

Reboot Develop Red 2019

Banff, Alberta, Canada, from October 30th to 1st of November 20189

Conditions and regulations of Reboot Develop Red 2019 Indie Award

All participants of the Reboot Develop Red 2019 Indie Award must comply with the following terms and conditions. Please read carefully through them and if you apply for entering the contest it is considered you have agreed and complied with all of them without any limitations. If as a participant, you do not agree with everything stated you may not enter Reboot Develop Red 2019 Indie Award contest.

1. Organizer

Organizer of Reboot Develop Red 2019 Indie Award is Reboot magazine represented by Digital Adventure LLC.

2. Award

All participants who enter the contest will compete in 5 various categories. They are «GAME OF THE YEAR» category, «OUTSTANDING GAMEPLAY» category, «VISUAL EXCELLENCE» category, «BEST AUDIO» category and «SPECIAL SELECTION» category.

3. Submitted games

All of the submitted games can be developed for one of the following platforms – PC, Mac, Console or handheld, VR/AR and mobile.

When applying for the Reboot Develop Red 2019 Indie Award the organizer will be provided in the same application e-mail to indie.award@rebootdevelop.hr with a playable code of the game (at least a playable section/level/scene) in digital format, being either a download code/direct URL or some other kind of digital access to the submitted game. Games that participated in previous Reboot Develop Indie Awards are not allowed to be submitted for the selection process again.

4. Independent production / studio

Every company or an individual that submits a game must be completely independent meaning that they do not have majority control in the company by a video game publisher, and that their production/game is funded in majority through various independent sources.

If the game was part of any award or pitching sessions at previous edition of Reboot Develop it is not allowed to take part in Reboot Develop Red 2019 Indie Award.

5. Jury

Reboot Develop Red 2019 organizer will set up an international judging panel that will select the finalist nominees and award winners (announced during third day of the conference during special big Reboot Develop Red 2019 Indie Award ceremony that will be streamed online).

6. Award

Award for each of the categories will be \$2000 worth of sponsored prizes, the unique Reboot Develop Red 2019 award statue plus additional package of sponsored goodies. All of the awards are to be delivered to the selected winners in the maximum of 60 days period after the Reboot Develop Red 2019 Indie Award ceremony.

7. Application

To apply for the competition, send an e-mail to indie.award@rebootdevelop.hr with following details:

- NAME OF THE PROJECT
- PLATFORM OF THE PROJECT
- NAME OF THE STUDIO
- SIZE OF THE STUDIO
- CONTACT PERSON / E-MAIL AT THE STUDIO
- SHORT PROJECT DESCRIPTION
- PERCENTAGE OF DEVELOPMENT COMPLETION
- YOUTUBE LINK TO GAMEPLAY VIDEO (1-5 minutes)
- CODE, LINK, OTHER MEANS OF DIGITAL PLAYABLE CODE DELIVERY

All applications are completely **FREE OF CHARGE**, with the **only requirement being that every indie team that has applied needs to have at least one team member registered for the conference** (ticket bought) to be considered during the nominee selection round, and later be present at the conference for any additional questions by the contest jury, as well as present during the Reboot Develop Red 2019 Indie Award ceremony.

8. Deadline

Deadline for the applications is 10th of October 2019!