

MILTHON 2010 - Rules

Paris Game Festival

ARTICLE 1: INTRODUCTION

The MILTHON 2010 are organized by Games-Fed during the Paris Game Festival 2010 that will take place in Paris, Porte de Versailles, from September the 10th to September the 12th, 2010. The selection of the registered games will take place between June the 30th and July the 30th, 2010. The deliberations will take place from August the 1st, 2010 to September the 7th, 2010. The Milthon awards ceremony will take place on September the 10th, 2010 at the Parc des Expositions, Porte de Versailles, Paris. The goal of the contest is to promote the European videogames industry. This contest will draw the attention of the Media and the general public to the European videogames industry by highlighting the registered works and their creators. This label will advertise these works among the distributors and the consumers in Europe and worldwide.

ARTICLE 2: ENTRANTS

a/ Entrant

Are allowed to compete the companies, associations or individuals that reside (or whose Head office resides) in the European Union (hereafter, the "Entrant").

b/ Production

- The registered productions can be financed by European or foreign investments,
- The Entrant must be able to prove that more than half of the offices linked to the production are situated within the European Union, based on the number of employees (not the production costs),
- The production must be published or made available to the general public within 12 months before the Paris Game Festival 2010,
- The game design (in the largest sense of the word, including the game concept, the script, the design of the environment, the interaction between the various features and the graphic design) and the level design must be created by the Entrant.

- To compete for the Award of the best independent game, the registered production must be completely developed by the Entrant, without any help from any company or association. Using external technologies (engine, middleware, software or hardware) for the development is authorized if the Entrant possesses the rights for its commercial use,
- To compete for the Award of the best independent game, the Entrant must be the owner of the work and have the rights of commercial exploitation on the relevant support,
- To compete for the Award of the best independent game, the registered production must be completely distributed by the Entrant (within 12 months before the Paris Game Festival 2010).

Are not allowed to participate the productions that do not match the above prerequisites as well as any employee or representative of the organizing company, any company controlled or partly controlled by the organizer, any person linked to the organization of the contest as well as their families. The organization committee has the right to ask any Entrant to prove that his situation matches the prerequisites.

ARTICLE 3: AWARDS

8 MILTHON will be awarded in 2010 in the following categories:

- Best game design
- Best visual art
- Best audio
- Best console game
- Best mobile game
- Best PC/MAC game
- Best independent game
- Game of the year

The award winners may receive various gifts offered by the partners of the MILTHON and of the Paris Game Festival.

The winner of the Best independent game award will receive 5000 euro (all taxes included).

ARTICLE 4: REGISTRATION

In order to participate, the production must be registered between June the 30th, 2010 and July the 30th, 2010 (midnight). If the product has been developed on various platforms, the Entrant must choose what version will be registered. The production must be officially published in the European Union during the year 2010.

The registration file must be send before July the 30th, 2010 (midnight) by mail or email at: [contact\[at\]milthon.com](mailto:contact[at]milthon.com).

The participation form must absolutely be signed and send by mail at the following address:

Games Fed – Milthon 2010
86, rue de Lille
75007 Paris
FRANCE

NOTE:

- Will be refused all projects that do not match all of the prerequisites as described in the present set of rules when the registration period expires (July the 30th, 2010).
- The organization committee may also reject any product violating the ethics of the event and of the jury (for instance any project including pornographic, pedophilic, racist, homophobic elements or elements contrary to human dignity).

The organization committee will decide if any work that does not match the exact terms of the rules may nonetheless be registered.

ARTICLE 5: PROJECT-FILE

In order to enter the MILTHON 2010, the files must contain all of the following elements:

- a. The participation form (one is delivered by project), sent back by mail.
- b. A walkthrough of the game in PDF format.

- c. If the Milthon jury or the organization committee requires it, the Entrant must be able to offer one or several copies or individual accesses to his work.
- d. A set of game saves or cheat codes covering the entire story (according to the stage of development) and allowing playing several times various specific moments of the product.

If the game is officially nominated, the following elements must be provided before August the 15th, 2010 (midnight):

- e. The game in English language
- f. 5 right-free visual arts (JPEG format, 300 dpi).
- g. A less-than-five-minute video of the game, preferably made with actual footage of the game.

NOTE:

- The registered games must possess at least one complete, final and playable level,
- The registered games must work on a standard platform. Any specific hardware or software must be transferred to Games-Fed (if not, the Entrant can be expelled from the contest),
- In order for the registration to be accepted, the Entrant must commit himself to publishing the game or making it available to the general public within twelve months before the Paris Game Festival 2010.

The projects must be submitted in a format (CD, DVD, cartridge, Blu-ray...) that can be read on any standard version of the chosen platform (console, PC/MAC, mobiles). If any access is required for an online game, it must be provided from the time of the registration to the Milthon awards ceremony.

Note: please indicate the name, phone number and address of two persons that can be contacted for any matter related to the registration, installation and use of the game.

Every file must include the complete address of the Entrant, as well as the phone number and email address of whoever is responsible of the project-file.

ARTICLE 6: JURY

The Milthon organization committee appoints the jury (i.e. the president and eight French or foreign personalities).

The Délégué Général will witness the deliberations, without voting. Anyone having an interest in the production or distribution of a competing game cannot be part of the jury.

ARTICLE 7: SELECTION AND VOTE

The Milthon organization committee selects a number of projects. Three projects will then be selected for each category:

- Best game design
- Best visual art
- Best audio
- Best script
- Best console game
- Best mobile game
- Best PC/MAC game
- Best independent game

A game can be nominated in one or several categories, thus it can be awarded one or several awards, including Game of the year.

ARTICLE 8: CEREMONY AND PRESENTATION OF THE PROJECTS

The projects will be publicly presented on stage (the Entrants will be informed of the form of the presentation before August the 27th, 2010).

A video will probably be required. Its length will be determined before August the 27th, 2010 (but will not exceed 5 minutes).

The Entrant or at least a representative of the Entrant must be present during the Milthon awards ceremony that will take place in Paris (France) on September the 10th, 2010.

ARTICLE 9: REFUNDING THE ENTRANTS

No fee is required to enter the Milthon contest. As such, no refund request will be accepted from the Entrant under any circumstance.

ARTICLE 10: LOI INFORMATIQUE ET LIBERTE

Following the terms of the law “N°78-17 du 6 janvier 1978 relative à l'informatique, aux fichiers et aux libertés”, the registered Entrants have the right to oppose (art. 26), access (art. 34-38), rectify and suppress (art. 36) any personal data. To do so, please write to the organizers.

ARTICLE 11: RIGHTS AND COMMUNICATION

By participating, every Entrant confirms that:

- he possesses the proprietary rights of the project, or that he can show the express authorizations of the actual owners within the scope of the contest,
- he does not violate any copyright.

Games-Fed retains the right to promote the registered project, including any related document (pictures, videos, images, texts...) within the boundaries of the Paris Game Festival and of the MILTHON in France and worldwide, for a duration of one year after the end of the MILTHON 2010.

ARTICLE 12: RESPONSABILITY

Games-Fed cannot be held responsible for any transportation damage, for any deterioration of the supports or for any suppression of one or several MILTHON by force majeure.

Games-Fed retains the right to shorten, prolong, modify or cancel the contest without explanation and without any liability. The Entrants cannot require any compensation of any kind.

ARTICLE 13: EXCLUSION

The organizers can exclude any Entrant who would have violated this set of rules at any time without any warning. The organizers can also exclude any participation file when it contains a manifest error on the identity of the Entrant at any time and without warning.

ARTICLE 14: COPYRIGHTS

The reproduction, representation or exploitation of any element related to the MILTHON and the Paris Game Festival are strictly forbidden. All trademarks and registered trademarks belong to their respective owners.

ARTICLE 15: MANDATORY RULES

By participating, you acknowledge full acceptance of this mandatory set of rules. The organizers retain the right to amend any part of the rules. You can receive an updated copy of the rules simply by requiring it.

ARTICLE 16: LITIGATION

If any term of this set of rules is declared null or not applicable, all the other terms will remain enforceable to the maximum extent allowed by the law.

If any problem not covered by this set of rules arises, it will be dealt with at its discretion by the organizing company. No appeal will be received regarding its decisions. This contract is governed by the French laws. If any conflict arises from the contest, both parties agree to first try to settle the difference out of court. If the amicable attempt fails, the litigation will be judged by the relevant court, based on the address of the organizing company's head office, unless unlawful. No litigation will be accepted two months after the end of the contest.

ARTICLE 17: CONTACTS

For any detail or to require a registration form, please send an e-mail to the following address: [contact\[at\]milthon.com](mailto:contact@milthon.com)