



Smart Filler

International board game design contest

First edition - 2020

INTRODUCTION

The Smart Filler contest is born as challenge for game designers to create products in the main focus of XVgames' line. We strongly believe that Smart Fillers are a great addition to modern board game industry, thanks to their characteristics:

- they are easy to learn, so most of the brain strength focuses on developing strategies more than trying to remember the rules.
- They are fast to play, so they can be brought on the table more often.
- Having few components, they are cheap to buy, that is a great plus in an overcrowded market.
- They are quick, but having perfect (or almost perfect) information rulesets they can reach deep strategical layers.

For these reasons, we want to give the opportunity to international designers to explore this category of games and enjoy its peculiarity.

TIMING

The games can be send from 1st of january 2020 to the 30th of may 2020. Games received after 1st of June 2020 will not be considered for the contest. From the list of games, 10 finalists will be chosen and announced during the month of june 2020. The winner will be announced at Xvday on 15th november 2020.

HOW TO REGISTER A GAME

Any game designer can register one or more games to the contest.

The registration is free of charge.

If the game has common and simple components, it is enough to send an email with a detailed rulebook at info@xvgames.it. The Rulebook MUST be in english language.

If the game has components that can be easily build with paper and cardboard, it is necessary to send an email with the print and play files for the game.

If the game has special components, hard to find or build, then it is necessary to send a working prototype at

XVgames di Marcello Bertocchi
via Prati 59 25086 Rezzato (BS) Italy

In case of doubt, please contact in advance.

WHICH KIND OF GAMES CAN BE REGISTERED

Any game can be registered to the contest, but always keeping in mind the basic concept of the Smart Filler idea so:

1. mainly 2 players games.
2. Perfect (or almost perfect) information
3. few rules
4. few components
5. short game length

Games completely out of the concept, will be discarded without further reading. Games that follow the guide but not in all 5 points, will still be evaluated but considered as penalized and will then need to have some very strong bonus to overcome the penalty.

Theme and graphics are not compulsory, and will not be considered a main factor to judge the games. A particularly well thought graphic or theme might be considered as a small bonus.

JURY

The games will pass through a first selection made by XVgames staff. From the received games, 10 games will be selected and send to the final jury to be evaluated. The final jury is formed by various kind persons related to board game industry, to have a complete and flexible judging system:

Hjalmar Hach – lead designer of Horrible Guild, author of Photosynthesis, King's Dilemma, Dragon Castle and many others.

Josh Kaplan – Reviewer at The Board Game Kaptain, long time gamer and game scholar.

Nestor Romeral Andres – Abstract games designer and owner of Nestorgames, renown abstract games publisher.

Thomas Jacob – Owner of Brettspielhero, one of the most important board game reviewers in Germany.

Nakano Masayuki – owner of Banesto board game shop in Nagoya (Japan), pioneer board game shop in Japan that just cheered for its 20th birthday.

Giuseppe Baggio – Current italian Shogi (japanese chess) champion and jury for the Premio Archimede international game design contest.

Giulia Tamagni – Member of Mancalamaro board

Marcello Bertocchi – Owner of XVgames. Will also be considered president of the jury, with a tiebreaking decisional power for the vote on the finalists.

PRIZES

All finalists will receive a bundle of products from the XVgames catalogue, shipped or given directly if possible. The winner of the contest will also receive a license agreement contract to publish the game in XVgames line with release programmed at Essen SPIEL 2021.