

Guidelines for Game Submission

We are always looking for the next great game. If you think you have created it and want Twilight Creations to look at it for possible publication, please read all of this information. It is a guide to what we want, how we want it and where you can send it.

First things first, it should be known that we reject almost all of the submissions we receive. If we don't accept an idea, rest assured that it is really nothing personal. Let's just say that we have lots of ideas of our own and a game submission has to be unique and really tickle our fancy before we will accept it. Also, if you don't follow these rules, the chances of it being seen at all are not good.

Things we want...

- **Fun!** If you don't want to play again immediately, neither do we.
- **Humor.** Funny is good, but not mandatory.
- **Horror!** Let's face it: It's what we do! We prefer that your game be connected to the horror genre. (Even loosely connected is okay though.) We will look at other genres, but if your game is horror related you have a head start.
- **New.** We like new stuff. New ideas, new applications, new ways of playing all make us very happy. If you have something that has not been done before, you definitely have a much better chance of getting at least a look. (Remember, we do this for a living. We have seen a lot of stuff..)

Things we don't want...

- **Zombies!!! expansion ideas. This includes MidEvil.** Enough said!
- **Lots of stuff in a box.** The chances of your game being published by us is inversely proportional to the number of pieces it requires to play. Said another way- More pieces = Less likely.
- **Games you have simultaneously submitted to several companies.** We don't get involved in bidding wars.
- **What your friends think.** We are going to judge your game with an eye toward how well we can sell it. Please don't tell us how much everyone loves your game.

Other than these limitations, we are fairly open to anything!

Where to start...

Send us mail, preferably of the "E" variety. (That's email for those scoring at home.) Send it to: [mailto: todd@twilightcreationsinc.com](mailto:todd@twilightcreationsinc.com). Tell us the type of game you have (I.e. card, board, throwing...), what's in it (a board, 500 cards and a small iguana...), and finally, what it's about (a small Mexican fishing village haunted by a giant lizard...). Also, if you have published a game before tell us and include a list of credits. **DO NOT SEND US THE RULES,**

COMPONENTS, PICTURES, ETC OF YOUR GAME AT THIS POINT.

Next: Wait anxiously for us to contact you...

Please wait patiently for us to contact you. I know it is hard, but patience is a virtue and you don't want to sully your chances by being annoying.

What to do when we do contact you...

Now, if we like your idea, we will want to play it. We will send you our address and a copy of the liability waiver. You should return a playable prototype and the signed liability waiver.

Please have a playable prototype available. This really has to be playable. If it is not, we don't want it. No part of it should be hand written, including the rules. If there is any doubt that it is up to par, ask someone you trust. If we get an unplayable prototype, we will send it back. Now, on the plus side, it doesn't have to be anything fancy, but the nicer it looks, the better we like it.

At this point, it might be helpful to include a development outline with your game. Things to include would be - your inspiration, research and perhaps an evolution of the game to its current form. This isn't completely necessary, but sometimes it helps to flesh out the missing bits.

You also must include...The LIABILITY WAIVER! (This is non-negotiable!). If it is not included, we will send your game back unseen. This document is designed to protect us from lawsuits and other nastiness that we don't have the time nor inclination to deal with. Along the same lines, we will not sign your NDA.

We realize that the liability waiver is designed to protect TLC. We do this because there are plenty of laws to protect creators and very few that protect publishers. Twilight Creations is not in the idea-stealing business. Actually, we wouldn't remain in business long if we stole other peoples ideas. Rest assured that if we request a prototype of your game, that we intend to evaluate it on its own merit. That being said, if you are bothered by the liability waiver, do not send us your game idea.

Next: Wait anxiously for us to contact you... again...

Again, please wait patiently for us to contact you. We are very busy, especially in the spring, summer and fall. It may take a while to get to your game. Please be patient.

Let's make a deal . . .

If we like your game, we will make you an offer. Keep in mind that, as the publisher, we are taking on ALL of the risk of publishing your game. Our offer will be based on this as well as

several other factors, including how much work we have to do to get the game ready for publication. We are also open to discuss terms and options. Just because we make an offer doesn't mean you have to accept it. Honestly, part of the fun is hammering out a mutually beneficial deal.

So now what?!?...

We liked your game, a deal is in place and we have started the production process...now what?

Well, depending on the game, we may need to do little more development; to fix some problem areas; to change the theme slightly or perhaps, do nothing at all and go straight to production. Whatever we decide, you will be kept "in the loop" and all major changes will be submitted for your approval. Rest assured, we will ask for your input and assistance.

Although we do not exclude the creator from the production process, we do reserve the right to make any changes necessary and to override any of your changes we don't like. We don't like being jerks, but as the sole risk takers we feel we have a certain responsibility to do what's best for our company. The bottom line is that Twilight Creations has the final say. If this bothers you, perhaps you should submit your game elsewhere.

Miscellaneous stuff...

- We don't expect illustrations. Commissioning art is our job and we think we are pretty good at it. Suggestions are welcome, but leave the art to us!
- If your game requires art to be played, please include it. It doesn't have to be good, but it does have to be there.
- For prototypes, we prefer a physical copy. However, if you have electronic files, please let us know. Sometimes we can use your files for text and other time saving stuff.

Well, there you have it. It's really fairly simple. Now get out there and design some games!