

CONTEST RULES

SCHEDULE

1. Deadline ends at **26th June 2008 23:59 (UTC)**
2. Any game or update submitted after the deadline will not be accepted.

ENTRIES

3. Everyone can participate and the number of entries for each participant will be unlimited.
4. The entries have to be **games inspired on whatever genre**: platforms, arcade, questions and answers, board game, text adventure, etc. Applications, loaders, demos, tools, etc. will not be accepted.
5. Games have to be made **100% MSX-BASIC version 1.0** without using assembler or other no-MSX-BASIC technique. Contestants have to respect the following restrictions:
 - a. Using **CALL** instruction is forbidden.
 - b. **DEFUSR**: You can define callings to machine code routines for the MSX1 BIOS, from &H0000 (reset MSX) till &H0156 (clear keyboard buffer)
 - c. **OUT**: To preserve compatibility only OUT will be permitted if it points to PSG and VDP addresses. If you access to VDP using OUT you must guarantee a total compatibility with the standard (reading data from the BIOS with PEEK instruction)
 - d. **POKE**: Can be used for any memory address from the end of the program till &HFFFF, it means that is not permitted to modify the program with POKE (no self modifying code)
 - e. **USR**: Calls to machine code routines are permitted if they are previously defined with DEFUSR, respecting its restrictions explained above. Passing in and out parameters, is allowed if it is made through USR instruction.
 - f. It's forbidden in/out cassette instructions.
 - g. It's forbidden printer related instructions.
 - h. Using instructions added by an MSX-BASIC extension as diskrom, expansion cartridges, etc. is not allowed.
6. The MSX-BASIC list has to be no longer than **10 lines**. If this limitation is exceeded, then the entry will be disqualified automatically.
7. Entries will be sent in a .BAS file with a .TXT file with the list attached. You can include a text file with instructions, story, comments, notes, etc. if you want.
8. Participants have to send their entries to concursomsxbasic@konamito.com with the following personal data: name, surname, nickname and a valid email address.
9. The author gives his approval to publish the game and complete list.
10. The **entries have to be unpublished**. Copies of existing games will be automatically disqualified, as well as the author. So he will not be able to participate in this contest.

THE JURY

11. Fernando López also known as SapphiRe, will be the judge of this contest. He is a very experienced programmer in videogame development, with a wide knowledge of MSX-BASIC and well known in the MSX world.
12. His decision will not be appealable under any circumstances.

PRIZES

13. The **best three games** will win a prize according to the jury decision. Prizes are not yet decided but before the end of April 2008 they have to be revealed for general knowledge. Of course they will be **MSX related stuff**.
14. Prizes cannot be changed for money.

FINAL REMARKS

15. Any question will be answered at the Discussion Forums in specific thread for it.