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SQUID WORKS COMICS  
PO BOX 480463, DENVER, CO 80248-0463

2008 Denver 24-Hour Comic Challenge Release Form

AGREEMENT made as of this \_\_\_ day of \_\_\_\_\_, 20\_\_\_\_\_, between Squid Works, and by extension other Event sponsors (hereinafter referred to as "Organizers") and \_\_\_\_\_ (hereinafter referred to as "Participant"), located at (address) \_\_\_\_\_.

WHEREAS, the 2008 Denver 24-Hour Comic Challenge located at Enchanted Grounds at 8800 S. Colorado Blvd., Highlands Ranch, CO (hereinafter referred to as "Event")

WHEREAS, Squid Works is Event organizer, and

WHEREAS, the Participant willingly wishes to participate in the Event.

Participant agrees to arrange safe transportation to and from the Event. Organizers will be held harmless for Participant's failure to do so or otherwise attend to his or her own well-being before, during and after the Event.

If Participant is less than eighteen years of age on the date of the Event, a parent or attending guardian of the Participant agrees to provide for and is responsible for the welfare and safety of the Participant, whether or not the parent or guardian remains present during the entire duration of the Event.

Participant agrees to allow Organizers to reproduce portions of Participant story and use Participant name for purposes of promoting Event and future such events or for use in press coverage for the Event or future such events, and if the Participant elects to contribute the story to the anthology, Participant agrees to allow Organizers to reproduce story for purposes of producing the book. Organizers agree to fully-credit any such use.

Participant retains all rights to work created during the Event and any reproduction and distribution of aforementioned work will be covered in a separate consignment agreement upon the successful completion of the Event challenge.

This Agreement shall be governed by the laws of the State of Colorado.

IN WITNESS WHEREOF, the parties hereto have signed this Agreement as of the date first set forth above.

Authorized Organizer \_\_\_\_\_  
Stan Yan, Squid Works

Participant Name \_\_\_\_\_  
(Print)

By \_\_\_\_\_  
Participant (or Parent/Guardian if under 18) Signature

Parent/Guardian Name \_\_\_\_\_  
(Print, if Participant is under 18)

\_\_\_ Check here if you would like to participate in the Story Premise Exchange (details on next page) and provide your e-mail address here: \_\_\_\_\_

## Event Guidelines

This year's 24 Hour Comics Challenge is being held at Enchanted Grounds at 8800 S. Colorado Blvd., in Highlands Ranch from 2 pm on Saturday, October 18, 2008 to 2 pm on Sunday, October 19, 2008. The registration fee for participating is \$25, and registration will be limited to the first 32 people. Those completing stories will be welcome to contribute their stories to the official 2008 Denver 24 Hour Comic Challenge anthology published by the Squid Works. Registration costs and sponsorships will defray printing costs for each contributing artist and each sponsor receiving a copy of the book. Additional copies can be obtained at full wholesale or retail cost directly from the Squid Works (available after the event).

*Please arrive a half and hour early so you can settle in, get ready to receive your story premise (see *Story Premise Exchange* below)*

### **What constitutes a 24 Hour Comic?**

If you are a purist and want to participate in the event as the event founder, Scott McCloud had intended that would mean "to create a complete 24 page comic book in 24 continuous hours. That means everything: Story, finished art, lettering, colors (if you want 'em), paste-up, *everything!* Once pen hits paper, the clock starts ticking. 24 hours later, the pen lifts off the paper, never to descend again. Even proofreading has to occur in the 24 hour period. [Computer-generated comics are fine of course, same principles apply] No sketches, designs, plot summaries or any other kind of direct preparation can precede the 24 hour period. Indirect preparation such as assembling tools, reference materials, food, music etc. is fine..." "...You can take a nap if you like but the clock will continue to tick! If you get to the 24 hours and you're not done, either end it there ("the Gaiman Variation") or keep going until you're done ("the Eastman Variation"). I consider both of these *Noble Failure Variants* and true 24 hour comics in spirit; but you must sincerely intend to do the 24 pages in 24 hours at the outset."

For purposes of our challenge, we will be making you stop at 2 pm on Sunday, October 19, 2008 so we can collect the work from folks who want their stories included in the anthology.

In the spirit of community and to help you abide by the McCloud spirit, you may wish to participate in the *Story Premise Exchange* with other challengers. If you would like to do this, place a checkmark where indicated on the bottom of the first page of the release form. You will be contacted by e-mail a few days prior to the challenge to SELECT a fellow Story Premise Exchange participant to dole a story premise to. In the spirit of humanity, we have the right to veto the premise if it is too elaborate, so no full scripts or anything like that. They should be simple, for example, "A story about a man whose shoes are nailed to the floorboards" or "An agoraphobic woman sets off on a round-the-world vacation". Again, it's first-come-first serve, so earliest registrants get first pick. If you don't know who on the list you would like to dole a premise out to, yours will be randomly doled out to another participant who is also indifferent.

### **What tools should I bring?**

Please bring pencils (pencil sharpeners), pens, erasers, straight edges and any other drawing implements you will need; and no less than 24 sheets of paper for your comic (you may wish to have more to make notes on or do sketches). If you are planning on doing your comic completely on the computer, due to space considerations, please limit yourself to a laptop system, and although there are plenty of power outlets, be prepared to bring your own power strip and extension cords just in case. If you are particular about your listening music, bring an ipod, cd player, or other personal music device with headphones.

### **Should I bring food and drink?**

Unless you have particular dietary needs, we encourage you to satiate your other snack and beverage needs by purchasing them from our generous host, Enchanted Grounds. They will be providing free coffee. They can also facilitate orders from the fine Middle Eastern eatery next door, Ali Baba's.

### **If I would like to be included in the anthology, what do I need to do?**

First, and most important, you will need to complete your story (sorry, folks don't want to read unfinished stories) – that means print-ready! So, you will need to leave your story with us before you leave. That means if you did your story on the computer, you need to leave us with a CD with your page files at no less than 300 dpi. If you drew your story, **your entire page images must fit on an 8 1/2" x 14" flatbed scanner** (9" x 12" paper recommended with at least 1/4" margins and no bleed), you will need to leave us with your pages, and \$10 and your mailing address so we can mail or courier them back to you. Additional copies of books will be available to contributing creators at cost. Please note, the book will be black and white, so with the exception of images used for the cover, any color added to your story pages will come out gray.

**Please note, you are NOT officially registered until you have completed and returned this form to Squid Works Comics, PO Box 480463, Denver, CO 80248-0463, or you can simply scan and e-mail it back to [stan@squidworks.com](mailto:stan@squidworks.com) (preferred)**

If you have any further questions, please contact Stan Yan at [stan@squidworks.com](mailto:stan@squidworks.com) or 303-452-9046.

Special thanks to our sponsors (to date): Enchanted Grounds, The Colorado Alliance of Illustrators, and The Colorado School of Healing Arts.