



## GDC Play

# GDC PLAY RULES & REGULATIONS

The Game Developers Conference introduces GDC Play as a unique opportunity for emerging developers to showcase their games to fellow GDC attendees.

All GDC Play exhibitors must adhere to our Show Rules and Regulations, found in this Exhibitor Service Manual.

Each GDC Play Tabletop Booth Includes the Following:

- 6' X 8' SPACE (THE BACK 8' WALL WILL HAVE 8' HIGH BLACK DRAPE AND THE SIDE WALLS WILL BE 3' HIGH BLACK DRAPE)
  - COMPANY ID SIGN WITH TEXT ONLY
  - BLACK CARPET
  - 6' BLACK DRAPED TABLE
  - (2) SIDE CHAIRS
  - (1) 5 AMP ELECTRICAL DROP
  - (1) WASTEBASKET
  - (1) 24" MONITOR (BUILT-IN SPEAKERS)
  - KEYBOARD
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- Each GDC Play Exhibitor must stay within their 6' x 8' designated area.
  - "Pop-ups" (no larger than 6 feet wide and 8 feet tall) will be permitted.
  - Retractable Banners will be permitted.
  - Additional Furnishings can be ordered directly through GES and are permitted.
  - Exhibitors must be set-up and show ready no later than 8:00 am on March 1<sup>st</sup>.

The following options are not included and must be ordered if desired: booth cleaning, Internet, phone lines, lighting, additional graphics, additional AV, computers, security, food and beverage.

Each GDC Play Exhibitor will be assigned a Tabletop Number.