

Year 2025

**The 34th National High School Manga Championship
(Manga Koshien)
Implementation Outline for Overseas Schools**

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Organizer

Manga Kingdom Tosa Promotional Committee

Co-organizer

Kochi Prefectural Senior High School Cultural Federation



1 Outline of Manga Koshien

This competition started in Kochi Prefecture in 1992 to determine the best high school manga team. Teams of three to five students compete by creating a one-page manga based on a given theme, within their allocated time limit.

Kochi Prefecture holds this competition to support the cultural activities of high school students, and to promote inter-regional and inter-generational exchange by gathering such students from both Japan and abroad.

It is also expected that through Manga Koshien, students will be able to develop their abilities of creativeness and expression through their efforts in creating a story based on the given theme. They will also be able to develop their teamwork and concentration by working as a team and creating a piece in a short span of time. Through Manga Koshien, budding manga artists may also be scouted by publishing companies through the scouting system.

2 Event Dates

Announcement of the preliminary themes: April 4th, 2025 (Friday)

Deadline for the preliminaries: June 5th, 2025 (Thursday) at 19:00 JST (GMT+9)

Preliminary Judging: June 13th, 2025 (Friday)

Main Round: August 2nd and 3rd, 2025 (Saturday and Sunday)

3 Event Venues

Preliminary Judging: (To be confirmed)

Main Round: Kochi City Culture-Plaza CUL-PORT (2-1 Kutanda, Kochi City)

4 Eligibility

- High school students, students in the second semester of secondary school, students in the upper grades of special schools, students in their first to third year of technical colleges, and students whose years of study at special training schools and vocational schools correspond to those of senior high schools.
- Students from overseas who are equivalent to the above.
- Only one team per school is allowed to participate.
- Each team should consist of three to five students and one staff member who is responsible for escorting the team.

*Participation by students who do not fit the above criteria will be determined by the Manga Koshien Office, upon discussion.

*If a team does not consist of three to five members, it may be disqualified.

5 Guidelines for the Preliminary Round Entries

- The work must be produced solely by the students registered in the preliminary application form, in joint collaboration with each other.
- The use of AI technology is strictly prohibited.
- The preliminary submission deadline is June 5th, 2025 (Thursday), 19:00 JST (GMT+9).
- Entries must be submitted via the "Manga Koshien Preliminary Round Entries" website. URL of Website: <https://mangaoukoku-tosa.jp/manga-koshien/34/>
- The created manga must be a B4 single-page work (257mm x 364mm) based on one of the two given themes (announced in April). **there are no restrictions on panels and orientation*
- Works must be no more than 10MB in size and exported as JPEG, PNG, or GIF (do not include animations). Ensure that they are in RGB color, as CMYK formats are not supported.
- The recommended resolution is approx. 350 dpi for color and 600 dpi for monochrome.
- Analog drawings must be scanned and converted into digital format.
- Only one entry per school is allowed.

*Failure to meet the above requirements may result in disqualification.

Important Notice Regarding Online Submissions:

- As there is a lot to be entered into the online application, like school details, students are recommended to submit a draft application even before completing their final work.
- Once a draft application is sent in, applicants will receive a login and password. With this, they can update their initial information and replace their uploaded work.
- If online application is not possible due to special circumstances, applicants may be permitted to apply via email. In this case, please contact the email address provided under the Inquiries section (page 9) and include the same information as required for the online application, such as school details and applicant information.

6 Preliminary Round Judging

- Date and Time: June 13th, 2025 (Friday) 9:30 onwards
- Venue: (to be confirmed)
- Judges: Professional manga artists, etc. (7 people)
- Judging Method: Voting and Discussion
- Number of schools moving into the main round: 33 schools (30 from Japan, 3 overseas)
- Reserves: 8 (5 from Japan, 3 overseas)
- Results Announced: June 13th, 2025 (Friday) on the "Manga Kingdom Tosa Portal Site"

*Schools that have passed the preliminaries will be notified and asked to confirm their intention to participate in the main round by the Manga Koshien Office by e-mail or other means, after 16:00 of the preliminary judging day.

*If the Office has not received the confirmation of participation from schools that have passed the preliminaries by June 20th (Friday), reserve schools will be moved up into the main round and asked to confirm their intention to participate.

7 Main Round

(1) Conditions for Participation, etc.

- Participating Students: Only students registered in the preliminary entry form
 - ◇ Changes or an increase in participating students are not permitted
 - ◇ Only a reduction in the number of students is permitted in the case of unavoidable circumstances, such as health issues
 - ◇ If due to a reduction in the number of students, the participating team fails to meet the minimum participatory qualifying criteria of 3 students per team, the Manga Koshien Office will make a decision after a discussion
- Escort: A teacher or staff of the participating school
- Entry Fee: JPY 50,000 per overseas participant
 - ◇ To be paid to the designated account by the specified date (Late July)
 - ◇ Eligible participants are the competing students and one escort
- Travel Arrangements: The Manga Koshien Office will handle the travel arrangements by allocating a portion of the participation fee to it
 - ◇ The Manga Koshien Office will pay for the transportation between the school's nearest station to Kochi Ryoma Airport, as well as accommodation (including meals)
 - ◇ Students other than those participating in the main round, and additional escorts, are required to bear the costs of transport and accommodation by themselves
 - ◇ Overseas participants will be provided with accommodation for 4 days and 3 nights.
- Participation Method:
 - ◇ Japan high schools are required to come to the venue itself
 - ◇ Overseas high schools may participate online if they have difficulty traveling to the actual venue

(2) Art Materials and Equipment used in the Competition

- Except for the competition board (B2-sized illustration board) that will be provided by the Manga Koshien Office, all other art materials and equipment should be prepared by the participating school
- The Office will provide one power supply outlet for each competition booth
 - ◇ Participants should not exceed 1,500 watts when using the outlet, and The Office will not be held responsible for any malfunctions or problems with any equipment
 - ◇ Overseas equipment may require an adaptor or transformer to fit Japan's power supply outlet

- Analog Drawings

The following art materials are available at the competition venue and can be used for free. 1) Brushes 2) Paints (Liquitex) 3) Buckets (for washing brushes) 4) Palettes 5) Paper (for drafts)

 - ✧ A booth selling stationeries and art materials will also be set up at the venue
- Digital Drawings
 - ✧ Participants must print out their artwork on paper and paste them on the competition board by the end of the competition
 - ✧ All schools are to prepare their printing equipment (printers, etc.) as well as the environment (Wi-Fi, etc.) required for them to submit their work
 - ✧ The Office will prepare an on-site printer to print the submissions of overseas online participating schools. Schools participating in Kochi are also permitted to use the on-site printer. However, schools should note that when using the on-site printer, various issues, such as congestion caused by multiple schools printing simultaneously or particular schools monopolizing the printer, may occur. Schools are advised to hand over their USB, etc., containing the data to be printed to the on-site printing staff at least 15 minutes before the end of the competition.
 - ✧ The use of the on-site printer beyond the designated time is not permitted
 - ✧ Participants intending to use the on-site printer are recommended to use the drawing canvas template prepared by The Office. It is available for both Clip Studio (CLIP) and Photoshop (PSD).
 - ✧ The Office assumes no responsibility for any malfunctions or problems with the on-site printer
- Advance dispatch of required art materials and equipment
 - ✧ Required art materials and equipment can be sent to the venue in advance
 - ✧ Schools wishing to send such items in advance are to contact the Manga Koshien Office
 - ✧ Arrived packages will be placed at their respective school booth by The Office
 - ✧ The costs and other expenses for shipping shall be handled as follows
 - From School to Competition Venue: Sent by school by prepayment
 - From Competition Venue to School: Schools should prepare the necessary cardboard boxes, postage slips, etc., and place their packed items in a designated area at the venue (shipping paid for by the school upon delivery)

(3) Schedule (tentative)

Schools outside of Kochi Prefecture (including overseas): 4 days, 3 nights

Schools within Kochi Prefecture: 3 days, 2 nights

- Late July, 2025
Online briefing session for schools in the main round (only escorts are to attend)
Explanation of the competition rules and guidelines will be given
 - ◇ The detailed schedule will be announced after discussions with schools in the main round

- August 1st, 2025 (Friday)
High schools' arrival, unloading belongings, checking the venue, and overnight stay in Kochi Prefecture

- August 2nd, 2025 (Saturday) 08:00 - 18:00
Opening Ceremony
Round One
Judging of Round One
Announcement of Results
*A planned livestream of Judges' Critical Remarks (Round One) will be broadcasted after the competition

- August 3rd, 2025 (Sunday)
Round Two
Judging of Round Two
Final Judging
- Prize Presentation
- Closing Ceremony
Networking (Optional)
*Schools from outside of Kochi Prefecture will stay for a night

- August 4th, 2025 (Monday)
Return Journey (Those wishing to extend their stay will have to bear the extra costs of accommodation, etc. by themselves)

(4) Outline of the competition

- Round One
 - ◇ Competing schools: All 33 schools in the main round
 - ◇ Venue: Each school's booth in the main competition hall
 - ◇ Theme: One of the five previously notified themes will be chosen
 - ◇ Drawing size: B2 size
 - ◇ Time limit: 5 hours 30 minutes
 - ◇ Results announced: August 2nd, 2025 (Saturday), after Judging
 - ◇ Nominated Outstanding Works: 10

- Round Two
 - ◇ Competing schools: All 33 schools in the main round
 - ◇ Venue: Each school's booth in the main competition hall
 - ◇ Theme: One of the five previously notified themes will be chosen
 - ◇ Drawing size: B2 size
 - ◇ Time limit: 5 hours 30 minutes
 - ◇ Prize presentation and closing ceremony: August 3rd, 2025 (Sunday),
after Judging
 - ◇ Nominated Outstanding Works: 10

- Networking Event
 - ◇ Participants: Main round contestants, local high school staff, judges, etc.
 - ◇ Date and Time: August 3rd, 2025 (Sunday), after Closing Ceremony
 - ◇ Venue: To be confirmed

(5) Prizes

- Top Prize (Winner's Flag, Commemorative Trophy, Prize Money of JPY 300,000)
- Second Prize (Plaque, Prize Money of JPY 200,000)
- Third Prize (Plaque, Prize Money of JPY 100,000)
- Chief Judge's Prize (Plaque, Prize Money of JPY 50,000)
- Manga Kingdom Tosa Promotion Association Chairperson Prize (Plaque, Prize Money of JPY 50,000)
- Mitsubishi Electric Prize (Plaque, Souvenir)
- ANA Prize (Plaque, Souvenir)
- Kochi Prefecture and Municipalities Promotion Association Prize (Plaque, Souvenir)
- Kochi Prefecture High School Culture Confederation President's Prize (Plaque, Souvenir)
- Obiyamachi-suji Association "Obiyamachi Prize" (Plaque, Prize Money of JPY 30,000)
- Special Prizes:

- ◇ Ebook Japan Prize (selected from all works in rounds one and two)
- ◇ Yanase Takashi Prize (selected from all works in rounds one and two)
- ◇ Guest Judge Prize (selected from all works in rounds one and two)

(6) Scoutship Development Program

- During the competition, representatives from editorial departments of major publishers will visit each booth for scouting.
- Students who catch the attention of the scouting representatives at the main round venue will be able to take part in a development program aimed at helping them become professional manga artists.
 - ◇ For scouting representatives to better judge the potential of each student, all students are encouraged to bring and display a large number of their past works, such as illustration collections and story manga, in front of their competition booth.
 - ◇ The Manga Koshien Office will provide a table (650mm in width and 450mm in depth) for students to display their works in front of their respective booths.
- Overseas students who are scouted by the publishers are to communicate directly with them.

8 Judges (tentative)

(1) Preliminary Round Judges

- Yamane Aooni (Chief Judge, Director of the Japan Cartoonists Association)
- Kusaka Riki (Manga Artist)
- Moo. Nenpei (Manga Artist)
- Hinomoto Meguru (Manga Artist, Past Participant of Manga Koshien)
- Est Em (Manga Artist, Past Participant of Manga Koshien)
- Chisato (Chairperson of the Kochi Manga Group)
- Iwagami Yoshihiro (Director General of the Kochi Manga Group Kujira)

(2) Main Round Judges

- Preliminary Round Judges (All 7 Judges)
- Guest Judges (2 Manga Artists)

(3) Permanent Honorary Jury Chairperson: Yanase Takashi

Honorary Jury Chairperson: Makino Keiichi

9 Judging Process

The judging occurs primarily with judges casting votes. Judges may consult amongst themselves if votes are tied.

(1) Preliminary Round Judging Process

- 30 local schools will be selected to participate in the main round, and 5 reserve schools will also be selected (with ranking).
- 3 overseas schools will be selected to participate in the main round, and 3 reserve schools will also be selected.
- Judging is done by voting and discussion.
- In the event of multiple works having an equal number of votes, the judges will decide the result by discussion.

(2) Round One Judging Process

- Each judge has 10 votes, and they will place one vote per work of their choice.
- The 10 works with the highest number of votes will be nominated as outstanding works.
 - ◇ In the event of multiple works having an equal number of votes, the judges will decide the result by discussion.

(3) Round Two Judging Process

- Each judge has 10 votes, and they will place one vote per work of their choice.
- The 10 works with the highest number of votes will be nominated as outstanding works.
 - ◇ In the event of multiple works having an equal number of votes, the judges will decide the result by discussion.

(4) Determination of Award-Winning Works

- Decisions will be made for the following awards from 1 to 10. 1)Top Prize 2)Second Prize 3)Third Prize 4)Chief Judge's Prize 5)Manga Kingdom Tosa Promotion Association Chairperson Prize 6)Mitsubishi Electric Prize 7)ANA Prize 8)Kochi Prefecture and Municipalities Promotion Association Prize 9)Kochi Prefecture High School Culture Confederation President's Prize 10)Obiyamachi Prize.
- Judging Process for Prizes 1 to 3
Each judge has three votes, and they will place one vote per work of their choice from the 20 selected works from Rounds One and Two. Prizes are determined in order of works receiving the most votes.
- Judging Process for Prizes 4 to 10
Each judge has seven votes, and they will place one vote per work of their choice from the remaining 17 selected works. Seven works receiving the most votes will

be selected, and their respective prizes will be decided by the wishes of the sponsoring companies.

- ◇ In the event of multiple works having an equal number of votes, the judges will decide the result by discussion.

10 Copyright and Production of Submitted Works

(1) About copyright

- Copyright of the works produced for the preliminary and main rounds (including the rights under Articles 27 and 28 of the Copyright Act) will be given to the Manga Koshien Office.
- By partaking in this competition, participants agree to not assert personal rights pertaining to submitted works.
- Submitted works may be used (including reproduction, editing, translation and adaptation) only with the prior consent of the Manga Koshien Office. However, this does not apply when the artists or the artists' affiliated school clearly state that the work was submitted as an entry to this competition (copyright notice: © 高知県).
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(2) About the production of the works

- Only original, unpublished works can be submitted.
- Participants must be careful so that the work does not infringe on a third party's copyright, privacy, trademark or publicity rights, or right to likeness.
- The use of copyrighted works is strictly prohibited.
- In the event that a copyright infringement-related problem arises, the artists or the artists' affiliated school will bear the responsibility for the infringement. The Manga Koshien Office will bear no responsibility in the matter.

11 Other

- Submitted works to the preliminary or main round will not be returned
- Teams are free to choose the color, panel layout, and tools used to create their works, including digital technology.
- The work must be two-dimensional.
- There will be media coverage and filming at the main round.
- Footage taken may be used to publicize the event (e.g. in newspapers, on the TV, on the internet, on websites, etc.)
- Photographs, videos, etc. taken of students may be used to publicize the event (e.g. newspaper publications, TV and web broadcasts, publication on websites, etc.)

12 Inquiries

Manga Kingdom Tosa Promotion Association, Manga Koshien Office

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