Rules of of the 3rd 8bits demoscene compo RetroEuskal-EuskalEncounter 2010
(http://www.retroaccion.org/demoescena-3-competicion-de-graficos-musicas-e-intros-4k-en-8-bits)

Once again, and as part of the RetroEuskal-EuskalEncounter scene party compos, the 8bits compo strikes back. This year also including an Intro 4kbs compo, coming along with the graphics and music compos. What are you waiting to send us your Prod.?

Graphics compo rules

1. One entry per artist.
2. A self-executable file must be provided with the finished graphic, that runs on an emulator and on the real machine, together with either a PNG or a TIFF file. Apart from that, five working stages must be sent that can be either PNG or TIFF files.
3. Together with the screen include your name or nick, group, platform, etc.
4. Don't worry if you cannot make it to the party because we accept entries via e-mail to: scene@retroaccion.org , also for questions, etc.
5. Entries via e-mail are accepted just a day before the party begins (that is, 11:59pm of the 21st July 2010). If you are attending the party, deadlines will be announced conveniently by the organization.

Music compo rules

1. One entry per artist.
2. A self-executable file that runs in the real machine must be provided.
3. Non musical contents won't be showed, so do not bother including stuff like that with your file.
4. If you do not used a common platform like: C64, Spectrum, Atari etc… please include a proof that the production runs in the real thing (If you are in the party bring the hardware with you and if you sent via e-mail, a video capture could be enough).
5. Send an MP3 or OGG together with your production.
6. Together with the entry include your name or nick, group, platform etc.
7. Don't worry if you cannot make it to the party because we accept entries via e-mail to: scene@retroaccion.org , also for questions, etc.
8. Entries via e-mail are accepted just a day before the party begins (that is, 11:59pm of the 21st July 2010). If you are attending the party, deadlines will be announced conveniently by the organization

4Kbs intros compo rules

1. One intro per artist.
2. The maximun size per entry will be 4096 bytes.
3. The maximun playing time will be 8 minutes, including decrunching or precalculating, etc.
4. The intro should go in an unique file.
5. The intro has to work in the real thing and on an emulator. Specify the emulator used and any used odd setting. And if it is possible, moreover if the platform used is a rare one, provide the emulator itslef or a video capture.
6. Together with the entry include your name or nick, group, platform etc.
7. Don't worry if you cannot make it to the party because we accept entries via e-mail to: scene@retroaccion.org , also for questions, etc.
8. Entries via e-mail are accepted just a day before the party begins (that is, 11:59pm of the 21st July 2010). If you are attending the party, deadlines will be announced conveniently by the organization