

The 7th World Original Board Game Design Competition Rules and Regulations

1. Competition Name

The 7th World Original Design Contest of Board Game held in 2026, hereinafter referred to as the "Contest".

2. Purpose

- (1) To serve as a platform for designers and board game enthusiasts to collaborate, compete and communicate;
- (2) Facilitate the connection between designers and publishers to facilitate 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 as 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) To provide designers with ample creative space, this competition will not have a specific theme.
- (2) This competition is divided into four tracks, namely;
 - A. Strategy games
 - B. Party games

C. Nine-card games

D. The Best Artwork Display Prize

The submission requirements are as follows:

1) Strategy games

The game has a well-structured rule system, a rigorous gameplay mechanism, and a certain level of depth in its gameplay. The game duration is required to be 45 ~ 90 minutes. The minimum number of players should be no less than 2 players (2+).

2) Party games

Submissions of party games that encourage social interaction/ deduction, with simple rules and easy setup. The maximum game duration is required to be no more than 45 minutes, and the maximum number players for the game should be no less than 4 people (1~4+).

3) Nine-Card Games

Accepting submissions for games designed with nine cards or cards that are multiples of 9. There is no limit to the game difficulty. While ensuring the subject concept, the game may be supplemented by a few common board game accessories (poker cards, paper and pens, etc.) design.

4) The Best Artwork Display Prize

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

Board game visual design submissions 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 the event if legal liability or other consequences arises due to a participant's

plagiarism, infringement, etc. These liabilities and consequences are the sole 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 information required on the submission includes 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 submissions accordingly. Hangzhou Yoka Cultural and Creative Co., Ltd. (hereinafter referred to as "Hangzhou Yoka") only requests for corresponding works and files based on the 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:

① Physical board game prototype;

② The 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 consist of 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

Complete 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.

(2) Preliminary round

After receiving the submissions, the competition enters the preliminary stage.

Before the deadline for the preliminary round, participants can freely modify the content of the submission but will not be allowed to change the competition track that they have selected initially.

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 City, Zhejiang Province, China].

The organizer will invite participating designers who have been shortlisted for review, as well as well-known 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 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) Track A (Family 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) Track B (Party 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\$500 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.

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;
- ②Winners outside of China will be paid directly in US dollars, while other 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. Do 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 (related royalties, licensing fees, and other commercial terms shall be subject to separate negotiation and signing.). 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) During the competition, submissions can be voluntarily posted and communicated on the official website forum of the competition. If a submission will be posted or displayed on an external online or offline platform other than official website forum of the competition as BGG, Xinwuji or BGM etc., it is recommended that the promotional information indicate that it is a submission for the 6th WODC.
- (3) 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 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 the appropriate 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 multi-dimensional publicity reports.

12. Competition contact information

Contact address: 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

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.

Hangzhou Yoka Cultural and Creative Co., Ltd.

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