

RULES AND REGULATIONS OF THE INDIE SHOWCASE COMPETITION

(hereafter: Rules and Regulations)

§1 [GENERAL PROVISIONS]

1. Krakowski Park Technologiczny [Kraków Technology Park] sp. z o.o. with registered seat in Kraków, at ul. Podole 60, NIP: 675-115-78-34, hereafter referred to as the Organiser, is the organiser of the Indie Showcase Competition (hereafter: Competition).
2. The purpose of the Competition is to choose the best indie game during the Digital Dragons Conference.
3. The competition lasts from 1 January 2018 to 22 May 2018 (hereafter: Competition Period).
4. The Competition Period is divided into online qualifier (hereafter: Qualifier) and the final round (hereafter: Final Round).

§2 [COMPETITION PARTICIPANTS]

1. The competition welcomes the participation of all adult natural persons and individuals running business activity.
2. Employees and representatives of the Organiser are disqualified from participation.
3. Should the Organiser identify a participant failing to fulfil the conditions for participation, such a participant shall be excluded from the Competition any surrender any prize received in the Competition.
4. Participation in the Competition is fully voluntary.
5. Game versions submitted to the Competition must be sufficiently advanced by playable during the Final Round.
6. Only games that have not qualified to the previous editions of Indie Showcase Competition organised during the Digital Dragons can qualify for this year's Competition.
7. The decision about a game qualifying to the Competition belongs to the Organiser and is final.

§3 [ONLINE QUALIFIER]

1. Participation in the Qualifier is free of charge.
2. Indie games are submitted by filling in the form available at: <http://digitaldragons.pl/indie-showcase/indie-showcase-registration/>.
3. Only original works can be submitted.
4. The closing date for registration is 30 March 2018.
5. There is no limit on the maximum number of indie games that can be submitted to the Qualifier.
6. The submission must at least contain a 10-minute gameplay recording of the game being entered, presenting its production and a playable version (build) of the game.
7. Entries with a playable build will be preferred in the selection of games to the second round.
8. The Jury of the Competition will select no more than 50 games from among all the submitted entries and invite them to be presented during the Digital Dragons conference.
9. The Jury of the Competition will select no more than 20 Participants of the Finalist Round of the Competition, who will present their in a special zone during the Digital Dragons 2018 Conference (hereafter: Finalists).
10. The Organiser will have announced the list of qualifying entrants by no later than 23 April 2018 and make it available on www.digitaldragons.pl.

§3 [FINAL ROUND]

1. The Final Round will be held during the Digital Dragons 2018 Conference at the ICE Congress Centre in Kraków on 21 and 22 May.
2. The entrants qualified to the Final Round are obliged to confirm their participation in the Final Round by 30 April 2018 by email sent to: mqliwinski@kpt.krakow.pl
3. Entrants qualified to the Final Round are obliged to purchase passes to Digital Dragons 2018 for all the members of the team presenting the Game.
4. The Organiser awards the right to purchase Passes at Pre-Early-Birds prices to no more than four members of the team presenting the game.
5. The Organiser shall provide a stand consisting of a table, two chairs, electric supply, and access to the Internet to every qualified Game.
6. The Organiser provides additional identification of the stand or space in the specified Finals zone at the Digital Dragons 2018 conference.
7. The indie games that qualified to the Final Round will be assessed by the Competition Jury throughout the two days of the conference.
8. The Competition Jury will announce and award prizes in the following categories: Digital Dragons Best Indie Game, Digital Dragons Best Mobile Game, and the Rookie of The Year.
9. Community Vote award will be announced during the Finals.
10. Community Vote is awarded by the votes of the participants of the Digital Dragons conference cast at the venue on 21–22 May 2018.
11. Voting will make use of the stickers provided to participants by the Organiser.
12. All games being presented at the Indie Showcase during the Digital Dragons 2018 are eligible for the Community Vote.
13. The prizes will be awarded at the Grand Indie Showcase Gala held on 22 May 2018.

§5 [PROCESSING OF PERSONAL DATA]

1. The administrator of Competition Participants' personal data is Krakowski Park Technologiczny (Kraków Technology Park) sp. o.o. with its registered office at ul. Podole 60.
2. The personal data shall be processed solely for purposes connected with the purpose of the Competition, i.e. to organise and conduct the contest, to publish the list of winners on the Competition Facebook Profile, and for the purposes of accounting and financial reporting as set in pertinent regulations.
3. Participants have the right to access and amend the data and request their removal. The administrator stresses that the submission of data is voluntary but necessary to receive Prizes.
4. The data of Contest Participants will be processed in accordance with the provisions of the Act on the protection of personal data (*Polish Journal of Laws* of 1997, No. 133, item 883 with later amendments).

§6 [COPYRIGHT AND RELATED RIGHTS]

1. All Entrants retain full copyright of the respective Game(s) they created.
2. The Organiser reserves the right to use all materials submitted in the process of registration for the purpose of promoting the Digital Dragons and the Competition.

§7 [MISCELLANEA]

1. The organiser reserves the right to amend these Rules and Regulations at any time without giving reasons, should this not affect the rights acquired by the Participants.
2. The Rules and Regulations of the Competition will be accessible for viewing on the Competition Website at <http://digitaldragons.pl/indie-showcase/> throughout the time of the Contest.