

Participants agreement

Terms and Conditions of the GameTech Acceleration Program

ONE: Organisation

GameTech is organised and managed by PENINSULA CORPORATE INNOVATION S.L.

GameTech is an acceleration program designed to assist independent game developers in bringing their products to market through networking opportunities, resources, and expert mentorship.

This 12-weeks programme, divided into three 3-months, provides comprehensive support, including in-person collaboration, technical audits, and weekly monitoring. By enhancing production efficiency and instilling a strong business mindset, the programme aims to secure funding for participants and facilitate their international expansion.

Key features include master classes and Demo Days to connect developers with potential investors and partners

TWO: Promoters, Partners and Collaborators

GameTech is promoted by the Lithuanian Government and the consultancy firm Peninsula Corporate Innovation.

PENINSULA CORPORATE INNOVATION has a network of collaborators (Square Enix Collective, Sega, Another Indie, Headup Games, Tilting Point, Kowloon Nights, LVP, Game Hollywood, Humble Games, Smilegate, Those Awesome Guys, VIVID, Super.com, Bandai Namco, Thundreful, Gameseer, 11bit studios, Skystone Games, IOI, FunPlus, Sandsoft, Hatinh Entertainment, and more) that will help the organisation in different tasks (selection process, training, mentoring, lectures and events organisation...). The collaborators list is constantly growing.

Collaborators are willing to receive the GameTech portfolio at the end of each edition in order to find publishing opportunities.

THREE: Program Format

Application Process

The GameTech program starts in 2024 (exact date will be announced before application deadline).

To apply to the program, candidates must fill in the application form accessible through GameTech website <https://gametech.gamebcn.co/>

Selection Process

Once the call closes, a group of experts will review all applications. The best candidates (around 15) will be asked to pitch their game online, in front of an experts panel made up of GameTech's promoters and partners. This panel will evaluate and select the accelerated teams.

Acceleration Program

The GameTech acceleration program will be held online and onsite for the duration of the edition. The training plan is the cornerstone of the programme, specifically designed to achieve the established objectives.

The GameTech program is divided into the training and mentorship provided during the programme will primarily focus on production, marketing, and business, areas where teams often face difficulties. While these teams know how to develop a product, they often lack the efficiency to make the most of their limited resources.

Additionally, they may encounter challenges in the commercialisation and sale of their products. Therefore, it is crucial to design a communication plan, work on building communities on social media, create effective investor presentations, and improve public speaking skills for presentations.

During the three months of the programme, teams will receive training and personalised advice from a mentor.

The main goals of the acceleration programme are:

- **Ensure successful product execution:** Lay the foundation for developing a solid and sustainable business project.
- **Weekly project monitoring:** Identify deviations in project development and assist teams in planning and analysing weekly sprints.
- **Achieve product development milestones:** At least 20 of the participants will finish the programme with an innovative product developed and (or) an MVP.

The key points and learnings from our experience are:

- **In-person participation:** Provide a workspace for teams to collaborate closely and receive direct industry professional advice.
- **Daily support:** Offer constant and personalised support throughout the process.
- **Individual mentorship:** Provide specialised advice sessions guided by industry experts.
- **Demo day networking:** Offer teams the opportunity to present their projects to potential business partners.

- **Communication efforts:** Promote visibility of the projects and teams throughout the programme.
- **Team networking:** Facilitate idea exchange and collaboration among participants, fostering synergy creation.

FOUR: Entry Period

For the first batch, the period for entering the program's registration ends in the last week of October and the selection process will be in November 2024. For the second batch, entries will be accepted from February to March 2025. The period for entering the program's registration ends in the last week of March and the selection process will be in April 2025. For the third batch, entries will be accepted from August to September 2025. The period for entering the program's registration ends in the last week of October (the exact date will be announced with the launching campaign) and the selection process will be in October 2025.

FIVE: Participation and Registration

Participation

Video games studios that may participate in the program have been legally registered in the area of Vilnius. Teams must apply with a video game, no matter its development stage.

The members of the applying team must be the sole authors of the video game.

Registration

Registration is only accepted by fully and truthfully completing an application form on GameTech's website <https://gametech.gamebcn.co>.

The Organisation reserves the right to immediately disqualify any applicant who gives false or incomplete information, who cannot be contacted or whose application is submitted outside the specified period or late. Proof of despatch and/or confirmation of delivery are not therefore required.

Similarly, the Organisation reserves the right to immediately disqualify any applicant who attempts to enter more than once, using multiple or different identities, formats, registries, addresses or any other means.

Similarly, the Organisation reserves the right to verify and validate the information provided at any time and to require as much documentation it considers necessary for this purpose.

All official program notices and communications will be in English only.

SIX: Rules

- Any video game submitted must be original and must not have been developed, either partially or wholly, by any person or entity outside the project, and must be the product of the knowledge and/or personal experience of the people who make up the project. The Organisation reserves the right to verify the identity of the participants and their compliance with the requirements of the program.
- Similarly, the Organisation reserves the right to exclude any participants from this promotion, in case of any irregularity or abuse in their participation, without a claim or right of any nature arising in favour of any person so excluded.
- Likewise, during the first calendar month of the acceleration program, the Organisation reserves the right to exclude any team that does not comply with the meeting or production obligations required by GameTech in order to ensure that the outcome of the program is as expected. Therefore, the Organisation reserves the right to unilaterally exclude any team. When a team is excluded, the next team that has been left out will be given the possibility to enter and if they do not accept the place, the next team in order of score will be informed successively.
- GameTech has no requirements regarding the theme of the video game; however, it may not contain any illegal, defamatory, sexist, racist, xenophobic, discriminatory, pornographic or degrading material or material which otherwise infringes the rights of others, is immoral or which is not conducive to the maintenance of public order. The Organisation reserves the right not to accept any video game the content of which is inappropriate or illegal.
- By entering this program participants warrant and represent that their project is original and does not contain material that may infringe the rights of others, including copyright, brand rights, rights to privacy or publicity, and does not contravene any relevant law now in force.
- Projects which include the mention or use of content protected under copyright, including but not limited to: video games, music, films, books, television, programming, etc. without the express written permission of the holder(s) of any such right(s) are not eligible for entry in the program.
- Projects that contain material that undermines the rights of third parties, including but not limited to: material that breaches the right of any person to privacy, publicity, brand protection, or the industrial property rights or any type of intellectual property rights of any person, are not eligible for entry in the program. It follows that in order to be eligible to participate in the program a project must not include any branding, logos, insignias, product placement, photographs, art, sculpture or music subject to third party ownership or rights of

exploitation without the written permission of the owner or holder of the relevant rights. The Organisation reserves the right to verify that the required permission has been obtained.

- If a project submitted includes an identifiable individual, the participant must certify that they have obtained the express permission of that individual to appear in the work submitted in the program. The Organisation reserves the right to disqualify any entry or project if it does not comply with the requirements set out above or it deems the project inappropriate or unsuitable for publication.

SEVEN: Selection Process

Selection Committee

Submitted applications will be assessed by a committee formed by members of the different entities that promote or collaborate with GameTech.

- GameTech team
- Lithuanian government

This committee will be responsible for selecting the teams accepted into the acceleration program.

The committee's decision will be final and no claim may be made against them by the participants.

Preselection Process

There will be a first selection process to:

- Discard applications not reaching the minimum quality requirements seen above.
- Select the best games that will be asked to pitch their project online to the GameTech selection committee.

In this pre-selection phase, which will be completed online using a voting form provided to all committee members, the following aspects will be scored:

- Originality (mechanics, narrative, visual aspect...)
- Artistic quality
- Market potential
- Development tools used
- Team roles and balance

Selection process

The 15-20 teams with the highest score in the pre-selection phase will be asked to give an online pitch of their project in front of the committee members. These interviews will last 30 minutes approximately and their structure will be a 5 minute pitch (no guidelines

will be given apart from duration) followed by a Q&A session. Any committee member will be able to ask any question to team members.

During the interview, committee members should score the following aspects:

DEMO/PROJECT (50 points)	TEAM (50 points)
To have a playable demo (10)	Pitching level (5)
Gameplay originality (10)	Art team experience (5)
Art originality (10)	Development team experience (5)
Narrative originality (10)	Design team experience (5)
Business model viability (10)	Business team experience (5)
	Team completeness/balance (10)
	Listening capacity (Advise acceptance) (10)
	To have a project plan (5)
	Based on realistic level, resources/team, market study,...

All committee members shall vote individually and in secret on each project during the interview. Once the meeting is over all committee members will deliberate and agree on a final score for every project.

All projects will be ranked according to their final score and organised by platform.

From among the participants, the committee will select up to eight projects as teams to be accepted at the acceleration program. In the case of a tie, the committee will give preference to teams with more diversity. The Organisation reserves the right to show the teams and projects selected as finalists on the program's website.

The Organisation reserves the right to request more information from the selected teams about their submitted video games, including provision of a built version or download code so that the committee can test the games.

Should one of the accepted teams decline its participation with GameTech for any reason, the following project in the ranking will automatically be contacted to join GameTech.

The Organisation will announce the selected teams to join GameTech on its social media channels and its website before the programs starts, and will subsequently contact each selected team to organise an acceleration program kick-off in February (exact date to be announced).

EIGHT: Selected Teams Requirements

In order to participate in the GameTech acceleration program teams must fulfil the following requirements:

- Teams must add the GameTech logo to their website and mention the acceleration programme on their social media at least once during the programme. Teams must also leave the logo on the website and on the accelerated video game when it is released to the market with the “accelerated studio” badge that will be provided.
- Teams will be required to adopt agile production methodologies and achieve production goals based on the instructions of GameTech’s Program Managers, mentors and trainers.
- Teams must publish a demo and trailer of their game for the public event Demo Day, (exact date to be determined), if requested by Program Managers. Program Managers will always hold the best interest of teams in mind, based on the opinion of GameTech’s network of publishers and promoters.
- Teams agree that the training and mentoring sessions will be recorded in order to be able to justify attendance and participation in the acceleration program.

Failure to meet GameTech program requirements will result in grant reallocation toward the improvement of the team’s production or marketing pipeline, as Program Managers see fit.

NINE: Image Rights

Should a work submitted to GameTech program be selected as a candidate, the author(s) of that project authorise(s) GameTech and all program promoters and partners to reproduce and use their name(s) and surname(s) and their image in any activity related to the program without that use entitling the author(s) to receive any compensation or benefit of any kind. The applicants expressly authorise GameTech and all program promoters and partners to publish in any offline or online media such references they consider appropriate with respect to the selected works.

TEN: Intellectual Property

The rights to the video games presented at GameTech shall be the property of all the members of each team. The Organisation will have no rights whatsoever in the development of video games entered in GameTech. The Organisation will hold the right to publicise a demo for GameTech’s Demo Day publisher networking event on the GameTech website.

ELEVEN: Fraud, Modifications to Program Structure, and Program Cancellation.

The Organisation reserves the right to disqualify any participants who breach these Rules and/or who act fraudulently or in a manner likely to be harmful to other participants.

If the Organisation or any other entity professionally involved in this program detects any irregularity or suspects that a participant is impeding or hindering the proper running of the program, changing their involvement by use of any computer resource, or carrying out any fraudulent acts that prevent the program from being fully transparent, the Organisation reserves the right to immediately disqualify that participant; a decision of the Organisation's under this Rule shall be final and not subject to appeal. In such cases, the Organisation may bring such proceedings or claims and take such steps in relation to any possible criminal offence as may be open to the Organisation.

By entering this program each participant confirms that they accept these terms and conditions in full. Acceptance of the terms and conditions implies that the person accepting them will fulfil them.

The Organisation reserves the right to modify these terms and conditions without prior notice and with immediate effect, and will give notice to the participants of any changes, which may be viewed on the program's website at any time.

In the event that this program cannot be carried out, either due to detection of any fraud, technical errors, force majeure or any other reason unrelated to the Organisation, the Organisation may cancel the program and will not thereby incur any liability or obligation to any participant of any nature.

Any issue regarding the interpretation of these rules and/or running of the program will be resolved finally and definitively by the Organisation, based on the principles in these terms and conditions.

TWELVE: Privacy Policy and Information on Data Protection

Data Controller	PENINSULA CORPORATE INNOVATION S.L. with Tax ID No. (CIF) B02978872 and with registered office at Plaça Pau Vila, 1, Edifici Palau de Mar, Oficina SA1, 08039 Barcelona
Purpose	Processing your data with regard to your participation in this program.
Legal Basis	Consent of the data subject

Rights	<p>You have rights of access, rectification and erasure of your personal data and rights of data portability and restriction of processing that are set out in Additional Information.</p> <p>In accordance with the E-Commerce Services Act (LSSI for its Spanish initials) you may exercise your right not to receive commercial information via electronic media at info@peninsula.co</p>
Additional Information	<p>You can view additional detailed information on Data Protection at https://gametech.gamebcn.co/terms</p>

THIRTEEN: Applicable law

The program will be run under these terms and conditions, and is also subject to the Law of Spain.

FOURTEEN: Acceptance of the rules and jurisdiction

Participation in this program implies full acceptance of these terms and conditions and express submission to any interpretative decisions made by the Organisation. For the resolution of any disputes that may arise regarding the interpretation and implementation of these terms and conditions, the participants and the Organisation, with express waiver of any other jurisdiction that might otherwise be available to them, submit to the exclusive jurisdiction of the courts of the City of Barcelona.