



LIVING LORE SUBMISSION GUIDE

WHAT IS LIVING LORE?

Starset: The Great Dimming is a special tabletop role-playing game because it is not contained to published rule books. Hoodwink Games' global community influences Starset by submitting their own stories and gameplay summaries.

These campaigns become part of the Universe's living lore on our website. Lore adds new canon events, meaning your game sessions can influence others' game sessions all around the world. Our Starset webpage is the central hub for where these sessions are reported, stories told, and changes officially archived and announced. Refer to this page for the latest events, new items, NPCs, vehicles, and locations.

SUBMITTING A CAMPAIGN

If your players have a particularly exciting game session or campaign arch, the details can be submitted to become a canon event in Starset lore. To submit your campaign, please follow the guideline below:

- ◆ **Summarize key events of your session in 250 to 2,500 words.** Write a 250 to 2,500-word, third person story describing what happened in the session. Focus on events that matter

to other characters who might visit the same area or encounter the same people. For example, blowing up a street block matters to anyone visiting the street.

- ◆ **Submit campaigns as a series using the "multiple chapters?" button.** If you report an entire campaign, submit each game session or plot arc as a separate entry. Then, with each entry, click the "multiple chapters?" button on the submission form.
- ◆ **Write as a story.** You are summarizing events but not writing them step-by-step. "Players went here, then did this, then did that," will not engage with other players, and your session won't get incorporated into others'. If you write the events as a story, though, players can read the summary like a chapter in a book and become eager to tell their own.
- ◆ **Omit meta details.** Summaries do not include meta information about your game session. Player names, details of what players did (like knocking over a drink or snorting at a joke), notes about where you played, the weather, etc. are NOT included in campaign summaries. Campaign summaries describe only game-world events.
- ◆ **Keep the story consistent with other lore.** Players do not need to read all lore before submitting. However, stories should be generally consistent with lore from the Starset Universe Manual and cannot directly contradict other story arcs.

SUBMITTING A STORY

Writers can submit their own contributions to Starset lore without ever playing the game. If you are a sci-fi writer and would like to contribute to Starset's setting, you may do so by submitting short stories and chapters of your own creation! To submit a short story, please follow the guidelines below.

- ◆ **Limit your story to 250 to 2,500 words.** Stories should be first or third-person and 250 to 2,500 words. If your story is longer than 2,500 words, submit the story in multiple chapters and click the "multiple submissions?" button with each submission.
- ◆ **Quality Over Quantity.** Online writing is best when it is tight and strong. Excessively wordy submissions won't get many reads, and the beautiful details you create could get lost. Therefore, please focus on writing strong, short submissions unless you have a well-refined, longer piece.
- ◆ **Keep the story consistent with other lore.** Writers do not need to read EVERY other canon story before submitting. However, stories should be generally consistent with lore from the Starset Universe Manual and cannot directly contradict other story arcs.
- ◆ **Explore Genres.** Starset is a science fiction game, and any stories submitted must at least be consistent with science fiction. That said, science fiction does not have to be your primary genre. Mystery, horror, suspense, romance, and even fantasy elements are all valid and crucial parts to this world. If you are a writer for one of these genres, still submit!

CONTENT GUIDELINES

Beyond staying Universe consistent, see the following guidelines for what content will or will not be accepted.

DO...

- ◆ Use strong verbs and descriptive nouns, and limit adjectives/adverbs
- ◆ Use details (characters, places, events, etc.) from other lore to create consistency with the Universe
- ◆ Create new world building details like new settlements, ship types, characters, etc.
- ◆ Focus on the grimdark themes of person vs. society, person vs. nature, and person vs. self
- ◆ Create stories that generally honor the virtues of love, joy, peace, patience, kindness, goodness, gentleness, self-control, value of life, and the differentiation between strength and power
- ◆ Tackle challenging dilemmas and propose at least a hit to a solution

DO NOT...

- ◆ Write a story arc that blatantly violates other, major established lore. Submissions inconsistent with other major lore may be considered as Rumors (see below) but will more often be immediately dismissed.
- ◆ Include erotic, or gratuitously violent scenes. Sexual content and violence may be necessary in certain stories but must be tastefully – not indulgently – written.
- ◆ Glorify violence, promiscuity, racism, sexism, self-harm, drug use, or sexual deviance. These topics can be addressed, but stories must present constructive approaches to handling these topics.



WILL I GET PUBLISHED?

Hoodwink Games cannot guarantee any given submission will be published, even if it follows the guidelines above. It is our hope to publish stories fitting these guidelines. However, every story submitted to us we will classify as one of the following:

CANON

A canon submission is a story that joins the core story arc of Starset. It is an event that actually happened in the game and should affect every other players' game session if they cross paths. Canon stories will be published on Hoodwink Games' Starset webpage with the tag (Canon). Authors will receive an email message when their story is scheduled to post.

RUMOR

A rumor submission is a strong story with good characters and fits the spirit of the Universe but is not consistent with other lore. Rumors are often huge, Universe shaking events that don't really work with the greater Starset story but make for cool scenarios. Players are encouraged to still read rumors and decide if they want to incorporate rumors into their own games. Rumor stories will be published on Hoodwink Games' Starset webpage with the tag (Rumor). Authors will receive an email message when their story is scheduled to post.

REJECTED

A rejected submission is a story that does not meet either content or quality expectations. Rejected submissions may be rejected for any number of reasons. If a story is rejected, the Hoodwink Team will try to reach out and notify the author that the submission has been rejected and why. However, depending on the volume of submissions, authors can assume their submission has been rejected if they do not receive an email after two weeks.

LEGAL

By submitting a "Work" (defined as the full text of the submission, including all characters, names, locations, and stories included in the submission), the "Author" (defined as the individual submitting the Work) agrees to the following:

(I). The Author possesses legal ownership of the Work, according to United States intellectual property law;

(II). In exchange for publication consideration, the Author gives Hoodwink Games a no-cost exclusive license to the Work for any purpose or application, including but not limited to:

a) The right to globally distribute the Work in any form, both digitally and in print;

b) The right to profit from the Work;

c) The right to license the Work to others;

(III). Should legal challenge arise as to the Author's legal ownership of the Work and/or ability to grant the exclusive license described in Section II (such as in the event of a plagiarism accusation), the Author agrees to pay for all costs associated with resolving these accusations including but not limited to legal fees, fines, and financial settlements;

(IV). Should the Author (and/or an entity on behalf of the Author) bring legal action against Hoodwink Games (and/or an entity associated with Hoodwink Games) related to a submission of a Work, then the Author will cover all costs and expenses of Hoodwink Games (and/or any entity associated with Hoodwink Games) incurred in efforts to resolve the legal action.

(V). Any legal disputes regarding these terms and conditions are subject to and to be resolved by the laws of the Commonwealth of Virginia and/or the federal laws of United States of America in a venue located in the Commonwealth of Virginia.

FAQS

Will my story be edited?

Most likely. Hoodwink Games reserves the right to edit any story submissions for grammar, spelling, or content that may violate our guidelines. If the Hoodwink team feels substantial changes are needed, the author will be notified to make the requested edits.

Will I receive credit for my story?

Yes! Authors will have a byline on their published submissions and have the option to include links to their other works. If these are deemed appropriate for Hoodwink audiences, we will share these links to support our authors' other creations.

Will I be paid for my story?

No. Authors do not receive payment for any submissions. See "Legal."

Can I submit multiple stories?

Yes! Players and writers may submit as many stories as they would like unless notified otherwise.

Can I submit stories I've already published elsewhere?

No. All submissions must be original work created exclusively for submission to Hoodwink Games.

Can I publish stories I've submitted here on other platforms?

No. When a story is submitted, authors give Hoodwink Games exclusive license to use of that story. The story cannot be reused or published elsewhere without express written permission from Hoodwink Games. See "Legal."

Can I add submissions to other people's stories?

Yes! If other authors submit incomplete stories, stories with open plots, or stories with plot threads you would like to develop more, you may write submissions based on these. Your submission should, however, respect the spirit of the original story.

Can I kill off a character created by someone else?

Yes, but cautiously. The more existing characters a writer kills, the less likely the story is to be published. Killing characters severs other writers' creativity and should only be done with masterful intention and thoughtful purpose.

Why does Hoodwink Games require such a wide range of legal rights to my work?

To make authors' submissions matter in the wider game's development, we have to be able to freely utilize submissions in game books, web articles, and merchandise. Managing a matrix of legal rights to a storyline composed by different authors, submitted at different times, in different countries, would make using these stories impossible. Therefore, we have to consolidate the rights to everything within Hoodwink Games so we can continue using and developing the stories with and for all players.

Why don't I get paid for my submissions?

Hoodwink Games does not make money off of posted submissions themselves. Posts on our website are not monetized with advertisements, so we cannot monetize the authors. We also are not able to estimate the number of submissions we will receive, so we are not able to guarantee an amount of payment to each author.

Can I submit a story in another language?

Hoodwink Games welcomes submissions from anyone across the world. However, **we recommend that submissions be made in English.** Any submissions made in other languages will be translated using translation software and edited for coherence prior to any publishing.