

WEIRD 2020

REGULATION OF THE CALL FOR EUROPEAN BOARD GAMES PROJECTS



1. Organization and objectives

Weird (previously known as 3D Wire) turns 12 years old. From this 12th edition on, the market will be much more than animation, video games and new media, including new sectors such as board games or comics. That is why it becomes WEIRD, a new name that welcomes great ideas and IPs regardless of their origin.

One more year, Weird organizes the **12th edition** of the Weird International Animation, Video Games and New Media Market in Segovia, Spain, from **September 28th to October 4th** 2020. The objective of the meeting is to create collaborations between distributors, producers, television channels, programmers, video game developers, students and animation directors, international and national.

Weird Market dedicates this call to new **board games projects** that want to make themselves known in their different stages of production: in pre-production, in production or finished.

From the projects received a selection that will be published in the catalogue of Weird Market will be made, in order to promote and assist the distribution of the European board games industry. Special attention will be given to **innovative projects**.

From this selection of projects, which will be reflected in the publication, one or more projects will be extracted and presented during the market by their creators.

The publication is distributed in the main festivals and international animation, video games and new media markets in addition to its free online distribution that reaches more than 7,000 professionals each year. The purpose of the publication is to make known in these events the excellent Portuguese-Spanish production of animation and video games and to be able to put in contact its creators with distributors, buyers and co-producers.

2. Terms of participation

2.1. The selection of board games projects of the market is open to all kind of European projects, in their different states of production, understood by these: pre-production, production or finished.

2.2. All formats are accepted: dice games, tile games, card games, role playing games, and board games.

2.3. Prototypes with electronic circuits, solitary games or computer games **are not accepted**. Reissues of games that do not present a major change in the new edition will also not be allowed.

2.4. Each project can only be registered in a single category and in a single state of production, it cannot be repeated in the next edition of the market. Transmedia projects should fill the appropriated form.

2.5. The maximum number of participating projects per company will be three titles.

2.6. Only projects of producers or studios registered in European territory will be valid.

2.7. There is no entry fee.

2.8. The deadline for registration and submission of materials is **July 24th, 2020**.

3. Materials needed for each type of project

3.1. The following are the materials that will be needed to complete the registration. The sending of this documentation is obligatory to formalize the request:

- Video, 5 minutes maximum, showing the prototype, explaining the operation or a game.
- Game regulation, of no more than 5 pages, that includes the following information:
 - Name of the game
 - Number of players
 - Description of a game turn

- Approximate duration of the game
- Game materials
- Rules
- Minimum age to play
- Digital file of the cover of the game with the corresponding name in png and two horizontal images in high quality, clean (without logos or titles).
- Brief history of the creator or creators.
- Mainly games that have a Print and Play of the game will be selected. The shipping address is Calle Batalla del Salado, 3 - Escalera B 6B. 28045 Madrid (Spain).

3.2. Sending extra material that helps to know better the project will be positively valued.

3.3. All materials should be sent to: info@weirdmarket.es. All documentation must be sent in a single email, preferably in a single link.

4. Project selection

4.1. The selection committee will be formed by professionals from the sector

4.2. The selected works will appear with their information sheet and contact information in the Weird Market catalogue.

4.3. Producers or authors must ensure that they are in legal possession of the project rights.

4.4. The material of each of the selected titles may be available to professionals accredited in the video library of the event, unless the creators indicate otherwise.

4.5. Those board games projects chosen to be presented will also have a space in the showroom area where can test the game among the audience.

5. Professional attendance

5.1. The authors of the selected projects will be able to count on a free accreditation for Weird 2020. Only one accreditation per project and a maximum of three accreditations per company will be granted.

5.2. All authors of selected projects will be able to go to the market and have meeting points to meet with producers, programmers, distributors, publishers and other professionals present.

5.3 All professionals who need more information or wish to go to the Weird Market 2020 can contact us at: info@weirdmarket.es

6. Projects' presentation during the event

6.1. The selected projects will be published on the website www.weirdmarket.es in September 2020.

6.2. To the projects selected to be presented during the market by their creators, the organization will provide transportation, accommodation and meals for a representative.

7. Awards

7.1. Different recognitions may be awarded, which we will announce by press release.

8. Showroom space

8.1. Weird in its bet for the sector and its support to the Portuguese-Spanish animation and video games industry returns to enable the space of showroom during October 2nd and 3rd.

8.2. The selection of showroom participants will take place among all the projects received that have applied for its place in the registration process, in August.

8.3. The name of these projects will be known in the month of September.

9. Registration conditions

9.1. Participation in the call for projects, with the sending of materials and the registration made, implies the full acceptance of these regulations.

9.2. The person signing the work must have the necessary rights on the work to present it.

9.3. Weird doesn't reserve any ownership of the work, except for publication in the catalog.

9.3 In the following link you can access the registration form:

□ [EUROPEAN BOARD GAMES PROJECTS](#)

For more information about the call for projects:

Claudia Rodríguez

info@weirdmarket.es