

Exhibition Area: B2B Zone			Exhibition Area: B2C Zone		
Description	Business Package	Online Business Package	Standard Gamer Package	Advanced Gamer Package	Ultimate Gamer Package
Event Date	Feb 2 – 3, 2023	Dec. 1, 2022 – Feb. 3, 2023	Feb. 2 – 5, 2023	Feb. 2 – 5, 2023	Feb. 2 – 5, 2023
Price	TWD \$3,000	TWD \$2,000	TWD \$10,500	Fee TWD \$30,000 Deposit TWD \$10,000	Fee TWD \$60,000 Deposit TWD \$20,000
Spec	Onsite Showcasing Stand/Online Profile & B2B Matchmaking	Online Profile & B2B Matchmaking	Onsite Showcasing Stand	Onsite 3*3m Shell Scheme	Onsite 6*3m Shell Scheme
Installation	Showcasing stand*1, nameplate*1, folding chairs*2, 110v power socket*2, free public Wi-Fi Wired network NOT included	N/A (Online)	Showcasing stand*1, , nameplate*1, folding chairs*2, 110v power socket*2, free public Wi-Fi Wired network NOT included	3*3m shell scheme with basic installation, free public Wi-Fi Wired network NOT included	3*3m shell scheme with basic installation, free public Wi-Fi Wired network NOT included
Access to Biz-Matching System	V	V	-	-	-
Indie Game Award Qualification	V	V	V	V	V
Access to TGS Official Events	V	V	V	V	V
TGS SNS Exposure	V	V	V	V	V

Indie House Registration Timetable

Date	Action
Sep. 1 - Oct. 13	Open for Registration
Oct. 17	Indie House Entries Announced
Oct. 17 – Oct. 31	Accepting Payments <i>*unpaid application will be void beyond the deadline. The spot will be released to the waitlisted applicants.</i>
Oct. 31 - Nov. 30	Open for Waitlisted Registration <i>*We cannot guarantee a spot for everyone in the waitlist. Applying as a waitlisted applicant might lose certain benefits such as 'Indie Game Award Qualification'. Details will be announced according to the present condition.</i>
2023 Feb. 2 - 5	Taipei Game Show 2023

Indie House Regulations & Notices

1. Indie House only accepts indie game developers as the applicants of the area. The organizer reserves the right to interpret the definition of “indie game developer”.
2. The applicant must be one of the developers or core members of the studio. The showcasing game must be developed by the applicant. A playable demo will be required for onsite showcasing.
3. We cannot guarantee a spot in for every applicant. Applications will be reviewed on a first-come, first-served basis . Applying as a waitlisted applicant might lose certain benefits such as “Indie Game Award Qualification”. Details will be announced according to the present condition.
4. The team/studio/company name displayed on the nameplate of the showcasing stand/shell scheme will 100% match the one you provided in the application form, including spells, spaces and caps. Please fill the application with caution.

Refund Policy

1. If the cancellation is made on and before October 31st, 2022, all paid fees will be refunded to you via wire transfer with processing fees deducted.
2. If the cancellation is made on and after November 1st, 2022, all paid fees WILL NOT be refunded.



Exhibitor Regulation

1. Exhibitor's stand/booth must be manned throughout the show. Leaving behind an empty stand/booth is unacceptable.
2. **If the exhibitor is unable to attend the exhibition due to personal emergencies or force majeure in the residing country/region, please write an Email to inform the organizer 3 days before the first day of the exhibition. Abandoning the stand/booth without a proper notice will result in permanent bans to Indie House.**
3. **Privately transfer the stand/booth to other person/entity is strictly prohibited. If above mentioned situation is verified, the organizer reserves the right to confiscate the stand/booth on the spot. No refund will be made under this circumstance.**
4. All promotional activities are strictly limited in the close proximity of your stand/booth.
5. The organizer reserves the rights to claim compensation accordingly if public properties are damaged by the exhibitor.
6. Please guard your personal belongings. The organizer is not responsible for any lost.
7. The organizer reserves the right to modify, insert, and/or withdraw any part of the rules specified herein.



Frequently Asked Questions



Q: My work/project is still under development, can I still apply as an Indie House exhibitor?

A: Yes you can. As long as you can provide a playable demo on site, you are good to go.

Q: Do I have to pay for the application?

A: No you don't. The payment will be made after the Indie House entries are announced.

Q: Can I bring my posters and banners to decorate my stand?

A: Yes you can. We encourage every Indie House exhibitor to utilize the showcase stand and make it as amazing as possible. However, please do so without interfering fellow exhibitors.

Q: Do I have to bring my own console or device to showcase my game?

A: Yes. Please bring your own showcasing devices such as PC/tablet/mobile phone/VR set/console to demonstrate your game.

Q: Are children allowed to the venue?

A: For B2C Zone, yes. For B2B Zone, no.

Q: I'm a oversea exhibitor and I have some questions regarding visa application. Who should I talk to?

A: Contact our Project Coordinator – Han Liu at han_liu@mail.tca.org.tw.

Q: I have many other questions that are not listed above. Who should I talk to?

A: For all questions regarding Indie House at Taipei Game Show, contact our Project Coordinator – Han Liu at han_liu@mail.tca.org.tw.

Contacts

Indie House

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Indie Game Award

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B2B Zone

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