



## I «TARTALO GASTEIZ» INTERACTIVE FICTION CONTEST

### *Rules*

In this first edition, we want to promote the creation of an interactive fictional tale, a short story created in the style of the classic “choose your own adventure” stories, using the open code program [Twine](#) in order to unify the formats.

### **PARTICIPATION**

The contest is open to participation of authors of any nationality, origin and residency. All participants ought to respect the following limitations of participation:

- Each participant will only submit **one** story.
- When submitting their piece of work, the participant will need to declare it strictly **original and new** in all its parts, as well as the fact that it has never been awarded in any other contest in by the time the jury makes a final decision.
- People belonging to the jury will not be able to participate.

### **INSTRUCTIONS FOR PARTICIPATION**

Participation will be completed via e-mail through the following address: [concursos@tartalogasteiz.com](mailto:concursos@tartalogasteiz.com), with “**interactive fiction**” as the subject of the message.

Each participant will send only one message with the following files:

- A **HTML file** named after the story, for example: El\_Tren\_Nocturno.html
- A **document with a summary** of the story in PDF format, for example: El\_Tren\_Nocturno\_Summary.pdf
- A **document with the participant’s personal information** in PDF format, for example: El\_Tren\_Nocturno.pdf



The latter will include the personal **information** (truthful and verifiable) of the participant: name and surname, telephone, e-mail address, mailing address and a scan or photograph of an ID card, passport or similar. In the document with the summary, will be included the **argument of the story and specific details** such as the variables employed, the different paths that the story can take, the decisions offered and the different conclusions that one could get through the story.

The deadline for submission is **May 16, 2025**. After this date, no further correspondence will be entered into with the participants.

## FORMAL REQUIREMENTS

The stories will be written in Basque or Spanish.

They will be inspired by some motif or genre of the **fantastic**, among others: science fiction, fantasy, magical realism, horror, gothic, apocalyptic thriller, dystopia, alternative history, weird fiction, weird west, etc.

- The story will have a length of **between 2,500 and 4,000 words**, divided into 50 to 75 passages.
- The author must use at least **3 variables**.
- The author should propose a minimum of **2 endings**.

The text of the interactive fiction **shall not be signed** nor shall it include data that could reveal the identity of the author.

Compliance with these requirements will be checked in a first verification phase: works that do not comply with them will be discarded before the reading phase.

## JURY

The jury, composed of individuals related to the world of gaming and literature, will freely resolve any incidents that may arise during the deliberations, including those not foreseen in these rules.

The specialized jury will evaluate the accepted works based on several criteria, including:

- The originality of the theme or content
- Presentation of the fiction
- Consistency of format



- Use of variables
- Generation of agency in the players
- Use of images or sounds

Their decision will be final; they may also declare the prizes void.

During September, the competition's website will publish a document highlighting the works that, in the jury's opinion, have the highest quality, without revealing the authorship. The list of finalists will include the winning interactive fictions.

The final decision, previously communicated to the winners by phone or email, will be made public on **November 9**, in an event as part of the "Tartalo, III Week of the Fantastic in the Arts" program.

After the awards ceremony, the decision will be published on the Tartalo website and spread through local media.

## PRIZES

The winners will receive a **certificate** and the following **prizes** awarded by the University of Euneiz in Vitoria-Gasteiz:

- **First prize:** An opportunity for individualized artistic mentoring by university professors, the creation of an audiovisual piece based on the winning work along with university students, a review of the project, and digital publication through the university's institutional dissemination channels. In addition, the winner will receive an invitation to attend the **Games Academy** workshops on video game creation held at Euneiz during the second semester of the academic year (from February to June 2026).
- **Second prize:** An invitation to attend the Games Academy workshops on video game creation at Euneiz during the second semester of the academic year (from February to June 2026).

Additionally, the two winning interactive stories will be published on the Itch.io video game platform. Euneiz will create an official Tartalo account on this platform to host the winning stories of each edition.

Prior to publication, the winning stories may undergo a typographical review.



For a period of up to two years from the contest decision, the two-winning works will remain in the possession of the organization, which, in addition to publishing them, may reproduce them in media of the collaborating entities, without prejudice to the inalienable rights reserved for the authors under Article 14 of Royal Legislative Decree 1/1996, of April 12.

## WARRANTIES AND RESPONSIBILITIES

Related to the above, and in order to avoid anomalous situations in the development of the contest, the organization states that:

1. Participating in this contest implies the **acceptance** of its rules. Consequently, all unforeseen incidents will be resolved by the organization for the benefit of the contest.
2. The persons who enter their work in this contest will be legally **responsible** for its content.
3. It will be the obligation of the participants to **communicate** by e-mail any variation of the submitted story (for example, if it is the winner of another prize) until the deadline for delivery of the same.
4. The authors of the stories undertake to hold the organization of this contest **exempt** from any damages that it may suffer as a consequence of the inaccuracy or lack of truthfulness of any of the statements indicated above at the time of submission of the work, which must remain in force until the awarding of the prizes.

