

Description	Business Package	Gamer Package	Everything Package	Online Business Package
What do I want	I'd like to network with different companies and expand my project.	I'd like to face the public gamers, collect feedback and gain media exposure	I'd like to maximize the effectiveness for my trip to Taipei Game Show.	I'd like to network with different companies online.
Online Event Date	Dec. 1, 20' – Jan. 29, 21'	-	Dec. 1, 20' – Jan. 29, 21'	Dec. 1, 20' – Jan. 29, 21'
Offline Event Date	Jan. 28 – 29, 21'	Jan. 28 – 31, 21'	Jan. 28 – 31, 21'	-
Price	USD 100	USD 350	USD 450	USD 100
Minimum Rep. Required	1 rep.	1 rep.	2 rep.	Flexible
B2B Zone Showcase Stand	V	-	V	-
B2C Zone Showcase Stand	-	V	V	-
Access to Biz-Matching System	V	-	V	V
Online B2B Showcase	V	-	V	V
Indie Game Award Qualification	V	V	V	V
Access to TGS Official Events	V	V	V	-
TGS SNS Exposure	V	V	V	V
Provided Accommodation	1 person/3 nights/per team	1 person/5 nights/per team	1 person/5 nights/per team	-

# Registration Timetable

Date	Checkpoint
9/1	<b>Online Registration Starts</b>
10/16	<b>Online Registration Ends</b> <i>*All application beyond this point will be listed in the waiting list.</i>
10/21	<b>Indie House Entries Announce</b>
11/4	<b>Payment Deadline</b> <i>*unpaid application will be void after this point. The spot will be released to the waiting list applicants.</i>
11/4	<b>Waiting List Registration Starts</b> <i>*We cannot guarantee a spot for everyone in the waiting list. Applying as a waiting list applicant might result in forfeiting certain privileges like 'free accommodation' and 'Indie Game Award Qualification'. Details will be announced according to the present condition.</i>
11/30	<b>Waiting List Registration Ends</b> <i>*No application will be accepted beyond this point.</i>

# Qualification

1. Indie House aims to support independent game developers and communities. We welcome every indie dev around the globe to join us.
2. The applicant must have ownership over the applying studio / company with no more than 49% of external investment.

# Registration Regulation

1. All application will be reviewed on a first-come, first-served basis.
2. All applicants are required to have a playable demo to be eligible for applying.
3. We cannot guarantee a spot for everyone in the waiting list. Applying as a waiting list applicant might result in forfeiting certain privileges like 'free accommodation' & 'Indie Game Award Qualification'. Details will be announced according to the present condition.
4. Each applicant is eligible to apply for ONE Indie House package only.
5. The team name displayed on the banner of your showcase stand will be exactly the same as the one you provided in the application form. Please fill the application with caution.
6. Complimentary accommodation will be arranged in twin-bed hotel rooms. Please expect to share your room with other Indie House exhibitor(s).

# Cancellation Policy

1. If the cancellation is made before November 4<sup>th</sup>, 2020, your paid fees will be refunded to you with processing fees deducted via wire transfer.
2. If the cancellation is made after November 5<sup>th</sup>, 2020, your paid fees will be confiscated by the organizer.

# Exhibitor Regulation

1. Your stand(s) must be manned throughout the show. Empty stand(s) is/are unacceptable.
2. Your stand(s) cannot be privately transferred to another team or person.
3. All promotional activities are strictly limited in Indie House section only. Indie House exhibitors are not allowed to showcase or promote in other sectors of Taipei Game Show.
4. The organizer reserves the rights to claim compensation accordingly if public properties are damaged by the exhibitor.
5. Please guard your personal belongings. The organizer is not responsible for any lost.
6. The organizer reserves the right to modify, insert, and/or withdraw any part of the rules specified herein.

# Frequently Asked Questions (1)

Q: My work/project is still under development, can I 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. We will collect the payment 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 awesome as possible. However, please do so on the premise of not interfering, disturbing other fellow exhibitors.

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

A: Yes you do. Please bring your own PC/tablet/mobile phone/VR set/console to demonstrate your game. For showcase essentials like TV screens and desktops, our partner supplier will provide rental services on site.

# Frequently Asked Questions (2)

Q: Are children allowed inside the venue?

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

Q: I'm a overseas 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](mailto:han_liu@mail.tca.org.tw). He's the guy.

Q: I have many other questions that are not in this list. Who should I talk to?

A: For all matters regarding Indie House at Taipei Game Show, contact our Project Coordinator – Han Liu at [han\\_liu@mail.tca.org.tw](mailto:han_liu@mail.tca.org.tw). He will be taking care of everyone.

# Contacts

## Indie House / Indie Game Award

*\*Anything regarding Indie House or Indie Game Award.*

### Han Liu

Project Coordinator

Email: [han\\_liu@mail.tca.org.tw](mailto:han_liu@mail.tca.org.tw)

Skype: hankway10