



2020 First Exposure Playtest Online Program Information & Policies

This document supplements and applies to those participating in Gen Con's FEPO Program

Definition of Terms:

- First Exposure Playtest Online is referenced as "FEPO"
- Person or Entity provided space in the First Exposure Playtest Online is referenced as "Participant"
- Gen Con LLC is referenced as "Gen Con"
- Gen Con Online is referenced as "Convention"

The First Exposure Playtest Online (FEPO) is a dedicated program at Gen Con Online designed to showcase games that are still in development and not yet available for purchase. Instead of players buying tickets and paying to play (like most events at the Convention), the publisher or designer pays a fee to reserve a block of time and attendees can play for free throughout Gen Con. It's the perfect opportunity to test a game and get feedback from players.

The First Exposure Playtest Online is managed and presented by Double Exposure, Inc., which runs a number of gaming industry events and conventions of its own.

Designers and publishers can purchase a Participant Package of four 2-hour playtest sessions to be scheduled during the Convention. The standard package provides the four 2-hour playtest session, and is for those who already have an online version of their game. The deluxe package also includes interactive tutorials on how to build your prototype(s) in the Tabletop Simulator Workshop and direct, individual help from Double Exposure to fine-tune your creation(s) for online play. Any prototypes built for the FEPO will remain in participant's Tabletop Simulator account and will be available for private use.

Anyone interested in becoming a Participant must purchase playtest sessions for their unpublished game by completing the online application form. By completing and submitting the form, you agree to the details outlined in this FEPO Information & Policies document along with Gen Con's Event Host Policy, except where explicitly contradicted here. Note that applications are processed manually in batches, and an application may take up to a week to process.

By submitting the FEPO online form, all Participants affirm that they have read and agree to abide by both documents.

1. DATES & DEADLINES

- All dates are for the 2020 calendar year, unless otherwise noted.
- All times are in Eastern time zone, unless otherwise noted.

Convention Dates	July 30 - August 2
Application Deadline	July 17 or sooner if at capacity

2. REGISTRATION/APPLICATION

- To apply for FEPO, potential Participants must submit a completed application form. Failure to submit form will result in an incomplete registration.
- Potential Participant must complete the FEPO application online.
- All fields on the application are required.
- If you do not have a Gen Con account number, you must create an account at www.gencon.com. Your account number is the number in parenthesis next to your name (EX: Mickey Mouse (12345)).

I. Waitlist/Cancellations:

- In the event of a sell-out, applications may be placed on a waitlist.
- There are no refunds for canceled FEPO participation.

3. PARTICIPATION

- Only games or expansions for games that are not yet published may participate in FEPO. The FEPO is specifically for the testing of game mechanics. Gaming accessories, including, but not limited to, gaming aids, gaming organizational tools, and digital gaming applications, are not appropriate for FEPO. Should you have a question as to whether your game is appropriate for the FEPO, please email all queries to events@gencon.com.

I. Pricing:

- Standard Package: \$60
 - Four (4), 2-hour length sessions / total of eight (8) hours of playtest time
 - *You must already have an online version of your game, that is free to play*
- Deluxe Package: \$180
 - Includes:
 - Four (4), 2-hour length sessions / total of eight (8) hours of playtest time
 - Interactive tutorials on how to build your prototype(s) in the Tabletop Simulator Workshop and direct, individual help from Double Exposure to fine-tune your creation(s) for online play

II. Payment:

- a. Once an application has been received and approved, Participant will receive an email notifying them that an invoice has been prepared; this is not automatic and could take up to a week after your application is submitted.
- b. Payment is due immediately upon receipt of invoice.
- c. Invoices that remain unpaid for one (1) week or more may cause application to be rejected.
- d. After invoice has been paid, Participant will be sent an email within a few days confirming their status. They will be contacted by Double Exposure shortly thereafter to coordinate event details and schedule playtest slots.

III. Scheduling/Pre-Convention:

- a. All scheduling is based on a first come, first served basis.
- b. Participant may request specific demographics for each playtest session (e.g. “experienced players” or “sci-fi fans”). Every reasonable effort to recruit those kinds of players will be made, but availability will ultimately be limited by the attendees waiting to play.

IV. Onsite:

- a. Designer and/or representative must be present at scheduled start time for their playtest session. Failure to do so may result in the forfeiture of the session. Refunds will not be issued and sessions will only be rescheduled at Gen Con & Double Exposure’s discretion.
- b. Gen Con attracts a wide variety of attendees. Material presented during a playtest session should be suitable for most ages. Participants are expected to exercise appropriate judgment in the presentation of necessary subject matter. Gen Con & Double Exposure reserves the right to cancel any event deemed inappropriate, whether due to excessive nudity, violence, overt sexuality, or offensive material.

4. ADVERTISING & PROMOTION

- a. By completing a FEPO application, Participant grants Gen Con the right to use their name, image, title, and game details in promotional material that could include, but is not limited to, the Gen Con web site, email blasts, print collateral such as flyers, or social media posts.
- b. Participants are encouraged to provide Double Exposure with images including their game in play, game materials, or game or company logos along with a 50-word description of their game for possible inclusion on the Gen Con website, or other promotion.

5. SECURITY & LIABILITY

- a. Gen Con LLC is not responsible for any injury to Participant’s agents, servants, employees, or damage to or theft of property from any cause prior to, during, or subsequent to Gen Con. Participant hereby expressly agrees to indemnify and hold harmless Gen Con LLC against any and all claims for such loss, damage, or injury.
- b. Participant agrees to indemnify, defend, and hold harmless Gen Con LLC against any and all claims for loss, damage, or injury associated with Participant’s vehicles, property, personnel, events, and general conduct at the event. In the event that Gen Con LLC or the owners of the convention site are held liable for reasons caused or aggravated by Participant’s action or failure to act in any manner whatsoever, said Participant shall reimburse Gen Con LLC and/or the convention-site owners for all costs incurred.
- c. Participant is fully responsible for any loss, damage, or injury to the convention-site owners or personnel resulting from Participant’s displays or actions.
- d. Participant is fully responsible for any loss, damage, or injury to Gen Con attendees resulting from Participant’s displays or actions.
- e. Participant is liable to the convention services firm for any and all damage, from whatever cause, to rented or leased booth equipment and shall indemnify, defend, or hold harmless Gen Con LLC against any and all claims or suits for such damage.

- f. Gen Con LLC reserves the right to cancel arrangements or remove a Participant whenever it is deemed necessary for the safety or comfort of those attending Gen Con whenever the exhibit, activity, or material presented is objectionable or offensive to the average person attending Gen Con, whenever legal conditions, convention policies, or requirements of the convention site so dictate, or whenever portions of the convention site are destroyed or damaged.
- g. Likewise, Gen Con LLC reserves the right to cancel arrangements if Gen Con fails to take place as scheduled, is interrupted and/or discontinued, or access to the premises is prevented or interfered with by reason of any strike, lock out, act of war, act of God, emergency declared by a government agency or Gen Con LLC Show Management, or for any other reason that terminates this agreement. In the event of such termination, Participant waives all claims of damages in this regard.
- h. Gen Con LLC reserves the right of editorial discretion over any material submitted as Gen Con program advertising that is deemed objectionable to the average person attending Gen Con. Participant must meet the Gen Con LLC Show Management standards of good taste.
- i. Participant will comply with all laws of the United States as well as all applicable state or local ordinances, rules, and requirements of police and fire departments or other authorities of such jurisdictions, will obtain all necessary permits and licenses with respect to their activities, and will not do or suffer to be done anything during the term of this agreement in violation of any such laws, ordinances, rules, or regulations. If the attention of said Participant is called to any such violation committed by said Participant, or committed by any person employed by or admitted to the premises by said Participant, said Participant will immediately desist and correct, or cause to be corrected, such violation. Participant agrees to indemnify, defend, and hold harmless Gen Con LLC from any and all costs, suits, and legal proceedings alleging violations of any such law or regulation.
- j. Use of any product by any Participant, employee, or agent thereof containing the Gen Con trademark, the Gen Con logotype, or other trademarks owned by Gen Con LLC is prohibited without the express written permission of Gen Con LLC. Participant agrees that if any materials making such unauthorized use appear at the Convention, Gen Con LLC shall have the right to take possession of and destroy all such materials, as well as to pursue other available legal remedies.
- k. All matters and questions not covered by this application and these terms are subject to the decision of Gen Con LLC Event Team.
- l. Participant agrees to abide by and conform to all additional rules and regulations from time to time adopted or prescribed by Gen Con LLC for the management of Gen Con and the exhibit areas.
- m. Participant acknowledges that they have read the preceding terms and conditions, expressly agree to comply with them, as well as the Event Host Policy, and authorize Gen Con LLC to enforce them.