

The Great Lakes Comic-Con
<http://www.GreatLakesComicCon.org>

Friday, February 23, 2018 – 5:00PM to 9:00PM

Saturday, February 24, 2018 – 10:00AM to 6:00PM

**Macomb Community College, South Campus,
Sports and Expo Center**

14500 E. 12 Mile Rd, Warren, MI 48088

PROTOTYPE GAMING REGISTRATION FORM

**CALLING ALL GAME DESIGNERS!
HAVE YOUR GAME CONCEPT PLAYED AT THE GREAT LAKES COMIC-CON!
GAMING ON BOTH DAYS!**

**An 8-Foot table can be reserved at a rate of \$10/hour during the event
to showcase your unpublished/prototype game concept.**

Up to 9 hours of table time can be reserved!

*****GAME DESIGNERS MUST ALSO PURCHASE ADMISSION TO THE EVENT*****

Business Name (if applicable): _____

Designer's Name: _____

Mailing Address: _____

City: _____ **State:** _____ **Zip:** _____

Phone: _____ **Email:** _____

Web Site: _____

Facebook: _____

Game Concept to be demonstrated (Optional):

May we use your Web Site/Facebook in our promotions? () Yes () No

May we use your game concept in our promotions? () Yes () No

The Great Lakes Comic-Con

Table Reservations will only be held AFTER a signed contract AND payment are received.

Table Pricing @ \$10/Hour

**Completing this form does NOT guarantee a time slot reservation.
We must reconcile things first with tables that may have already been reserved.**

Please refer to the web site to see which time slots may still be available.

Every effort will be made to keep this page up-to-date:

http://www.GreatLakesComicCon.org/game_designers.html

Friday, February 23, 2018 - Show Floor Opens at 5PM

Mark the time slot/area on the chart that you would like to reserve.

Time Slot	Day	Time Reserved	Table 1	Table 2	Table 3	Table 4
1	Friday	6PM to 7PM				
2	Friday	7PM to 8PM				
3	Friday	8PM to 9PM				

Saturday, February 24, 2018 - Show Floor Opens at 10AM

Mark the time slot/area on the chart that you would like to reserve.

Time Slot	Day	Time Reserved	Table 1	Table 2	Table 3	Table 4
4	Saturday	11AM to 12PM				
5	Saturday	12PM to 1PM				
6	Saturday	1PM to 2PM				
7	Saturday	2PM to 3PM				
8	Saturday	3PM to 4PM				
9	Saturday	4PM to 5PM				

Total Number of Tables Reserved = _____

Total Number of Hours Reserved = _____ x \$10/Hour = _____

Total Reservation Cost = _____

Admission Costs (Choose One)

OPTION 1: Friday Admission = \$13.00

OPTION 2: Saturday Admission = \$13.00

OPTION 3: Two-Day Admission = \$18.00

Which Admission Option is Reserved? _____

Cost for Admission = _____

Total Cost for Registration =
(Reservation Cost + Admission)

3

The Great Lakes Comic-Con

DIFFERENT WAYS TO MAKE YOUR PAYMENT – PLEASE CHOOSE ONE

1

CREDIT CARD AUTHORIZATION FORM

(Credit Card payments will be billed as **The Great Lakes Comic-Con** on your statement)

Name on Card: _____

Credit Card Number: _____

Exp Date: _____ CVV: _____ Billing Zip Code: _____

I hereby authorize The Great Lakes Comic-Con to charge my table fees to my account.

Signature Authorizing Credit Card Charge: _____ **Date:** _____

Please Write the Billing Address (if different from address above)

2

PAYMENT BY PAYPAL

Payments can be made online using *PayPal*.

Please send your payment to paypal@greatlakescomiccon.org when using *Paypal*.

Please do not forget to mail in THIS signed Exhibitor contract to the GLCC.

3

PAYMENT BY PERSONAL CHECK

Please make checks payable to **The Great Lakes Comic-Con**.

There will be a \$50 charge for any checks returned unpaid.

PLEASE MAIL THIS CONTRACT TO:

The Great Lakes Comic-Con
P.O. Box 879
Washington Township, MI 48094

OR FAX IT TO:

888-417-4416

Remember to include THIS signed Designer Contract with your payment.

The Great Lakes Comic-Con

MCC Contract Addendum

The following is required to be in all exhibitor contracts by Macomb Community College. Please initial below to let us know that you are aware of these rules.

Thank You!



Sports and Expo Center Vendor Guidelines

1. Only blue/green painter's tape may be used on the Expo floor. No other types of tape may be used.
2. Any metal or rubber surface that would come in contact with the Expo floor must have carpet or carpet squares placed underneath.
3. At no time shall any vendor move Macomb Community College equipment without consent from facilities management – this includes but is not limited to **tables, chairs, electrical cords and pipe and drape**. Facilities personnel will work to accommodate the vendor's needs in conjunction with the event organizer.
4. Unloading of equipment may be conducted from the East side of the building. However, once equipment is unloaded, all vehicles must be moved to one of the designated vendor parking lots (11 or 12). Vehicles parked on the East side of the building during the event will be subject to ticketing by Campus Police.
5. The college has an exclusive contract with specific food service vendors. Due to this exclusivity, no outside food or beverage may be brought into the Expo Center for sale or consumption. Catering, Concession, and Vending Services are available.

Initial Here _____

The Great Lakes Comic-Con
Exhibitor Contract Terms – Include this with your payment

A. Gaming Table Space

1. The Great Lakes Comic-Con will provide an 8-Foot Table in the Gaming Area with 6 chairs where Game Designer can showcase and demonstrate his or her game concept.
2. Table Reservations can be made with this form. Since the Great Lakes Comic-Con is scheduling time slots as they are reserved, we can't necessarily guarantee the exact time slot reserved on this form. If there are any conflicting reservations, the Great Lakes Comic-Con will contact/inform the Game Designer.

Refer to the schedule on our website for current table availability:

http://www.GreatLakesComicCon.org/game_designers.html

3. The Great Lakes Comic-Con reserves the right to change table locations at the promoter's discretion to fit the needs of the event.
4. Game Designer will keep their table area clean once he or she vacates the table at the end of the time slot.
5. Renting, Selling, or Subletting table space is strictly prohibited.
6. The Great Lakes Comic-Con will make every attempt to promote unpublished/prototype gaming at the event, however, we can in no way guarantee players/interest level at registered gaming tables.

B. Set-up and Tear Down

1. Game Designers will be permitted to enter the venue during show hours as per their purchased Admission Ticket.
2. Game Designers **CANNOT INTERFERE** with other games that are being played/demonstrated at other tables, or at their registered table during other reserved time slots.
3. Game Designers must have all items removed from their table by the end of their reserved time slot.

C. Payment for Space

1. Game Designer understands the payment policy and agrees to pay as per the terms of the application.
2. There will be a \$50.00 fee for checks returned unpaid.
3. All deposits/payments are non-refundable.

D. Display Regulations

1. Game Designers must be sure that all noise levels from game play are kept to a minimum. The Great Lakes Comic-Con reserves the right to determine at what point that noise level constitutes interference with others and must be discontinued.
2. No game/exhibition may block or interfere with other games/gamers in the area, and may not exceed the table space.
3. Any damage caused to the building or its furnishings by the Game Designer is the sole responsibility of the Game Designer.
4. Game Designer agrees to remain set up during the registered time. No early breakdowns of games are allowed without the prior consent of the show promoters.
5. Game Designer must stay within the boundaries of their registered table space.

E. Games/Gaming Concepts

1. Game Designer agrees that all games/designs are appropriate for ages 8 to adult.
2. Bootleg merchandise is prohibited, and the promoter is not responsible, but will take action if necessary.
3. **ABSOLUTELY NO PORNOGRAPHY OR ADULT ONLY MATERIAL IS TO BE DISPLAYED AT ANY TIME AT THE GREAT LAKES COMIC-CON.**
4. Any items found to be offensive **MUST BE REMOVED**. The Great Lakes Comic-Con staff

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has final say on what is, or is not, acceptable. If you have something that you believe someone may find to be questionable, please make sure to ask.

G. Damages & Losses

1. The show promoters and Macomb Community College are not responsible for any theft or loss.
2. Game Designer is responsible for his or her own security.

H. Cancellation

1. No refunds will be given if Game Designer cancels. A transfer may be granted and payment will be applied to the next Great Lakes Comic-Con – at the sole discretion of the show promoters.
2. Refunds will not be available due to Force Majeure (refer to I2).

I. Liability and Force Majeure

1. Hold Harmless

By signing agreement, you acknowledge that you have read, understand and agree to be bound by both the terms and conditions set on this application. You acknowledge that failure to abide by the rules may result in the loss of your exhibiting privileges without recourse or refund. By agreeing to exhibit at The Great Lakes Comic-Con, the exhibitor agrees to protect, keep, and save The Great Lakes Comic-Con promoter(s) and Macomb Community College forever harmless from any damage, loss, theft, cost, liability, act of God, terrorism or expense that arises from their exhibiting at this show. This agreement covers full setup, run of the show, and teardown.

2. Force Majeure

In the event that Macomb Community College, or any part of the exhibit area thereof, is unavailable, whether for the entire event or a portion of the event, as a result of fire, flood, tempest, or another such cause, or as a result of governmental intervention, malicious damage, acts of wars, strike, labor disputes, riot, or agency which the promoters have no control, or should the promoters decide that because of any such cause it is necessary to cancel, postpone, or re-site the show, or reduce installation time, exhibit time, or move-out time, the Great Lakes Comic-Con, and its promoters, shall not be liable to indemnify or reimburse the Game Designer in respect of any damage or loss, direct or indirect, arising as a result thereof.

I hereby understand, agree, and will abide by the terms set forth in this contract.

Game Designer's name (please print) _____

Game Designer's Signature _____

Date _____

Remember to include this *signed* Exhibitor contract with your payment.