

GAME PITCH ARENA STATUTES AND RULES

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GAME PITCH ARENA, ANIFILM, MAY 2027, LIBEREC, CZECH REPUBLIC

1. The Game Pitch Arena (GPA) aims to present promising game projects developed in CEE and connect them with important investors and game publishers. GPA intends to become an essential networking platform, further support game development and provide ground for potential international collaboration.
2. The Session is organised by OSPAF z.s. and Cyber Sail s.r.o. Jandova 185/6, Vysočany (Prague 9), 190 00 Prague. <https://www.cybersail.consulting/>
3. Pitching Session 2027 will take place at MFAF Anifilm (4th-10th May). It will be preceded by warm-up sessions with teams. After the Pitching Session, the winners will be announced on the very same day at the Anifilm International Festival 2027.
4. GPA includes the following categories:

Enchanting and experimental genres

This category focuses on experimental games and projects with a limited budget and distinct artistic and visual style including student projects.

Established and wide-audience genres

This category focuses on games with high ambitions and larger teams striving for commercial success, typically A & AA studios. It also includes games of established and

traditional genres.

5. Maximum 8 projects will be picked to compete in each category.
6. The submitted projects will be evaluated by a selection committee composed of representatives of the organisers and invited experts. One of the main criteria will be whether the games meet the basic requirements of game publishers present at the GPA in order to boost optimal results and synergies. Every participant is informed about the result. Developers of selected games will receive an official invitation to the pitching session.
7. Personal attendance at the pitching session is mandatory and all costs connected to the participation are covered by the participants. All participants are welcome to attend the awards ceremony.
8. The organisers reserve the right to move applications between categories so the projects meet the requirements of present publishers.
9. The pitching will be in English and all materials and presentations must be in English.
10. The applicant is required to notify the project rights holder. In case the project cannot participate in the session, the applicant must notify the organisers no later than a week after the selection announcement. If the organisers don't receive a statement of disapproval within this time, the project's participation in the session is considered confirmed.
11. The pitching presentations take place in front of an international jury composed of 3 to 5 publishers and

investments experts. The composition of the jury for each category will be slightly different.

12. The jury for each GPA category will select the best pitch in the given category. The best pitch will be announced during the Anifilm 2027 Awards Ceremony and the winners will receive valuable prizes.

13. The prize fund consists of:

- €10,000 from the PPF Foundation
- vouchers worth € 6,500 by Cyber Sail

PITCHING SESSION SCHEDULE

31th January – Application deadline

8th March – Announcement of selected projects

19th April – 3th May – Online pre-pitch, mentoring and feedback on the presentations

4th-9th May – Pitching at ANIFILM festival

What to prepare?

Prepare a 3-minute pitch presentation about your game including visuals, key selling points, gameplay description, highlights of your business model and sales estimates. An excellent addition would be a short video showcasing your game.

Pitching Session Structure:

3 min game presentation

3 - 5 minutes follow-up discussion with the judges The jury panel will be composed of 3 to 5 gaming industry professionals,

publishers and investors. The names will be announced during the application process.

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More information: www.pitcharena.games