

RULES AND REGULATIONS FOR INDIE SHOWCASE COMPETITION (henceforth: "Rules and Regulations")

[GENERAL]

1. The Organiser of the Indie Showcase Competition (henceforth: "Competition") is the Kraków Technology Park (Krakowski Park Technologiczny sp. z o.o. with the registered seat in Kraków, Poland, at ul. Podole 60, tax identification number NIP: 675-115-78-34), hereafter known as the Organiser.
2. The co-organizer of the Competition is Walkabout sp. z o.o.
3. The Competition partners are: Valve Corporation, GOG sp. z o.o. ("GOG")
4. The purpose of the Competition is to select the best independent (indie) game during the Digital Dragons 2020 Conference.
5. The Competition starts on the 22nd day of July 2020 and ends on the 18th day of September 2020 (henceforth: "Duration of the Competition").
6. The Duration of the Competition consists of two stages of the online Qualifying Round (henceforth: "Qualifying Round"), and the final round (henceforth: "Finals").

[COMPETITION PARTICIPANTS]

1. All natural persons with full legal capacity, all legal persons as well as other entities conducting business activity can participate in the Competition.
2. No employees and/or representatives of the Organiser of the Indie Showcase can take part in the Competition in the capacity of a Participant.
3. Should person violate the Rules and Regulations, such a person shall be disqualified from the Competition and divested of any prizes or awards received in the Competition.
4. Participation in the Competition is fully non-obligatory.
5. No games submitted to the Competition can contain any illegal content.
6. All the submitted games must be presented in a version that is playable (demo, build) during the final presentation on 15-18 September 2020.
7. All submitted PC games must have a playable demo version of the Steam Store, made available during the final presentation on 15-18 September 2020.
8. The demo version of the game must be made available free of charge for Steam users.
9. Only the games that have not been presented at the previous Indie Showcases are eligible for submission to the Competition.
10. The games submitted and qualified for Indie Celebration in May 2020 may apply for the Competition.
11. The Organiser reserves the right to the conclusive selection of the games qualified to the Finals, following the "Indie spirit" in the selection of entrants.
12. The participants undertake to familiarize themselves with the regulations of the partner platforms, which can be found on the pages: <https://store.steampowered.com/>, <https://www.gog.com/>.

[ONLINE QUALIFYING ROUND]

1. Participation in the Qualifying Round is free of charge.
2. Independent games are submitted to the Qualifying Round by filling in the registration form available from: <http://digitaldragons.pl/indie-showcase-2020-registration/>
3. The game submitted must be an original work.
4. The deadline for submission is the 10th day of August 2020, 23:59 CET.

5. There is no maximum limit for developer or publisher on the number of indie games submitted to the Qualifying Round.
6. All submissions in accordance with the Rules and Regulations for Indie Showcase Competition and complying with its provisions are accepted for qualification.
7. The submission must contain a minimum 10-minute-long video recording of the gameplay presenting the game. No submissions without gameplay will be considered.
8. Only video materials with gameplay submitted as a link to a non-public video on YouTube will be considered.
9. The submission must also contain a working build of the game that has to be submitted as: a). a link to a file downloadable from Google Drive, or b). a link to the Steam store game page.
10. Keys to Steam games submitted in the entry to the Qualifying Round must be active at least to the 18th day of September 2020.
11. The Competition Jury will select 60 or fewer submitted independent games. The selections of the Jury will pass to the second stage of the Qualifying Round and gain the right to be presented during the Finals at the Digital Dragons 2020.
12. The Organiser will have announced the list of Qualified Entrants by the 24th day of August 2020, 23:59 CET.
13. The Organiser shall inform the interested parties about qualifying to the Competition by email, the message will be sent to the email provided in the submission form.

[THE FINALS]

1. The Finals are held during the Digital Dragons Online 2020 Conference on the 15th and 18th days of September 2020.
2. The games selected by the jury will be presented on a special event page on the Steam store.
3. The studios that qualify to the Finals are obliged to confirm participation in the Finals by the 27th day of August 2020, 23:59 CET by sending an email confirmation to: mbledowska@kpt.krakow.pl.
4. Entities qualified for the finals receive a Business Pass for one person to take part in an online event and use the online appointment tool on the PINE platform.
5. The Competition Jury will select and award prizes for the 1st, 2nd and 3rd place in the Best Indie Game of Digital Dragons category. The Jury is also entitled to award a maximum of three prizes.
6. During the finals the Community Vote award will be granted.
7. The Community Vote is awarded by those taking part in the online voting.
8. All submitted games presented during Digital Dragons 2020 are nominated for the Community Vote.

[DIGITAL DRAGONS INDIE SHOWCASE GOG COLLECTION]

1. In cooperation with GOG, the Competition Jury will select 15 or fewer submitted PC projects invited to a special Digital Dragons Indie Showcase GOG Collection. Only Competition participants who checked the box *We are interested in participating in the GOG Indie Showcase Collection* in the Indie Showcase online form will be considered for the Indie Showcase GOG Collection.

2. The authors of chosen titles will have an opportunity to conclude a digital distribution agreement with GOG and consequently (provided that GOG and Competition participants reach an agreement) publish their games on GOG.
3. All Digital Dragons Indie Showcase GOG Collection titles, provided that the Competition participant decides to conclude an agreement with GOG and publish the game on GOG not later than upon the release on other PC platforms, will receive a full promotional package at launch by GOG, including but not limited to GOG's home page exposure, newsletter, newposts, and social media support in the scope stipulated in the digital distribution agreement.
4. The Digital Dragons Indie Showcase GOG Collection will be announced by the 24th day of August 2020.
5. The Organiser shall inform the interested parties about qualifying to the Digital Dragons Indie Showcase GOG Collection by email before the 24th day of August 2020. The message with further instructions regarding contacts with GOG will be sent to the email provided in the submission form.
6. GOG reserves the right to refuse including Competition participant in the Indie Showcase GOG Collection for convenience.

[PROCESSING OF PERSONAL DATA]

1. The controller of the personal data of Competition Participants is the Kraków Technology Park (Krakowski Park Technologiczny sp. z o.o.) with its registered seat in Kraków, Poland, at ul. Podole 60.
2. The data will be processed only and solely for purposes materially related to the Competition, that is, for the purposes connected to the organisation and management of the Competition, publication of the list of Competition winners on the event's Facebook profile, as well as for accounting and financial reporting, as set in applicable regulations.
3. Participants grant their consent to the processing their personal data entered into the application form also by the partners of the event, namely GOG sp. z o.o., in the scope corresponding to the consents granted to the KPT sp. z o.o.
4. Participants retain the right to access and amend their data, and request data removal. The data administrator informs that provision of your personal data is voluntary, yet necessary to receive the Prizes.
5. The data of Competition participants will be processed in line with the provisions of the Act on the protection of personal data of 10 May 2018 (*Journal of Laws* of 2018, item 1000).

[COPYRIGHTS]

1. All Competition participants must have full copyrights to the games they submit.
2. All Competition participants retain full copyrights to the games they have created.
3. The Organiser reserves the right to use all and any materials submitted in the process of registration for the promotional needs of the Digital Dragons and the Competition.
4. Each participant retains full liability and responsibility for the game they present.

[MISCELLANEA]

1. The Organiser reserves the right to change these Rules and Regulations at any time without stating the reasons, should this not influence any rights acquired by the participants.

2. Throughout the time of the Competition, the contents of the Rules and Regulations of the Competition will be accessible on the Competition website: www.digitaldragons.pl/indie-showcase.