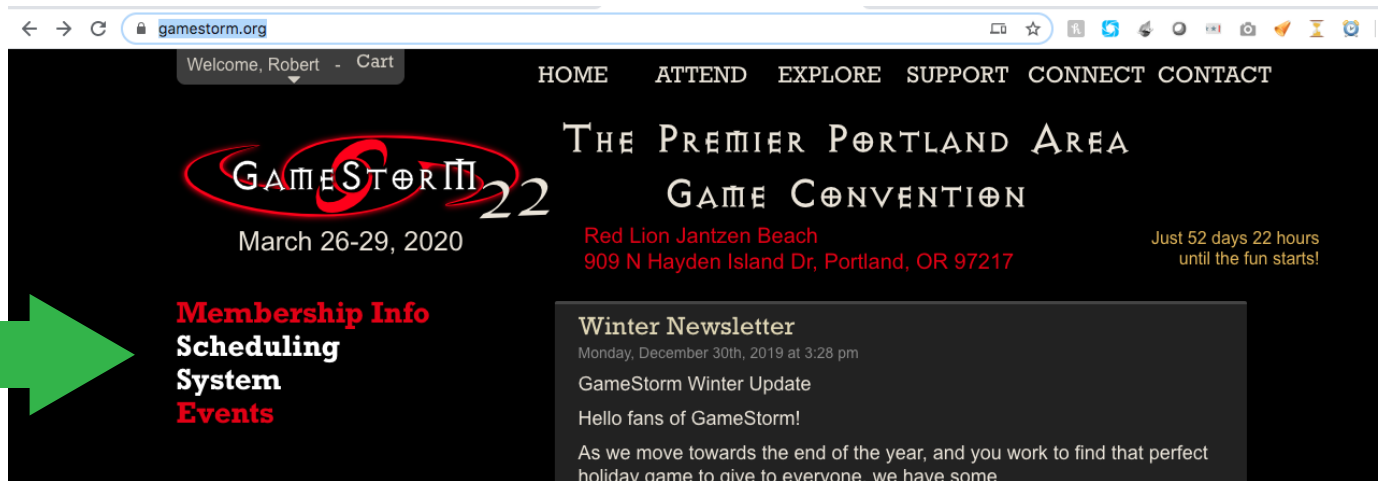


How to Use the GameStorm Event Registration System to submit a game for playtesting in Game Lab

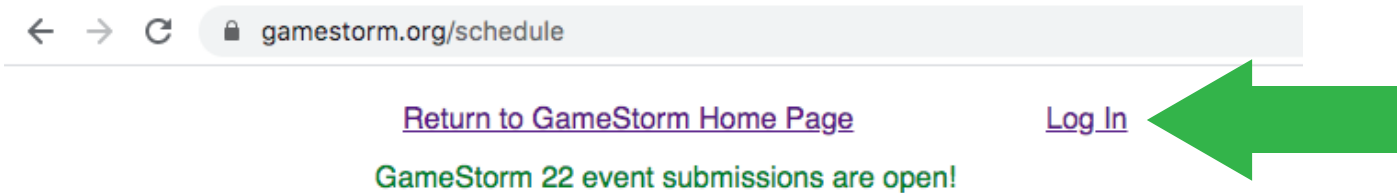
Go to Gamestorm.org

Make sure you have a ticket/membership (same thing) to the event.

Click on Scheduling System in the left column.



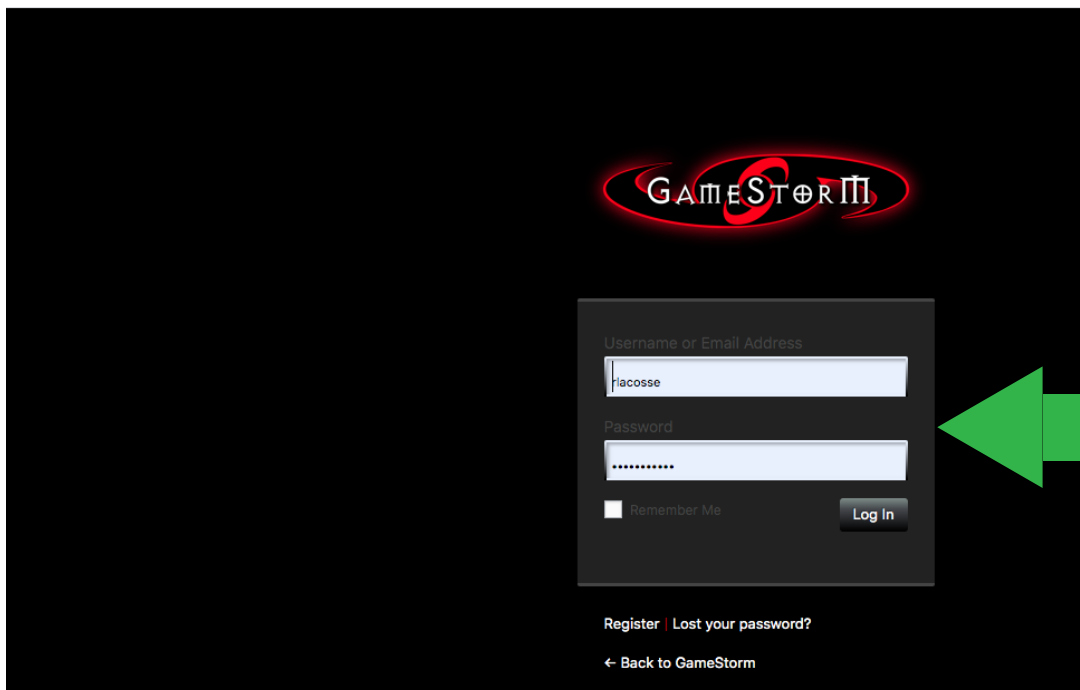
Click on Log In.



Register if you have not created an account yet.

Enter your credentials.

Click Log In.

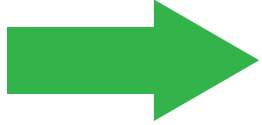


Click on Submit an event.

[Return to GameStorm Home Page](#)

[Log Out](#)

GameStorm 22 event submissions are open!



[Submit an event](#)

Enter your event information.

MAKE SURE you select GAME LAB from the Track menu and PLAY TEST from the Event Type menu.

Place notes regarding your 1st, 2nd, and 3rd choice for scheduling times/dates in the notes to the scheduler.

Submit your event.

[Return to Main Menu](#)

[Return to GameStorm Home Page](#)

[Log Out](#)

GameStorm 22 event submissions are open!

Event name:

Game system:

Duration:

Player maximum is all players, *including yourself* if you will be playing

Player max:

GM is a player:

Track:

Event type:

Long tables are 30" or 36" wide. Large tables are approximately 6' square

Table type:

Gm is designer:

Experience level you want players to have with this game. Beginner means you're willing to teach it.

Experience:

Age group:

The URL may be a link to any related page, such as a boardgamegeek.com description.

URL:

The short description will appear in the program book and on summary web pages. It is limited to 400 characters.

Short Description:

The long description will appear on signup sheets and on event detail web pages. It will not automatically include the Short Description text. It is limited to 2500 characters.

Long Description:

Include anything you'd like the schedulers to know. Please include your preferences for date and time.

Note to Scheduler:

