

XX Ciutat de Granollers Board Game Creation Contest



The Granollers Mercat organisation promotes the City of Granollers Board Game Creation Contest with the collaboration of the professionals and experts who make up the "Àgora del Joc de Granollers" team.

The objectives of this Contest are as follows:

-Awarding the best unpublished board games of original creation.

-Bringing quality games to the market.

-To assist the international expansion of board game

authors.

-To give authors the option of sending their work to publishers who are Friends of the Ciutat de Granollers Contest.

The Ciutat de Granollers Contest will award 6 games that stand out for their good balance between "fun to play", originality and solidity as a product suitable for the national and international market, with the aim of giving a seal of quality to the awarded games.

New features for the 2026 edition will be highlighted in yellow.

RULES OF THE XIX CIUTAT DE GRANOLLERS CONTEST

A. GENERAL CONDITIONS OF PARTICIPATION

1. Participation in the Contest is open to all authors of board games, both national and international, regardless of the number of games they have published. There is no limit to the number of games that can be submitted by each author, either by individual or collective accreditation (more than one author). The jury of each of its phases and the staff linked to the "Àgora del Joc de Granollers" cannot participate in the Contest.
2. Any type of board game can participate in the Contest, except role-playing games, puzzles, expansions and games that require any type of electronic support.
3. Until Saturday 20 February 2027, when the award ceremony will take place, participating games must fulfil the following conditions:
 - i. be novel,
 - ii. must not have been published (either editorially or self-published),
 - iii. not participate in any backer's campaign,
 - iv. cannot have signed a contract with any publisher,
 - v. they may have been published only on the Internet through the "print & play" system.

If any of the games participating in the Contest were to breach these conditions during the Contest process, the authors must notify the organisers and their game will be removed from the Contest.

4. Games can be for any number of people, but due to organisational constraints, games cannot be evaluated in games with more than 4 players.
5. Participants undertake to send completely original games; any copy or plagiarism will be disqualified. "Àgora del Joc de Granollers" accepts no responsibility for plagiarism. In case of fraud on the part of the winners of the Contest, they will be informed of the prohibition to use from then on the title of "Winner of the Ciutat de Granollers Contest", "Second Prize of the Ciutat de Granollers Contest", "Finalist of the Ciutat de Granollers Contest" or any other reference used with the game or its author.
6. The Contest is divided into three stages:
 - i. Stage 1: Receipt of the participation documents, reading of the rules and selection of the prototypes (max. 20 prototypes).
 - ii. Stage 2: Testing of prototypes and selection of finalist games (max. 6 games).
 - iii. Stage 3: Jury meeting and awarding of prizes among the finalist games. The awards ceremony will be held in Granollers on **Saturday 20 February 2027**, in collaboration with Granollers City Council.
7. Participation in the Contest signifies full acceptance of these rules.
8. The organisers will decide on any point not covered by these rules or on modifications due to major causes.

B. REGISTRATION AND PARTICIPATION DOCUMENTS

1. The participation documentation for the XIX City of Granollers Board Game Creation Contest must have been sent to "Àgora del Joc de Granollers" from 1 June 2026 and before 31 July 2026 at 23:59.
2. To enter the Contest, authors must fill in the form on the Contest website <https://ascensio.cat/concurs-ciutat-de-granollers/> and attach the following 3 files:
 - i. Rules of the game. The rules must meet the following requirements:
 1. The document has to be sent in .pdf format.
 2. They may not exceed 20,000 characters (excluding spaces).
 3. They may contain images.
 4. The background colour of the rulers must be white.
 5. They must indicate the number of players, approximate duration of a game, appropriate age and a complete list of all the components of the game.
 6. The rules can be sent in Catalan, Spanish or English.

- ii. Photograph(s) of all game components. This must be a photograph of the physical game components, **no digital images or screenshots from online game software** will be accepted.
 - iii. Summary of the game. The summary must provide a complete overview of how the game works, in .pdf format, in Arial font size 11 for the body and size 14 for titles and highlights, and with a white background, it can incorporate images and must not exceed one side of DIN A4. The summary can be sent in Catalan, Spanish or English.
Note: It is not a question of sending a technical or sales sheet for the game, what is requested is a document summarising how the game works.
3. In the event that an author submits more than one game to the Contest, the documentation for each game must be submitted using a separate form.
4. Once the registration has been received and the fulfilment of all the requirements has been validated, the author/s will receive an email validating the documentation received. At the same time, another email will be sent with instructions on how to pay the registration fee (€5), by bank transfer to the organising entity, and the deadline for payment. This amount covers the management and organisational costs inherent to the Contest. Until this payment has been made, the game will not be considered as formally registered. Once payment has been received, the author will receive an email confirming their participation in the Contest.
5. The Contest organisers undertake to protect the personal data of the participants.

C. PROTOTYPE SELECTION

1. On **30 September 2026**, all authors registered in the Contest will receive an email with the organisation's decision as to whether or not the game they have registered will go on to the next phase. This decision will be final.
 - i. Games that do not make it to the next stage will not receive any feedback or assessment of the reasons for their elimination.
 - ii. Authors will be informed of the TIER their game has been assigned to.
The jury of readers is made up of 4 people. Each of them assigns between 0 and 4 points to each of the received prototypes and then gives 1 vote to the 20 that he/she considers to be candidates for the next stage (of course, the 20 to which he/she has assigned the highest score). By combining the votes of the 4 juries, we obtain a total number of votes and a total number of points for each prototype. The ranking for the next stage will be based on the number of votes received. In the event of a tie, the tie is broken on the basis of the total number of points received by the 4 members.

In 2025, these were the 5 established Tiers:

TIER S: prototypes that have qualified for phase 2 of the contest.

TIER A: prototypes that have received votes, but they haven't qualified for phase 2 of the contest. (*)

TIER B: prototypes that have not received any votes and have at least 8 points. (*)

TIER C: Prototypes that have not received any votes and with a minimum of 4 points.

TIER D: Prototypes that have received no votes and less than 4 points.

(*) In TIER A and B there may be prototypes with more points than prototypes in their higher TIER, but the number of votes counts.

Note: For this year, depending on the jury's scores, the characteristics of each TIER may vary slightly.

2. The games selected (a maximum of 20) for the prototype phase will have until **31 October 2026** to send a working prototype of their game to "Àgora del Joc de Granollers", as well as to make a payment of €10 for organisational costs. The payment will be made to the same account where the registration fee was paid. Once payment has been received, the author will receive an email confirming their participation in the Contest.
3. The authors of the selected games may send (before **31 october 2026**) to the Contest organisers' email address (concursjocs@granollers.cat) an updated version of the rules of the game that includes the improvements that may have been incorporated into their game during the play tests that they have been able to carry out since the start of the Contest. The Contest organisers reserve the right to accept these changes if they consider that they radically modify the game with respect to the one initially entered. (See APPENDIX I at the end of the rules)
4. Games selected for the prototype phase must be sent to the postal address:
Concurs Ciutat de Granollers de creació de jocs
Granollers Mercat - Can Muntanyola
Camí del Mig 22
Pol. Ind. Palou Nord
08401 Granollers
SPAIN

Prototypes must be sent in a rigid package. It is the responsibility of the authors to ensure that the game and its contents are well protected in the shipment.

5. The rigid shipping package must contain the game box, which must contain all the game components necessary to play the game perfectly. The box does not need to contain the rules of the game, as they will have already been sent by email.
6. The author must ensure that the game box has all the necessary components to be able to play a game with a different number of players. The Contest

organisers will not provide any components that are not present inside the game box. If a box does not have all the necessary components, the game will be out of the Contest.

7. The game box shall clearly indicate the name of the game.
8. If the prototype and payment of the fee are not received by the deadline, the game will be out of the Contest.
9. Once the Contest is over, the non-winning authors may contact the organisation if they wish to have their prototype returned to them. The prototypes may be collected in person during the days of the **XVIII Fira JugarxJugar de Granollers (from 7 to 9 May 2027)** or returned by post to the author. In the case of shipments within Spain, they must pay 15€; in the case of international shipments, the cost corresponding to the destination will be indicated. These amounts will be used to send the prototypes. Authors who do not pay the return amount will be understood to have donated their prototype to "Àgora del joc de Granollers".

D. PROTOTYPE TESTING AND JURY

1. Once the prototypes (maximum of 20) have been received, they will be tested by a team of board game experts who will choose a maximum of 6 to go on to the jury phase.
2. The testers and the jury shall observe complete confidentiality about the result of their testing and their opinions about the tested games.
3. The testing team shall take into account the following criteria for their selection:
 - i. Clarity in the drafting of the rules.
 - ii. Feasibility of production of its components.
 - iii. Market relevance.
 - iv. Soundness of game mechanics.
 - v. Originality of the game's approach.
 - vi. Degree of enjoyment.
 - vii. Mechanics in line with the game's theme (if any)

The testing team will not take into account:

- viii. Graphic design
 - ix. The illustrations
 - x. The quality of the components
4. On **31 January 2027**, the 20 authors will be informed if their game has been chosen as one of the 6 finalist games. The authors of the finalist games may send (before **10 February 2027**) an updated version of the rules of the game to the email address of the Contest organisers (concursjocs@granollers.cat), including any improvements they may have made to their game during the play tests they may have carried out since the start of the Contest. The Contest

organisers reserve the right to accept these changes if they consider that they radically modify the game with respect to the one initially entered. (See APPENDIX I at the end of the rules)

5. The authors of the finalist games can send (before **15 February 2027**) to the email of the Contest organisers (concursjocs@granollers.cat) an updated version of the summary document they submitted to the Contest; this will be the information that the publishers will receive about how the game works.
6. The jury will meet on **20 February 2027** to play the 6 finalist games and decide on the next prizes:
 - i. One winner. (*Prize endowed with: €600 in cash, a €400 gift voucher at the Homolúdicus online shop in Granollers*).
 - ii. A maximum of two runners-up prizes (*each prize of €200 in cash and a €150 gift voucher at the Homolúdicus online shop in Granollers*).
 - iii. The rest of the finalist games of the 2022 edition of the Contest (*prize of 50€ in the Homolúdicus online shop in Granollers*).
7. The jury will be made up of 4 people linked to the publishing and commercial world of board games in the country.
8. The decision of the jury is final.
9. The jury may declare the winner and runner-up prizes void if it considers that the games do not meet the required quality; but it may not declare the diplomas void.
10. Bearing in mind that the aim of the Contest is to reward games that can be developed into a good commercial product, the jury will take into account the following criteria in its decision:
 - i. Feasibility of production of its components.
 - ii. Adaptation to the national market.
 - iii. Originality of the game's approach.
 - iv. Degree of enjoyment.
 - v. Mechanics adjusted to the theme of the game (if any).
11. The prototypes of the games selected for the jury phase will remain the property of "Àgora del joc de Granollers".
12. The jury's verdict will be announced at the awards ceremony to be held on **20 February 2027** in Granollers.
13. The 6 finalists undertake to be present at the awards ceremony (**20 February 2027**, from **18:00 to 20:00**) or to be available at this time (by video call via WhatsApp) in order to receive in person the notification of their status as winner or runner-up.
14. The day after the prize-giving ceremony, all the publishers that are members of the "Editorial Amiga del Concurs Ciutat de Granollers" programme will receive the file corresponding to each of the finalist games of the Contest. The file for each game will contain the summary document of the game, the rules of the game, the contact details of the author of the game and the promotional video that will be shown during the award ceremony, so that any publisher who wishes to do so can contact the author. Publishers who are Friends of the Ciutat de Granollers Contest may request, by email only, more

detailed information about the jury's opinions on the finalist games until **31 March 2027**.

15. The authors of the finalist games undertake that if their game is published, to include on the outside of the box the stamp "Winner Ciutat de Granollers", "Runner-up Ciutat de Granollers" or "Finalist Ciutat de Granollers" with the corresponding year; as well as to send a copy of the published game to "Àgora del joc de Granollers" to form part of its archive.

APPENDIX I. Changes to the rules of the games.

As established in point 3 of section C of the Contest rules, games that move on to Stage 2 may submit updated versions of their rules that reflect the improvements that the authors have incorporated since registering the game in the Contest. Please note that the prototype you send physically must already incorporate these changes if they affect the game components. If the prototype has already been sent and changes need to be made to the components, please send us an email to concursjocs@granollers.cat explaining the changes and we will find a way to incorporate them.

Changes that do not involve drastic modifications to the game's structure that would lead to it being considered a different game from the one initially entered in the competition will be accepted. The competition organisers will have the final say on whether they consider the changes to be a drastic modification of the game or not.

We understand that once a game has been selected to pass a stage of the competition, any changes made by the author will be for the purpose of improving it and not worsening it, and therefore its qualification for having passed the previous stage remains valid and does not constitute a comparative disadvantage with the other games that did not pass the previous stage.

Likewise, once the 6 finalist games have been announced, they will also have the opportunity to submit new updates to their games before they are presented to the final jury of the contest.

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