**2017 Epic MegaJam**

**Contest Rules**

**ELIGIBILITY:** The 2017 Epic MegaJam (“Contest”) is open to adults (18 years old or older) who are UE4 Licensees throughout the Contest Period (“Contestants”). Contest is open to participants worldwide, but is void wherever restricted or prohibited by law. The Contest is sponsored by Epic Games, Inc., located at 620 Crossroads Blvd, Cary, NC 27518 (“Sponsor”). Employees, officers, directors, agents, representatives of Sponsor, the legal, promotion and advertising agencies of any aforementioned entity, and their immediate family members (defined as spouse, mother, father, sisters, brothers, sons, daughters, uncles, aunts, nephews, nieces, grandparents and in-laws, regardless of where they live) and those living in their household (whether or not related), and each person or entity connected with the production or administration of the Contest, and each parent company, affiliate, subsidiary, agent and representative of any aforementioned entity are not eligible. This Contest is subject to all applicable federal, state and local laws.

**CONTEST PERIOD:** The Contest Period begins on November 2nd, 2017 at 3:00 PM Eastern Standard Time (“EST”), and ends on November 9th, 2017 at 3:00 PM EST (the “Contest Period”). **ALL ENTRIES MUST BE SUBMITTED DURING THE CONTEST PERIOD**. By participating, Contestants agree to be bound by these Official Rules and the decisions of the judges and/or Sponsor, which are binding and final on matters relating to this Contest.

**HOW TO ENTER:** **Online Submissions only. You can submit your Submission via this form: http://epic.gm/megajamsubmission. To enter the contest, you must package, upload, and link to your game before the end of the Contest Period. In your Submission, please include the full name and email address of each Contestant on your team and indicate if the work is 100% original or if assets were sourced from an online marketplace.**

**Create your Submission:** Make a playable Product in Unreal Engine 4 based on the theme “However vast the darkness, we must supply our own light.”. Package your project for the Windows or Mac OS X or Android platform and zip up all necessary files for submission.

**One (1) Submission per team (1 to 5 Contestants per team).**

All contact information provided must be current, accurate, and valid. Submissions must be received during the Contest Period. No other methods of delivery will be accepted. Sponsor reserves the right to disqualify any Contestant it finds to be tampering with the entry process or the operation of the Contest or violating these Official Rules. Submissions will not be returned. Sponsor is not responsible for incomplete, late, lost, delayed, damaged, misdirected, incomplete, void, corrupted, garbled, illegible, or unintelligible submissions and those Submissions are void and will not be accepted; nor is Sponsor responsible for any problems, bugs, or malfunctions Contestants may encounter when seeking to enter their Submissions.

**SUBMISSION GUIDELINES**: There are some limits on what you can do:

Submission must be packaged for Windows and playable on Windows 7, 8 or 10 or MAC OS X or Android.

Submission should not require any additional software to run.

Submission must not be an obvious extension of one of Epic Games’ official Unreal Engine tutorials.

Submission must include custom gameplay that exceeds that found in Epic Games’ starter templates.

Submission must demonstrate use of theme “However vast the darkness, we must supply our own light.” in an obvious way.

Submission may include sourced (non-original) assets, but the sourced assets must be noted.

Submission must not include assets created prior to the Contest period (outside of noted sourced assets).

All art assets in Submission must have a material other than the default applied to it.

Please, do not use your Submission to launch personal attacks on anyone or any discernable product, including competitor products.

Submission may not depict nudity, animal cruelty, or illegal activity or substance, or offensive or obscene subject matter as determined in Sponsor’s sole discretion.

Submission shall not portray Epic Games, Inc.in a negative light.

Submissions must be appropriate for a broad audience since the winning Submission may be broadcast on the internet.

Submissions should not feature any trademarks (including logos).

Submissions must be original works of authorship, created by the person who submits the entry. Contestants may not copy or otherwise plagiarize the Submission from any source, nor may the Submission include third-party copyrighted material or artwork, without the copyright holder’s permission. By entering, you warrant that your Submission does not infringe any third party’s rights, and that you have obtained any necessary permissions from all relevant third parties to submit the Submission. Any images used in the Submission must be an original work of authorship under U.S. Copyright Law.

You hereby agree to indemnify Sponsor against any and all claims from any third party for any use by Sponsor of the Submission.

Although Sponsor is not reviewing Submissions for copyright violations, if, in the sole discretion of Sponsor, it is believed your Submission constitutes or may constitute copyright infringement, the Submission will be disqualified.

Sponsor reserves the right to exclude any Submission that it believes, in its sole discretion, doesn't meet this criteria, and to delete any such Submission from any and all location(s) under Sponsor’s control.

**JUDGING:** All entries will be prescreened to ensure the entries have correctly met the Submission Guidelines and meet with Sponsor’s general standards and practices prior to any judging (“Qualified Submissions”).

Grand Prize Judging: Qualified Submissions will be reviewed and scored by a panel of qualified judges, selected by Sponsor (“Panel”), according to the following criteria:

* Up to 5 points for Unique Use of Theme
* Up to 5 points for Fun Factor
* Up to 5 points for Overall Visuals

The three highest scoring Qualified Submissions will be deemed potential Grand Prize winners (“Grand Prize Selected Contestant”). In case of a tie for the Grand Prizes, the tying submissions will be scored with the judging criteria for all three categories using a scale of up to 10 points for each category with the highest scoring Submission as the chosen winner.

Special Prize Judging: Qualified Submissions may be assigned to one or more of the following categories by the Panel:

* Best AR or VR Game
* Best Game Developed by a Solo Developer

In addition, the Panel may assign Qualified Submissions to the following category, to be scored according to the following criteria:

* Best Use of Cinematic – Up to 5 points for Use of Cinematic

The highest scoring Qualified Submission from each of the above categories will be deemed potential Special Prize winners (“Special Prize Selected Contestants”).

In case of a tie for the Special Prizes, the tying submissions will be scored with same judging criteria using a scale of up to 10 points for each category with the highest scoring Submission as the chosen winner. A Qualified Submission may not be a Special Prize Selected Contestant for more than one category; in the event that a Qualified Submission is the highest scoring Qualified Submission in multiple categories, the Panel will select the category that best fits the Qualifying Submission and the next highest scoring Qualified Submission will be the Special Prize Selected Contestant in the other category.

Partner Prize - Allegorithmic Judging: Qualified Submissions will be reviewed and scored by a panel of qualified judges selected by Allegorithmic, according to the following criteria:

* Up to 20 points for visual quality.

The three highest scoring Qualified Submissions will be deemed potential Partner Prize winners (“Partner Prize Selected Contestant”). In case of a tie for the Partner Prize, the tying submissions will be re-scored by a panel of qualified judges, selected by Sponsor with the highest scoring Submission as the chosen winner.

Grand Prize Selected Contestants, Special Prize Selected Contestants, and Partner Prize Selected Contestants shall be collectively referred to as “Selected Contestants”.

At any time before, during or after the Contest Period, Sponsor may, in its discretion, choose to post or distribute one or more Submissions, the creator’s name and profile information online (including Facebook pages, Twitter feeds, YouTube channels, and third-party websites) for promotional and entertainment purposes only. Posting of this/these Submission(s) will not mean that said Submissions are eligible to win or are a Selected Contestant. Contestants understand that users of these sites may share, comment on (including negatively), and re-post their Submissions. Any requests by Contestants to have a Submission removed from consideration will be accommodated to the extent practically possible. Sponsor is not responsible for third party reposting of Submissions.

Selected Contestant will be notified by email on or about November 30th, 2017 and will be required to respond (as directed) to the notification within seventy-two (72) hours of attempted notification. The failure to respond timely to the notification may result in forfeiture of the Prizes; and, in such case, Sponsor may choose the next highest scoring entry from among the remaining eligible entries. The Selected Contestant may be sent a declaration of eligibility / liability / publicity release (“Release”). Unless restricted by law, Selected Contestant will be required to complete and return the Release within seventy-two (72) hours of the date Release is sent.

**LICENSE:** As a condition of entry, Contestants hereby provide a non-exclusive irrevocable worldwide license to Sponsor to use the Submission in any and all media throughout the world for the purpose of promoting the Contest and future versions of the Contest and Sponsor’s Unreal Engine marketing, but for no other purpose, without any additional compensation, the term of which shall be the entire life of the copyright. Should any Contestant be unwilling or otherwise unable to enter into this license, or provide permissions and or releases, or otherwise cannot accept or receive the prize for any reason, Contestant with the next highest score will be chosen from the remaining entries until one who is able to meet all requirements can be selected. Potential prize winner must provide Sponsor with all signatures on required paperwork and return all documents in a timely manner as required pursuant to these Official Rules in order to be eligible to receive the prize. Contestants may not sell, assign or transfer any of their rights in their Submissions under these Official Rules.

**CONTESTANTS WILL NOT BE SPECIFICALLY PAID FOR THEIR SUBMISSIONS** or for granting Sponsor any of these rights.

While Sponsor will seek to post the Submission in the form as provided at the time of entry, all Contestants agree that due to technical limitations, Submissions may be altered from their original form and that Sponsor reserves the right to modify the Submission in its sole discretion, including adding its logo or other trademarks. Sponsor may post Submissions in any order or sequence, with or without commentary, and may select an image to serve as a thumbnail in its sole discretion.

**PRIZES:**

Three (3) Grand Prizes: If eligible under these Official Rules, prizes include (each per team member of the relevant Selected Contestant, up to 5 team members) Unreal Engine promotional materials and an Unreal Engine Game Jam t-shirt, a one-year license for Houdini Indie, a 1-year RunTime Indie license from IKinema, a $150 dollar gift card and 1-year subscription to SpeedTree , a six-month GameTextures subscription, a choice of up to 2 asset packs titles from Panda Studios on the Unreal Engine Marketplace, and an entitlement to the Blue Man Vehicle Physics plugin from Blue Man on the Unreal Engine Marketplace. Approximate Retail Value (“ARV”) $1,025.00 – $5,125.00 (depending on team size).

Three (3) Special Prizes: If eligible under these Official Rules, prizes include (each per team member of the relevant Selected Contestant, up to 5 team members) Unreal Engine promotional materials, a 1-year RunTime Indie license from IKinema, an Unreal Engine Game Jam t-shirt, a choice of up to 2 asset packs titles from Panda Studios on the Unreal Engine Marketplace, and a one year license for Houdini Indie. Approximate Retail Value (“ARV”) $435.00 – $2,175.00 (depending on team size).

Three (3) Partner Prizes - Allegorithmic: If eligible under these Official Rules, prizes include (each per team member of the relevant Selected Contestant, up to 5 team members) a Substance Indie one (1) year license for the top three scoring teams (Approximate Retail Value (“ARV”) $240.00 per license).

Additionally, Grand Prize winners will be eligible for the 2017 Epic Games MegaJam Falcon Northwest Grand Prize Sweepstakes, the 2017 Epic Games MegaJam Intel Software Grand Prize Sweepstakes, and the 2017 Epic MegaJam Intel Sweepstakes. Special Prize winners will be eligible for the 2017 Epic MegaJam Intel Sweepstakes.

**CONDITIONS:** Contest is subject to these Official Rules. By participating, Contestants agree: (i) to be bound by these complete Official Rules and the decisions of Sponsor which shall be final and binding; and (ii) to waive any right to claim ambiguity in the Contest or these Official Rules, except where prohibited by law. By accepting a prize, Selected Contestant agrees to release Sponsor from any and all liability, loss or damage arising from or in connection with awarding, receipt and/or use or misuse of prize or participation in any prize-related activities. Sponsor shall not be liable for: (i) telephone system, telephone, or computer hardware, software, or other technical or computer malfunctions, lost connections, disconnections, delays or transmission errors; (ii) data corruption, theft, destruction, unauthorized access to or alteration of entry or other materials; (iii) any injuries, losses or damages of any kind, including death caused by the prize or resulting from acceptance, possession, or use of a prize, or from participation in the Contest; or (iv) any printing, typographical, administrative, or technological errors in any materials associated with the Contest. Sponsor disclaims any liability for damage to any computer system resulting from participating in, or accessing or downloading information in connection with this Contest. Sponsor reserves the right to cancel or suspend the Contest, in its sole discretion, should it receive fewer than 40 entries or receive no entries that have a judged score above 60 points, or due to circumstances beyond its control, including natural disasters. Submissions will not be returned and may be destroyed, but are still subject to the license contained herein by Sponsor. Sponsor may prohibit an Entrant from participating in the Contest or winning a prize if, in its sole discretion, it determines such Entrant is attempting to undermine the legitimate operation of the Contest by cheating, hacking, deception, or any other unfair playing practices intending to annoy, abuse, threaten, undermine, or harass any other players or Sponsor representatives. The internal laws of the State of California will govern disputes regarding these Official Rules and/or this Contest.

Sponsor is not responsible and shall not be held liable, and your entry may be disqualified and may not be considered for any Prize, should your Submission be removed from any third-party photo hosting site for any reason (including without limitation DMCA take-down).

Sponsor reserves the right, in its sole discretion, to cancel, modify, or suspend the Contest should a virus, bug, computer problem, unauthorized intervention, or other causes beyond Sponsor’s control, corrupt the administration, security or proper play of the Contest. Use of automated entry devices or programs is prohibited. Any attempts to access the site, enter the Contest or via a bot script, device, or brute-force attack will result in disqualification, including that IP address becoming ineligible for the entire Contest. Caution: any attempt to deliberately damage or undermine the legitimate operation of the Contest may be in violation of criminal and civil laws and will result in disqualification from participation in the Contest. Should such an attempt be made, Sponsor reserves the right to seek remedies and damages (including attorneys’ fees) to the fullest extent of the law, including criminal prosecution.

**PUBLICITY:** Sponsor reserves the right to use the name, likeness, and/or hometown name of any Contestant, including his/her photo for publicity purposes prior to, during, or after the Contest end date, in any media, throughout the world, in perpetuity, but only in connection with publicizing the Contest, without any compensation or prior review unless specifically prohibited by law.

**WAIVER OF JURY TRIAL:** Except as prohibited by applicable law and as a condition of participating in this Contest, each Contestant hereby irrevocably and perpetually waives any right s/he may have to a trial by jury in respect of any litigation directly or indirectly arising out of, under or in connection with this contest, any document or agreement entered into in connection herewith, any prize available in connection herewith, and any of the transactions contemplated hereby or thereby.

**PRIVACY:**  All personal information collected by Sponsor will be used for administration of the Contest. In addition, Contestants may receive email correspondence from, or on behalf of Sponsor subject to Sponsor’s privacy policy. Sponsor uses reasonable commercial efforts to comply with Federal CAN-SPAM guidelines, and Contestants may subsequently opt-out of receiving further emails by following the opt-out instructions contained in the email. Any questions regarding privacy matters should be directed to the address set out below. Please refer to Sponsor’s privacy policy located at https://www.epicgames.com/privacypolicy for important information regarding the collection, use and disclosure of personal information by Sponsor.

**OFFICIAL RULES and WINNERS LIST:** The winners list can be obtained through the mail by sending the request and a self-addressed, stamped envelope to: 2017 Epic MegaJam- Winners List, Epic Games, 620 Crossroads Blvd, Cary, NC 27518. Requests must be received no more than 90 days after the end of Contest.

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