

Entry Rules of 2025 (17th)

Cyber Sousa Award Game Competition

After years of development, the global game market is becoming increasingly homogeneous. In order to stimulate innovation, encourage and promote start-up teams to break through their limits and the boundaries of game development, empower the high-quality development of game industry with innovation, and inject more new strength into the development of game industry, the 17th Cyber Sousa Award Game Competition will provide a stage for more game developers to light up their game dreams!

I. Organizing Structure

Host: Xiamen Municipal People's Government

Organizer: XIAF Organizing Committee

Co-organizer: Xiamen Chuangxin Software Park Management Co.,Ltd.

II. Awards & Prizes

The Cyber Sousa Games Competition Awards are set as follows:

SN	Awards	Prize Money		
		(10,000 Yuan)	No.	(10,000 Yuan)
1	Best Game Gold	10	1	10
2	Best Game Silver	5	2	10

3	Best Game Bronze	3	3	9
4	Cross-Strait Special Game Prize (Fujian & Taiwan)	2	4	8
5	Best Storytelling	1.5	1	1.5
6	Best Game Art	1.5	1	1.5
7	Best Soundtrack	1.5	1	1.5
8	Best Game Programming	1.5	1	1.5
9	Best Student Game	1.5	4	6

Notes:

(1) The prizes are all tax-inclusive, and the personal income tax related to the prize will be withheld and paid by the Xiamen International Animation Festival Organizing Committee (hereinafter referred to as the Organizing Committee).

(2) If there are less than 12 entries for an award, the Organizing Committee reserves the right to leave the award vacant.

(3) Prizes will be selected from all entries. For the "Cross-Strait Special Game Prize," at least one of the key members of the development team must be a resident or have their company registered (determined by the entity applying) in Fujian Province or Taiwan Province. For the "Best Student

Game Prize," all main creators must be registered students at the time of application.

III. Schedule

April - July 18, 2025: Soliciting entries;

September 2025: Pre-selection, initial evaluation and initial shortlist announcement

October 2025: Final evaluation;

4th quarter of 2025: Award Ceremony (subject to the schedule of the Cyber Sousa Award Game Competition)

IV. Entry Requirements

1. Entries must be original, with theme, type and gameplay not limited.

2. The name, theme, picture, text, gameplay and other contents of the entries must comply with Chinese laws, regulations and moral codes. No pornography, violence, bloodiness, crime induction or political metaphor should be included.

3. Submission Requirements

(1) Registration form: Complete the entry form via the official website of the Cyber Sousa Award Game Competition (www.cybersousa.com.cn) and submit supporting materials. Only the completed and signed (or stamped on) registration form will be validly registered.

(2) Description Document: A description document is required. It should include name of the game, development system, operating platform, game introduction (game genre, gameplay, stories to be expressed, etc.), introduction to game team,

production team members, and creation process.

(3) Display Requirements:

- Game video: should completely show the core gameplay and interaction mode, and be uploaded to www.bilibili.com and export the video link.

- Game pictures: should be original drawings, screenshots and other picture materials that can clearly show the game theme.

- Game installation package (optional): Capable of normal operation and trial play, and must include at least the core gameplay mechanics.

(4) Language requirements: Chinese or English. If the original work is in a language other than Chinese or English, please attach a Chinese or English translation.

(5) Deadline for receipt: July 18, 2025, 23:59.

(6) Submission:

Complete the registration form and upload all the aforementioned submission files as a compressed package to Baidu Netdisk.

V. The Jury

1. The official competition jury consists of no less than 10 professional judges, of which no less than 2 will be from overseas.

2. No member shall participate in the selection and evaluation of any entry with which he or she has any form of connection.

3. The specific procedures and criteria of the entry selection and evaluation for the competition awards are jointly formulated by the jury.

The jury will select the winning entries and determine the winners.

VI. Appraisal and Selection

1. The jury will rate the entries in terms of creativity, gameplay, art graphics, story expression, and overall experience.

2. Entries must have a certain degree of completion, with a complete gameplay loop and core mechanics.

3. The gold, silver and bronze awards will be given in descending order according to the overall rating of the works. If there are works with the same score, the jury will deliberate and vote to decide the final ranking.

4. For the Best Game Planning and Best Game Art awards, priority will be given to the scores of the relevant aspects of the works, while taking into account the overall experience of the work. The final ranking will be decided by the jury after deliberations on the basis of the scores of the relevant evaluation items.

VII. Intellectual Property and Related Legal Matters

1. Each entrant must be the author or legal owner of their entry. If the work is created collectively, a collectively signed written Statement of Originality by all main creators should be provided to make sure there are no intellectual property disputes and corresponding legal

responsibilities are to be assumed. In the event that others claim rights for the entries, the entrant shall bear all losses incurred. In case of any considerable influence or losses to the Organizing Committee or the competition, the entrant shall assume the compensation liability.

2. All entrants will be deemed to have authorized the XIAF Organizing Committee to promote and display the entries (in whole or pieces) for non-commercial purposes.

3. Entrants are free to participate in other similar competitions or related commercial activities before or after the Cyber Sousa Award Game Competition, however, any consequences caused from the conflicts with other competition regulations should be borne solely by the entrant.

4. If a work is selected as an award-winning entry, the Organizing Committee reserves the rights to the commercial transfer of intellectual property rights and market resource collaboration related to such award-winning work, of which the specific cooperation modalities shall be stipulated in a separate cooperation agreement.

5. Entrants who have submitted entry forms will be deemed to have unconditionally accepted the rules and regulations established by the Organizing Committee. In the event of any disputes, they shall be referred to the Xiamen Municipal Arbitration Commission for arbitration.

VIII. Award Presentation

1. The award presentation and press conference will be held by the Organizing Committee.

2. The award presentation will be held in 4th quarter of 2025. (subject to the schedule of the Cyber Sousa Award Game Competition)

3. There will be an award ceremony and communication sessions for the winning teams.

IX. Supplementary Provisions

1. The entry rules together with other provisions will be released by the Organizing Committee on the official website of the Cyber Sousa Award Game Competition (<http://www.cybersousa.com.cn/>).

2. These entry rules will take effect since the day it is released.

3. The XIAF Organizing Committee reserves the right of final interpretation of the entry rules.

X. Contact Information

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XIAF Organizing Committee

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