



# High Score Award

## Official Rules

of participation in the GMF 2020 High Score Competition

### Definitions:

**Participant** - an entrant of the GMF High Score Competition who successfully entered the contest by submitting a valid Composition via the designated submission form.

**Composition** - an audio file submitted by a Participant, containing a piece of music which meets the criteria specified in the GMF High Score Competition rules.

**Winner** - a Participant whose Composition has been chosen by the Jury as the best (1st place, main Winner, GX Composer 2020) or one of the two consecutive runners-up (2nd and 3rd places). This category also includes the Audience Award Winner, selected by community votes.

**Award** - a prize of financial or non-financial nature, granted to the Winner by the Game Music Foundation and the Partner of the GMF High Score Competition (Opera GX).

### 1. INTRODUCTION

By entering the GMF High Score Competition in order to win the title of GX Composer 2020 and related Awards, you agree that you have read and understood these Rules and agree that you will be bound by them. Game Music Foundation reserves the right to

amend these rules at any time at its discretion, in such case informing the Participants about such change.

## 2. PARTICIPATION EXCLUSIONS

The GMF High Score Competition is open to citizens of any country. Since the competition is dedicated to supporting talented artists in the early stages of their career, all in-house composers already contracted by a video game developer or publisher company are excluded from participation. Furthermore, anyone who directly cooperates with the Game Music Foundation during the year of the particular GMF High Score Competition, or is a member of the Game Music Foundation team member's family, is also excluded from participation. Other than these conditions, the GMF High Score Competition is open to all Participants regardless of factors like professional status, age, education etc.

## 3. ENTERING THE COMPETITION

Entry to the GMF High Score Competition is made via the official web page: <https://gmfest.com/Competition> and by following the instructions on that web page. A Participant's entry will be considered complete when his or her Compositions have been uploaded online via the Game Music Foundation's submission form. Submissions that are incorrect or incomplete will be void.

## 4. COMPOSITION REQUIREMENTS

Rules and expectation towards the Compositions are as follows:

4.1 The assignment is to create one illustrative Composition, two minutes long, which accompanies the user while browsing the web using the Opera GX Gaming Browser. The Composition should be a musical illustration to the attached video presenting an example of a style that the user may select based on his or her preferences.

4.3 Opera GX is the Partner of 2020 edition of the GMF High Score Competition. Opera GX is a special version of the Opera browser built specifically to complement gaming. Opera GX is launching a new feature of illustrating the browser with musical pieces which partner the user/player while browsing the internet, as well as accessing in-built Opera GX features: side bars, settings and extensions etc.

4.2 Every Participant is asked to provide one musical piece meeting the following parameters:

- The loop shall last no longer than 2 minutes,
- File should be saved in mp3 format,
- The size of the file cannot exceed 10 MB,
- Loop should be uploaded using the [submission form](#).

Not meeting any of the abovementioned criteria will result in an incorrect submission.

4.3 Each of the Participants is asked to provide his or her name, surname, short bio, and a photo with the consent to publish it on the <https://gmfest.com/> website in case his or her Composition is selected by the Game Music Foundation Jury or via community votes.

## 5. STRUCTURE OF THE COMPETITION

GMF High Score Competition 2020 shall be sequenced as follows:

5.1 Entries for the GMF High Score Competition must be submitted to Game Music Foundation using the aforementioned submission form latest by the closing date of 30th September 2020 at 23:59 p.m. CEST (GMT+2).

5.2 The Game Music Foundation Jury with its President will make a first selection and narrow down the GMF High Score Competition shortlist to the best submitted entries.

5.3 The works of the finalists will be presented to the main GMF High Score Competition Jury which consists of renowned composers, coordinated by the Jury President. Judging will be made on the basis of listed criteria, using which the Jury members will decide and vote separately.

5.4 The President of the Jury will be an appointed member of the Game Music Foundation Committee. The role of the President is threefold: to organize the Jury, to have the same voting power as other members of the Jury, to resolve conflicts in case the voting procedure does not result in a clear selection of winners.

5.5 Winners will be announced during the Game Music Festival vol. 3 (16-17 October 2020). The award ceremony will be broadcasted live via YouTube, Twitch and other streaming platforms.

5.6 A separate voting shall take place for the Audience Award of the GMF 2020 High Score Competition. It will be conducted independently of the Jury's voting. The Audience Award will be granted on the basis of the number of votes acquired during the process of community voting via a dedicated online mechanism placed on Opera GX website.

## 6. COMPOSITION LICENSING

Participants retain full ownership of all materials submitted to the GMF High Score Competition, however by entering the GMF High Score Competition, in consideration of Game Music Foundations' examination of the Compositions and the opportunity presented thereunder, all Participants hereby irrevocably grant Game Music Foundation the following non-exclusive licenses:

6.1 In respect of all Participants of the GMF High Score Competition, the right to circulate their Compositions to the Jury for the GMF High Score Competition as well as the Partner of the GMF High Score Competition (Opera GX).

6.2 In respect of the finalists for the GMF High Score Competition, the right to place their composition on one of the GMF High Score Competition Partner's websites for the purpose of organizing voting in order to select the winner of the independent GMF Audience Award, further described in section 10 below.

6.3 In respect of the finalists for the GMF High Score Competition, the right for Game Music Foundation and the partners of the GMF High Score Competition to use any or all of your compositions, in whole or in part, without any payment or royalty to you (or any third party) for the sole purpose of marketing or promoting, in any and all media, whether now known or hereafter invented, the GMF High Score Competition, future GMF High Score Competitions run by Game Music Foundation or Game Music Foundation itself. In the event that Game Music Foundation uses any of your material pursuant to this Clause, you shall receive a "Music by" credit but you shall not be entitled to any payment, fee, royalty or monetary income whatsoever.

## 7. THIRD PARTY ASSURANCE

All Participants hereby warrant to Game Music Foundation that each Composition supplied by them does not violate the rights of any third party, including but not limited to copyrights, performance rights, moral rights, trademark rights and/or any other intellectual property rights, and confirm that each Composition supplied by them is not defamatory or does not violate any laws otherwise. No Composition supplied by any Participant may contain any unclear examples, interpretations or other material. It shall be original work created by respective Participants, and will have all necessary rights, licences, consents and permissions for use and to authorize Game Music Foundation to use any and all copyrights, performance rights and/or other intellectual property rights in and to the Composition.

## 8. BREACH OF RULES

All Participants agree to indemnify, defend and hold harmless Game Music Foundation, its successors, licensees, assignees and licensors of each, and their respective affiliates and agents against any and all claims, obligations, damages, losses, expenses and costs including reasonable legal fees resulting from any breach of these Rules or any use of a Composition supplied by a Participant or by any other party under these terms of use, including but not limited to any third party claim of infringement of a copyright or other intellectual property right or invasion of privacy.

## 9. GRANTING OF AWARDS

The Winners will receive the Award specified on <https://gmfest.com/Competition> and in this document below. The decisions of Game Music Foundation and the Jury will be final and there shall be no appeal. Winners acknowledge and agree that:

9.1 The costs of the Awards shall be covered by Game Music Foundation and its partners but Game Music Foundation shall not cover any personal, "per diem" or travel expenses.

9.2 In the event that any Winner is unable to participate or chooses not to participate in his/her Award for any reason, his/her status as a Winner will remain unaffected.

## 10. AWARDS FOR WINNERS

Awards of the GMF High Score Competition are defined below. They will be granted to the Winner of the main prize, as well as 2nd and 3rd place Winners, all chosen by the Jury described in paragraph 5.3 above. All details of the prizes provided directly by the

GMF High Score Competition's Partner (Opera GX) are subject to separate agreements and regulations between Winners and the Partner.

10.1 First prize for the main Winner of the GMF 2020 High Score Competition includes:

10.1.1 The title of the "GX Composer 2020" and a cooperation opportunity with Opera in order to create adaptive music for the Opera GX Gaming Browser. As a result of this cooperation, the composed soundtrack will be available for 12 months to be played as background music within the Opera GX browser which has circa 4 million monthly active users.

10.1.2 A financial reward of 3000 USD which will be paid to the Winner upon delivery of the soundtrack mentioned in 10.1.1 and after its acceptance by Opera GX team and transferring the related copyrights to Opera.

10.1.3 All additional prizes mentioned in paragraph 10.5 below.

10.2 Second prize of the GMF 2020 High Score Competition includes:

10.2.1. A cooperation opportunity with Opera in order to create adaptive music for the Opera GX Gaming Browser. As a result of this cooperation, the composed soundtrack will be available for 12 months to be played as background music within the Opera GX browser which has circa 4 million monthly active users.

10.2.2 A financial reward of 2000 USD which will be paid to the Winner upon delivery of the soundtrack mentioned in 10.2.1 and after its acceptance by Opera GX team and transferring the related copyrights to Opera.

10.2.3 All additional prizes mentioned in paragraph 10.5 below.

10.3 Third prize of the GMF 2020 High Score Competition includes:

10.3.1. A cooperation opportunity with Opera in order to create adaptive music for the Opera GX Gaming Browser. As a result of this cooperation, the composed soundtrack will be available for 12 months to be played as background music within the Opera GX browser which has circa 4 million monthly active users.

10.3.2 A financial reward of 1000 USD which will be paid to the Winner upon delivery of the soundtrack mentioned in 10.3.1 and after its acceptance by Opera GX team and transferring the related copyrights to Opera.

10.3.3 All additional prizes mentioned in paragraph 10.5 below.

10.4 Audience Award of the GMF 2020 High Score Competition includes:

10.4.1. A cooperation opportunity with Opera in order to create adaptive music for the Opera GX Gaming Browser. As a result of this cooperation, the composed soundtrack will be available for 12 months to be played as background music within the Opera GX browser which has circa 4 million monthly active users.

10.4.2 A financial reward of 2000 USD which will be paid to the Winner upon delivery of the soundtrack mentioned in 10.4.1 and after its acceptance by Opera GX team and transferring the related copyrights to Opera.

10.4.3 All additional prizes mentioned in paragraph 10.5 below.

10.5 Additional prizes, granted to the GMF High Score Competition's main Winner, to the 2nd and 3rd place Winners, and to the GMF Audience Award Winner, include:

- Announcement of the Winners' names during the Game Music Festival vol. 3 gala in the National Forum of Music which will also be transmitted online, including the Opera GX embedded Twitch stream
- Sending a press release note about the Winners to the media cooperating with Game Music Festival
- Placing information about the Winners on gmfest.com website and reviewing the main Winner's Composition on gamemusic.pl website
- Publishing an interview with the main Winner on gamemusic.pl website
- Posting information about the Winners via the GMF social media channels (Facebook, Twitter, Instagram)
- Conveying publicity of the Winners' names to circa 4 million monthly active users of Opera GX upon the activation of the background music functionality
- Creation of a video clip on the Discord channel of Opera GX with circa 130 thousand users which highlights the winning soundtrack

- Placing information on blogs.opera.com website which summarizes the cooperation and announces the Winners
- Posting information about the Winners via Opera's social media channels (Facebook with circa 16 million fans, Twitter with circa 650 thousand followers)

## 11. CLAIMS AND INJURIES

To the fullest extent permissible by applicable law, all Participants hereby agree to release and hold harmless Game Music Foundation, affiliates, agents, representatives and prize partners, the Jury and any other party from any claims, actions, injury of any kind incurred in connection with the GMF High Score Competition.

## 12. LAW GOVERNANCE

The rules and this GMF High Score Competition are governed by the laws of Poland.