



# Unlikely Collaborators Game Jam

## Official Rules

These Official Rules (“**Rules**”) apply to all participants and content submitted to the Unlikely Collaborators Game Jam (the “**Jam**”).

The Jam is organized by International Game Developers Association Foundation® (“**IGDA-F**”), PO Box 96503, PMB 50358, Washington DC 20090 and Unlikely Collaborators, Inc.® (“**UC**”) 8605 Santa Monica Blvd. #99722 West Hollywood, CA 90069. IGDA-F and UC will be referred to in these Rules individually as an “**Organizer**” and collectively as the “**Organizers**.”

You agree to be bound by these Rules when you participate in or submit any content to the Jam (a “**Submission**”).

All federal, state, local and municipal regulations and laws apply. The Jam is void where prohibited or restricted by law. Organizers reserve the right to modify these Rules at any time, subject to applicable laws.

## 1. The Jam Awards

### 1.1 Awards

The Organizers will offer awards to the best videogames submitted to the Jam, in accordance with these Official Rules. The winners will be selected by a panel of qualified judges, whose decisions are final. Prizes for the Jam are as follows:

## **Total Prize Pool: \$10,000**

- 1<sup>st</sup> Prize: \$5,000
- 5 runners-up: \$1,000 to each of these 5 teams

Prizes will be awarded in the form of a wire transfer, Zelle, PayPal or check payable to each winning entrant or Team Lead. No transfer, assignment, cash redemption, or substitution of any Prize will be permitted, except by Organizers due to prize availability and then with a prize of equal or greater value. Winners are solely responsible for all federal, state and local taxes associated with the acceptance or use of a Prize. If the Jam is discontinued for any reason by the Organizers in their sole discretion or if no qualifying Submissions are received during the Submission Period, Organizers reserve the right not to award any Prizes.

## **1.2 Award Notices**

Award recipients will be notified on or around April 27<sup>th</sup>, 2026, by email to the entrant or Team Lead provided in each winning Submission.

## **1.3 Claiming Your Award**

To claim your Award, you must contact us via email or online form at [apwalles@igdafoundation.org](mailto:apwalles@igdafoundation.org) within 72 hours of the winners being notified.

Finalists may be required to submit additional paperwork, including without limitation, Organizers' Affidavit of Eligibility and Publicity Release, which will be asked for by the Organizers. All paperwork must be returned to Organizers at the email address provided within ten (10) business days after the notification of the Award is given.

Any finalist that fails to claim an Award or fully complete and return the required paperwork within the time frame allotted may forfeit their Award to a runner-up, at the Organizers' sole discretion.

## **1.4 Teams**

**Teams must consist of no more than 6 participants.**

If you are on a team that receives a Prize, the entire team will receive a single Award. When a team submits a videogame, they will be responsible for designating a team lead ("Team Lead") that will be the official recipient of the Award. The Organizers will distribute any Prize to the Team Lead and will not have any further responsibility or liability with respect to the Prize awarded, including to other team members. Direct questions relating to the Awards to the Organizers at [apwalles@igdafoundation.org](mailto:apwalles@igdafoundation.org).

## 2. Evaluation of Submissions

The Organizers will perform an initial review of all entries to the Jam to narrow the Submissions down to 10-15 games in total that will be judged by a panel of judges selected by Organizers.

Submissions will be scored on a basis of 40 points divided into the following:

- 10 points for Gameplay
- 10 points for Theme
- 10 points for Graphics
- 5 points for Audio
- 5 points for Originality

The scoring rubric that will be used can be found below. The three (3) highest scoring Submissions that meet all submission eligibility criteria will be selected as the prospective Award winners. The decisions of the panel of judges are final and are not subject to subsequent review.

## 2.1 Gameplay (10 points)

How engaging (fun), original and accessible is the game?

## 2.2 Theme (10 points)

Gameplay and level direction that are pushing the theme forward.

## 2.3 Graphics (10 points)

How well is the art designed and executed and does it keep with the genre of the game?

## 2.4 Audio (5 points)

How well is the audio designed and executed, and does it keep with the genre of the game?

## 2.5 Originality (5 points)

Did the game stand out in some unique way? Did the game demonstrate an aesthetic that would align with many players?

# 3. Eligibility Criteria and Submission Requirements

You must fulfill the following criteria to enter the Jam **and** be eligible for an Award:

- All participants must be (i) a legal resident of the United States or the District of Columbia, excluding residents of Arizona; and (ii) aged 18 or over, at the time of entry
- Team Submissions are permitted, provided that: (i) each team member meets the eligibility criteria outlined above; (ii) the team consists of 5 or fewer members; and (iii) a Team Lead is designated in the Submission. Each team member agrees that the Team Lead shall have sole authority and be responsible for fulfilling the conditions and obligations and binding each other team member related to the Submission under Section 6; and that any payment to the Team Lead pursuant to Section 6 will forever discharge and relieve UC from any liability to any other team member.
- Your Submission must be a polished prototype of a videogame.
- Teams must also submit a 30-60 second gameplay video that has been uploaded to YouTube. YouTube video link must be included upon submitting.
- The Submission Period will be from March 21, 2026 at 12:01a Pacific Time (PT) to April 7, 2026 at 11:59 pm PT (the “**Submission Period**”). Your Submission must be uploaded to [litch.io](https://litch.io) and received by Itch.io before the end of the Submission Period. By uploading

a Submission and entering the Jam, you agree to be bound by these Rules, Itch.io's Terms of Service and Privacy Policy, and the Organizers' Privacy Policies linked here.

- You may only submit your own work. Plagiarized, forged, or other copied works, and works created, in whole or in part, using AI technologies or tools, will be automatically rejected.
- The assets contained in your Submission must belong to you or your Team Lead (as appropriate) which you agree to provide to the Organizers upon request, and that you (or, as appropriate, the Team Lead) have/has all the necessary rights, consents, and permissions to control the Submission and grant the licenses contained in these Rules.
- For an individual entry, your Submission must include your full name, address, email address, and phone number. A team entry's Submission must include the full name, address, email address, and phone number of the Team Lead (specifying as such), and each additional person on your team.
- You may not impersonate another person or entity, incorporate the name, image or likeness of another person or entity, or submit anything on another person's or entity's behalf without their written permission, which you agree to provide to the Organizers upon request.
- You may only submit one Submission to the Jam. An individual may not enter more than once by joining another team's Submission.
- Your Submission must be created during the Submission Period for the Jam. Previous games you have worked on will not be eligible for awards. However, you may use previously created art assets or systems from other games you may have worked on or from various asset stores as long as they satisfy the requirements in these Rules and are properly credited.
- Your Submission may not contain any material that violates the ownership or intellectual property rights of any person or entity.
- Your Submission may not contain any material that is unlawful, obscene, defamatory, threatening, pornographic, harassing, or offensive, or that gives rise to criminal or civil liability, violates any law, contains any malicious code, or violates the privacy or publicity of any person.
- Officers, directors, employees, and family or household members of the Organizers or of the panel of judges will not be eligible for Awards.
- The Organizers reserve the right to decline any submission at their discretion.

## 4. Intellectual Property

By entering a Submission in the Jam, you represent and warrant that you are the sole owner of your Submission and all right, title and interest in and to the Submission and the intellectual property rights therein. Each member of a team Submission represents and warrants that their Team Lead is the sole owner of the team Submission and the intellectual property rights therein.. UC hereby grants you a revocable, non-transferable, non-sublicensable, non-assignable, and non-exclusive license, and limited license to use the Perception Box trademarks and UC-owned content (collectively, the “UC Content”) during the Submission Period, solely for use in connection with your Submission to the Jam. For the avoidance of doubt, the UC Content may not be used for any purpose other than developing your Submission to the Jam.

By submitting a Submission to, or otherwise participating in the Jam, you:

- Acknowledge that each Organizer is the rightful owner of all right, title and interest in the content it provides to you in connection with the Jam as well as copyrights, trademarks, and other intellectual property rights associated with such content (“Organizer Content and IP”). ;
- Acknowledge that you shall not challenge, nor shall you acquire any rights whatsoever in, the Organizer Content and IP.
- Grant each Organizer a worldwide, non-exclusive, royalty-free and cost-free, unrestricted, unlimited, irrevocable, perpetual, assignable, licensable, and sub-licensable right and license to use, modify, crop, distribute, display, exhibit, perform, and promote your Submission, or any portion of your Submission, and your name, image, persona, biographical information, signature, and likeness, in connection with the operation, marketing, and promotion of Organizers’ businesses, including but not limited to, the operation, marketing, and promotion of the Jam. For avoidance of doubt, this license shall not include any Organizer Content and IP owned by the other Organizer; and
- Warrant and represent that you (or your Team Leader in the case of a team Submission) own the Submission or otherwise have all the necessary rights, consents, and permissions to control the Submission and grant the licenses contained in these Rules, and that the public posting or other use of the Submission by the Organizers will not infringe or violate the rights of any third party.

## 5. Odds of Winning

The chances of winning a Prize will depend on the number of qualifying Submissions received and merits of the Submissions received during the Submission Period.

## 6. Further Development of Submissions

During the period beginning on the date of the Submission and for three (3) years thereafter, in the event that you determine or receive a third-party offer to develop your Submission into a commercial product (e.g., a full game, comic book, merchandise, etc.) (a “**Project**”), you will notify UC of such intent with a written notice setting forth the scope of the project, its timing, and the financial terms necessary for its development, which will be made in good faith (an “**Offer**”). Upon UC’s receipt of the Offer, UC will either accept or reject the Offer within thirty (30) days. If UC accepts the Offer, the parties will negotiate in good faith for a period not to exceed ninety (90) days on the final financial and business terms of the Project, which will be commercially reasonable based on the state and content of the Submission. In accepting the Offer, UC shall not be required to accept any terms or conditions contained in any Offer that cannot be fulfilled by UC as readily as by any other third-party (e.g., an agreement conditioned upon the services of a particular individual or the supply of a product exclusively under the control of a potential third-party offeror). For avoidance of doubt, you will not negotiate or enter into any agreement with any third-party with respect to your Submission unless UC fails to respond to the Offer within thirty (30) days after receipt of the same or the parties fail to reach agreement with regard to the Project after ninety (90) days commencing thirty (30) days after UC receives the Offer (a total of 120 days, the “**Exercise Period**”). If UC rejects the Offer or the parties fail to enter a binding agreement within the Exercise Period, you will be free to negotiate and enter into an agreement with a third-party on terms no more favorable than those last offered to UC. Notwithstanding the foregoing, if you do not enter into an agreement with a third-party within ninety (90) days after the Exercise Period for a Project after UC has rejected the Offer for such Project, the foregoing terms will again apply, and you shall not enter into any agreement without first providing a new Offer to UC.

## 7. Interactions with Other Participants

You are solely responsible for your interaction with other participants of the Jam. The Organizers are not liable for the conduct of or content posted by any participant. All participants must agree to and follow the IGDA code of conduct found [here](#) or otherwise provided during participation in the program.

## 8. Limitation of Liability/Indemnification

Organizers are not responsible for lost, misdirected, late, unsent, incomplete, illegible or unintelligible entries or for inaccurate or incomplete Entries, regardless of cause, including without limitation, due to human, mechanical or technical error. Organizers reserve the right, in its sole discretion, to disqualify any individual found to be: (1) tampering with the entry process or the operation of the Jam; (2) acting in violation of these Rules or applicable laws; or (3) acting with intent to annoy, abuse, threaten or harass any other person. Any use of artificial intelligence or similar technologies, robotic, automatic, programmed, or similar methods is prohibited, and any such entries will be disqualified and void.

You are solely liable for your Submission and agree to hold harmless and indemnify the Organizers and their officers, directors, employees, agents, and agencies from and against any and all claims, losses, and damages related to or arising directly or indirectly out of your Submission. The Organizers disclaim any and all liability for the content of your Submission and for any claims, actions, damages, loss, or liability of any kind arising out of your participation in the Jam, your Submission, or the acceptance or use of a Prize. You agree that any and all disputes, claims and causes of action arising out of or relating to the Jam or any Prize shall be resolved individually, without resort to any form of class action. Any claims, judgements and awards shall be limited to actual out-of-pocket expenses and shall not include attorneys' fees.

## **9. Choice of Law, Choice of Forum, Consent to Jurisdiction**

These Rules are governed by and constructed in accordance with the laws of the United States and the State of California, without regard to its conflict of laws provisions. Any disputes arising out of or relating to these Rules shall be tried in the state and/or federal courts located in San Francisco, California. You irrevocably consent to the personal jurisdiction of said courts and waive all arguments based on venue and convenience of the forum.

## **10. Severability and Integration**

These Rules constitute the entire understanding between you and the Organizers regarding the subject matter of the Jam and these Rules shall supersede all prior or contemporaneous oral, written, or electronic statements, agreements, communications, or proposals. In case any provision contained in these Rules should be found to be invalid, illegal, or unenforceable in any respect by a court of competent jurisdiction, the offending provision shall be removed, and the remaining provisions shall be interpreted in accordance with the intent of the parties.

## **11. Winners List/Questions**

To obtain a copy of the Winners List, email a request to Organizers at [apwalles@igdafoundation.org](mailto:apwalles@igdafoundation.org), no sooner than April 27, 2026. Questions about the Jam and these Rules should be directed to the Organizers at [apwalles@igdafoundation.org](mailto:apwalles@igdafoundation.org).