



GOT A GAME? WE'VE GOT A COMPETITION!

We're combing the Pacific Northwest for the next hot game. The Seattle Indie Game Competition has spotlighted some of the brightest and most innovative game developers in our region. Each year, we set out on a quest to find the next big thing...

Do you think you have what it takes to battle for the elusive SIGC crown? Are you prepared to be judged by industry vets who have created some of the greatest titles? This is your chance to showcase the game you've spent countless hours fine-tuning. We'll give you the stage, you bring your game.

The submission period for the 2017 SIGC is now open – so get to work tweaking your mechanics and upgrading your graphics! It's free, so why not give it a shot?! You have until March 10th!

This year, SIGC finalists will demo at the 2017 Power of Play! Power of Play [PoP] is an annual conference dedicated to celebrating the interactive media industry. In its 9th year, PoP has become a staple in the diets of game developers and technologists who are hungry to grow the success of their products. Judges to date include representatives from Microsoft, Nintendo, Valve, Amazon, Big Fish Games, Bungie and more.

How to Apply:

In five pages or less, send the following information to info@washingtoninteractivenetwork.org from **November 11, 2016** through **March 10, 2017**.

1. Company name, main point of contact, phone number and email.
2. List the full names of those who own the game.
3. Who is the team working on the project? What is their experience to date?
4. What is the concept?
5. Why do you think this concept will sell?
6. How much money and time is needed to get this game to market? Or what kinds of partnerships are needed to bring you to the next level?
7. Along with the above, please send a screen mock up or link to your demo.

By submitting to the Seattle Indie Game Competition, you are acknowledging that:

- A. You agree and consent to all Rules of the Competition
- B. The submission actually belongs to you
- C. The judges/reviewers may be developing similar products
- D. That your submission, if selected for the final event, is going to be discussed and perhaps shown publicly when you are presenting to the judging panel.



- E. You agree that Washington Interactive Network and its affiliates may use and distribute (both now and in the future) your image or voice in photographs, videotapes, electronic reproductions and audiotapes for marketing purposes.

Any questions, please contact info@washingtoninteractivenetwork.org.

FAQs:

DO I KEEP MY IP IF I SUBMIT?

Yes! In no way do we want to you to compromise or transfer your intellectual property rights. Our mission is to make sure innovative ideas and teams have a chance for exposure and getting to market.

The judging process will be in two phases. The first takes place after the application deadline. We will send the submissions to our judges to evaluate. All entries will be tracked as to who reads them and we will have these judges sign NDAs as well. The second process is for the top 5 applicants who each get to present at the event to our panel of judges. These judges are publically evaluating your ideas.

The question at opportunities like this is always how much to disclose and the impact of disclosure. You will have to decide this on your own with your advisers.

DO I NEED A WORKING DEMO OR PROTOTYPE OF THE GAME?

A working demo is optional for submission, but would be required if you are selected for the final five who present to the judges.

If you are currently working on your game, you can submit your concept along with any graphics, storyboards, and/or other documents you think would help your idea be selected. However, if you are selected as one of the final five, you will need to have completed and present a working demo of the game, even if it's in the most basic form.

IF I DO SUBMIT A WORKING DEMO, HOW DO I DO IT?

Since not all our judges may have access to debug kits, please do not submit console builds. For PC, please provide a FTP with a user ID and password for the judges to download. For iOS, you'll need to get a UDID from the judges and then get them a build for their device. We can help coordinate this process; we just need to know in advance.

WHAT ARE THE METRICS USED IN JUDGING SUBMISSIONS?

The submissions are awarded points based on a scale of 1 – 4 with 1 being poor and 4 being excellent. There are a possible maximum of 52 points distributed among the following topics:

Team Experience and Composition (8pts)

Concept Originality, Creativity, Marketability, Features and Game Play (12pts)

Business Model Monetization Strategy and Strength/Longevity (8pts)

Indicated Needs Realistic and Achievable (8pts)

Mock-up/Demo Visual Appeal, Game Play/Feature Appeal, Audio Quality, Chutzpah (16pts)



WHAT ARE THE METRICS USED IN JUDGING FINALISTS?

The finalists' presentations are awarded points based on a scale of 1 – 4 with 1 being poor and 4 being excellent.

There are a maximum of 48 points distributed among the following topics:

Team Experience and Composition (8pts)

Concept Originality, Creativity, Marketability, Features and Game Play (12pts)

Business Model Monetization Strategy and Strength/Longevity (8pts)

Presentation Quality and Chutzpah (8pts)

Demo Visual Appeal, Game Play/Feature Appeal, and Audio Quality (12pts)

IF I AM NOT A FINALIST, CAN I STILL ATTEND?

Yes! We will offer special discounted tickets to all members of the development team for each submission to attend the final judging of the Seattle Indie Game Competition with the option to upgrade to a more comprehensive ticket to Power of Play.

IF I AM A FINALIST, CAN MY FAMILY OR FRIENDS GET TICKETS?

Finalists will receive two complimentary passes to Power of Play with special discounts for additional tickets for your colleagues, friends and supporters to cheer you on!



WASHINGTON INTERACTIVE NETWORK'S SEATTLE INDIE GAME COMPETITION RULES

"Washington Interactive Network's Seattle Independent Game Competition" Contest ("Official Rules") NO PURCHASE NECESSARY TO ENTER OR WIN. VOID WHERE PROHIBITED. OPEN TO LEGAL U.S. RESIDENTS, 13 YEARS OF AGE OR OLDER AS OF JANUARY 15, 2017.

1. CONTEST DESCRIPTION: The "Washington Interactive Network Seattle Independent Game Competition (the "Contest") begins on 11/11/2016 at 8:00 am Pacific Standard Time (PST) and ends on 3/10/2017 at 5:00 pm PST (the "Contest Period"). By participating in the Contest, each entrant unconditionally accepts and agrees to comply with and abide by these Official Rules and the decisions of Washington Interactive Network 8383 158th Ave NE, Suite 225, Redmond, WA 98052 and all sponsors for the Contest and Power of Play event (collectively, the "Sponsors"), which shall be final and binding in all respects. The Washington Interactive Network name and logo are to be used only with permission. There will be one (1) prize selection during the Contest Period, as more fully set forth below.

2. ELIGIBILITY: Must be thirteen (13) years of age or older are eligible to enter. Those eligible entrants younger than eighteen (18) years of age may only enter with a guardian's signature. Potential winners of the Contest may be required to show proof of age. Persons in the following categories are NOT eligible to participate or win a prize in the Contest: (a) Sponsors and their respective parents, subsidiaries, affiliates, dealers, service agencies and independent contractors, and each of their respective directors, officers, employees and agents (collectively, the "Contest Entities"); (b) persons engaged in the development, production or distribution of materials for this Contest; and (c) persons who are immediate family members (defined as spouse or biological or step- mother, father, sister, brother, daughter, or son and each of their respective spouses) of any person in any of the preceding categories, regardless of where they live, and/or individuals who reside in the same household, whether related or not, as any person in any of the preceding categories. The transfer of a prize from an ineligible to an eligible person is strictly prohibited.

3. HOW TO ENTER: No purchase necessary to enter or win. To enter you must do the following: In five pages or less, send the following information to info@washingtoninteractivenetwork.org from November 11, 2016 through March 10, 2017.

1. Company name, main point of contact, phone number and email.
2. List the full names of those who own the game.
3. Who is the team working on the project? What is their experience to date?
4. What is the concept?
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6. How much money and time is needed to get this game to market? Or what kinds of partnerships are needed to bring you to the next level?
7. Along with the above, also send a screen mock up or link to your demo.

By submitting to the Seattle Indie Game Competition, you are acknowledging that:

- A. You agree and consent to all Rules of the Competition
- B. The submission actually belongs to you
- C. The judges/reviewers may be developing similar products
- D. That your submission, if selected for the final event, is going to be discussed and perhaps shown publicly when you are presenting to the judging panel.



If a dispute as to the identity of any entrant cannot be resolved to Sponsors' satisfaction, the entry will be deemed ineligible. Limit one (1) entry per person. All eligible entries that are received will be entered into the Contest. The Contest Entities assume no responsibility or liability for any error, omission, interruption, deletion, theft or destruction, or unauthorized access to, or alteration of entries. All information must be provided to be eligible to win. Information collected in connection with this Contest will be used by Sponsors in accordance with their own respective online privacy practices. All entries become the property of the Sponsors and none will be acknowledged or returned.

4. **FINALIST AND WINNER SELECTION:** Our panel of judges will review all entries and will choose the top five (5) finalists to proceed to the last round of judging. Judges will award each entry with points based on a scale of 1 – 4 with 1 being poor and 4 being excellent. There are a possible maximum of 52 points distributed among the following topics:

- Team Experience and Composition (8pts)
- Concept Originality, Creativity, Marketability, Features and Game Play (12pts)
- Business Model Monetization Strategy and Strength/Longevity (8pts)
- Indicated Needs Realistic and Achievable (8pts)
- Mock-up/Demo Visual Appeal, Game Play/Feature Appeal, Audio Quality, Chutzpah (16pts).

The panel of judges will select one (1) winner from among the five (5) finalists and the winner will be the finalist with the highest score on the presentations. The finalists' presentations are awarded points based on a scale of 1 – 4 with 1 being poor and 4 being excellent. There are a maximum of 48 points distributed among the following topics:

- Team Experience and Composition (8pts)
- Concept Originality, Creativity, Marketability, Features and Game Play (12pts)
- Business Model Monetization Strategy and Strength/Longevity (8pts)
- Presentation Quality and Chutzpah (8pts)
- Demo Visual Appeal, Game Play/Feature Appeal, and Audio Quality (12pts)

5. **PRIZE AWARD AND WINNER NOTIFICATION:** The five (5) Finalists will be notified by **4/2/16** and will present their game in-person to a panel of high-profile judges during the annual Power of Play event on **Saturday, May 21, 2016**. The Winner will be announced at the end of the Power of Play event and will receive a prize of \$2,500. Winners must be present to win. All Finalists will also be given a display table during the Power of Play event for the opportunity to show their game to attendees. Sponsors shall have no liability for any Winner notification that is lost, intercepted or not received by a potential Winner for any reason. If, despite reasonable efforts, the potential Winner does not respond within one (1) hour of the first notification attempt, such potential Winner will forfeit his or her prize and an alternate Winner may be selected. If any potential Winner is found to be ineligible, or if he or she has not complied with these Official Rules or declines a prize for any reason prior to award, such potential Winner will be disqualified and an alternate Winner may be selected. Sponsors will successively attempt to contact up to two (2) additional potential winners of the prize in accordance with such procedure, and if there is still no confirmed Winner of the prize in question after such attempts have been made, the prizes may go unawarded.

6. **PRIZES/ODDS:** The main prize is \$2500.00. The Value of the prize is \$2500.00. Odds of winning depend on the number of eligible entries received. Prize is non-transferable, non-refundable, and is non-changeable by Winner and will be deemed void if sold, transferred, auctioned or assigned to any third person. The prize will be sent in the form of a check to the winner no later than July 15, 2017.



7. GENERAL PRIZE CONDITIONS: The prize Winners from both divisions shall be solely responsible for all federal, state and/or local taxes, and the reporting consequences thereof, and for any other fees or costs associated with the Prize and may be issued a 1099 IRS tax form. The finalists and/or potential Winners from both divisions may be required to execute an Affidavit of Eligibility, a Liability Release, and (where legal) a Publicity Release (collectively, "Prize Claim Documents"). If any potential Winner fails or refuses to sign and return all Prize Claim Documents within three (3) days of prize notification, a Winner may be disqualified and an alternate Winner may be selected. If Sponsors so elects, a potential prize Winner may be required to submit to a confidential background check to confirm eligibility and help ensure that the use of any such person in advertising or publicity for the Contest will not bring Sponsors into public disrepute, contempt, scandal or ridicule or reflect unfavorably on the Contest as determined by Sponsors, in their sole discretion. No substitution or cash redemption allowed except by Sponsors, who may substitute any prize for a prize of equal or greater value if advertised prize becomes unavailable.

8. GENERAL LIABILITY RELEASE/FORCE MAJEURE: Acceptance of a prize constitutes Winner's permission for Sponsors to use Winner's or Winner's guest(s) name, photograph, likeness, voice, biographical information, statements and address (city and state) for advertising and/or publicity purposes worldwide and in all forms of media now known or hereafter developed, in perpetuity, without further compensation. Entrants (and any minor entrant's parent or legal guardian) agree that the Contest Entities (A) shall not be responsible or liable for, and are hereby released from, any and all costs, injuries, losses or damages of any kind, including, without limitation, death and bodily injury, due in whole or in part, directly or indirectly, to participation in the Contest or any Contest related activity, or from entrants' acceptance, receipt, possession and/or use or misuse of any prize, and (B) have not made any warranty, representation or guarantee express or implied, in fact or in law, with respect to any prize, including, without limitation, to such prize's quality or fitness for a particular purpose. Sponsors are not responsible for incomplete, illegible, misdirected, misprinted, late, lost, damaged, stolen, or postage-due submissions or prize notifications. Sponsors reserve the right, in their sole discretion, to disqualify any individual who is found to be tampering with the entry process or the operation of the Contest, to be acting in violation of these Official Rules, or to be acting in an unsportsmanlike or disruptive manner, or with the intent to disrupt or undermine the legitimate operation of the Contest, or to annoy, abuse, threaten or harass any other person, and Sponsors reserve the right to seek damages and other remedies from any such person to the fullest extent permitted by law. Sponsors reserve the right to modify, extend, suspend, or terminate the Contest, in whole or in part, if they determines, in its sole discretion, that the Contest or any particular Contest drawing is technically impaired or corrupted or that fraud or technical problems, failures or malfunctions or other causes beyond Sponsors' control have destroyed or severely undermined or to any degree impaired the integrity, administration, security, proper play and/or feasibility of the Contest or particular Contest drawing as contemplated herein. In the event Sponsors are prevented from awarding prizes or continuing with the Contest or a particular Contest drawing as contemplated herein by any event beyond its control, including, but not limited to, fire, flood, natural or man-made epidemic of health of other means, earthquake, explosion, labor dispute or strike, act of God or public enemy, satellite or equipment failure, riot or civil disturbance, terrorist threat or activity, war (declared or undeclared) or any federal state or local government law, order, or regulation, public health crisis, order of any court or jurisdiction, or other cause not reasonably within Sponsors' control (each a "Force Majeure" event or occurrence), then subject to any governmental approval which may be required, Sponsors shall have the right to modify, suspend, or terminate the Contest in its entirety or the affected Contest. If the Contest or a particular Contest is terminated before the designated end date, Sponsors will (if possible) select the Winner in a random drawing from all eligible, non-suspect entries received as of the date of the event giving rise to the termination. Inclusion in such drawing shall be each entrant's sole and exclusive remedy under such circumstances. Only the type and quantity of prizes described in these Official Rules will be awarded. If, for any reason, more bona fide winners come forward seeking to claim prizes in excess of the number of each type of prize set forth in these



Official Rules, the Winner, or remaining winner, as the case may be, of the advertised number of prizes available in the prize category in question may be selected in a random drawing from among all persons making purportedly valid claims for such prize(s). Inclusion in such drawing shall be each entrant's sole and exclusive remedy under such circumstances. These Official Rules cannot be modified or amended in any way except in a written document issued in accordance with law by a duly authorized representative of Sponsors. The invalidity or unenforceability of any provision of these rules shall not affect the validity or enforceability of any other provision. In the event that any provision is determined to be invalid or otherwise unenforceable or illegal, these rules shall otherwise remain in effect and shall be construed in accordance with their terms as if the invalid or illegal provision were not contained herein. This contest is void where prohibited by law. The Contest is governed by the laws of the State of Washington and is subject to all applicable federal, state, and local laws and regulations.

9. COPY OF OFFICIAL RULES/WINNERS' LIST: To obtain a copy of any legally-required list of name of Winners and/or Official Rules, send your request along with a self-addressed stamped envelope to "Washington Interactive Network Independent Game Competition" Contest, 8383 158th Ave NE, Suite 225, Redmond, WA 98052. All such requests must be received by July 15, 2017.

