

**Send all game submissions to:** davidmcjames@gmail.com

## Blurb information

*This section is the “front page” information for the game. The blurb will be on the website, and the information will also be part of the download package.*

Game name:

Author(s):

Blurb Text:

The Phenomenonline Games Rating System.	
<b>What's the game again?</b>	(A very quick summary)
<b>Seriousness?</b>	On the lighter side / In the middle / On the serious side
<b>Genre/Setting</b>	A brief summary of the setting and genre your game inhabits
<b>Movie Rating</b>	If this were a movie, it would be rated...
<b>System</b>	What system the game uses, if any. Mention it even if it's Systemless!
<b>GM Style</b>	What kind of GMs the game would suit, and how many GMs are needed to run the game.
<b>Number of players</b>	5 is the default.
<b>Previously run at...</b>	Name the con (usually Pheno) and year where the game was run. Please mention if it was a Triptych or Diptych game.

All game submissions will be subject to and printed with the following licence requirements. If you prefer a different licencing arrangement for your work, please include this in your submission:

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Any characters or worlds from other authors used in this work remain the sole property of those authors and are included here for personal use only.

## Download package

*This section includes all the information and materials the GM will need to run the game.*

### Title page

*A single page with the name of the game and the authors. The layout person will set up the download title page using the blurb information.*

### Character sheets.

*Include the character sheets formatted for printing as they would be for the con.*

*Other player-facing materials or printables Again, anything the players will need to see.*

### GM notes

*GM notes should be in plain text. They don't need to be fancy.*

*This is the tricky bit, because most of this stuff probably exists mostly in your head. The GM notes should be as comprehensive as reasonably possible, describing how you would run the game. The GM notes should cover:*

*PLOT - what happens in the game. Plot points, key scenes, decision points, story beats.*

*STAGING - how the game is delivered. Everything relevant to the game: how characters should be selected and introduced, how to manage different player responses, where the game might go off the rails.*

*TIMING - where each part of the game fits in, assuming a standard Pheno three hour slot.*

*ANYTHING ELSE - look, games are complicated. If there's anything you think is relevant to the running or playing of the game, put it in.*

*You can assume the reader has read the character sheets. You should not assume the reader has played the game!*