

The 5th World Original Board Game Design Competition Rules and Regulations

1. Competition Name

The 5th World Original Design Contest of Board Game held in 2024, hereinafter referred to as the "Contest".

2. Purpose

- (1) Build a platform for designers and related board game enthusiasts to collaborate, compete and communicate;
- (2) Establish the connection between designers and publishers to facilitate the streaming of the commercialization of original board games;
- (3) Advocate intellectual property protection.

3. Participants

Designers, teachers and students from educational institutions, design enthusiasts and other people from all walks of life can participate in this competition. Designers are not restricted by region, age, major, etc. However, this competition is only limited to registration in the name of individuals. Those who participate in a team must register in the name of the chief designer. Other members of the team can be listed when submitting relevant information.

4. Contents of participating designs

- (1) There is no theme set for the board game design submissions in this competition.
- (2) This competition is divided into four tracks, namely;
 - A. Heavier games
 - B. Lighter games
 - C. Nine-card games
 - D. The Best Artwork Display Prize

The submission requirements are as follows:

1) Heavier games

Submissions of moderate and heavy strategy games are accepted, and the game duration is required to be between 60 and 150 minutes.

2) Lighter games

We accept submissions designed as light games, party games, family games and other types of games. The maximum game duration is required to be no more than 45 minutes, and the game supports no less than 4 people.

3) Nine-Card Games

There is no limit to the game severity, but the game needs to be played with 9 standard size cards (63×88mm) supplemented by a few common board game accessories (dice, cubes, tokens, meeples, token bags without any patterns, etc.) design.

4) The Best Artwork Display Prize

This track includes the following two participation modes:

① Default: All submissions participating in this competition will participate in this selection by default, and there is no need to submit separate entry forms; if you have no intention to participate in this selection, the designer must indicate it in the entry form.

②Independent mode:

Design a complete set of visual design effects for other games. A special entry form needs to be filled out accordingly, there are 2 types permitted:

a. Designed for classic traditional board games (such as flying chess, poker, etc.)

b. Board game designs copyrighted by other designers. You will be required to obtain the consent of the relevant designers to provide the overall board game design, and only participate in this award track.

③Cooperation model:

Provide a complete set of visual design effects for other designers' board games. You will need to obtain the consent of the designer(s) to provide the overall design but only submissions in this manner can only participate in this award.

Board game visual design submissions for all of the above modes which are entirely or

mainly generated using Artificial Intelligence (AI) will be disqualified accordingly.

5. Submission Requirements

(1) The submissions must be original works by the participating designers, which do not infringe any intellectual property rights of others, have not participated in other competitions, and have not been published in anywhere else, commercially or free other than the "Yoka Original Board Game Design Submission Platform".

In the event if the legal liability or other consequences arises that are caused by a participant's plagiarism, infringement, etc. These liabilities and consequences are the responsibility of the participant. The organizer of the competition reserves the right to unilaterally cancel his or her participation and award qualifications at any stage of the competition. If the prize has been distributed, the organizers reserve the rights to recover the prize including any monetary rewards.

(2) Entries must not express or imply the following content:

1. Express political position or stance or intend to achieve political goals;
2. Contains insults or expressions of tendencies towards nationality, race, religion, or culture;
3. Content that promotes violence, pornography or terrorism;
4. Other content that violates the laws and regulations of the place where the contestant or the organizer is located.

(3) The entry form should be saved as an electronic document in PDF format: there is no limit to the layout, the resolution should be within 300dpi, and the uploaded attachment should not exceed 3M.

(4) The submission information should include the title of the work, an introduction to the game rules, and a brief description of the highlights of the submission.

(5) Designers should keep the source files of the submission accordingly. Hangzhou Yoka Cultural and Creative Co., Ltd. (hereinafter referred to as "Hangzhou Yoka") only requests for corresponding works and files based on the judgment requirements of the judges.

(6) If a submission is shortlisted for the semi-finals, the participant should choose one of

the following methods to submit for actual testing and review by the judges:

- ①Physical board game prototype;
- ②The Print and Play (PnP) file of the prototype, for electronic testing, the TTS (Tabletop Simulator) package is accepted.

(7) Entries do not need to have completed or perfect artwork, however, all aspects required to portray its gameplay must be completed.

6. Competition Process

The entry process is as follows. All specific timelines are subject to the information announced on the official website.

(1) Registration

- ①Complete and submit the registration form.

Visit the official website [wodc.yokagames.com] to download the registration form for this competition, complete the registration form as required, and send the registration form to the email address [tougao@dobest.com].

Please indicate the email title in the format of "WODC Registration" + "Submission Track Type" + "Name of Work" as follows:

- a) If you submit a board game design and do not wish to participate in track D, please indicate the email title in the format of "WODC Registration" + "A/B/C" + "Name of Work".
- b) If you submit a board game design and wish to participate in track D, please indicate the email title in the format of "WODC Registration" + "A/B/C" + D + "Name of Work".
- c) If you are only participating in track D, please just fill it by "WODC Registration" + D + "Name of Work".

Once the registration form is sent, it will be deemed that the participating designers have agreed to accept and abide by the rules and regulations of this competition.

- ②Post on forum to complete the competition.

After we receive the submission of the entry form, the entries and design descriptions shall be published in the relevant sections of "5th WODC Main Competition Venue" of the official forum.

The title format will be "Submission Track Type" + "Submission Name" (similar to your email title), all information will be consistent with the registration form, we will only use

the email address supplied in the registration form to create the account for your login credentials.

Once the registration form has been submitted and the submissions are completed within the specified time, the registration will be deemed successful.

(2) Preliminary round

After receiving the submissions, the competition enters the preliminary stage. The official forum will serve as an open discussion area for all participants to exchange thoughts and ideas. All exchanges must be based on the principles of friendly communication and common progress. Any inappropriate remarks that contain personal attacks, violations of public order, morals or laws will be dealt with accordingly upon verification by the organizer, including but not limited to warnings, bans, and in serious cases, the account will be blocked or even disqualified.

During the preliminary round, each participant must comment on at least ten entries (excluding his or her own submissions) to qualify for the semi-finals. Suggested content as comments includes but not limited to subjective evaluation and modification suggestions. Before the deadline for the preliminary round, participants can freely modify the content of the submission but is not allowed to change the competition track that they have selected initially. After the submission deadline, the forum will close the function to modify the post topic of the submission, so editing will no longer be possible.

The organizers of the competition will select the submissions that are shortlisted for the semi-finals based on the latest revised version of the submissions, taking into account the content, description, improvement status and comments from others, thereafter, announce the selection results on the official website.

(3) Semi-finals and offline exchange meetings

The organizers of the competition will notify the designers of the shortlisted submissions individually by email or phone. Designers should mail the completed version of the game rules of the shortlisted submission and the prototype of the entry to [6th Floor, Building B, China Liangzhu Digital Cultural Community, No. 99 Wangzhou Road, Yuhang District, Hangzhou].

The organizer will invite participating designers who have been shortlisted for review, as well as well-known domestic designers, artists, entrepreneurs, media and other diverse and professional people to communicate and evaluate the works that have been shortlisted offline. Offline communication activities will be held no less than twice during the semi-

finals. Specific arrangements such as time, location, and process will be subject to corresponding written notices on the official website and emails. For designers who are unable to participate in the offline exchange meeting, the organizer will assign dedicated personnel to display and share the relevant submissions, and provide feedback in the form of written or video suggestions.

After the offline exchange meeting, the shortlisted designers may make final modifications to their works, and submit their works again before the designated deadline as required by the competition as final review materials; if the submissions are not resubmitted, the submission will be used as final review materials.

(4) Final review

The organizer of the competition will set up a final expert committee to comprehensively score the final works based on their novelty, originality, completion, commercial value and other factors to arrive at the final ranking of this competition.

After the final review is completed, the competition results will be announced simultaneously through the official channels of the organizer, and follow-up matters such as bonuses and prize distribution will be processed thereafter.

7. Contest Award Settings

The distribution of awards and prize money for this WODC event is as follows:

a) Heavier Games

- i. 1 gold medal winner, with prize money of US\$2,000;
- ii. Several silver medal winners (at least one) will receive prize money of US\$1,000 each.

b) Lighter Games

- i. 1 gold medal winner, with prize money of US\$2,000;
- ii. Several silver medal winners (at least one) will receive prize money of US\$1,000 each.

c) Nine-card Games

Several excellence awards (at least 2), with prize money of US\$300 each. The winning works can be licensed and included in the "Nine Card Table Game Collection" series of products.

- d) One winner will be awarded the best artwork display prize, with a bonus of US\$500. This award will be awarded to the submission with the best artistic performance and completion.
- e) Two best commentators will be awarded with a bonus of US\$100. This award will be awarded to the contestant who has given high-quality comments to others in the preliminary stage.

Remarks:

- ①All bonuses include tax (including but not limited to personal income tax, the specific tax rate is subject to the approval of the tax department). The organizer will pay the tax on behalf of the prize winner based on the personal information provided by the prize winner, and the remaining amount will be disbursed to the prize winner himself;
- ②Overseas winners will be paid directly in US dollars, while mainland contestants will be paid in RMB based on the exchange rate on the day of payment;
- ③If there is any dispute about the award results, the final results of the competition shall prevail.
- ④The specific awards, prize settings, and schedule will be subject to notifications on the official website.

8. Competition Judgment

The main judges of the competition are composed of the panel of the competition organizers, and invitation basis of diverse and professional people such as well-known domestic and foreign designers, artists, entrepreneurs, media, etc. as judges. Please pay attention to the official announcement for the specific list.

9. Competition results management

- (1) During this competition, Hangzhou Yoka Cultural and Creative Co., Ltd (Hangzhou Yoka) has priority for commercial cooperation with all submissions with the exception on submissions that failed to enter the semi-finals, the licenses of these submissions are at the designers' disposal after the results of the semi-finals have been announced. For all other submissions, Hangzhou Yoka maintains the rights of first refusal for a period of [1] month after the end of this competition, thereafter, the licenses of these submissions will be at the designers' disposal. For specific cooperation matters, Hangzhou Yoka and the designers of the entries will separately negotiate and sign a cooperation agreement; if the participating designers and Hangzhou Yoka do not reach

an agreement more than [1] month after the end of this competition, , or if Hangzhou Yoka clearly notifies the participating designers in writing that they waive their rights, the designer can handle it on his own regardless of whether he wins or not, but Hangzhou Yoka maintains the rights to recommend, exhibit, and promote.

- (2) In general, the competition will not return game samples, but will temporarily store them for up to six months (the organizer has no obligation to properly preserve the samples). If participating designers wish to claim back their samples, please contact the organizer to inform them of the mailing address within [6] months after the end of the competition. As long as the works are still properly preserved, the competition staff will send them to the address specified by you. The designer will need to pay for the postage for sending the sample back. Unless otherwise requested by the participating designer for return, all game samples will be destroyed by the organizer 6 months later.

10. Privacy Protection

- (1) In order to ensure the smooth progress of this competition, Hangzhou Yoka may request to obtain information including name, pseudonym, nationality, email address, mailing address, contact number, WeChat, Personal information such as QQ number from the participating designers via phone or email. Hangzhou Yoka promises to only use the personal information of participating designers obtained through the above methods when carrying out the following:

1. Send competition-related notifications;
2. Communicate with participating designers based on the entries and review materials;
3. Communicate with participating designers based on the commercial cooperation needs of the entries;
4. Other matters related to this competition.

However, when the following circumstances occur, Hangzhou Yoka does not need to obtain the consent of the participating designers separately and provide the personal information of participating designers to a third party:

1. Provide to Chinese government departments in accordance with Chinese laws and regulations;
2. When the personal safety or property safety of the participating designers is threatened,

and the participating designers are temporarily unable to contact the participating designers, they will be provided to a legal third party with certain rescue capabilities;

3. If the participating designers agree in advance in writing to use the personal information submitted to Hangzhou Yoka to the designated country or regional government or other third-party groups, Hangzhou Yoka can provide the participant's information to that party.

(2) Hangzhou Yoka promises to take sufficient measures to protect the personal information of the participants from being leaked, and promises to delete the personal information of all participating designers in a timely manner after the end of this competition. However, Hangzhou Yoka has contacted the participating designers in order to carry out the competition. The cooperation reached will continue to be retained until the end of such cooperation.

11. Competition promotion

The competition's official website, official WeChat, and Weibo will promptly release event notices, event progress, event news and other relevant information, and the websites of various government departments and relevant industry associations will also launch simultaneous reports and links. The competition will also use print media, the Internet, TV media, and self-media to promote and carry out three-dimensional publicity reports.

12. Competition contact information

Contact unit: WODC Competition Organizing Committee Address: 6th Floor, Building B, China Liangzhu Digital Culture Community, No. 99 Wangzhou Road, Yuhang District, Hangzhou City, China Postal code: 310000 Competition official website: wodc.yokagames.com Tournament forum: forum.wodc.yokagames.com/forum.php Competition email: tougao@dobest.com

13. Others

The rights to interpret the rules of this competition belongs to Hangzhou Yoka. If you have any questions, please feel free to contact Hangzhou Yoka at your convenience.