

## Cosplay Chess

Would you like to see your favorite characters battle it out with each other? Well, with Cosplay Chess, all of that is possible! No one knows what will happen as two chess players maneuver human pieces across a giant chessboard. For this first year at Otakuthon, the theme will be Good VS Evil.

### Cosplay Chess Rules:

1. Entries can be from any source (manga, video games, original). The same costume may be worn for Cosplay Chess and the Masquerade.
2. Places for participating in this event will be issued on a first-come, first-served basis. The sooner you register, the more likely you are to get the spot that you want.
3. Costumes do not have to be made by the cosplayer.
4. **All costumes must conform to Con Rules and Policies and all weapons must conform to convention Weapons Policy.** All costumes must be PG-13. We will immediately reject any entries that disregard this rule.
5. Participants under the age of 18 must have a waiver signed by their parents or guardian. You may obtain this waiver by emailing the Cosplay Chess director at [cosplaychess@otakuthon.com](mailto:cosplaychess@otakuthon.com).
6. Participants must have a "kill" scene and a "death" scene ready prior to the game. For each scene, participants may have support characters but the Cosplay Chess director must be informed of how many people will be present. The participant will be responsible for ensuring the individuals are present and know what they're supposed to be doing.
7. No props or stage accessories which scatter will be allowed. This means no confetti, no fake blood, no rose petals, or anything else that might disrupt anyone's footing.
8. Participants **must** attend the Cosplay Chess meeting an hour prior to the match. Things that participants will need to know will be covered during this time. This will help prevent some of the chaos from occurring during the match.
9. **NO attacks that can hurt other cosplayers or damage their costumes will be tolerated** (this is an act, after all). Please be considerate of the others involved.
10. Costumes must be mobile and not overly bulky. The participant must be able to move on his/her own and not interfere with adjacent participants.
11. The Cosplay Chess Director reserves the right to choose your final position on the chess board.

### *Support Characters*

In addition to the thirty-two pieces on the board, Cosplay Chess also has support characters whereby one character calls on another from back stage to help in combat. Examples of support characters in use: Sakura (Cardcaptor Sakura) summoning Kero-chan, or Naruto (Naruto) doing Kage-Bunshin no Jutsu and having other Narutos rush onto stage. If you have a character who you think would make a good support character or if you have a second person willing to cosplay as an appropriate support character for your character, you can apply as a support character – see our Chess Rules. A support character can be used either during the death scene or the kill scene.

Also, remember that you'll need a kill scene and a death scene. An example of a death scene would be Cloud picking up Aeris' body after she died. Try to plan at least one of each. You'll be contacted by the Cosplay Chess Director to discuss your plans.

### ***How to Participate***

**Note: Participants in the chess match must be registered convention attendees.**

#### **To be a chess piece or a support character**

No knowledge of how to play chess is required -- the two chess players will direct your movements. If you are interested in participating, you must submit your application online before July 11<sup>th</sup>, 2008. Registration for Cosplay Chess is first-come, first-serve. Be sure to read the Cosplay Chess Rules before submitting your application. Images of your character must be presented along with your entry form.

#### **To be a chess player**

We are also looking for two people to move the pieces. These people must have a minimal experience in acting since they will be the ones who will talk most. A good knowledge of chess is also necessary. A costume is not mandatory, but is strongly encouraged. You can submit your application online describing your experience to the Cosplay Chess Director.

### ***How to register***

Write an email to [cosplaychess@otakuthon.com](mailto:cosplaychess@otakuthon.com) with the following information:

Real Name:

Email:

Character:

Originating Series:

Position:

Team (Good, Evil or Support):

Kill scene:

Death scene:

List of support characters:

Images of your costume/character

**IMPORTANT:** Please note that this event will be taking place on **Sunday**. When applying, please be sure that will not be leaving the convention early.

### **Want to Help Out?**

You can also volunteer to help for the Cosplay Chess. Just send an email to the Cosplay Chess Director at [cosplaychess@otakuthon.com](mailto:cosplaychess@otakuthon.com).

## ***Questions and Answers***

### **How many people will be selected?**

We will be choosing thirty-two chess piece participants who will be active on the chessboard and two chess players to play the game. We will also selecting a set of alternates, and chess piece participants may have support characters, so more than 32 total people will get to participate.

### **How do I apply?**

Simply follow the procedure in the "How to register" section. Being accepted into Cosplay Chess in one costume and checking in for the event in another costume is grounds for immediate dismissal from the game.

### **When should I apply?**

The cut off date for applications is July 11<sup>th</sup>, 2008. Since chess pieces are selected on a first-come, first-serve basis, please apply as soon as possible.

### **I'm under eighteen. May I still apply?**

Cosplayers under eighteen may certainly apply with the inclusion of the appropriate form signed by parent or guardian. Be sure that your parent or guardian knows the time of the match so that you will not be forced to leave the convention early.

### **Is it okay if I didn't make my costume?**

Since this is not a costume contest, costumes may be submitted that were not made by the applicant, or that have been professionally tailored or contain commercially manufactured pieces. Costumes may also be submitted that have previously been entered in the costume contests or masquerades of Otakuthon or other conventions. Costumes entered in the Masquerade will also be accepted.

### **My costume has moving parts/large weapons/gets in other people's way. Is this a problem?**

All costumes must be self-contained, with no electrical plugs or other outside support required. The costume should be something that the participant can move in; chess is, after all, a fighting game, and movement will be necessary for the role-playing. If your costume is bulky, heavy, heavy-looking, or awkward, an explanation should be included with the application explaining in detail how the design of the costume makes quick movement possible.

### **My costume is excessively revealing, is it allowed?**

All costumes must be appropriate for a family environment. Any costume that turns out to be obscene or excessively revealing will be removed from the game immediately.

### **My costume has a weapon which might not pass weapons check, is it allowed?**

Weapons in this event must strictly adhere to the Otakuthon Weapons Policy - no weapon not allowed under the Otakuthon Weapons Policy will be allowed in Cosplay Chess. Weapons will be examined at the event sign-in.

**How will I know if I've been selected?**

Selected applicants and alternates will be notified by e-mail as decisions are made. You must keep your e-mail contact information up to date in order to keep in touch with the Cosplay Chess Director.

**I've been selected! What do I have to do before the con?**

Participants will be required to exchange frequent e-mails with the Cosplay Chess Director and other planning staff during the weeks leading up to the convention. Failure to communicate with the Cosplay Chess Director in a timely manner when required will lead to dismissal from the game.

Questions? Please contact the Cosplay Chess Director at [cosplaychess@otakuthon.com](mailto:cosplaychess@otakuthon.com).