

RULES/ELIGIBILITY

- The competition is open to ALL AGES. However, participants under 16 must have an entry form signed by a parent or guardian with you on the day of the event.
- The participant should be an Indian citizen.
- Cosplay characters must belong to a gaming category.
- Contestants must be at both for pre-judging and on the stage to be eligible to win the competition.
- The participant needs to have a DreamHack ticket in order to participate.
- You may, should you wish, enter alone or as a group, please note, if you are in a group, please specify the other members of your group, so everyone can go on stage together.
- 70% of your outfit must be made by you, in order to be eligible to win the prize in the Cosplay contest. Costumes made by you will have better scoring (Subject to the judge's discretion) if foul play is found the participant shall be disqualified.
- Bought or commissioned costumes are strictly not allowed
- Judges reserve the right to change your competition tier at any point.
- Any participant who wins on one day of the competition, cannot participate on another day with the same costume.
- All costumes must be self-contained, including no fire, flame, smoke, fog, dry ice, wind machines, lasers, pressurized gasses or liquids, messy substances—wet, dry, or oily, including glitter, flower petals, etc in the green room or on stage.
- Offensive language of any kind is not allowed—no racial or sexual epithets, profanity, excessive violence, sexual activity or contact—real or implied.
- Sportsmanship is SUPER important. Bullying will not be tolerated and the participant found to be indulging in such behavior will be disqualified and/or escorted from the convention.
- No Stage fighting (one foot must remain on the stage at all times and any mock fighting must be done at a distance and at half speed – no physical contact.
- Contestants may not use stage time to make political, religious, insulting, or other demonstrations not related to their entry.
- No jumping on or off stage—please use the officially designated stage entrances and exits.
- CONFIDENTIALITY All preliminary application information that is entered is confidential and will be only viewed by DreamHack staff.
- TERMINATION DreamHack reserves the right to cancel, modify or suspend the Competition for any causes beyond the control of DreamHack that affect the effective administration, proper conduct, or integrity of the Competition. If this event should occur, DreamHack will post a notice on the Cosplay Championship page.
- Own stage props and effects are notified in advance for approval.
- All cosplays will be judged based on the Instructions shown below

	100%	80%	60%	40%	20%
Craftsmanship (40) Overall cosplay execution and creativity.	Clean stitching, use of highlighting and shadows, clean wig styling, smooth armor edges, finishing techniques etc.	Most details are clean and finished, one technique/element less polished.	Details are present, but finishing touches are missing. Seams may be unfinished, rough armor edges, no shadows/highlights etc	Minimal details, techniques are mostly poorly executed, cosplay not entirely finished	No details, techniques are poorly executed, cosplay is unfinished
Technical Difficulty (30) Level of complexity of the cosplay selected. Variety of techniques used. Purchased items only count against you if no transformation has been done.	Cosplay uses 3 or more main materials, 3 or more techniques used AND less than 10% purchased.	Cosplay uses 2-3 main materials, and 2-3 different techniques AND less than 20% purchased.	Cosplay uses 1-2 materials and 1-2 different techniques OR 30-40% purchased.	Cosplay sticks to a couple of basic techniques OR 40 – 50% purchased.	Cosplay relies on a single technique OR more than 50% is purchased.
Accuracy (15) How closely does the cosplay represent the source? This can be screen accuracy or creative embellishment/adaptation.	Accurate base cosplay, all relevant props, wigs, contacts etc included.	Accurate base cosplay. Missing one important element (prop, wig styling, texture/color, body paint, detailing)	Mostly accurate. Missing 2-3 important details such as a major prop, patterns, accurate body paint	Minimal resemblance to the character, maybe has correct colors or styling but is missing major design elements	Minimal resemblance to character and/or spirit of the character.
Stage Presence(10) Confidence, presence, “star power” associated with the character and cosplay	Cosplayer is confident and can act out different character poses/voice lines. Has good energy.	Cosplayer is confident with poses ready.	Cosplayer knows a few poses or voice lines, but is shy with them.	Cosplayer has minimal stage presence, maybe has a pose or voice line ready	Cosplayer had minimal stage presence
Character Embodiment (5) Spirit of the character, knowledge and passion	Cosplayer knows character backstory and presence, bonus for knowing key phrases.	—	Cosplayer has a general idea of the character, but no deep knowledge.	—	Cosplayer does not know much about the character outside of the general design.

Terms & Conditions

Each person, team, or company ("Applicant") who enters to be considered for nomination agrees to abide by the terms of these rules (the "Rules") and by DreamHack India and its judges, which are final and binding on all matters pertaining to DreamHack.

To apply, the Applicant must:

- Complete and enter an online application.
- If Applicant has multiple entries for all three days, Applicant is required to complete an application for each individual entry.
- Participants shall accept the Organizer to use their name, likeness, image and/or voice and/or video footage (including photograph, film, and/or recording during dreamhack) or any media including but not limited to print media, social media, website, hoardings, etc. for an unlimited period without remuneration for any purpose whatsoever

For questions, email cosplaygenie@nodwin.com

APPLICATION PROCESS

- All applications must be entered no later than 25 oct'22. Pre-judging and stage finals will take place on 4-6 Novemeber'22 at the event venue.

Prize

Prize – The winner of each day at Dreamhack'22 Hyderabad awarded the following as:

The Winner will get 50,000 INR as cash prize

The prize is personal to the winner and is not transferable.

The prize amount will be deposited in the winning team bank account within 45 days upon receipt of all necessary documents required for prize winnings.