



animania[®]

FESTIVAL

2008 COSPLAY CHESS - RULES AND PROCEDURE

[Last updated 01/06/2008]

Cosplay is a much-loved event, and last year in 2007, for the first time, Animania Festival hosted two Cosplay games, Cosplay Chess and Pokemon Tournament.

In 2008, Cosplay games are back! And it will be bigger and better! This year, we will have two games running again, one on each day. On Saturday morning, Cosplay Olympia, and on Sunday morning, Cosplay Chess.

This document outlines the rules and procedures for the Animania Festival Cosplay Chess ONLY. For information, rules and procedures relating to Cosplay Olympia, please refer to the website for the relevant details.

1. ANIMANIA FESTIVAL COSPLAY CHESS PROCEDURE

- 1.1 All entrants of the Animania Festival Cosplay Chess must **register online** prior to attending the Festival to be considered eligible to participate in the game. **Online registration will close 1 weeks prior to the Festival.** Check the website for the exact registration cutoff dates.
- 1.2 **NEW ENTRIES MAY BE ACCEPTED ON THE DAY OF COMPETITION**, but priority will be given to registered entrants. Please check with the Cosplay registration desk for available places on the day.
- 1.3 Places are **strictly limited** to 32 players. Registered entrants will be able to express their team and chess piece preference. Teams and chess pieces will be allocated based on first come first serve.
- 1.4 Entrants will be notified **no later than 2 days** prior to the Festival of the location and time of the event as well as their team colour (white or black) and their chess piece type (King, Queen, Bishop...). Please ensure that you have provided a working email address (non-Hotmail or Yahoo! addresses preferred) as the Festival staff take no responsibility if you are not informed of competition status. Individuals who have been notified that they qualify to compete will be known as 'Qualifying Entrants'.
- 1.5 Qualifying Entrants **must** arrive at the Cosplay game area at least 10 minutes before games start.
- 1.6 Qualifying Entrants who do not arrive on time will forfeit their place in the game and may lose their spot in the game. This procedure is in place to ensure the smooth and timely running of all events, so it is required that we have all Qualifying Entrants ready on time for the event
- 1.7 Each Qualifying Entrants' must be in costume to be eligible to enter the Cosplay games.

2. COSPLAY CHESS RULES

- 2.1 Cosplay chess is open to individuals of all ages.
- 2.2 All Entrants must register online to be considered eligible to participate in the game as outlined in the procedures above.
- 2.3 Upon registration, all Entrants must provide the information outlined in Section 4 – “Online Submissions Checklist”. Please refer to this section and read carefully.
- 2.4 Entrants must present themselves in costume.
- 2.5 Qualifying entrants will be given 2 chess piece signs to attach to their chest and back.
- 2.6 Qualifying entrants will be asked to position themselves on the Cosplay Chess according to their chess piece.
- 2.7 Qualifying entrants must follow the direction of the Game master (Cosplay coordinator) at all time.
- 2.8 Once the game is ready to start, two chess players will start playing on the chess board. After each move, the game master will announce the move and will ask chess pieces (Qualifying entrants) to move. Chess players will wait for the Cosplay Chess to move before playing again.
- 2.9 When a chess piece is moved to kill another piece, chess pieces are expected to mimic a killing move (if possible respecting their cosplay character, e.g. DBZ Goku would kamehameha to kill), without injuring the other chess pieces. Creativity is encouraged.
- 2.10 Chess pieces must not harm other Chess pieces. Harming of other chess pieces will result in instant disqualification and removal the venue.
- 2.11 Cosplay chess will end when one of the kings has been taken.
- 2.12 All Entrants must abide the Terms and Conditions for General Public. These can be viewed on the Animania Festival website.
- 2.13 Metallic weapons (sword, axes, shuriken...) and firearms are illegal and therefore are not permitted as props for Cosplay. Projectile weapons (even plastic ones) are also not permitted as props. Hard wooden weapons and very large props (over 1 metre long) are allowed as props for Cosplay but must be stored in the cloakroom. All foam, cardboard, Styrofoam and soft wooden props (balsa wood) are allowed as props for Cosplay and will not need to be stored in the cloakroom.
- 2.14 Animania Festival Staff and Volunteers working in the Cosplay Section will not be eligible to participate in the Cosplay games for prizes. This rule does not apply to Animania Festival Volunteer Floorstaff, who will be eligible to participate in the Cosplay games for prizes.
- 2.15 Aurora Entertainment Pty Ltd (hereinafter referred to as “the Organisation”) reserves the right to adjust Cosplay chess rules in any way it sees fit and disqualify any entry for non-compliance with the rules outlined in this document or the Terms and Conditions for General Public.
- 2.16 Permission is granted to the Organisation to use the costume photographed/filmed for future promotions of Animania.
- 2.17 The Organisation reserves the right to refuse entry to any cosplayer entered into the Cosplay Chess behaving inappropriately. The Organisation reserves the right to disqualify any entrants within reason. The Organisation’s decisions are final.

- 2.18 By entering Cosplay Chess, the participant agrees to abide by the terms and conditions as set out in this document and on the website. Participants who do not follow these rules will be disqualified.

3. AWARDS

The winning team will receive candies/chocolate bars as a prize

4. ONLINE SUBMISSIONS CHECKLIST

- Name of Cosplayer
- Age of Cosplayer
- Gender of Cosplayer
- Title of the Anime/Manga/Game they are Cosplaying from
- Name of character they are Cosplaying
- Email address of Cosplayer
- Preferred Team colour (Black or White)
- Preferred Chess piece type (King, Queen, Bishop, Knight, Rook, Pawn)