

Golden Cobra 2015

www.goldencobra.org

What's a Golden Cobra?

Only the **baddest-ass snake in the jungle**, which is something you should always aspire to be. The goal of the 2015 contest is to generate **small, intense, personal games**. Golden Cobras will be awarded in five categories: Best use of themes/techniques for evoking empathy; Best incorporation of perspectives of unheard or marginalized people or groups; Best incorporation of touch; Game we're most excited about and most polished and ready-to-play game.

What is Freeform?

What we call **freeform larp** occupies a middle space between tabletop and full-blown live action role playing. **Freeform comes in**

all shapes and sizes, all along the spectrum and keeps incorporating new things as they come along. As a rule of thumb if there are simple, clever game mechanics but you have to stand up and move around at some point, it's probably freeform larp!

What are the Constraints?

In order to be considered for a Golden Cobra, your game must:

1. Be playable from start to finish in **two hours or less, by people who are not you**.
2. Playable by a fixed or variable but small number of participants, from **zero to no more than four**.

What are the Rules for Entering?

1. Be a **new, unpublished freeform game**. It is neither a tabletop roleplaying game or a video game, although it may approach or incorporate either.
2. Your name **can only appear on one entry** but **teams are welcome**.
3. Submit your game by **30 October** in .pdf format and in English to **submissions@goldencobra.com**. Note: Parallel versions in other formats/languages are welcome.
4. Present your game **in a playable format**—if it needs handouts, they must be included.
5. Games playable in public will earn the warm regard of the judges but are not required.
6. Games with zero players must abide by the contest rules.
7. **You retain all rights** to your work but grant the judges permission to print out and play the game you submit, and for it to be included in a free anthology after the contest.

Can I Get Some Help?

Yes! If you would like to be put in touch with a more experienced designer or a peer for advice and mentorship, write to **help@goldencobra.com**. The judges will try to connect you with someone. If you would like to be a mentor, **let us know!**

Who are the Judges?

Jason Morningstar, J Li, Evan Torner and Whitney "Strix" Beltrán.

Judge Emeritus:

Emily Care
Boss

What Happens Next?

The judges will announce *and run* the winning games at Metatopia, 5-8 November 2015. The winners get bragging rights and everyone gets a new game they designed—and admission into **the Golden Cobra Circle of Power!**

