

RULES AND REGULATIONS OF THE „INDIE SHOWCASE” COMPETITION
(hereinafter: “Rules and Regulation”)

[GENERAL PROVISIONS]

1. The organizer of the “Indie Showcase” competition (hereinafter referred to as the “Competition”) is Krakowski Park Technologiczny sp. z o.o. with its registered office in Kraków, Podole 60, Tax Identification Number (NIP): 675-115-78-34, hereinafter referred to as the “Organizer.”
2. The goal of the Competition is to select the best independent video game (hereinafter: “indie game”) as part of the Digital Dragons 2022 conference.
3. The Competition runs from December 9, 2021 through May 18, 2022 (hereinafter: “Competition Period”).
4. The Competition Period is divided into a two-stage online qualifications (hereinafter: Qualifications) and the final round (hereinafter: “Final”).

[COMPETITION ENTRY]

1. The Competition is open to all adult natural persons and persons conducting business activity.
2. Participants in the Competition may not be employees and representatives of the Organizer or the Indie Showcase Sponsor.
3. In the event that the Organizer determines that a person who does not meet the participation requirements has participated in the Competition, that person will be excluded from the Competition and stripped of any prize received in the Competition.
4. Participation in the Competition is entirely voluntary.
5. The submitted games may not contain any illegal content.
6. All submitted games must have a playable version during the final presentation. A functional game card and demo version on the Steam platform are required to participate in the Competition.
7. For games designed for mobile platforms (i.e. mobile phones, tablets), there is a separate Best Mobile Indie Game selection. The rules and regulations for mobile game submissions can be found at _____
8. Only games which have not been previously presented at Indie Showcase and Indie Celebration will be accepted into the Competition.
9. You can enter any digital game to the Competition.
10. An indie game is considered a digital, interactive product created by an independent studio, individual authors, formal and informal groups. The Organizer reserves the right to make the final selection of games according to internal criteria if it deems that a given production does not meet the requirements to qualify as an indie game.

[STAGE I: ONLINE QUALIFICATIONS]

1. Participation in the Qualifications is free of charge. A game is submitted through an online form at:
2. A submitted indie game must be an original work.

3. Registration can be made no later than February 28, 2022.
4. An entity may submit any number of indie games to the qualifications.
5. In addition to completing the subsections of the entry form, a submission must contain at least a 5-minute video of gameplay from the game. Submissions without said gameplay video will not be considered.
6. The submission must include a working build of the game, which must be provided through a Google Drive download link.
7. Only gameplay videos provided in the form of a link to a non-public video on YouTube will be considered.
8. Potential Steam keys submitted to Qualifications must be active until at least May 18, 2022.

[STAGE II: INDIE SHOWCASE ON STEAM]

1. From the submitted indie games, the Competition Jury will select a maximum of 40 that will pass to the next stage of qualifications and will be granted the right to present themselves during the finals at Digital Dragons 2022.
2. The second stage named the Indie Showcase on Steam will take place online via the Steam platform on May 12-13, 2022.
3. The qualified games will present their demo versions on the relevant Digital Dragons Indie Showcase tab of the Steam storefront.

[ETAP III: FINALISTS]

1. From the games qualified to the second stage, the Competition Jury will select 20 Competition Finalists who will present their game in a special zone during the Digital Dragons conference (hereinafter: "Finalists").
2. The list of qualified entities will be announced by the Organizer no later than April 15, 2022.
3. The Organizer will inform about qualifying to the Competition via e-mail; the message will be sent to the e-mail address provided in the application form.

[FINAL AND REMAINING AWARDS]

1. The final will take place during the Digital Dragons 2022 conference in Kraków on May 16-17, 2022 in the ICE Kraków Congress Centre.
2. Studios qualified to the final must confirm their participation in the Indie Showcase by April 20, 2022 by e-mailing confirmation to: jwandel@kpt.krakow.pl.
3. For foreign entities – in case of simultaneous qualification to two sections during the Digital Dragons 2022 conference, i.e. the Indie Showcase and the CEE Showcase finals, the entity must choose and confirm its participation **only in one** section of its choosing. Confirmation of participation in the Indie Showcase final is equivalent to the resignation from participation in the CEE Showcase.
4. Entities qualified for the finals are required to purchase tickets to Digital Dragons 2022 for all members of the team presenting the game.
5. Subject to pt. 6 below, foreign entities qualified for the finals are obliged to purchase entrance tickets to Digital Dragons 2022 for the team members presenting the game. In

- case of qualification and confirmation of participation in the final, qualification for the CEE Showcase zone shall be cancelled.
6. The Organizer grants the right to purchase entrance tickets at the price of 500 PLN gross for 1 Regular Pass to a maximum of four members of the team presenting the project.
 7. For each qualified game, the Organizer provides a stand in the form of a table, two chairs, electricity connection and Internet access. Further preparation is the participant's own responsibility after consultation with the Organizer.
 8. The Organizer provides the Finalists with an additional marking of the stand or a place in the designated final zone during Digital Dragons 2022.
 9. The indie games qualified for the finals will be evaluated by the Competition Jury over the two days of the conference. The composition of the Jury is public.
 10. The Competition Jury will select and award prizes for the I, II and III place in the Best Indie Game of Digital Dragons category. The Jury also has the right to award up to three honourable mentions.
 11. The Organizer reserves the right to award additional prizes and commendations from the event's media partners.
 12. A Community Vote award will be given during the final.
 13. The Community Vote is awarded by the Digital Dragons conference attendees through on-site voting.
 14. All submitted games showcased at Digital Dragons 2022 are nominated for the Community Vote, including games not selected as Indie Showcase finalists, Best Mobile Indie Game nominees and CEE Showcase games.
 15. Out of all the games included in the CEE Showcase, one winning title will be awarded.
 16. A game can receive more than one award.

[PROCESSING OF PERSONAL DATA]

1. The administrator of personal data of the participants in the Competition is Krakowski Park Technologiczny sp. z o.o. with headquarters in Kraków, Podole 60.
2. Personal data will be processed only for the purposes related to the Competition, i.e. for purposes related to the organization and conduct of the Competition, posting the list of Competition winners on the event's Facebook page and accounting and financial reporting, in accordance with separate regulations.
3. Participants have the right to access and correct their data and request their removal. The administrator informs that providing data is voluntary, but necessary to obtain Awards.
4. The data of the Competition participants will be processed in accordance with the provisions of Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of individuals with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95 / 46 / EC (general regulation on data protection; Journal of Laws UE L 119 of 04/05/2016).

[COPYRIGHT]

1. All participants of the Competition must own the copyrights to the games they submit.
2. All participants of the Competition retain full copyrights to the indie games they have created.

3. The Organizer reserves the right to use all materials provided during the registration process for the purposes of the Digital Dragons promotion and the Competition.
4. The participant takes full responsibility for the presented game.

[OTHER PROVISIONS]

1. The Organizer reserves the right to amend these Regulations at any time without giving any reason, if it does not affect the acquired rights of the participants.
2. During the Competition, the content of the Competition Regulations will be available for viewing on the Digital Dragons website.

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