

Hero Plus Creator's Guidelines

(August 4, 1997)

Thank you for your interest in creating for **Hero Plus**, the electronic publishing arm of Hero Games. Hero Games, of course, is the publisher of *Champions*®, *Fantasy Hero*™, *Star Hero*™ and the rest of the *Hero System*© line. The Hero System is one of the oldest universal role-playing systems, and enjoys a long tradition of fine products. We're glad that you are interested in helping to contribute to that tradition.

WHAT WE ARE LOOKING FOR

Writers

We are looking for what *you* want to create. The exciting field of electronic publishing allows us great latitude in producing products. We have a unique opportunity to fill many needs here, and we want to be able to take full advantage of that.

To do so requires your help. If you have an idea for a product, no matter how outré, we are interested. Be it a campaign for *Star Hero*, a *CHAMPIONS* product, or something from left field, we want to hear about it. And publish it.

We are interested in supplements and campaigns for both the 4th Edition *Hero System*™ and the *Fuzion*™ System. Or, you can create a book that has information for both systems. In fact, we really encourage the latter, if you are proficient with both systems.

To get the ball rolling, follow the submissions procedure detailed below. We will get back to you within two months as to whether we would like to proceed with the project. When that happens, we will send you our style guide so you will know how to format your manuscript.

Submissions Procedure

To become a writer, all you have to do is send us a proposal (see below). Submissions may be made electronically (to one of the e-mail addresses listed below) or via US Mail. We'll get back to you and start the ball rolling.

For an initial submission, an author should send us the items listed in the next column.

- 1) The High Concept. This is the one-sentence or one-phrase description that describes the project and why someone should buy it.

Example: *The Ultimate Powered Armor is a source book that gives you new rules and complete guidelines for building the most awesome powered armor suits ever. Example: Horror Hero is the complete genre book for role-playing horror in the Hero System.*

- 2) A summary/synopsis of the project.

- 3) A list of the contents of the proposed product. Also describe what type of book it is (Examples: a 96-page Source book for *Champions*, a 144-page Source book for *The Western Shores*, a 200-page Campaign book for *Star Hero* using the *Fuzion*™ Rules) and tell what the book does. (Example: This book teaches you how to create powered armor suits).
- 4) A short section of the project that is written in full detail to serve as a sample of writing and design abilities. This section should be no longer than three pages. A list of previous professional writing credits and references can substitute for this.
- 5) A completed character sheet for the Hero System and/or Fuzion to demonstrate knowledge of the rules.
- 6) A self-addressed, stamped envelope. Failing to enclose a SASE can seriously slow down or stop our response.

This enables us to get an idea of the project and your capabilities, without forcing you to complete the entire project. It also allows us to make an initial appraisal without having to read dozens of pages of material. **Please make sure to put your name, address, phone number and e-mail address on each PAGE of your proposal. Quite often cover sheets get lost, and if that is the only place your contact information is, we won't know who to contact.**

Artists

We always need artists to illustrate our products. Although the percentage of art in our electronic books is quite a bit lower than in traditional books, we still need talented artists to help make these books look their best.

In general, artists will be assigned a given project to work on. However, we encourage artists working with writers from the beginning of a project, and artist-writers. We are fully aware that art is an important component of a game supplement, and it is important that the artist be involved in the project from an early stage.

If you wish to do artwork for **Hero Plus**, please send us a portfolio of samples that we can keep on file. Indicate the types of art you like to do. Electronic portfolios are also acceptable. We'll try to match you up with a project that you are interested in.

Please contact the **Hero Plus** editor for more information on art format. Remember that we are publishing the artwork in electronic format, and will need the art work prepared for such publications.

EDITING AND PAGEMAKING

Hero Plus is also looking for skilled editors and pagemakers. Ideally, anyone interested in this work should be skill in both editing and pagemaking. **Hero Plus** uses Adobe PageMaker to prepare our files, so editors should be familiar with that software package, and should have access to it.

If you are interested in this facet of **Hero Plus** you **must** have access to either PageMaker or Quark Xpress. We need our manuscripts prepared in one of those two formats.

We will need to see a sample of something that you have layed out, and a sample of your own editing/writing. (We know it is hard to send in an editing sample, but some of your writing, or something you've edited will suit the bill.)

Please contact the managing editor for more details. We have a great need for people to fill this role, so don't be shy!

RESPONSE TIME

We are planning a very ambitions release schedule. Thus, it is in our best interests to get back to you quickly. However, some times we get a little bogged down. It can take two or three months to put a proposal through the evaluation process. If you haven't heard back from us in two months, please call or write the Managing Editor to find out the status of your proposal.

While we encourage you to stay on top of things, there is no real need to check in with us every day, or even every week. If two months have gone by and you haven't heard from us, e-mail us or write us. Otherwise, assume things are going smoothly.

RELEASE FORM

Enclosed is a form that you should fill out and return with your proposal. It is a release form, needed for our protection. We're not out to steal your ideas, but our lawyers (God bless 'em) insist on these things. Please note that we cannot look at any submission that arrives without a signed release form. Please copy the release form, and include one with each submission.

ACKNOWLEDGMENT FORM

Also enclosed is an Acknowledgment Form. If you wish to be notified that we received your submission, please fill out this form completely, and enclose it and an additional SASE along with your proposal.

If you wish your proposal returned to you, please make sure to include a proper-sized self-addressed stamped envelope with sufficient postage to get your proposal back to you.

CONSIDERATION POLICY

Hero Plus pays its creators on a royalty basis. This is calculated on how many disks are sold. **Hero Plus** is *not* in a position to pay cash advances on projects.

In general, the royalties for **direct sales** break down like this:

Author: \$1.25 per disk sold.

Artist: \$0.75 per disk sold.

Editor/Layout: \$1.00 per disk sold.

If the product takes more than one disk, the following is added to the royalties. This amount is per extra disk:

Author: + \$0.75 per disk sold.

Artist: + \$0.25 per disk sold.

Editor/Layout: + \$0.50 per disk sold

The royalty schedule is flexible, and can be reallocated depending upon the amount of work done by various people. If the product takes more than one disk to publish, the royalties go up.

Royalties for retail sales, when the products are sold through the traditional distribution channels, are paid at 1/5 the rate above, as shown below:

Author: \$0.25 per disk sold.

Artist: \$0.15 per disk sold.

Editor/Layout: \$.20 per disk sold.

If the product takes more than one disk, the following is added to the royalties. This amount is per extra disk:

Author: + \$0.15 per disk sold.

Artist: + \$0.5 per disk sold.

Editor/Layout: + \$0.10 per disk sold

CONTACT INFORMATION

If you have further questions please feel free to write again. You can also call between 11 a.m. and 4 p.m. PST, but please don't phone unless the matter is important.

Bruce Harlick — Hero Plus Managing Editor
PO Box 699
Aptos, CA 95001-0699
Internet: BruceHH@AOL.COM
Web: <http://www.herogames.com>

Regarding the Acknowledgement Form and the Review Process:

- (1) The following Acknowledgement Form will be sent to you by Hero Plus in order to show that we have received your Work. You must, however, fill in the title of the Work and your name and address on the form; otherwise it may not be returned to you.
- (2) Remember that the Acknowledgement Form will not be returned to you unless accompanied by a signed Product Release.
- (3) The acknowledgement of receipt of a Work by Hero Plus does not constitute acceptance of the Work by Hero Plus, not does it entitle the author to any consideration whatsoever.

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Acknowledgement of Receipt Hero Plus

Hero Plus acknowledges receipt of the Work entitled _____

_____ by _____ (author's name) of

_____ (author's address).

This acknowledgement does not constitute Hero Plus' acceptance of the Work, nor does it obligate Hero Plus in any way whatsoever.

Acknowledged by: _____ (name) on _____ (date.)

Hero Plus

P.O. Box 720, Belmont, CA 94002-0720 (415) 508-9736

Acknowledgment of Receipt of a Proposed Product

Dear Author/Developer:

HERO PLUS acknowledges receipt of your design entitled _____ (the "Work"). We will be evaluating your work according to our usual terms of release:

- (1) That **Hero Plus** shall not use the Work without entering an agreement with you concerning its use.
- (2) That your release merely permits **Hero Plus** to examine the Work and maintain ownership of the copy of the Work submitted to **Hero Plus**, and that you are transferring ownership to **Hero Plus** of the actual copy of the Work submitted to **Hero Plus** in consideration for **Hero Plus**'s efforts in examination of your design.
- (3) That your release **does not constitute acceptance** of the Work by **Hero Plus**.
- (4) That you, the Author/Designer, understands that **Hero Plus** may have developed, or may in the future develop, a design which resembles the Work in whole or part, and that **Hero Plus** owes no obligation to you for the Work unless the Work is actually published by **Hero Plus** or is actually used to create said design.
- (5) The **Hero Plus** is in no way barred from producing a product similar to the Work which has not incorporated the Work as part of the final product.
- (6) That your release does not obligate **Hero Plus** to use the Work in any manner whatsoever, nor does it entitle the Author/Designer to any consideration whatsoever.
- (7) That **Hero Plus** may not contact you again regarding any decision as to whether or not your Work has been accepted. If you receive no further contact regarding the Work within three (3) months, consider the Work as having been rejected by **Hero Plus**.

Again, we hope that these guidelines provide you with adequate peace of mind, given the fact that you cannot copyright an idea. Just keep in mind that **Hero Plus** has a tremendous backlog of undeveloped ideas and designs, many of which are the basis for excellent games. What counts is an idea which is executed and tested to the point that it is ready for publication. Even more important is a design incorporating components which are cost-effective to manufacture. In most cases, then, a good idea or design is not enough. Most good designs will never see the light of day. This is not to say that we are not interested in seeing your Work; it just means that we publish only a small percentage of the submissions we receive.

Thank you for considering us as a publisher. We appreciate your faith in our firm.

Author/Developer

(Print Name)

Date: _____

For **Hero Plus**:

(Print Name)

Date: _____

Hero Plus Editing Office — P.O. Box 720 — Belmont, CA 94002-0720— (415) 508-9736