

[Game title]

[Version, e.g. Version 2.0 / Revised after playtesting]

[Your one-line pitch: the hook of your game in one sentence]

*[Cover art, box mock-up or
best photo of your prototype]*

Designer(s) [Full name(s)]

Email [The same email you use in the form]

Country [Country]

Date [Month / Year]

How to use this template

Read this page, then delete it before you submit.

- 1. Replace every grey text in [brackets]** with your own content. Keep the order of the pages.
- 2. Be brief.** We review many projects. Aim for 8 to 12 pages in total. Short, clear and visual is better than long.
- 3. Use images.** Photos of your prototype, mock-ups or sketches help us understand your game in seconds.
- 4. Put videos and large files in links,** not in the PDF. Use well-known platforms only, such as YouTube or Google Drive, and make sure the links are viewable without a login.
- 5. Export as one PDF file.** Name it *GameTitle_Version_DesignerName.pdf* and keep it under 20 MB.
- 6. Upload it in the submission form.** We only accept PDF files. Other file types, ZIP files or links to unknown websites will not be reviewed.

Remember

Your PDF should answer three questions quickly:

What is the game?

Why is it different?

Why could it be a CMON game?

Background about you and how the game was created goes in the **Description** field of the form.

Game at a glance

The key facts of your game in one table.

Number of players	<i>[e.g. 1-4]</i>
Play time	<i>[e.g. 60-90 minutes]</i>
Recommended age	<i>[e.g. 14+]</i>
Genre / category	<i>[e.g. Dungeon crawler, area control, co-op, party game]</i>
Main mechanics	<i>[e.g. Dice rolling, deck-building, worker placement]</i>
Game mode	<i>[Competitive / Co-op / Solo / Team / Campaign]</i>
Miniatures	<i>[Yes / No - approximate number]</i>
Components	<i>[Short list: board, cards, tokens, miniatures, etc.]</i>
Development stage	<i>[Concept / Playable prototype / Playtested / Blind-playtested / Production-ready]</i>
Based on an existing IP?	<i>[No / Yes - which one, and do you hold the rights?]</i>
Submitted or published before?	<i>[No / Yes - where and when]</i>

The pitch

Make us want to play it. Think of the text on the back of the box.

The hook

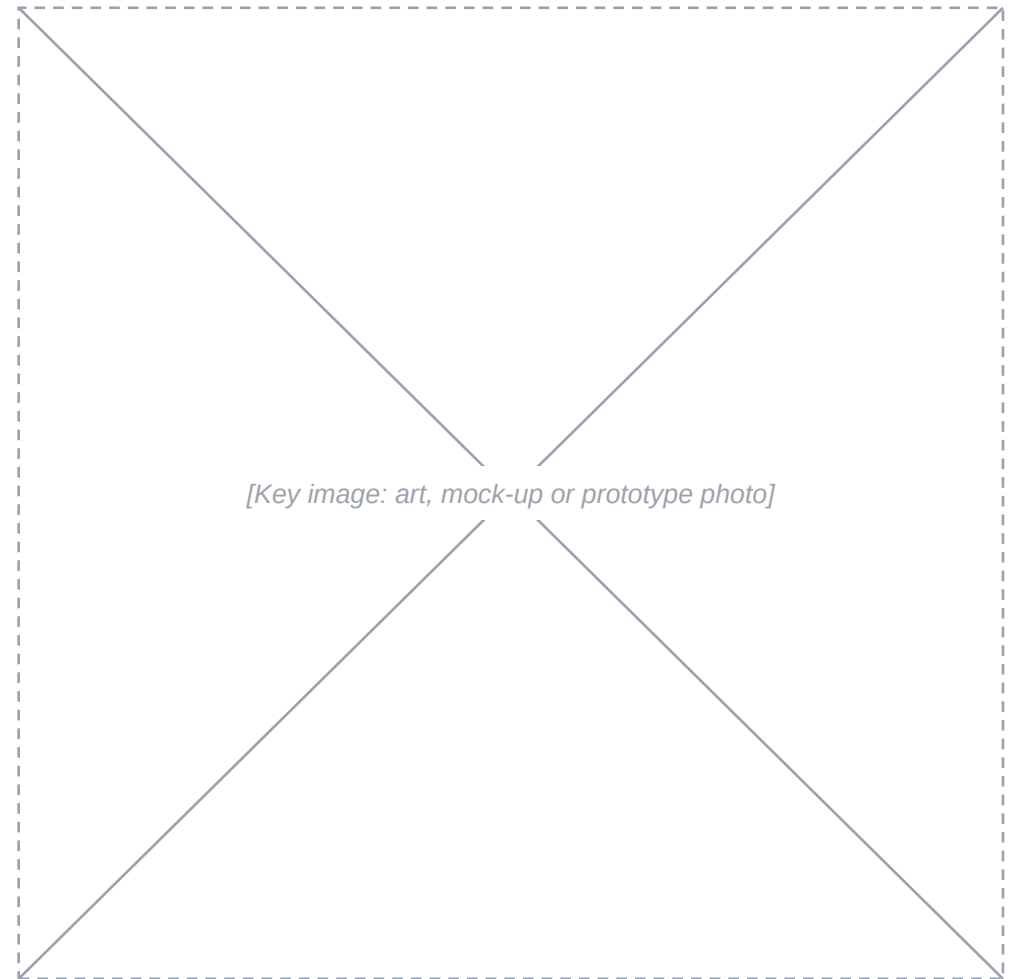
[One or two sentences. What is the big idea that makes this game exciting?]

Theme and setting

[Where and when does the game take place? Who are the players?]

What makes it different

[What is new or unique compared to similar games on the market?]



How to play

A short overview, not the full rulebook. If you have a rulebook, link it on page 8.

Goal of the game

[How do players win? What are they trying to achieve?]

A turn / round

[What does a player do on a turn? List the main actions in 3-6 short steps.]

End of the game

[When does the game end, and how is the winner decided?]

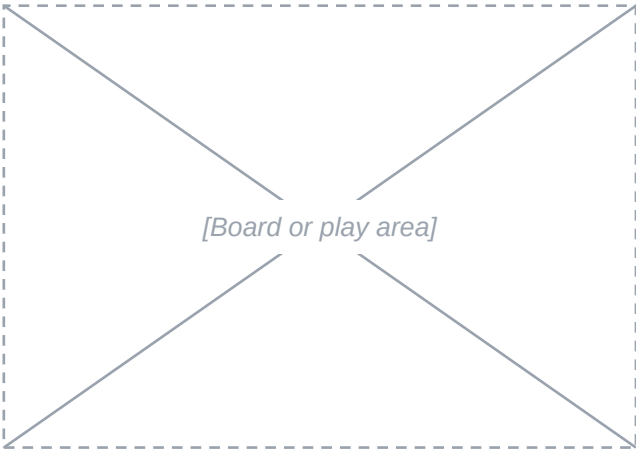
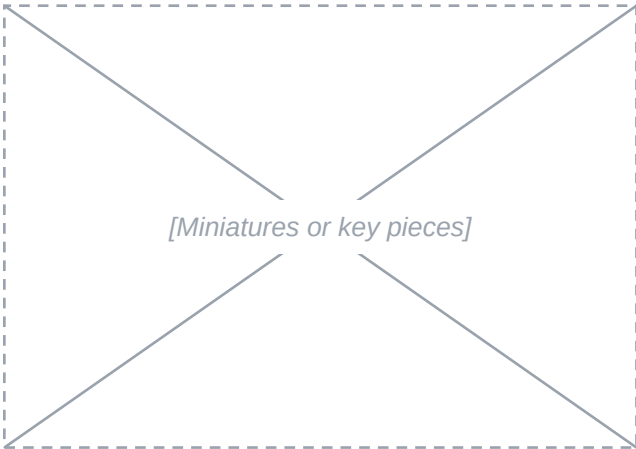
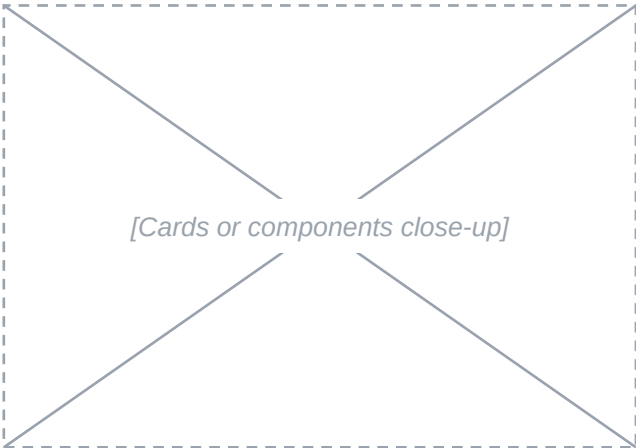
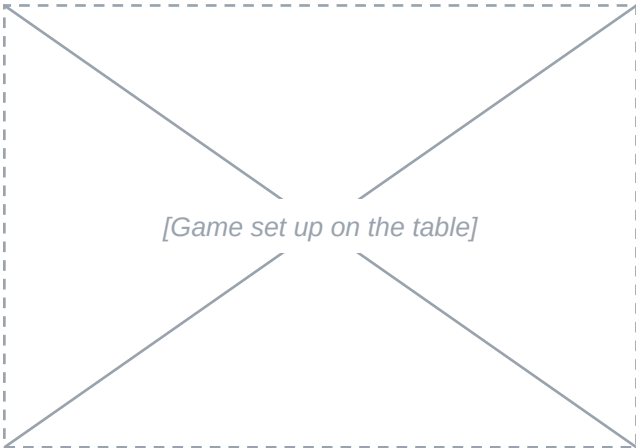
Tip: a simple diagram of one turn is often clearer than a long explanation.

Components and visuals

Show us what is in the box and how the game looks on the table.

Component list

[e.g. 1 board, 60 cards, 24 miniatures, 40 tokens, 4 player boards, 10 dice]



Development and playtesting

Where the game is today and how it has been tested.

Current stage

[Concept / Playable prototype / Playtested / Blind-playtested / Production-ready]

Playtesting so far

[Approximately how many sessions? With what kind of players: friends, groups, conventions, blind testers?]

What changed thanks to playtesting

[The main improvements you made and why.]

Next steps

[What would you still like to improve or test?]

Your personal background and the story of how the game was created go in the Description field of the submission form, not here.

Links and media

Videos and large files go here as links. Well-known platforms only (YouTube, Google Drive).

Gameplay or pitch video (2-5 minutes, highly recommended)

[<https://www.youtube.com/...>]

Full rulebook

[<https://drive.google.com/...>]

Print-and-play files

[<https://drive.google.com/...>]

Other (optional)

[Link and a short description]

Check that every link opens without asking for a login or access permission. Links we cannot open will not be reviewed.

Before you submit

Check every item, then delete this page and page 2.

- ☐ All the grey [bracket] texts have been replaced with your own content.
- ☐ The Game at a glance table is complete.
- ☐ Your PDF includes at least one image of the game.
- ☐ All links open without a login and point to well-known platforms only.
- ☐ The file is one PDF, under 20 MB, named GameTitle_Version_DesignerName.pdf.
- ☐ The game title and version match the Subject you will write in the form.
- ☐ You have read and accept the Game Submission Terms and Conditions.

Ready? Upload your PDF at projectsubmissions.cmon.com - Submit a Project