

RPs that are confident and ready to submit as pitches for the next Main Event must be PMed to Atomic Knight and Ver, where it will then be shared with the other managers. Each of us will give our thoughts on both the idea itself AND the prospective GM that submitted it. What this means is that we will be deciding whether or not we feel you can GM and GM this particular game idea. Keep in mind that this won't be a personal matter and all possible bias will be put aside.

You no longer are required to have co-GMed a game beforehand for your idea to go through, but that still will be highly beneficial. Showing yourself to be a dedicated member of the group who can be active when it counts can be accomplished easily by being the best co-GM you can be. See the [GMing Guidelines](#) for what that may entail specifically, but what will win hearts is a co-GM who displays the ability to work well with their GM and GM areas for groups of people promptly.

Illusion Games will receive less scrutiny, but it will be highly disappointing if you go through with these and don't deliver.

Only the one who submitted the idea will receive the evaluation. This won't be a public thing. There will be no standard amount of time for when we'll get back to you on the evaluation, as all of us can get pretty busy.

If you wish for the event to be played out immediately and don't wish to go through the evaluation, then you may instead play it out as a side story, but you must first get approval from Atomic Knight and Ver first if you wish it to be canon. You can also show your GMing chops by playing out side stories with ten or more people, but a lacklustre side story will have the opposite effect, keep in mind.