

Protospiel Card Game Design Contest FAQ  
Updated 08/23/2010

Q: Do the rights revert to the designer that wins and when does that happen?

A: The right will be held for 2 years from the conclusion of the contest to give us time to put the game through development, print, and distribute the winning game. After this point the rights will revert to the designer/designers.

Q: Where can I get an artist for my game?

A: You don't need one. The reason we have requested files for your cards is so our judges can understand the rules better. You may use clip art or hand drawn images. The important thing is functionality; the text is understandable, & the layout works for its intended purpose.

Q: What happens to the rights if the game exceeds the 500 print run?

A: Printers have an under or over percent because of the nature of the equipment. The equipment prints so fast that shutting it off at exactly 500 would be miraculous. In most cases they are not going to want shut off early and get less since most publishers would rather have a few more than be a few short. In our case there might be up to 550 printed. This is part of the original print run and is subject to the rules of the contest. Any further printing will require a separate agreement between the designer and a publisher.

Q: Does the game need to be exactly 110 cards?

A: Yes, It's a matter of production efficiency. 110 is two sheets of cards. You would think that printing let's say 90 would be the same cost as 110 since both require the second sheet but it's actually more expensive. The machine that cuts the cards is not equipped to remove unused cards so a worker must do it by hand adding additional labor.

Being able to work within production limitation is important for a designer. There are many card sheet formats depending on printers equipment so publishers may ask for different card counts accordingly to keep costs down. Ours has asked for 110.

Remember cards can be used as currency, for score keeping, first player markers, player aids etc...

Q: What size cards can I use?

A: Bridge 2.25 inches x 3.5 inches.

Q: Do all the cards have to have uniform backs, can they each be uniquely double-sided, or is the situation somewhere between?

A: You may have unique backs but remember if you pass the first round you will be asked to supply three prototypes for our judges to use. That's a whopping 330 cards so double sided cards will be that much more work.

Q: Can the cards be printed to the edge?

A: printing to the edge is known as Full Bleed. Yes your cards may be Full Bleed.

Q: What other components can we include with the game and how many?

A: The rules state "The game must only be comprised of cards with the exception of score sheets, common 6-sided dice, or tokens, to be supplied by the players. Excessive amounts of allowed items may disqualify the submission at the judge's discretion."

To clarify

Score sheet: Paper and pencil

Common Six Sided Dice: Values 1, 2, 3, 4, 5, 6 and not requiring either piped or numerals.

Tokens: Items that are small and common such as pennies.

Excessive amounts: We don't know what a given person will have in their home but we can guess. Most of us will have a pair of dice; can you expect them to have 6? Pennies? Maybe a jar full, maybe not.

What we want is for the buyer to be able to take the game home, and play the game without running to the store to get something else. Our judges will decide if they feel you're asking too much of the customer. A good rule of thumb is if it seems like too much it probably is.