



Les Films du Spectre
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OFFICIAL RULES OF THE INDIE GAME CONTEST 2021

The Indie Game Contest (IGC) is organised by Les Films du Spectre (the organisers), headquartered in Strasbourg, France, in the framework of the Strasbourg European Fantastic Film Festival. This year's Festival will be held from 10 to 19 September. Connexions, the Festival's digital arts section, will hold a public exhibition of the video-games selected to compete in the IGC finals from 10 September to 31 October.

Web: 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

Coordinator of the Video Game section: Alexandre Lefebvre

Video games programmers: Daniel Cohen, Alexandre Lefebvre

Contact: igc@strasbourgfestival.com

1. How to apply

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

To apply, persons or entities participating in the contest (the entrants) must meet the criteria and abide by the official contest rules, as laid out below.

Entrants must complete and return the submission form to validate their entries **no later than 20 June inclusive**.

Information on the submission of entries will be available at <http://strasbourgfestival.com/submission> until the above-mentioned date, after which any incomplete forms or archives, or other missing elements, will automatically disqualify the game from the contest.

All decisions made by the organisers and the jury are final and may not be contested.

2. The selection process

A pre-selection committee appointed by the organisers will select the games to be retained (the finalists). These will be examined between **22 June and 5 July 2021**. Those selected for the finals will be notified by e-mail. Following this, an industry jury, designated by the organisers, will determine the winning games.

3. Presentation of the finalist games

All games selected for the finals will be:

- presented in the Festival catalogue and on its website;
- on public display at the Shadok, the city's digital arts centre, which hosts the Festival's Connexions section, regardless of whether the developers are present. The public is invited to play the video-games selected for the finals from 10 September to 31 October.

Please note the following:

- the versions of the games selection for the finals will be those judged by the jury;
- an updated version of the game may be accepted for the public display as long as its fundamental design and its visual imagery remain intact. Any updated versions should be sent to the organisers no later than 30 August, after which updates will no longer be accepted.

4. Winners and prizes

The award winners will be announced at the closing ceremony. These include the Octopix for the best game and the Audience Award, chosen by festival-goers at the Shadok during the Festival. If no representative of a winning game is present to receive the award, it will be sent by post.

Developers of games in the finals will be granted the right to use the contest name and official IGC logo to designate that their game reached the finals.

Developers of games awarded a prize will receive a certificate and license allowing use of the Indie Game Contest name and of the official IGC logo to designate their game was a winner.

The winners will also be posted on the Festival website (www.strasbourgfestival.com) and its social media on 19 September 2021. Those wishing to receive the results by post should send the organisers a self-addressed, stamped envelope to the following address.

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5. Games: eligibility and restrictions

All games must meet the following criteria.

Games must be independent creations. A video game is considered to be independent if it has not received funding from a game publishing company, other than those with an “indie label”, and has been developed by an independent 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 eligible only if the entrant has acquired the rights to legally use them.

Rights: To submit a game, the entrant must have written permission from all persons or entities that hold rights related to the game.

State of development: Games which have been distributed in 2021 are eligible to compete. Games distributed prior to that date are excluded. Non-distributed games and games still in development stages (pre-alpha, alpha, beta) are also eligible.

Platforms: Games running on any of the following platforms are eligible: Windows, Mac, Unix, consoles, mobiles, mobile and portable platforms.

Entrants submitting a game which requires non-standard material, such as uncommon connection cables, specific display devices, alternative controllers or vintage consoles, etc., should inform the organisers. Any expenses incurred in providing these materials will be borne by the entrant.

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.

6. Promotion

All finalists consent to the use of their name, logo (if any), mention of country where the game was developed and game media for promoting and running the contest, without remuneration, insofar as such use is in compliance with French law.

Further, finalists 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, until the beginning of its following edition.

7. Responsibility

By applying to 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.

8. Cancellation and Covid 19 restrictions

The organisers reserve 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 due to infections by computer virus, bugs, tampering, unauthorised intervention, fraud, technical failures or any other causes beyond the control of the organisers that corrupt or affect the administration, security, fairness, integrity or proper running of the contest.

A worsening of the Covid 19 crisis may also result in tighter restrictions concerning public access to playable versions of the finalist games. Any changes in access will be posted on the Festival's website and social media network.

9. Supplementary 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.

Appendix – the submission form

The entrant or person designated to represent the development team

Surname: *

First name: *

Date of birth:

E-mail: *

Cell phone or landline number:

The game's official website:

The game

Game name:

The development studio:

Country where the game was developed:

Summary (plot + game design elements):

Type(s) of game:

Platform:

Game language:

Accessories required:

Pegi:

Fields marked with an asterisk () are required*

To complete your application

An archive "Game_IGC2020" (format: .tar/.tar.gz/.zip/.rar) must be sent to igc@strasbourgfestival and contain the following:

- a "pics" folder, with a minimum of four 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;
- an "exe" folder containing all files required for the game to run and to ensure its smooth running; or a text file containing a game key (Steam, GOG for example). Please note that if your game is selected, you will be asked to provide us with new keys for the jury members.
- a "readme" folder, containing remarks that you consider pertinent to the installation of the game and its presentation.

Confirmation

The representative on behalf of the development team will ensure that:

- the development team is the author of the game and that it was granted all rights required for its development;
- no element of the game has been illegally copied;
- the team holds all licences required for the development tools used;
- that the team will abide by all contest rules with no exceptions.

I have read and agree with all of the above-mentioned rules.

Date and signature: