

Tacloban Otaku Network: Boothing Guidelines

Tacloban Otaku Network (TON) welcomes all participants to join our series of events. Whether you are an **Artist**, **Merchant**, or **Exhibitor**, we strive to maintain an environment that promotes creativity, fair business practices, and respect for intellectual property. Below are the detailed guidelines for each booth type, including conditions regarding the sale of **original art** and **fan art**.

1. Artist Booth

An **Artist Booth** is intended for artists to showcase and sell their **original artwork**. This includes, but is not limited to, illustrations, paintings, digital art, and self-made merchandise based on the artist's own designs or interpretations.

Guidelines:

- **Original Art:** Artists are encouraged to sell **original creations**. These may include:
 - **Illustrations, paintings, digital art, photography, and custom-made items** that are entirely the artist's own work.
 - **Self-designed merchandise** such as **prints, stickers, pins, posters, and art books** based on the artist's own work.
- **Fan Art:**
 - Artists may sell **fan art** of existing characters from anime, manga, games, etc., provided the work is **transformative** and adds a distinct **original touch** or personal artistic interpretation.
 - **Fan art** that is a **direct reproduction** of official characters, logos, or art (without significant alteration) may violate intellectual property (IP) rights and is prohibited.
 - Artists must avoid using **official logos, trademarks, or brand names** of copyrighted works unless they have explicit permission from the rights holders (e.g., game companies, anime studios).
 - Selling **copies of other fan artists' works** is strictly prohibited.

Legal Considerations:

- **Original art** is fully permissible for sale as long as the artist holds the rights to it.
- **Fan art** is allowed, but it must comply with IP laws. Artists must ensure their fan art is sufficiently **transformative** and should avoid direct reproduction of copyrighted material.
- Artists who wish to sell fan art featuring characters or logos from established franchises should be aware of the legal risks involved, as **unauthorized fan art** may lead to copyright infringement claims from the original creators or IP holders.

Enforcement:

- Any artist found **copying other artists' works** or using **unlicensed logos** or **trademarks** will be required to immediately **remove the offending items** and may face removal from the event without a refund.
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2. Merchant Booth

A **Merchant Booth** is designated for individuals or businesses selling **official merchandise**, including products related to anime, manga, video games, or other fandoms, as well as **collectibles** and **media**.

Guidelines:

- **Official Merchandise:** Only **officially licensed products** or items with **explicit permission** from the supplier, creator, or intellectual property holder can be sold. This includes:
 - **Anime merchandise, figures, plush toys, games**, and other collectibles.
 - **Books, DVDs**, and other officially released media.
- **Counterfeit and Unlicensed Products:** Selling **counterfeit** or **bootleg products** is strictly prohibited and will result in immediate removal from the event and potential future event bans.

Enforcement:

- Merchants must provide **proof of authorization** from suppliers or official distributors such as a reseller certificate if requested by the event organizers. Failure to provide documentation for unlicensed items may lead to the **removal of such products** and possible booth closure during the event, disqualification before the event and banning from future events.
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3. Exhibitor Booth

An **Exhibitor Booth** is for organizations, companies, or individuals wishing to display **games**, **tech products**, or **interactive experiences** related to anime, manga, or gaming culture.

Guidelines:

- Exhibitors are welcome to showcase **video game demos**, **tech products**, **interactive displays**, and other **gaming-related experiences**.
- Exhibitors should ensure that all **content displayed** is appropriately licensed and does not infringe on any copyrights or trademarks.
- **No sales** may occur unless prior approval has been granted to sell items, such as **game-related merchandise** or **promotional goods**.

- **Charging for Booth Participation:** Exhibitors **must not charge** attendees to try out their booth (e.g., playing games, using devices, or interacting with products) unless they have **explicit permission** from the product or brand owners (such as the **game developers, console manufacturers, or tech suppliers**). Without such permission, charging attendees is prohibited and may lead to removal from the event.
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4. General Guidelines for All Booth Types

Regardless of your booth category, the following general rules must be adhered to:

- **Booth Setup:** Ensure that all booths are **neat, safe, and accessible**. Setups must comply with event space regulations and provide a safe experience for all attendees.
 - **Respect the Community:** All booth holders must **treat each other, attendees, and event staff** with respect and professionalism. Harassment, bullying, or disruptive behavior will result in immediate removal from the event.
 - **Fees and Payments:** All booth fees must be **paid in full** by the specified deadline. Failure to meet payment requirements will result in cancellation of booth space.
 - **Intellectual Property Compliance:** All booth holders must ensure their **products and displays** do not infringe on the intellectual property rights of others. This includes respecting **copyrights, trademarks, and patents**.
 - **Advertising and Promotion:** Booth displays must adhere to event guidelines. Unauthorized advertising outside your designated space (including posters or handouts) is prohibited.
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Important Notes on Fan Art and Original Art:

1. **Fan Art and Copyright Compliance:**
While **fan art** can be sold, it is important to understand that fan art is often in a **grey area** under copyright law. Artists must ensure that their fan art is sufficiently **transformative** and does not **directly replicate** official designs or logos. Selling **unlicensed fan art** can lead to **legal action** from IP holders.
 2. **Selling Original Art:**
Artists are free to sell their **original creations** (e.g., illustrations, paintings, or merchandise featuring their own work). These items are not subject to IP restrictions as long as they are the artist's **own intellectual property**.
 3. **No Copies of Other Fan Artists:**
Fan art created by other artists cannot be reproduced or sold by someone else, even if it is a fan creation. Copying the work of another fan artist without permission will result in immediate **removal** from the event.
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Enforcement of Guidelines:

- **Violations of these guidelines**, such as selling unauthorized or copyrighted merchandise, harassment, or disruptive behavior, will result in **immediate removal** from the event.
- For more serious offenses (e.g., copyright infringement, harassment), the individual may be subject to a **temporary or permanent ban** from future events.

Tacloban Otaku Network (TON) strives to ensure that our events remain enjoyable and respectful for everyone. We ask all booth holders to carefully review these guidelines and abide by them to ensure a smooth and successful event for all participants.

For any questions or concerns, please reach out to our event organizers before the event date.