

**UP YOUR GAME SUBMISSION  
TERMS AND CONDITIONS (the “Terms and Conditions”)**

**PLEASE READ THE INSTRUCTIONS AND TERMS & CONDITIONS CAREFULLY BEFORE SUBMISSION.**

The Up Your Game mentorship programme (the “Programme”) is brought to you by \*SCAPE Co. Ltd (the “Organiser”) to guide aspiring game developers through the exciting journey of bringing their game ideas to life.

**1. MENTORSHIP ENTRY**

- a. Participation in the Programme is subject to the Terms and Conditions set out herein, and the Rules (the “Rules”) set out on the website at [bit.ly/replay-upyourgame](https://bit.ly/replay-upyourgame) (as may be amended from time to time and hereinafter referred to as “Terms and Conditions”).
- b. Each Applicant warrants that he/she has the legal capacity to participate in the Programme in accordance with the Terms and Conditions and the information submitted is true, complete and accurate.
- c. The Organiser reserves the right to suspend, cancel or amend the programme and/or review and revise these Terms and Conditions at any time without giving prior notice. By continuing to take part in this mentorship, each Applicant shall be deemed to have agreed to any such new or amended terms.

**2. ELIGIBILITY**

- a. This competition is open to all Singaporeans, Permanent Residents (PRs) and Long-Term Pass Holders aged 15 to 35 (before 31 December 2025), residing in Singapore at the time of submission.
- b. The Organiser reserves the right to verify and confirm each Applicant’s compliance with eligibility requirements. The Applicant may be required to submit further information to assist in the verification of eligibility.

**3. CALL FOR REGISTRATION**

- a. The Call For Application for the Programme will be conducted from 15 April 2025 to 11 May 2025.
- b. Each Applicant is required to submit to the Organiser their entry/entries by 2359 hours, 11 May 2025. No responsibility will be taken by the Organiser for any entries that are incomplete, misdirected, lost for technical reasons. Any application after the closing date will be deemed invalid.

**4. REGISTRATION**

- a. All entries must be submitted via the online registration form on the \*SCAPE website at [bit.ly/replay-upyourgame](https://bit.ly/replay-upyourgame) . Any other forms of registration will not be accepted.
- b. All entries must be in the English language.
- c. Each Applicant is allowed to register once only.

**5. SUBMISSIONS**

- a. All genres are accepted for submission, provided they are mindful of social, racial and religious sensitivities, conforming to IMDA guidelines (<https://www.imda.gov.sg//media/Imda/Files/Regulations-and-Licensing/Regulations/Codes-of-Practice/Codes-of-Practice>)

[PracticeMedia/PoliciesandContentGuidelinesInternetInterneCodeOfPractice.pdf?la=en](#))

and such other relevant guidelines as specified by \*SCAPE from time to time.

- b. Submissions must be created specifically for the Programme. Each submission hereunder must be an original work. The Applicant must possess the exclusive rights to each submission hereunder (including but not limited to the script(s) and music, etc) and warrants that no submissions shall infringe the intellectual property, privacy or other rights or interest or any third party or may result in any liability; and
- c. Submissions must not contain obscene or pornographic material; must not contain threatening or defamatory statements about any person, company, organisation or entity; must not invade privacy or other rights of any person, company or entity; and must not in any other way violate applicable laws and regulations.

## 6. SUBMISSION REQUIREMENTS

To enter the mentorship, the applicant is required to:

- a. Complete the game proposal template here and submit it by 11 May 2025. To proposal details the following:
  - i. Name of Developer/Team Name
  - ii. Team Members Name, if any
  - iii. Title of Game
  - iv. Type of Game (digital / tabletop)
  - v. Game Genre (e.g. puzzle platformer; idle simulator etc.)
  - vi. Game Platform (e.g. PC; Mobile; Tabletop etc.)
  - vii. Game Concept/Description
  - viii. Game Reference
  - ix. Visual Style (e.g. 3D; Pixel Art etc.)
  - x. Game Design and Scope
  - xi. Target Audience
  - xii. Team and Expertise, if applicable
  - xiii. Proposed Production Schedule
  - xiv. Portfolio Link

## 7. SELECTION PROCESS

- a. The selection of the evaluation/judging panel and the evaluation process shall be at the Organiser's sole and absolute discretion. Any decision made by the Organiser in relation to the Programme, including and not limited to, the Terms and Conditions, evaluation criteria and the selection for game showcase is final, binding and conclusive. No enquiries, appeals, verbal or written, shall be entertained.
- b. The application will be evaluated based on its
  - i. **Originality & Creativity:** Uniqueness of the game concept, storytelling, or artistic direction.
  - ii. **Concept Clarity & Structure:** Clearly articulates the gameplay mechanics, objectives, and user experience in a logical, coherent way.
  - iii. **Relevance to Youth:** Aligns with youth interests or the festival's spirit of creativity, expression, and community.
  - iv. **Feasibility & Development Potential:** Realistically achievable within the mentorship timeline, with manageable scope for the team's skill level.
  - v. **Team Passion & Intent:** Reflects strong motivation, thoughtfulness, and commitment to bringing the idea to life.

## **8. PUBLICITY AND PROMOTION**

- a. The Applicant hereby expressly and irrevocably consents to, and grants to the Organiser, its principals, agents, representatives, successors and/or assigns, the right to use his/her name, photographs, particulars, submissions at the Organiser associated programmes in any manner and in any media and formats in perpetuity throughout the world as the Organiser deems fit, including for publicity or promotional purposes. Such publicity may include without limitation the entries submitted for Programme, the Applicant and/or likeness, voice, photographs and/or video footage of the Applicant, biographical information provided by the Applicant and/or any statement made by he/she concerning the Organiser, the Programme, and/or prizes.
- b. The Applicant agrees to take part in any promotions or interviews relating to the programme which may be conducted by \*SCAPE and that \*SCAPE may record the Applicant participation in such promotions or interviews and the Applicant agree to absolutely assign all rights, including copyright, the Applicant may have in such materials, to us.
- c. The Applicant understands and accepts that personal particulars and information stated in the online submission form and any information supplied may be used and disclosed by the Organiser for purposes in connection with the promotion, marketing, publicity and obtaining sponsorship. In addition, the Applicant consents to the Organiser collecting, using, disclosing and/or processing any and all personal data submitted for various purposes, including communication with the Applicant, sending the Applicant marketing and advertising materials from the Organiser or its business partners, and conducting market research and statistical analysis.

## **9. RIGHT OF FIRST REFUSAL**

- a. \*SCAPE and its Partner(s) shall have the first right of refusal to further develop, produce and distribute any of the shortlisted team's game proposals into full and complete game.

## **10. GENERAL**

- a. The Applicant shall indemnify and keep the Organiser indemnified from and against any and all losses, damages, claims and/or costs (including costs on a full indemnity basis) suffered and/or incurred by the Applicant as a result of a breach of any of the Terms and Conditions.
- b. No third party shall have any rights to enforce any of the provisions under the Terms and Conditions against the Organiser under the Contracts (Rights of Third Party) Act of the Republic of Singapore.
- c. The Organiser reserves the right to amend or vary any of the Terms and Conditions without prior notice.