



Stunfest 2020 Indie Guide

You must be reading this because you want to exhibit your game at the occasion of the 2020 Stunfest festival.

This year the festival will take place from May 11th to 17th 2020, with the last three days—the highlight of the festival—hosted by the Liberté

In 2019, some thirty games have been showcased in the Indie Area: from prototypes to already published final versions, by way of some of the projects issued during the Game Jam that took place the previous weekend.

The variety of projects is the strength of the Stunfest Indie Area, and we are eager to welcome as much diversity this year. We are therefore issuing this call for participation earlier than ever.

The call for participation will go until December 27th, 2019, but we will contact a little earlier (starting October 15th) the first selected propositions to be able to provide the best possible guidance for your game or your studio in its participation to the festival.

As in 2019, the indie games will be displayed inside the Liberté in Rennes, in the Isly wing, sorted as follows: the competing games and the prototypes will be installed on the first floor, and the “Indie Village” will be on the ground floor.

You will have access to electricity, and you can ask for an Internet connection for your game if needed.

The competing games and the protos will each have a similar 2m² space to guarantee an equity among all the projects.

This games in the Indie Village will have a 3.5m² (Small) or a 7m² (Medium) space. The 20m² spaces (Large) are not part of the call for participation and include a tailor-made offer; if interested, please contact us at indie@stunfest.com.

You will be granted access to a relaxation area with snacks and fresh drinks, meals are not included.



In addition to your stand in the Stunfest you will have:

- One or several passes for the festival!
- A presentation of your game on stage and live on Internet:

Indie games can be presented else on the Indie Stage, in the middle of the Indie Area, or on the main stage of the festival.

Both stages are accessible to all our visitors on site, but also live through a well-known streaming platform—the 2019 edition of the festival counted almost one million spectators throughout the entire weekend.

For everybody to be have the best visibility, all the games in the Indie Area on the Indie Stage. One or several presenters will be on stage alongside you. We have decided to give priority to the main stage to the studios in the Indie Village, also presented by one or more presenters alongside you.



- Volunteers helping you run your stand:

Being all day long in your stand could feel slow. You may need a break or want to have a chat or even be called on stage. We have volunteers to take over your stand while you are away

(non-exhaustive). Consider calling them, they would be very happy to help you.



- A discount for the ADDON professional meetups:

Since 2016, the Stunfest festival is also an opportunity to meet professionals of the field at the ADDON, organised in partnership with Atlangames, from Tuesday to Thursday during the Stunfest week.

Come and attend professional conferences and meet the speakers and other professionals. Presenting your game during the Stunfest is the guarantee to have a discount on this event.



- Participation to the Indie Awards

If you are registered in the competition area, you have a chance **to win one of the three Stunfest awards: the Jury's Favourite Award, the New Talent Award and the People's Choice Award.** The jury is selected by the indie selection team to ensure a representative mix of professionals and experienced amateurs, and a "Stunfest Random", a visitor of the festival randomly selected. Your participation gives you an opportunity to win a beautiful trophy and an official Stunfest thumbnail to paste on your communication supports, and to have your game showcased during the award ceremony.

Fee schedule

| Spaces | Included | Price * | Availability |
|--|--|--|----------------|
| Proto Area | Mini space (2m ²) for one day. one 1-day Indie Pass. Stunfest volunteer. ADDON discount. | 170 € Friday Or Sunday 190€ Saturday | 4 per day |
| Competition Area / Indie Awards | Mini space (2m ²) for one day, one 3-day Indie Pass. Stunfest volunteer. ADDON discount. Participation to the Indie Awards. Presentation of your game on the Indie Stage. Presentation of your game in the Sofa Area. | 400 € | 12 |
| Indie village | Small (3,5m ²), or Medium (7,5m ²) space, one (S) or two (M) 3-day Indie Pass. Stunfest volunteer. ADDON discount. Presentation of your game. On the Indie and the Main Stages. | 700 € (S) 1000€ (M) | 8 (S) 4 (M) |

| Options | Description | Price * | Availability |
|---|---|-------------------------------------|--------------|
| Extra indie pass | For all the members of your team who wishes to come | 20€ per day 60€ For 3 days | 40 |
| Competition option / Indie Awards | For "Villagers" only: submit your game to the Indie Awards, gives you access to the sofa area reserved for the competing games | 150€ (per game) | 8 |
| Screen rental (between 22 and 24 inches) | If you can't bring your own screens, you can rent them on-site at arrival | 10€ /day | 20 |

To show your game at Stunfest 2020:
<https://forms.gle/8a3z2DFoxUQQ44Vn6>
 For further information
[please contact us at indie@stunfest.com](mailto:indie@stunfest.com)
 (+33) 0 766 395 365

* All taxes included

* Conditions and rates applicable October 2019

Frequently Asked Questions:

- I don't get any of this, please help me:

We do understand that our system can seem complicated, but the reality of the indie world can lead us to have to host both student projects and projects from studios with several games of experience. It is not simple to accommodate everyone in the most suitable conditions.

- What am I allowed on my stand?

This space is entirely yours to use: you can display your promotional material, sell keys for your games or any kind of goodies. But think about your neighbours and avoid oversized promotional display that could affect everyone's visibility or limit your reception space for visitors. Remember that the best media for your game is your game itself.

In the Village you can exhibit games from your studio in addition to the game you have selected, but we should advise to limit yourselves to 2 games if you are having a Small space, 3 for a Medium. This way you could share some of the spaces but remember to tell us beforehand which games you would like to display, or we won't be able to properly communicate on them.

- I registered as Proto, can I come any other day than the one I was told to come?

Warning: "Protos" are on site for one day only, and if we are doing our best to comply to every demand, it is not always possible. It is therefore not possible to guarantee you will have a space on another day than the one selected for you.

- This is expensive, I don't think I can apply for my game.

The Stunfest is a non-profit festival aiming to reach an audience as large as possible; however, the holding of the festival is costly and allows us little flexibility. The full rates haven't changed much compared to last year and we are determined to welcome each of the proposals submitted to us under the best conditions. For this reason, we are seeking to prioritize the quality of our festival over an increase in the number of games displayed in a shared space within the festival. We will therefore give special attention to all your concerns. We are committed to working with you on the most suitable options for your visit, but we also ask you if you would agree to share the spaces you would book. You are also invited to sell your products on your stand.

In any case, do tell us your needs, and we will work out a way to grant them.

- Okay, now tell me where, when and how do I register?

The call for participation is already on-going and the selection will be carried out as follows: we will announce the first selected games mid-October, and we will accept applications until December 27th, 2019. The selected games will be announced from then to mid-January 2020. To maximize your chances, apply as soon as possible: places are limited.

A few tips on our selection criteria:

If you want to present an experimental or a student project or anything of the kind, please register to the "Proto" selection. If your game already has a concept, a gameplay and an artistic direction on the last stage of development, the Competition Area is meant for you. If your structure can present a finished project and you want to exhibit your game or the different games of your studio, the Village is the place for you. Finally, you are an indie game publisher (yes it might seem contradictory, yet I don't think I need to explain), a regional cluster, or even a collective of studios and you want to present the creations of several studios, we recommend a premium space, and we will be delighted to work with you to create the most suitable proposal for your projects.