and subsequently release the results on the official site.

d. The Finals

The final prizes will be determined by the committee on the basis of creativity, originality, completeness, commercial values and other factors.

7. Prizes

The total prize pool will be up to \$104,000, and the prize break down are as the following table:

Prize	Number of Prizes	Cash Prize (USD)
Gold Prize (Genre A)	1	2000
Gold Prize (Genre B)	1	2000
Silver Prize (Genre A)	1	1200
Silver Prize (Genre B)	1	1200
Bronze Prize (Genre A)	1	800
Bronze Prize (Genre A)	1	800

Judges' Choice Awards (Both Genre A & B)	Several	Total Cash prize pool of 2400USD
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Notes:

- a. Both Genre A and Genre B have their own Gold, Silver, Bronze Prize and Judges' Choice Awards.
- b. The above mentioned cash prizes are pre-tax. The regulatory taxes shall be paid by the winning participants in accordance to the local and their countries' tax laws or regional governing body.
- c. Result of the Contest will be final upon conclusion, disputes will not be entertained.

8. Contest Schedule

- 1) Registration: expected to begin in July, 2022, and stop in October, 2022.
- 2) Announcement of submissions that made it to the Semi Finals: in November, 2022.
- 3) Submission of materials for the Semi Finals: December, 2022.
- 4) Announcement of submissions that made it to the Finals: in March, 2023.

Before the Finals, the Sponsor will organize offline activities, namely test play, feedback, think tank, for those who have been shortlisted to the Finals, with special guests including renowned designers, illustrators, entrepreneurs, and media. Participants are expected to make final revision to their work and may submit a new rule/prototype/TTS mod for the Finals. The Committee will evaluate and decide on winners based on participants' final versions.

The time, place, agenda, accommodation and other details of thus activities shall be subject to the corresponding written notice in the form of electronic mail or official site announcement.

Note that all participants of offline activities shall sign confidentiality agreement to with the Sponsor, in order to protect intellectual property of others. For those who violate the agreement. The Sponsor reserves the rights to disqualify the participant and take further legal actions.

- 5) Submission of materials for the Finals: in May, 2023.
- 6) Announcement of the Prize Winners, award ceremony, other settlements: June to July, 2023.

Please check the official website regularly for updates and further announcements.

9. Rights Management

- a. The Sponsor reserves the first rights of refusal for commercial cooperation for all submissions in WODC. After the Contest, the Sponsor may offer the participant a Letter of Intent to work towards securing the submission with a commercial contract, and subsequently productize and commercialize the project. Participants who are not offered the Letter of Intent will have all rights to commercial cooperation returned on the day after the Award ceremony of the Contest without any form of notification.

Notwithstanding the foregoing,

- 1) Submissions that fail to enter the Semi Finals will have all commercial cooperation rights returned to the each corresponding participant;
 - 2) The Sponsor will produce a written statement to return the rights of cooperation to any participant who have been eliminated which reaches the semi-final stage, via e-mail or official website at the end of the Contest.
- b. The submissions whose rights of publication and commercial cooperation have been returned by the Sponsor in written form shall be handled at the discretion of the participant, the Sponsor maintains the rights of recommendation, exhibition and promotion for those submissions to preserve the historical records of WODC in its entirety.

10. Privacy Policy

- a. To ensure efficiency in the operation of the Contest, the Sponsor may ask the participants for personal contact information such as name, nickname(s), nationality, email, address, contact number, Facebook or twitter accounts by telephone or email.
- b. The Sponsor is committed to use the personal information of participants for the following purposes:
 - 1) Notifying the participants;
 - 2) Communication between participants about the submission and samples;
 - 3) Communication between participants about commercial agreements;
 - 4) Contest related arrangements.
 - 5) Other arrangement(s) approved specifically by the participant beforehand.
- c. In the following cases, the Sponsor may provide personal information of participants to third parties without permission of participants:
 - 1) Inquiries from Chinese government departments in accordance to the laws and regulations of China;

- 2) Failure to contact the participant when his/her personal safety or personal assets are at threat;
- d. The Sponsor undertakes to delete personal information of participants that do not proceed onto the finals after the Contest and take adequate measures to ensure that personal information of participants will not be disclosed.

11. Media Exposure

The notifications, progress, and news about this Contest will be published and updated on the official website, official Facebook, WeChat public account and official Weibo account.

The above information may also be reported by relevant websites hosted by governmental institutions or industrial associations. Media companies and platforms will also be encouraged to promote this Contest.

12. Contact Information

Company: Hangzhou Yoka Cultural and Creative Co., Ltd.

Address: 6F Bldg B, China Liangzhu Digital Culture Community, 99 Wangzhou Rd, Yuhang District, Hangzhou, China 311115

Postcode: 311115

Phone: 0571-88050880-3061

Official website: <http://wodc.yokagames.com/en/index.html>

Official Facebook: <https://www.facebook.com/officialwodc>

E-mail: tougao@dobest.com

Contact: Committee of WODC

13. Other

The Sponsor reserves all rights on the interpreted Contest rules.

Please do not hesitate to contact us should you have any questions.