



OFFICIAL RULES OF THE INDIE GAME CONTEST

The Indie Game Contest is organized by Les Films du Spectre, headquartered in Strasbourg (France). The contest will take place within the framework of the Strasbourg European Fantastic Film Festival, to be held from 15-23 September, 2018.

Les Films du Spectre

9, rue du Vieil-Hôpital

67000 Strasbourg

France

Tel.: +33(0) 952 837 388

www.strasbourgfestival.com

Facebook : [Festival.europeen.film.fantastique.Strasbourg](https://www.facebook.com/Festival.europeen.film.fantastique.Strasbourg)

Twitter : [@FantasticStras](https://twitter.com/FantasticStras)

Instagram : [fantasticstras](https://www.instagram.com/fantasticstras)

Artistic director: Daniel Cohen

Deputy artistic director: Consuelo Holtzer

Video games programmers: Daniel Cohen, Théo Arbogast , Alexandre Lefebvre

Contact: jgc@strasbourgfestival.com

Persons or entities entering the contest (the entrants) will abide by the official rules and all decisions made by the organisers and the jury. These decisions are final and may not be contested.

1. **How to participate**

The contest is open to independent games developed on Microsoft Windows, OS X, Linux, consoles, mobile and portable platforms (Android, iOS, Windows Phone, etc.).

Entrants, who meet all requirements set forth in the official rules, should edit the whole submission form to validate their entries, before the official deadline of 1 August 2018.

Entrants may access the entry form on the “submit a video game” page of the website <http://strasbourgfestival.com/submission/> until 1 August 2018 at midnight. After this date, any incomplete forms or archives, or other missing elements, will automatically disqualify the game from the contest.

2. **Finalist selection process**

A pre-selection committee, appointed by the organisers, will select the entries to be retained. Next, a jury will examine the selected entries between **1 August and 16 August 2018**. Immediately following this examination period, the list of finalists will be notified by e-mail.

3. **Presentation of the finalist games**

Each game in the finals will be on display to the public during the Festival, whether or not the developers are present.

- All games in the finals will be presented in the Festival catalogue and on its website.
- All games chosen for the finals will be on display at Shadok, which hosts the video game section of the festival, and can be played by the public.
- The version of the game to be judged by the jury will be the same as that selected by the pre-selection committee.
- The version of the games on display to the public will be the same as that selected by the pre-selection committee.

4. **Choosing the winners**

Finalist games will be judged by a jury composed by the organisers.

All winning games will be announced at the closing ceremony of the Festival.

5. Prizes

Each developer with a game in the finals will be granted the right to use the contest name and official IGC logo to show that he/she was selected as a finalist.

Each prize-winner will receive a certificate and a license to use the contest name and official IGC logo to show that he/she was one of the winners.

All prizes will be awarded in Strasbourg during the Festival.

6. Eligibility and restrictions

The following criteria must also be fulfilled, in addition to the general entry requirements:

Independence of submitted games: A video game is considered independent if it has not received funding from a game publishing company and has been developed by a team with creative freedom. The selection committee reserves the right to determine the independence of the games submitted.

Use of 3rd-party technology: Games which run on third-party motors, middleware or other software or technologies are not eligible unless the applicant has been granted the rights required to commercialise the game with these features.

Rights: Before submitting a game, the applicant must have written permission from all persons or entities that hold rights related to the game.

State of development: games submitted must be alpha or beta versions or, if finished, remain unpublished until 23 September 2018.

Platforms: Games running on any platform may be submitted (Windows, Mac, Unix, consoles, mobiles, mobile and portable platforms, etc.).

By entering the competition, entrants release the contest organisers and all its officers from any liability arising out of or connected with any injury, damage or other personal loss (including information technology-related), or any claim of any kind arising out of or in connection with a breach of these official competition rules, or connected with their travel to/from and the running of the Festival.

7. Promotion

By entering the contest, entrants consent to the use of their name, photo (if an individual person), logo (if any), place of residence and game media for advertising, promoting, and running the contest, without remuneration, insofar as such use is in compliance with French law.

Further, entrants agree that their game may be used to promote the Festival in activities other than the Indie Game Contest, and in which the Festival participates, during the whole year before the next Strasbourg European Fantastic Film Festival.

8. **Responsibility**

By entering the contest, each entrant declares and guarantees that:

- He/she is the entrant (if the entrant is a physical person) or that he/she has been granted full power to represent the entrant (if the latter is a commercial entity).
- Both the entrant and the game entered fulfil all eligibility requirements and other requirements set forth in the official rules;
- The game entered is the entrant's original creation, for which he/she has acquired all the necessary rights, and that neither the game nor its reproduction, use, publication, execution or distributions represent any counterfeit or misappropriation of the intellectual property or other property rights of any person or entity.

9. **Cancellation**

The sponsor reserves the right to cancel, terminate, modify or suspend the contest in its sole and absolute discretion if the contest becomes technically corrupted or is not capable of being run as planned, including infections by computer virus, bugs, tampering, unauthorised intervention, fraud, technical failures or any other causes beyond the control of the sponsor that corrupt or affect the administration, security, fairness, integrity or proper conduct of the contest. In such event, the sponsor will post notice on the Festival website and that of the contest.

10. **Other information**

If a part of these official rules is deemed invalid, illegal or non-executable by a court of law, this part will be modified or removed as necessary, as esteemed by the court, to render it executable while preserving the organisers' initial intention, and the remaining parts of these official rules will remain fully effective and in force. The contest will be governed by French law, and these official rules will be interpreted by and applied in conformity with French law, regardless of any conflict with other laws. The contest is null and void in those locations where it is forbidden by law. Any lawsuit resulting from or relating to these official contest rules, the Festival or any prize must be filed exclusively with a French court, and the organisers and entrants are irrevocably bound to accept the location and the ruling of this court.

11. **Winners**

The winners will be announced and posted on the Festival website (www.strasbourgfestival.com) on **24 September 2018**. You can also send a self-addressed, stamped envelope to us at the following address, and we'll send you the results:

Les Films du Spectre
9, rue du Vieil Hôpital - 67000 Strasbourg – France

The applicant (person designated to represent the development team)

NAME (*):

FIRST NAME (*):

BIRTHDATE:

NATIONALITY:

E-MAIL (*):

PHONE:

OFFICIAL GAME'S WEBSITE:

The game

GAME NAME:

SUMMARY (plot + game design elements):

TYPE(S) OF GAME:

PLATFORM:

LANGUAGES:

ACCESSORIES REQUIRED:

PEGI:

NAME OF THE DEVELOPMENT STUDIO:

Appendix

An archive “identity” (format : .tar/.tar.gz/.zip/.rar) must be sent to igc@strasbourgfestival and must contain the following :

- a “pics” folder, with 4 images of the game (actual gameplay or cutscenes) in 300 dpi (for the Festival print catalogue) and 1 image in 72 dpi to be used as the game’s poster on the website

- a “vids” folder, containing either : (1) videos of the game (with at least 1 video of actual gameplay or a trailer showing gameplay sequences), or (2) a file containing links (Youtube etc.) if some videos are already viewable on another website

A sub-archive “game” (format : .tar/.tar.gz/.zip/.rar) must include the following :

- an “exe” folder containing all files required for the game to run and to ensure its smooth running
- a “readme” folder, containing all remarks that you consider pertinent to install the game and to complete its presentation

Confirmation

The representative on behalf of the depositary team will assure :

- that the developing team is the author of the game, and that it was granted any right required to develop the game
- that no element of the game have been illegally copied
- that the team held all licences required for the development tools used
- that the team will abide by all of the contest rules, without exception

I have read the rules before submitting my videogame

Signature:

Fields marked with an () are required*