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Dear Toy and Game Inventor,

As one of the few major toy companies that openly evaluates ideas from inventors, we are faced with an ever growing number of submissions. In an effort to maintain our open door policy, we have set some guidelines for you to follow when submitting your concepts to us.

The first document we require is a *Concept Submission Sheet*. This is a one-page document for you to create that gives us an overview of your game. We have included a completed example for your reference. When completing your Concept Submission sheet please follow these guidelines.

- Create your sheet using the same format as the sample.
- Please don't use type smaller than 10 points.
- Keep your concept sheet to one page in length.
- Photos are not necessary, but if you choose to send them, they will not be returned to you.

The second form we require is a Product Submission Release that you must fill out, sign, and return with your Concept Submission sheet. We cannot review a Concept Submission unless it is accompanied with the completed release. Neither of the documents will be returned to you, so please keep copies for your files.

Please do not send a prototype of your game or toy until you have received a request from us asking you to do so. If you choose to send a game without a request from us, it will not be returned to you.

We appreciate the work you have put into your game or toy concept. We look forward to your submission and thank you for considering University Games.

Sincerely,

University Games

## UNIVERSITY GAMES CORPORATION PRODUCT SUBMISSION RELEASE

I, \_\_\_\_\_, am submitting for evaluation by University Games Corporation the product \_\_\_\_\_. I understand that University Games makes no promises by accepting the submission for evaluation. I also understand that University Games may be working on similar products, names, concepts, designs or ideas independent of this submission.

I understand that University Games may develop, market, manufacture and distribute similar products in the future. I hereby acknowledge that by submitting the product name, concept, design, idea or prototype, I am in no way obliging University Games. I agree on behalf of the above-stated product(s) to hold University Games harmless for any previous product development that may resemble the product.

Signed: \_\_\_\_\_ Date: \_\_\_\_\_

Name (please print): \_\_\_\_\_

Position: \_\_\_\_\_

Name of Game/Toy: \_\_\_\_\_

Address: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Phone: \_\_\_\_\_

Fax: \_\_\_\_\_

Email: \_\_\_\_\_

University Games cannot be held responsible for any lost or damaged game equipment, photographs, samples and prototypes, both requested and unsolicited. Unsolicited materials will not be returned. If University Games requests a sample or prototype of your concept, we will return the sample if it is accompanied with a written request to do so.

## **Concept Submission Sheet (SAMPLE)**

### **RIPLEY'S BELIEVE IT OR NOT GAME**

The Game that Proves Truth is Stranger than Fiction

#### **The Story**

No one can resist the bizarre, the weird, the strange. The *Ripley's Believe it Or Not* Game presents the best of Robert Ripley's macabre stories, cartoons and exhibits in a light-hearted and humorous setting.

#### **The Market**

Ripley's Believe It or Not! Is a highly rated TBS series, over 25 million people visit the 28 Oddi-torium museums each year, and the cartoon still appears weekly in over 100 newspapers around the world. Both television viewers and museum attendance skews heavily (60%+) to females with median age at 25-40.

#### **The Game**

Emulating Robert Ripley's famous journeys, players travel a map of the world collecting facts for their own "Oddi-toriums."

Placing their token on any continent, players earn 'steamship tickets' by correctly responding to a Believe It or Not statement. Players use steamship tickets to travel the map and visit each continent where they attempt to collect a photo card in order to open their own Oddi-torium.

On each turn a player is read a "Believe It or Not" statement. The player must decide if it is a real Ripley's Believe It or Not or a false statement. After the statement is read, all other players bet one steamship ticket as to whether the answering player will respond correctly. (This keeps every player interested in every turn.)

If the responding player believes the statement to be a Ripley's fact, the player says, "Believe It". If the responding player believes the statement to be false, the player says, "Or Not." If the response is correct, the player receives one steamship ticket. After each player who bet correctly receives one steamship ticket, the turn ends and play moves to the next player to the left.

When a player moves to a continent AND has three remaining tickets to the same continent, the player may attempt to collect an Exhibit Card for his/her Oddi-torium. The player is shown the picture side of an Exhibit Card and then read three possible explanations for what is depicted on the card. If the player determines the correct Believe It or Not explanation, the card is given to the player. (One version of the game allows the reading player to invent a possible explanation. If the player being read the card guess the invented explanation, the Exhibit Card is kept by the reading player.)

The first player to collect an Exhibit Card from each of the seven continents, wins the game.

#### **Components**

Game board (1), Box (1), Card Deck (1- 440 cards), Moving pieces (6), Dice (2), Betting Chips (8), Plastic Moving piece bases (6).