

Exhibition Area: B2B Zone		Exhibition Area: Indie House (B2C Zone)		
Description	Indie Dev Package	Standard IH Package	Advanced IH Package	Publisher IH Package
Event Date	Jan 25 - 26, 2024	Jan 25 - 28, 2024	Jan 25 - 28, 2024	Jan 25 - 28, 2024
Price <i>*VAT Inclusive</i>	NT\$ 3,150 <i>*accepts wire transfer and credit card</i>	NT\$ 10,500 <i>*accepts wire transfer and credit card</i>	Fee US\$ 1,100 Deposit US\$ 400 Per booth <i>*accepts wire transfer</i>	Fee US\$ 2,200 Deposit US\$ 400 Per booth <i>*accepts wire transfer</i>
Spec	Showcasing Table (Mockup)	Showcasing Stand (Mockup)	3*3m Shell Scheme booth (or bigger) (Mockup: 1 booth 2 booths)	3*3m Shell Scheme booth (or bigger) (Mockup: 1 booth 2 booths)
Installation	<ul style="list-style-type: none"> Showcasing table*1 A4 size sign*1 Folding chairs*2 110v power socket Free vendor Wi-Fi Wired network NOT included 	<ul style="list-style-type: none"> Showcasing stand*1 Nameplate*1 Folding chairs*2 110v power socket Free vendor Wi-Fi Wired network NOT included 	<ul style="list-style-type: none"> 3*3m (or bigger) shell scheme booth with basic installation 110v power socket Free vendor Wi-Fi Wired network NOT included 	<ul style="list-style-type: none"> 3*3m (or bigger) shell scheme booth with basic installation 110v power socket Free vendor Wi-Fi Wired network NOT included
Exhibiting Multiple Titles	Not recommended	Not recommended	Recommended	Recommended
Access to Biz-Matching System	V	-	-	-
Steam Sales Event	V	V	V	V
TGS News Blast	V	V	Prioritized	Prioritized

Indie House Registration Timetable

Date	Action
Sep. 4 - Oct. 11	Open for Registration
Oct. 12	Indie House Entries Announcement
Oct. 12 – Oct. 26	Accepting Payments <i>*unpaid applications will be void beyond the deadline. The spot will be released to the waitlisted applicants.</i>
Oct. 26 - Nov. 30	Waitlisted Registration <i>*We cannot guarantee a spot for everyone on 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>
2024 Jan. 25 – 28	Taipei Game Show 2024

Indie House Application Notices

1. The identification, definition, and qualification determination of Indie House exhibitor applicants are subject to the interpretation of the organizers.
2. Exhibitors who sign up for the "Publisher IH Package" must be showcasing "indie games" on the ground.
3. Exhibited games must be self-developed or published and must provide playable demos during the exhibition.
4. The Indie House section has limited slots and operates on a "first-come, first-served" basis until all slots are filled.
5. The organizers cannot guarantee that all applicants will be granted a slot. Exhibitors on the waiting list may lose specific news blasts due to scheduling constraints.
6. The exhibitor's registered name on the application form must match the booth name on-site.
7. If exhibitors are planning to participate in the Steam sales event, please take into consideration Steam's 14-day discount cooldown period as specified.

Indie House Exhibitor Notices

1. During the exhibition period, it is essential to have staff present at the booth to receive visitors. Leaving the booth unattended and vacant is strictly prohibited.
2. If an exhibitor encounters unforeseen circumstances and cannot participate in the exhibition, they must formally notify the organizer via email 3 days prior to the first day of the event. If an exhibitor abandons the booth without proper notification, the organizer may reject their future applications for the Indie House section.
3. The use of the assigned booth is strictly prohibited from being transferred or displayed under a different company name than the one registered during the application.
4. The exhibition and promotional activities of exhibitors are limited to their booth area. Posting or distributing promotional materials outside of the booth, such as in aisles or common areas, is not allowed.
5. If an exhibitor damages any facilities belonging to the organizer, the sponsor, or the venue during the event, the organizer has the right to request compensation from the exhibitor.
6. Please take proper care of personal valuable items. The organizer is not liable for any loss or compensation. If you have valuable items during the exhibition, it is recommended to carry them personally or ensure them through insurance.
7. The rules and regulations of this event are subject to modification by the organizer, with individual notifications to the exhibitors and announcements made on the official website.

Indie House Cancellation and Refund Policy

1. For those who cancel their registration before November 1, 2023 (inclusive), the organizer will deduct the necessary remittance handling fees from the paid amount, and the remaining fees will be refunded after the exhibition concludes.
2. For those who cancel their registration on or after November 2, 2023 (inclusive), the organizer will forfeit the full registration fee (deposit included).

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 all set!

Q: Do I have to pay for the application?

A: No you don't have to. 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 booth and make it as amazing as possible. However, please do so without interfering with 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 a PC/tablet/mobile phone/VR set/console to demonstrate your game.

Q: Are children allowed to enter the venue?

A: For B2C Zone with a ticket, of course, yes! For B2B Zone, it's a no.

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

A: Contact our Project Coordinator – Nancy Wang at nancy_wang@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 exhibiting at Indie House, contact our Project Coordinator – Nancy Wang at nancy_wang@mail.tca.org.tw.

Contacts

B2B Zone

Taipei Game Show
Project Coordinator

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Indie House (International)

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Indie House (Domestic)

Taipei Game Show
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Indie Game Award

Taipei Game Show
Project Coordinator

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