

Every1Designs

COMPETITION RULES OFFICIAL RULES

The Every1Designs Competition (E1D) (the “Contest”) is being sponsored by Video Game Clubs of America (VGCUSA) (the “Sponsor”) Each person or entity who enters the Contest (each, an “Entrant”) agrees to abide by the terms of these Official Rules and by the decisions of the Sponsor and its judges, which are final and binding on all matters pertaining to the Contest.

HOW TO ENTER:

To enter the Contest, an Entrant who is otherwise eligible under these Official Rules must submit all of the following materials by the due date of January 31, 2024 by 11:59P.M. (the “Entry Deadline”):

A properly completed official entry form, located on the Contest application page of VGCUSA’s website, www.vgcusa.org/everyonedesigns (the “Contest Website”).

A digital copy of the game being entered (an “Entered Game”), is submitted by uploading an initial version of the title to the official E1D site, or posting a URL with a playable web game. Entrants participating in the video game category have the option to code their entry in any of the following coding languages:

Entrants participating in the tabletop (board/card) game category need to post a video review of their prototype that explains the following: 30-second elevator pitch for the game, examples of how playtesting was done and what changes were accomplished, and 2-3 sample turns of gameplay - entrant can show an example of gameplay by playing multiple spaces. In addition to the video, a one-page design sheet based on the template needs to be submitted. Student entries are eligible for the Best Student Game award, in addition to all other E1D awards.

All Entrants will have some of their submission information listed on the vgcusa.org website after the Entry Deadline has passed, in the month of January 2023. The information listed will include the game title, creator, school name (if applicable), an image from the game, a link to the game website, the description and a video link.

The E1D Competition is open to independent games developed on PC, console, mobile, handheld platforms, VR, and Tabletop (board/card).

FINALIST SELECTION PROCESS/NOTIFICATION:

Entered Games initially will be evaluated by a selection of subject matter expert judges from various areas of the gaming industry selected by the Sponsor (the “Nominating Committee”). Members of the Nominating Committee may include independent and 'mainstream' professional game designers, notable indie-friendly game journalists, and other individuals familiar with video game and tabletop game design.

The Nominating Committee will review the Entered Games and select finalists during approximately the period from the Entry Deadline to May 1, 2024 (the “Nominating Period”). Each member of the Nominating Committee will have the option to recommend each Entered Game in each of the following categories (each, a “Category”):

- Most Original Video Game (This will be judged on its opening Menu and Level 1 Gameplay)
- Most Original Table Top Game (Unboxing, Directions, and Gameplay)
- Most Awesome Art with Backstory (Character Design and Lore)
- Most Original Concept (Based on Theory of Design)
- Best Social Game (Based on CASEL 5 Principles)

Potential finalist and finalist games will be further evaluated by a panel of jurors for each category, all appointed by the Sponsor (the “Finalist Committee”). Members of the Finalist Committee may include independent and 'mainstream' professional game designers, notable indie-friendly video game and tabletop game journalists, and other individuals familiar with video game design, and will be chosen for their professional specialization or other suitability in each Category. The Finalist Committee for each category will evaluate all entries, with special attention given to those highlighted by the Nominating Committee.

FINALIST PRIZES:

Each Finalist will receive:

An official VGCUSA sticker

An official VGCUSA plushy

A mention on VGC official social media

A super imaginary high five from VGCUSA board members; and

Permission to use a version of the official Contest name and finalist logo in promotional materials relating to the Finalist Game.

The Finalist prizes will be made available to each Finalist after receipt of the declaration and release mentioned in the Finalist Requirements section of these Official Rules and confirmation of attendance at the Conference.

WINNER SELECTION PROCESS:

Finalist games will be further evaluated by a panel of jurors appointed by the Sponsor (the "Finalist Committee"). Members of the Finalist Committee may include independent and 'mainstream' professional game designers, notable indie-friendly video game and tabletop game journalists, and other individuals familiar with video game and tabletop game design, and will be chosen for their professional specialization or other suitability in each Category.

Each member of the Finalist Committee will vote for one or multiple titles from the Finalist Games in each Category. The Finalist Game with the most votes in a Category is the "Winning Game" for that Category.

All Winning Games will be announced via VGCUSA social media no later than May 8, 2024.

WINNER PRIZES:

Each Finalist who submits the Winning Game in a Category (each, a "Winner") will receive the prize indicated below for that Category:

In addition to the monetary prizes, each winner will receive a license to use a version of the official Contest name and winner logo in promotional materials relating to the Winning Game.

The Seumas McNally Grand Prize Winner also will receive three (3) GDC All Access Passes (or equivalent) to the 2024 Game Developers Conference.

PRIZE TERMS:

All monetary amounts in these Official Rules are indicated in United States dollars and all monetary prizes will be awarded in the form of checks or money orders in United States dollars. Sponsor reserves the right to substitute any non-monetary prizes with items of equal or greater value. Each Finalist and Winner will be solely responsible for bearing any income or other taxes, fees, or other costs relating to any prize.

All prizes will be awarded at the Conference where possible. It is possible that some or all Winners may be offered gifts from Conference sponsors or other third parties. Sponsor makes no representation or warranty that any such gifts will be offered or received, does not endorse any such gifts, and is no way responsible for any such gifts.

PRIOR CONTESTS:

Sponsor does not know how many games will be entered in the Contest.

RESTRICTIONS/ELIGIBILITY:

The Contest is open only to individuals who are currently students, in each case who have access to the Internet on or before January 1, 2023. Only games that have been developed in the vast majority by full or part-time college or high school students during the semester (or local equivalent) prior to submission are eligible for entry into the Best Student Game category.

Independently Created: The Nominating Committee must be confident that the submitted game was created in the 'indie spirit' by an independent game developer, fulfilling the question asked on the entry form. The Nominating Committee reserves the right to refuse any game at its sole discretion.

Rights: Before submitting an Entered Game, the Entrant must have obtained the written permission of all persons or entities having any rights in the Entered Game.

Updates: Entered Game updates are permitted during the Nominating Period. Patched updates from competitors via the web portal will be permitted throughout the judging process. However, Sponsor does not guarantee the viewing or application of every patch/update by the Nominating Committee.

State of Development: All Entered Games must either be currently released, or be substantially feature-complete. You must have intent, at the time of submission, to release the game within 12 months of the IGF Ceremony, if your game still needs to be released or publicly playable.

Platform: Entered Games may run on any platform (Windows, Mac, console, mobile/handheld, etc.). We cannot guarantee that judges will have access to any special hardware required to play your game.

Finalists: Finalist games from previous years are not eligible for re-submission into the Competition. This does not apply to honorable mentions.

Student Requirements: Only games that have been developed in the vast majority by full or part-time college or high school students during the semester (or local equivalent) prior to submission are eligible for entry into the Best Game category. If entrants to the Contest are in doubt about the amount of externally created or contributed content in their game, please contact the organizers for clarification.

RELEASE:

By entering the Contest, each Entrant releases and holds harmless Sponsor, its parents, subsidiaries, and affiliates, and each of their respective officers, directors, agents, and employees from any and all responsibility or liability arising out of or relating to: (i) any personal injury, death, property (including computer) damage, or other loss or claim of any kind arising from or in connection with any violation of these Official Rules; the Contest, the Conference or any Entered Game; the acceptance, possession, or use of any prize; or any travel required by the Contest; (ii) any entry or other materials that have been tampered with, that are misdirected, incomplete, incorrect, non-conforming, corrupt, lost, late, or ineligible, or, with respect to mail-in entries or materials, that are sent postage due; and (iii) computer, telephone, cable, satellite, network, hardware, software, or other technical malfunctions or failures; garbled or jumbled

transmissions; Internet or website inaccessibility or delays; printing or typographical errors in any Contest or Conference materials; or any other technical or human errors occurring in connection with the Contest or Conference.

By entering the Contest, each Entrant consents to the use of the Entrant's name, photograph and likeness (if an individual), logo (if any), state of residence, and Entered Game for advertising, promotion, marketing, and administration of the Contest and Conference without additional compensation, to the extent permitted by law. Each entrant further agrees that Sponsor may use any and all information collected through the Contest, including the Entrant's name and contact Information, for marketing or other purposes whether or not related to the Contest, to the extent permitted by law and Sponsor's privacy policy, which may be found on the Contest Website.

REPRESENTATIONS :

By entering the Contest, each individual submitting entry materials (including an Entered Game) represents and warrants to Sponsor that: such individual either is the Entrant (if the Entrant is an individual) or is a fully authorized representative of the Entrant (if the Entrant is a business entity); the Entrant and the Entered Game fully comply with all eligibility requirements and all other provisions of these Official Rules; in preparing the Entered Game and entering and participating in the Contest and the Conference, the Entrant has complied and will comply in all respects with all applicable laws, regulations, and rules and has not violated nor will violate any agreement or understanding by which it is bound, including any confidentiality, employment, consulting, intellectual property assignment, or license agreement; the Entered Game consists entirely of Entrant's own original work or of work to which Entrant has all necessary rights; and neither the Entered Game nor the duplication, use, display, performance, or distribution of the Entered Game will infringe or misappropriate any intellectual property or other proprietary rights of any person or entity.

TERMINATION :

Sponsor reserves the right to cancel, terminate, modify, or suspend the Contest in its sole and absolute discretion if the Contest becomes technically corrupted or is not capable of being run as planned, including infections by computer virus, bugs, tampering, unauthorized intervention, fraud, technical failures or any other causes beyond the control of Sponsor that corrupt or affect the administration, security, fairness, integrity, or proper conduct of the Contest. In such an event, Sponsor will post notice at the Conference and on the Contest Website and will implement an alternate means for awarding all prizes.

MISCELLANEOUS :

If any part of these Official Rules is held by a court of competent jurisdiction to be invalid, illegal, or otherwise unenforceable, such part will be deemed modified or eliminated to the extent

necessary, in the court's opinion, to make it enforceable while preserving the original intent of the Sponsor, and the remaining parts of these Official Rules will remain in full force and effect. The Contest will be governed by, and these Official Rules will be interpreted by, and enforced in accordance with, the laws of the State of Pennsylvania and applicable United States federal law, without regard to any conflicts of laws principles. The Contest is void where prohibited by law. Any dispute arising out of or relating to these Official Rules, the Contest, the Conference, or any prize must be brought exclusively in the state or federal courts located in Harrisburg, Pennsylvania, and Sponsor and each Entrant irrevocably waive any objection to the venue and jurisdiction thereof.

As part of your entry, VGCUSA may contact you via email regarding Everyone Designs for independent game creators taking place during Game Developers Conference.

WINNERS' LIST :

For the name of the Winners, which will be available after May 22, 2024, check the Contest Website or send a stamped, self-addressed envelope to:

2023 E1D
Video Game Clubs of America
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Chambersburg, Pa
17201