



animania[®] FESTIVAL

2008 COSPLAY OLYMPIA - RULES AND PROCEDURE

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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. Cosplay Olympia on Saturday morning and Cosplay Chess on Sunday morning.

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

1. ANIMANIA FESTIVAL COSPLAY OLYMPIA PROCEDURE

- 1.1 All entrants of the Animania Festival Cosplay Olympia 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 cut-off 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 a maximum of 52 players. Registered entrants will be able to express their team and game preferences. Teams and games 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 (blue or red) and the game they are playing. 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 OLYMPIA RULES

- 2.1 Cosplay Olympia 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 assigned to a game, and given props to use during the games.

2.6 The games are:

1. Paper Cosplay (3 per team)	Each team needs to construct a costume using newspapers and tape. Judges will decide which team made the best costume
2. Fan fight (5 per team)	3 cosplayers in each team will run around the venue with paper balls attached to their heads and will be chased by 2 cosplayers with fans from the other team. The first team to squash all 3 paper balls wins.
3. Chocobo game (3 per team)	1 cosplayer from one team will be dressed as a chocobo, 1 cosplayer from the other will have 10 gold feather. Both are blind folded. Each team will have 1 cosplayer directing orally their chocobo or feather hold. The aim is place all 10 feathers on the chocobo before the time runs out. Places are reversed for a second round. The winner is the team that placed the most feathers on the chocobo.
4. Pokemon Tournament (4 per team)	1 pokemon trainer, and 3 pokemon per team. In turns, each pokemon trainer calls out a pokemon and then calls out moves. The pokemon then acts the move. The fight lasts 5 minutes. At the end of the fight, judges will decide which team was the most entertaining to watch.
5. Ouendan (3 per team)	3 cosplayers in each team is given bandanas and whistles. An Ouendan music will be played. Each team will perform, in turn, a cheerleading dance. Once both teams have performed, judges will decide which team was the most entertaining to watch.
6. Cosplay Sumo Fight (1 per team)	One cosplayer from each team will need to put on sumo suits. The aim is to push the other sumo out of the ring. The battle will last 5 minutes. The team that pushed the other out of the ring the most at the end of the time wins the game.
7. Cosplay Battleship (7 per team)	Each team gets 2 boats and one shooter. 3 cosplayers will be in each boat, and they must move together the boat in the game area. The shooter from the other team will throw plastic balls at the boats. When a cosplayer is hit, the cosplayer must leave the boat. A boat is sunk when all 3 cosplayers have been hit. The game ends when both boats have been sunk or when time runs out. Teams are reversed for a 2 nd round. The winning team is the team that sunk both boats in the shortest period of time.

2.7 Qualifying entrants must follow the direction of the Game master (Cosplay coordinator) at all time.

2.8 Cosplayers must not harm other Cosplayers. Harming of other cosplayers will result in instant disqualification and removal the venue.

2.9 Cosplay Olympia will end when all games are ended and scores are added. Each game won gives 1 point to the team (7 points in total).

2.10 All Entrants must abide the Terms and Conditions for General Public. These can be viewed on the Animania Festival website.

- 2.11 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.
- 2.12 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.
- 2.13 Aurora Entertainment Pty Ltd (hereinafter referred to as "the Organisation") reserves the right to adjust Cosplay Olympia 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.
- 2.14 Permission is granted to the Organisation to use the costume photographed/filmed for future promotions of Animania.
- 2.15 The Organisation reserves the right to refuse entry to any cosplayer entered into the Cosplay Olympia behaving inappropriately. The Organisation reserves the right to disqualify any entrants within reason. The Organisation's decisions are final.
- 2.16 By entering Cosplay Olympia, 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 (Blue or Red)
- Preferred Game

(Paper Cosplay, Fan Fight, Chocobo Game, Pokemon Tournament, Ouendan, Cosplay Sumo Fight and Cosplay Battleship)