



1st PROTOTYPE CONTEST

NEVA WARGAMES & MESA DE GUERRA

1 Introduction

As a celebration of the first virtual wargaming days and the announcement of the new **Neva Skirmish** game line, Neva Wargames and Mesa de Guerra present the first collaborative prototype contest.

2 Participants and Prototypes

Anyone, from anywhere in the world, can submit a **maximum of two proposals**. These must be free of rights, meaning they have not been published, committed, or presented to any other publisher.

3 Registration Period

From **October 15**, 2024, to **December 1**, 2024. See section 6.g for the registration procedure.

4 Evaluation Period

The evaluation will be carried out by a **jury external** to the organization that will be presented at the end of the registration period.

The results will be announced on **December 15**, 2024, the last day of the virtual days.

Elements to be evaluated: The most important thing is the concept of the game. Originality of the theme and the adaptation of the mechanics to it will be valued, regardless of the development status of the prototype. Art and graphic design aspects will not be considered.

5 Prizes

First prize: The prototype will be included in the Incoming! section of Neva Wargames prior to the completion of the proposal development.

Second and third prizes: a copy of our next release, **Sea & Steel: Columbus' Voyages**.

The rest of the participants will enter a raffle to receive a copy of **Sea & Steel: Columbus' Voyages**.

6 Contest Rules.

Compliance with these rules is **mandatory**; otherwise, the proposal may be excluded.

a) Rights Assignment: The winner agrees to assign the intellectual property rights of the game to Neva Wargames for a provisional period of one year from the end of this contest. This is the deadline the author will have to finish developing the game before it is published. This period may be extended by mutual agreement. Failure to deliver, according to the publisher's requirements, will be considered grounds for cancellation due to non-compliance.

b) Language: Proposals can be submitted in English or Spanish.

c) Game Type: Only wargames and historical conflict games will be accepted.

d) Theme: Historical themes will be valued more, although other themes (science fiction, fantasy, horror, etc.) are accepted. Important: recent conflicts (from 1975 onwards) will not be accepted in historical themes.

e) Characteristics:

- **Number of players:** Preferably 1 or 2. Can be exclusively for 2 or solo.
- **Duration and difficulty:** Less than two hours for advanced difficulty games, less than one and a half hours for intermediate difficulty games, and less than one hour for low difficulty games.

f) Components: The Skirmish line is a pocket line. The number of components must be contained. Games must include counters, wooden pieces are not accepted.

g) Submission of Proposals:

To participate, simply **send an email** to info@nevawargames.com with the following requirements:

- ☒ **Subject:** Prototype Contest
- ☒ Body of the **message:** link to a presentation-demonstration video that does not exceed seven minutes in duration. You can show your prototype in a print and play version, vassal module or tabletop simulator and upload it to YouTube.
- ☒ **Attached** file: attach a file with the title of your prototype in PDF format, 6 to 8 pages maximum, with the following information:

1. Participant's personal information.

- Name and surname
- Nationality
- Email

2. General information about the game.

- Game title
- Number of players
- Game duration
- Difficulty: low, medium or high

3. Game description.

- Introduction: historical or narrative context in the case of a fiction theme.
- Game objectives: What is your game about? How do you win?
- Mechanics adopted: What mechanics have you used? Any original mechanics never seen before? Have you referenced any mechanics from another game? Which one(s)? Briefly summarize the mechanics adopted.
- Turn sequence: list the phases of the game's turn sequence and briefly describe them one by one.

Once received, the participant will be notified by email that everything is correct and that their proposal will be evaluated in the contest.

IMPORTANT: The submission of prototypes to this contest implies the full acceptance of these rules without exclusions or reservations.