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The *Centre Ludique de Boulogne-Billancourt* (Boulogne-Billancourt Gaming Center) is a French non-profit organization which organizes the 44th Boulogne-Billancourt Board Game Designers' International Contest.

This contest aims at rewarding the designers of 4 unpublished games which bring, in addition to the "pleasure of playing", an original mechanism or an effective mix of well-tested mechanisms.

RULES OF THE 44th BOULOGNE-BILLANCOURT BOARD GAME DESIGNERS' INTERNATIONAL CONTEST

I – GENERAL CONDITIONS OF PARTICIPATION

I.1 – This contest is open to any French or International designer, in the limit of **1 GAME** per designer in order to promote the participants' diversity. The jury members, members and employees of the *Centre Ludique de Boulogne-Billancourt* (CLuBB) are not allowed to participate.

I.2 – Any kind of board game can compete, except for solitaire games, brain teasers, computer games and expansions of existing games.

I.3 – Only the games that are NOT PUBLISHED (even self-published) at the time of the awards ceremony in September 2025 can participate. If a game were to be published before the final in September 2025, it would no longer be considered a prototype and would therefore be excluded from the Boulogne-Billancourt Contest. Any designer whose game is under publishing process (or just signed with a publisher) before the end of the competition will have to inform the organizers about it.

I.4 – The same game cannot compete more than twice. Moreover, if this game had passed the first selection (prototype sending) in a previous year, it will definitely have to feature differences in terms of mechanisms as well as significant improvements when second presented. Changes made will have to be mentioned in the presentation sheet.

I.5 – Contestants commit themselves to submit a genuine prototype and a master copy of the rules. The *Centre Ludique de Boulogne-Billancourt* cannot be held responsible for counterfeit games that may be submitted. In the event of fraud, award-winning designers will no longer be allowed to use the following labels: "*Primé à Boulogne*" (award-winner in Boulogne), "*Finaliste à*

Boulogne" (finalist in Boulogne), or any label or quote used for the communication on the game or its designer.

I.6 – The Contest is spread over the following steps:

- Step 1 : Collection of contestants' application files (**max 120**), reading of games rules, and games short-listing.
- Step 2 : Playtests of short-listed prototypes (**max. 30**) and finalists selection (**max. 10**).
- Step 3 : Jury meeting and nomination of the **4 award-winning games**.

The awards ceremony will take place in Boulogne-Billancourt on September 28, 2025, in partnership with the City Council of Boulogne-Billancourt, in the presence of publishers and media, during a public event dedicated to board game design.

I.7 Given a possible health crisis, all dates are indicative and may be subject to change. The CLuBB will do everything possible to ensure that the 44th Boulogne-Billancourt Contest takes place between January and September 2025.

I.8 The CLuBB asks all participants to respect the anonymity dear to the Boulogne-Billancourt Contest. All participants are asked not to reveal their qualification for the various phases of the Contest in order to ensure fair treatment for all games.

II – APPLICATION FILES

II.1 – Application files to the 44th Contest will have to be sent to the *Centre Ludique de Boulogne-Billancourt* **between Tuesday, January 7, 2025 at 11:00 am CET and Wednesday, January 31st, 2025, at 11:59 pm CET**, the payment date on PayPal proving the application date.

II.2 – The number of application files being **limited to 120**, the files will be registered in order of arrival. Registrations will automatically be closed once the threshold of 120 applicants is reached. Nevertheless, the *Centre Ludique de Boulogne-Billancourt* reserves the right to accept additional files, provided their payment is done the same day as that of the 120th file (e.g. : if the 120th file is validated on January, 23rd, all the applications payed on PayPal before January, 24th will be accepted).

II.3– In order to participate, contestant designers will have to email to **concours@centreludique-bb.fr** the following items :

- The game rules in digital format **with no mention of the designer's name** (in .PDF, .JPG, .DOC or .DOCX), in French OR in English only. The rules won't have to exceed **20.000 signs** and will have to be **paginated**.
- A digital color photography of the game being played (in .JPG or .GIF format).
- The duly completed application sheet. This sheet can be downloaded from the CLuBB website (www.centreludique-bb.fr) in the *Concours & Collection* tab, from January 7, 2025 at 11:00 am CET, on the following link :

<https://centreludique-bb.fr/concours-collection/le-concours/ledition-2024/>

- A technical sheet on a separated file (in .PDF, .JPG, .DOC, or .DOCX format) including the following:
 - ✓ Title of the game

- ✓ Targeted players (kids, families, seasoned gamers, other) / age / number of players / game duration / game category (skill game, cards, game of chance, brain teaser, strategy, role playing, simulation, etc.)
- ✓ Goal of the game and main idea
- ✓ Complete description of the game material
- ✓ Game setup guidelines
- ✓ Detailed description of the first 3 game rounds
- ✓ If the game has already entered the Contest previously: registration year and changes made from the previous version.

II.4 – The registration will only be validated after receiving a **payment of €40 via PayPal**. Payment will be done via the *Centre Ludique de Boulogne-Billancourt* website (tab *Concours*, then *démarches administratives* – administrative procedures) to the following link, available from January 7, 2025 at 11:00 am CET :

<https://centreludique-bb.fr/concours-collection/le-concours/ledition-2025/>

This sum covers the registration fees for the Contest. The *Centre Ludique de Boulogne-Billancourt* will email an acknowledgment of receipt as a proof of the game registration.

Watch out! All the documents being part of the application file, as well as the payment, must be received by the organizers the same day. Without all of these elements, the registration of the game won't be validated. No later shipment will be accepted.

II.5 – Application files won't be sent back to the designers and will be kept in the *Centre Ludique de Boulogne-Billancourt* archives.

II.6 – The organizers of the Contest commit themselves not to disclose any private information about the designers.

III – SHORT-LISTED GAMES : SENDING AND PRESENTING THE PROTOTYPES

III.1 - TAKING PART TO THE SECOND PHASE

All designers will be notified by email, or at least by phone, of the organizer's decisions. These decisions are final. The designers will receive the results within the last week of February or the first one of March.

- ✓ Non-shortlisted game designers won't get any written or oral comment on their rule's elimination motives.
- ✓ Shortlisted game designers will have to send to the *Centre Ludique de Boulogne-Billancourt* within 3 weeks after notification a playable comprehensive prototype of their game as well as the payment of the € 50 organizational expenses fee via PayPal.

III.2 – SENDING THE PROTOTYPE

- ✓ Every game prototype will have to be sent in a rigid package so as to be returned in the same box.
- ✓ The package must fit into the standards of La Poste (French postal mail delivery system).
- ✓ For games coming from a country outside the European Union, authors must indicate that the package is a "gift" whose value does not exceed €1 to avoid incurring significant customs charges.
- ✓ It is up to the applicants to hedge against potential risks and damage resulting from the handling of their prototype's package. The prototype's shipping insurance is not supported by the *Centre Ludique de Boulogne-Billancourt*.

✓

- ✓ The prototype is to be sent to the following postal address :

Centre Ludique de Boulogne-Billancourt
44^e Concours international de créateurs de jeux de société de Boulogne-Billancourt
17 allée Robert Doisneau
92100 Boulogne-Billancourt
FRANCE

III. 3 –PROTOTYPE PRESENTATION

- ✓ In addition to the shipping package, all elements of the game must fit in a box, rules included.
- ✓ Each game will have to be presented as a ready-to-play prototype, including all the necessary elements and accessories to put the rule into practice. No further shipment of parts will be accepted.
- ✓ In order for the playtests to remain anonymous, **the designer's name must not appear on the game package, on the prototype or on the rules of the game.** If need be, the *Centre Ludique de Boulogne-Billancourt* reserves the right to remove any mention on the game designer's (or designers') identity, whatever the damage caused on the game material. Only the title of the game must be seen on the game box and/or on the game itself.

III. 4 – ORGANIZATIONAL EXPENSES FEE

- ✓ To take part to this second phase, the shortlisted designers will have to pay a €50 organizational expenses fee via PayPal.
- ✓ The collected money covers part of the organizational costs of this second phase.
- ✓ A maximum of 30 games will be shortlisted.
- ✓ Without the payment of the organizational expenses fee, the delivered prototypes won't be allowed to compete.

III. 5 –PROTOTYPES RETURN SHIPPING

- ✓ Designers will have to add €10 to the organizational expenses fee if they want their prototype to be sent back to them in France (i.e. a total of € 60) and €20 for a return shipping overseas (i.e. a total of €70). This money will be used to afford shipping costs.
- ✓ Designers who don't want to retrieve their prototype will pay the initial €50 organizational expenses fee, hence committing themselves to donate their prototype to the *Centre Ludique de Boulogne-Billancourt*.
- ✓ If desired, the return shipping of non-award-winning prototypes will take place before the end of 2025
- ✓ For designers who can go to the Centre Ludique de Boulogne-Billancourt, it is also possible to come and collect the prototype without going through the post and at no additional cost.

IV – PLAYTESTS, JURY AND PRIZE

All the shortlisted games (maximum 30) will be playtested. The 20 non-award-winning games among the shortlisted ones will possibly be subject to a quick report delivered by phone only, if requested by the designers. Written reports are no longer delivered for the sake of savings.

After the playtesting phase, up to 10 games will be able to enter the shortlist so as to be submitted to the Jury. The second phase results will be sent to the designers between the first week of June and the first half of July, 2025. Shortlisted designers will be allowed, if desired, to bring changes to their game until the end of July, 2025. Any additional game material will be payable by the designers. These changes should not alter the nature of the game. After July 31st, 2025, changes will no longer be allowed. (Indicative period due to the health crisis)

Among the 10 finalists, 4 games will be awarded the prize. Nevertheless, if the quality of the finalist games were to be considered insufficient, the *Centre Ludique de Boulogne-Billancourt* reserves the right to award the prize to fewer games.

IV.1 – PLAYTESTS

- ✓ Playtesters are hired for their gaming knowledge and experience, and because they are representative of the different playing populations. As Playtesters, they are held to the strictest secrecy on the prototypes they will see.
- ✓ Every prototype will be playtested several times.

IV.2 – JURY

- ✓ Depending on the categories of the finalist games, a jury of specialists will meet on September 2025.
- ✓ The jury will nominate among the finalist games 4 award-winning games. Nevertheless, if the quality of the finalist games were to be considered insufficient, the *Centre Ludique de Boulogne-Billancourt* reserves the right to award the prize to fewer games.
- ✓ Jury's decisions are final.
- ✓ The jury will take into account the originality, the playability and the playing enjoyment.

IV.3 – AWARDS CEREMONY

- ✓ The awards ceremony will take place during CreaGames (September 27-28, 2025), an event dedicated to game design, in partnership with the City Council of Boulogne-Billancourt. Award-winning designers commit themselves to come to the event, in order to introduce attending people to their game.
- ✓ Designers who call on the services of an agent must inform the Contest organizers.
- ✓ The *Centre Ludique de Boulogne-Billancourt* commit themselves to contribute to the payment of travelling expenses and/or housing costs of the 10 finalist designers up to €100 per finalist game.

IV.4 – FINALIST AND AWARD-WINNING GAMES

- ✓ The prototypes of the award-winning games will be kept by the *Centre Ludique de Boulogne-Billancourt*.
- ✓ French and international game publishers and agents will be introduced to the finalist and award-winning games by the *Centre Ludique de Boulogne-Billancourt* prior to the awards ceremony.
- ✓ If their game is published, the game designers commit themselves to have the prize label showing up on their game's box on the one hand, and to provide the CLuBB with 2 autographed copies of their game on the other hand. These copies are intended for the records of the Contest and for the game library of the *Centre Ludique de Boulogne-Billancourt*.
- ✓ The other non-award-winning finalist games will be allowed to have the "Finalist in Boulogne" label showing up on their game box.

IV.5 PARTNERSHIP WITH WWW.SPIELMATERIAL.DE

The website www.spielmaterial.de, specialized in components for board games, is a partner of the 44th Boulogne-Billancourt Contest. A discount code valid on this site will be offered to all games participating in the 2025 edition.

Applying to the 44th Boulogne-Billancourt Board Game Designers' International Contest implies full acceptance of the present rules. Any breach of these rules may result in the disqualification of a prototype or the withdrawal of a prize.

The *Centre Ludique de Boulogne-Billancourt* reserves the right to cancel or postpone this contest in the event of force majeure, without entitling the applicants to any indemnity or compensation whatsoever.



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