

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 purpose of the Competition is to select the best independent (indie) game during the Digital Dragons 2020 Conference.
3. The Competition starts on the 15th day of January 2020 and ends on the 19th day of May 2020 (henceforth: "Duration of the Competition").
4. 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. Any non-underage natural person and any person registered as an entrepreneur can participate in the Competition.
2. No employees and/or representatives of the Organiser and Sponsor(s) of the Indie Showcase can take part in the Competition in the capacity of a Participant.
3. Should the Organiser find a person failing to meet the conditions for participation taking part in the Competition, 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 can contain any illegal content.
6. All the games submitted must be presented in a version that is playable during the final presentation.
7. Only the games that have not been presented at the previous Indie Showcases are eligible for submission to the Competition.
8. 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.

[ONLINE QUALIFYING ROUND]

1. Participation in the Qualifying Round is free of charge. Independent games are submitted to the Qualifying Round by filling in the registration form available from: <http://digitaldragons.pl/indie-showcase-2020-registration/>
2. The game submitted must be an original work.
3. The deadline for submission is the 15th day of March 2020.
4. There is no maximum limit on the number of indie games submitted to the Qualifying Round.
5. The submission must contain a minimum 10-minute-long video recording of the gameplay presenting the game. No submissions without gameplay will be considered.
6. The submission must also contain a working build of the game that has to be submitted as a link to a file downloadable from Google Drive.
7. Only video materials with gameplay submitted as a link to a non-public video on YouTube will be considered.

8. Keys to Steam games submitted in the entry to the Qualifying Round must be active at least to the 19th day of May 2020.
9. The Competition Jury will select 55 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.
10. The Competition Jury will select Competition Finalists (henceforth: Finalists) from the pool of the games qualified to the second stage. The Finalists will present their games in the special zone at the Digital Dragons 2020.
11. The list of Qualified Entrants.
12. The Organiser will have announced the list of Qualified Entrants by the 27th day of April 2020.
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 2020 Conference in Kraków, on the 18th and 19th days of May 2020 at the ICE Kraków Congress Centre.
2. The studios that qualify to the Finals are obliged to confirm participation in the Finals by the 4th day of May 2020 by sending an email confirmation to: mbledowska@kpt.krakow.pl.
3. Valid for foreign entrants: should an entrant qualify to both the sections during the Digital Dragons 2020 Conference, that is to the Finals of the Indie Showcase and to the CEE Showcase, the entrant must select and confirm participation *only in one* section of their own choice. Confirmation of participation in the Finals of Indie Showcase is tantamount to resignation from participation in the CEE Showcase zone.
4. Entities qualified to the Finals are obliged to purchase passes to Digital Dragons 2020 for all members of the team presenting the game.
5. With reservation of p.6 below, foreign entrants qualified to the Finals are obliged to purchase Digital Dragons 2020 passes for the members of the team presenting the game. In case of qualification and confirmation of participation in the Finals, qualification to the CEE Showcase zone is rendered null and void.
6. The Organiser awards the right to purchase passes at PLN 468 (incl. tax) for a single pass of the Regular Pass type to maximum four (4) members of the team presenting the project.
7. The Organiser provides each qualified game with a stand consisting of a table, two chairs, power supply, and connection to the Internet.
8. The Organiser provides the Finalists of the Competition with additional signage of the stand or space in the special Finals zone during the Digital Dragons 2020.
9. The independent games qualified to the Finals will be assessed by the Competition Jury during the two days of the conference.
10. The Competition Jury will select the winning entries and award 1st, 2nd, and 3rd prizes in the Best Indie Game of the Digital Dragons category. Moreover, the Jury has the right to award honourable mentions in the maximum number of three (3).
11. The Community Vote Prize will be awarded during the Finals.
12. Community Vote is the result of the votes cast by participants in the Digital Dragons conference at the event.

13. All submitted games that are presented at the Digital Dragons 2020 are nominated to Community Vote.

[PROCESSING OF PERSONAL DATA]

1. The administrator 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 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.
4. 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.