

“2026 Block Party” Educational Game Competition

Official Rules

Presented by 7 Generation Games

1. Sponsor

This competition (the “Contest”) is sponsored by 7 Generation Games (“7GG,” “we,” “us”). Contact and mailing details to be added by Sponsor.

2. Nature of the Contest

This is a skill-based contest. Winners are selected by qualified judges using the published scoring rubric in Section 10. No element of chance determines any prize. There is no entry fee and no purchase of any kind is necessary to enter or win.

3. Eligibility

The Contest is open to individuals who, as of the date of entry, are:

- 18 years of age or older; and
- Legal residents of the United States or Canada, excluding the Province of Quebec.

Void in Quebec and void where prohibited or restricted by law. Employees, contractors, officers, and judges of 7 Generation Games, and their immediate family and household members, are not eligible. Entrants are responsible for ensuring that participation is lawful in their jurisdiction.

4. Contest Period

The Contest opens July 15, 2026 at 12:00 a.m. Pacific Time and closes September 15, 2026 at 11:59 p.m. Pacific Time. Entries submitted outside this window will not be considered. Sponsor’s clock is the official timekeeper.

5. How to Enter

1. Register for the Contest. You will receive all of the blocks available at the time of registration (10 blocks available July 15), and emails to access any additional blocks to be released during the competition. You may reuse any block as many times as you like.
2. Build your game using the 7 Gen Blocks Game Builder. **Games not built with 7 Gen Blocks will not be considered.**
3. [Submit using the official submission form](#), which requires your name, email, country of residence, a title, the URL where the game can be played, and a brief statement of what the game is intended to teach.

Language: the language used in the game must be English or Spanish.

Entry limit: up to three (3) games per person. If more than three are submitted, only the last three received will be judged.

Teams: a game may be created by an individual or a team. For each winning entry, one (1) payment will be issued to the single person named as responsible on the submission form.

6. What Counts as a Completed Game

To be eligible for any prize, an entry must be a completed game, defined at minimum as a splash screen, an introductory block, a mini-game block, and an end screen. A completed game is required to be eligible for either the Best Game or the Best Artwork track.

7. Assets, Originality, and Use of AI

- Entrants must hold all rights necessary to use every asset in the game, including artwork, video, and audio. Acceptable sources include original work created by the entrant, lawfully purchased assets, and public domain material.
- Generative AI may be used anywhere in the creation of a game (for example design, assessment questions, or in-game art), but the entrant must disclose where and how AI was used (for example, “background images were AI generated, characters were drawn by the developer”).
- Best Artwork track exception: only original, human-created artwork is eligible for the Best Artwork prizes. AI-generated images are not eligible to win the artwork prizes, although they may appear in the game itself when disclosed.

8. Content Standards

- Games must be appropriate for work or school. No violence, sex, or nudity. No hate speech. If you would not let your child, parent, or employer play it, do not submit it.
- All content must be original to the entrant or used with the right to do so, consistent with Section 7.

9. Prizes

Best Game track: first prize \$500, second prize \$300, third prize \$200.

Best Artwork track: first prize \$500, second prize \$300, third prize \$200.

Total cash prizes: \$2,000.

In addition, every entrant who submits a completed game receives a certificate of recognition. Select in-kind prizes will also be awarded; t-shirts, hats and water bottles. Prizes are non-transferable and may not be substituted by the winner. Sponsor may substitute a prize of equal or greater value if necessary.

10. Judging Criteria

Best Game (100%)

- Engagement, how fun it is to play and whether players want to finish: 40%
- Educational content, how much a player would learn: 30%
- Creativity and innovation: 20%
- Commercial potential, whether people would buy the game: 10%

Best Artwork (100%, plus bonus)

- Creativity: 50%
- Artistic rendering: 50%
- Educational value bonus: up to an additional 5% for artwork that teaches (for example a labeled plant diagram or a map).

Games should take less than 15 minutes to complete. There is no minimum play time, but very short games are unlikely to score well. Judges include experienced game developers, designers, and players for games, and leading artists for artwork. Age-appropriate game testers will also play entries; for example, a game made for nine-year-olds will be played by at least one nine-year-old.

11. Winner Selection, Tiebreakers, and Notification

Judges score each eligible entry against the rubric in Section 10. The highest weighted score in each track wins first prize, and so on. In the event of a tie in the Best Game track, the entry with the higher Engagement score will rank higher. In the event of a tie in the Best Artwork track, the entry with the higher Creativity score will rank higher. Potential winners will be notified using the contact information on the submission form and may be required to confirm eligibility before a prize is awarded.

12. Taxes

Winners are solely responsible for all taxes on prizes. Before any payment, U.S. winners may be required to provide a completed IRS Form W-9, and Canadian winners a Form W-8BEN. Applicable withholding may apply to non-U.S. winners. Sponsor will issue tax forms as required by law.

13. Ownership and License Granted

Entrants retain ownership of the games and artwork they submit. By entering, each entrant grants 7 Generation Games a perpetual, irrevocable, worldwide, non-exclusive, royalty-free, sublicensable license to use, reproduce, host, modify, adapt, publish, publicly display, and distribute the submitted game and its assets, and any winning artwork, for any lawful purpose, including promotion of the Contest and the Built with Blocks gallery, and inclusion in current or future 7 Generation Games products. This is the same non-exclusive standard 7 Generation Games applies to artwork created by its artists. Entrants remain free to publish, reuse, or sell their own work elsewhere.

14. Publicity

By entering, entrants consent to 7 Generation Games linking to and featuring their game on the Built with Blocks page and in blog posts, videos, and other promotion of the Contest and the gallery. Winners consent to the use of their name and entry for promotional purposes without additional compensation, except where prohibited by law.

15. Privacy and Communications

Personal information collected at entry is used to administer the Contest. For Canadian entrants, registering for the Contest does not by itself enroll the entrant in marketing email; any commercial messages will follow Canada's Anti-Spam Legislation (CASL) and require appropriate consent.

16. General Conditions

Sponsor may disqualify any entry that violates these rules or that, in Sponsor's reasonable judgment, is fraudulent, infringing, or inappropriate. Sponsor reserves the right to modify, suspend, or cancel the Contest if it cannot be run as planned. These rules are governed by the laws of the State of California, without regard to conflict-of-law principles. To the extent

permitted by law, Sponsor is not liable for technical failures, lost or late entries, or any damages arising from participation.