



**Les Films du Spectre**  
**9, rue du Vieil-Hôpital**  
**67000 Strasbourg - France**  
**Tel.: +33 (0)9 52 83 73 88**

## **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 13-22 September, 2019.

Web : [www.strasbourgfestival.com](http://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

**Head of the Video Game section :** Théo Arbogast

**Video games programmers:** Daniel Cohen, Théo Arbogast, Zoé Fischer

**Contact:** [igc@strasbourgfestival.com](mailto:igc@strasbourgfestival.com)

Persons or entities entering the contest (the entrants) will abide by the official rules and all decisions made by the organizers 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 15 June 2019.

Entrants may access the entry form on the “submit a video game” page of the website <http://strasbourgfestival.com/submission/> until 16 June 2019 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 **15 June and 1 July 2019**. 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 in Strasbourg, which hosts the video game section of the festival, and can be played by the public from 13 to 22 September 2019.
- 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 (or an updated version if this one doesn't alternate the fundamental ideas of game design or artistic direction of the game as it was been submitted to 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 (excluding “indie labels”) 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 acquired the rights to legally use these softwares.

**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 pre-alpha, alpha or beta versions or, if finished, remain unpublished until 22 September 2019.

**Platforms:** Games running on any of these platforms may be submitted : Windows, Mac, Unix, consoles, mobiles, mobile and portable platforms.

By entering the competition, entrants release the contest organizers 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, logo (if any), country of residence and game media for 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 context in its sole and absolute discretion if the context becomes technically corrupted or is not capable of being run as planned, including infections by computer virus, bugs, tampering, unauthorized 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 organizers' 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](http://www.strasbourgfestival.com)) and on its social medias on **22 September 2019**. 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](mailto: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

*Fields marked with an (\*) are required*

**Date & Signature :**