

Ship Simulator Extremes: Create a Vessel/Environment - Contest Rules

1. VSTEP reserves the right to change the dates and or terms of this contest without notice. Changes will be posted at the Ship Simulator Site at <http://www.shipsim.com/> and forum.shipsim.com
2. This contest is open to all buyers of Ship Simulator Extremes with a legal license code, with the exception of VSTEP employees and their immediate families.
3. Contest start date is October 1st, 2010, at 15:00h CET. Final competition entry date is December 1st, 2010. Entries after final entry date will be considered ineligible.
4. This contest is subdivided into 2 categories: 1. Create a vessel for Ship Simulator Extremes and 2. Create an environment for Ship Simulator Extremes.
5. There is no limitation on the number of designs for each category a contestant can submit, nor is there a limitation to the number of times a contestant can participate.
6. Contestants can participate alone or as part of a team.
7. In order to announce participation, participating contestants should send a mail (either as individual or as a team) to creationcontest@shipsim.com stating their full name and their team name (if part of a team). By sending this mail, you formally agree to the rules set forth in this document.
8. Environment Creation guidelines: Contestants are to create an environment of choice for use in Ship Simulator Extremes. The environment should be created as described in the competition [format acceptance document](#) and be submitted before submission deadline. Any environment not complying with the description in the [format acceptance document](#) will be ineligible for competition entry. When using or updating an existing model, contestant must be the rightful owner of this model, or a rightful owner must be part of the team.
9. Vessel Creation guidelines: Contestants are to create a motorized vessel of choice for use in Ship Simulator Extremes. The vessel should be created as described in the competition [format acceptance document](#) and be submitted before submission deadline. Only vessels submitted in compliance with the [format acceptance document](#) and created with full bridge interior will be eligible for competition entry. When using or updating an existing 3D model, contestant must be a rightful owner – through own creation or through purchase - of this model, or a rightful owner must be part of the team.
10. Contestants must submit their full name, address, phone number and email details to VSTEP. Failure to submit these details will result in disqualification.

VSTEP will only use this data only for internal use and correspondence about the contest with the contestant.

11. Model submission deadline for all categories is January 10th, 2011 at 0:00h CET
12. VSTEP reserves the right to contact contestants for a progress update on set milestone dates between contest start and submission deadline. These updates can be made public on forum.shipsim.com. The milestones are 1. Concept + description 2. 3D draft model of vessel/environment 3. Final model of vessel/environment. Failure to adhere to these milestones will result in disqualification.

Milestone Dates:

- | | |
|---------------------------|-----------------------|
| M1. Concept + Description | - October 30th, 2010 |
| M2. 3D Draft model | - November 30th, 2010 |
| M3. Final model | - January 10th, 2010 |

Contestants entering the competition at a later date must be able to show any previous milestones to VSTEP when requested.

13. For both categories there is a first, second and third prize. First prize is the sum of EUR 1000. Second prize is the sum of EUR 500. Third prize is the sum of EUR 250. Other runners up will receive an honourable mention on www.shipsim.com as well as on forum.shipsim.com. Winners and selected runners up will have their models implemented in a commercial DLC pack for Ship Simulator Extremes. VSTEP holds the right to withhold a model from a DLC pack if it is deemed of insufficient quality to feature in a commercial product.
14. The competition winners will be selected in the following manner:
 - A panel of VSTEP staff will select the best entries and announce these on the forum.shipsim.com on January 17th, 2011. A community poll running from January 17th to January 31st on the forum.shipsim.com will then decide which entries will enter the final round. The final prize winners will be decided by VSTEP Staff and be announced on www.shipsim.com and forum.shipsim.com on February 10th, 2011.
 - VSTEP holds the right to cancel the community poll and withhold the prize money if none of the submitted models is of sufficient quality for later implementation in the game.
15. Winners will be contacted personally by VSTEP through mail/phone. VSTEP will publish the winners' names at www.shipsim.com and forum.shipsim.com.
16. Prize money will be transferred through bank wire to the winners after confirmation and verification of account details. Failure to supply VSTEP with account details will result in the prize money being transferred to the next prize winner.

17. By entering this contest you acknowledge that VSTEP will have the right to use your submitted models for later use in its products. If selected, VSTEP will contact you personally to discuss a remuneration. VSTEP reserves the right to make changes to submitted models after the competition closure date and publishing the results. No changes will be made prior to competition closure or before results are published. Models will participate as submitted on submission deadline date. (see 21.)
18. VSTEP reserves the right, at its sole discretion, to cancel or suspend this contest should a virus, bug, computer or other problem beyond the control of VSTEP corrupt the administration, security or proper execution of this contest. VSTEP, at its sole discretion, may award prizes to entries received by alternate means. All Internet participants agree to be bound by these rules, and the Official General Rules appearing above.
19. VSTEP is not responsible for technical, hardware, software or telephone or other transmission failures of any kind; lost or unavailable network connections; or incomplete, garbled or delayed computer transmissions whether caused by VSTEP, users, by any equipment or programming utilized in this contests, or by human error which may occur in the processing of submissions, which may limit a participant's ability to participate.
20. Release and Indemnification. In exchange for the right to participate in the Contest, each participant agrees to release and indemnify VSTEP, and its officers, directors, agents, licensees, subsidiaries and employees (the "Released Parties"), from any and all claims, demands and/or causes of action of any nature or kind whatsoever, whether presently known or unknown, foreseen or unforeseen, that arise out of the participant's participation in the contest.

21. Important Dates:

1.	Competition Start Date	October 1st, 2010
2.	Final Entry date	December 1st, 2010
3.	Milestone 1: Concept + Description	October 30th, 2010
4.	Milestone 2: 3D Draft Model	November 30th, 2010
5.	Milestone 3: Final model	January 10th, 2011
6.	Submission Deadline	January 10th, 2011
7.	Selection Round 1 by VSTEP (R1)	January 11th - January 17th, 2011 R1 Result Announcement January 17th, 2011
8.	Selection Round 2 by Community Poll (R2)	January 17th – January 31st, 2011 R2 Result Announcement January 31st, 2011
9.	Final Selection Round by VSTEP (R3)	February 1st – February 9th, 2011
10.	R3 Prize winners announcement	February 10th, 2011