

## To Attendees from Overseas:

### Comic Market (Comiket) 73

Session Date : Dec. 29th (Sat) ~

31st (Mon) 2007

Next Session Date : Aug. 15th (Fri) ~

17th (Sun) 2008

#### Hours of Operation :

Dōjinshi Area : 10:00am to 4:00pm each day.

Corporate Dealers Area :

10:00am to 5:00pm on Dec. 29 ~ 30th.

10:00am to 4:00pm on Dec. 31th.

#### Dressing Room :

10:00am to 4:30pm each day.

(Registration open from 10:00am to 3:30pm, on the last day only to 2:30)

#### Location : Tokyo International

Exhibition Center

(The Tokyo Big Sight)

Dōjinshi Area : East Halls 1~6

& West Halls 1~2

Dressing Room : West Hall 3

Corporate Dealers Area : West Hall 4

Costume Play Public Square :

Rooftop Exhibition Area

10:00am to 4:00pm

(only to 3:00pm on the last day; location may change depending on weather)

#### ■ FOR YOUR IMMEDIATE ATTENTION !!

Comic Market attendees must follow all rules established by the Comic Market Committee, without exception.

Attendees must obey all instructions issued by police, firefighters, the Comiket staff, private security guards, and employees of the Tokyo Big Sight.

The following is a list of things YOU SHOULD NOT DO at the Comic Market:

- Do not violate any Japanese laws and/or provincial laws of the Tokyo Metropolitan Government.
- Do not engage in activities that egregiously disturb other attendees.
- Do not smoke anywhere but in the designated smoking areas.
- Do not start any fires involving open flames, or bring in fire-starting devices.
- Do not engage in any public theatrical displays, live shows, demonstrations, or protest rallies.
- Do not come to the Comiket by any means except public transportation. There is no room for parking your car, motorcycle, or bicycle at the Tokyo Big Sight.

● Do not loiter in or around the Tokyo Big Sight during late night hours.

● Do not undress or change clothing except in the dressing/changing room. Undressing in the bathroom is strictly prohibited.

● Do not bring in the following items. If you are found to be in possession of any of the following items, it will be confiscated and will not be returned to you.

■ Any items whose possession is prohibited Japanese law, and/or items being transported in an illegal manner.

■ Weapons and/or anything resembling a weapon in shape.

■ Anything longer than 30 cm (1 foot) in length.

■ Accessories that have pointed edges.

■ Any athletic equipment (i.e. balls, Frisbees, bows and arrows, etc.)

■ People carrying vehicles such as bicycles, unicycles, skateboards, roller-skates, etc.

■ Any easily-flammable item.

■ Alcoholic beverages, animals, and electrical generators.

■ Any device designed produce loud sounds (i.e. musical instruments, boom boxes, portable radios with speakers, etc.)

■ Any other items deemed dangerous by the Comiket staff.

#### ■ Disaster Prevention Rules :

DO NOT sit down or place luggage, books, drinks, etc. near fire fighting gear or emergency exits. These areas are demarcated by red tape on the floor. Furthermore, do not leave baggage unattended anywhere within the premises. If you come across a suspicious object, please inform Comiket staff or a security guard immediately.

#### ■ Rules and Guidelines for Attendees New to the Comic Market :

● We recommend that first time attendees come to the Comic Market in the afternoon in order to avoid being stuck in long lines.

● Please use public transportation, such as trains or buses.

● Taking photographs of people in cosplay is limited to the costume-play public square. Always get permission from the cosplayer before taking their picture.

● You may only undress at the dressing / changing room. If you wish to cosplay, you must register at the dressing

room. (The dressing room is located West Hall 3.) Registration will cost ¥800. Please be aware that cosplay and masquerading have yet to be widely accepted in mainstream Japanese society. Do not come to or leave the Comiket wearing a costume.

#### ■ To Members of the Press

If you are attending the Comic Market as part of any type of fieldwork for the news media, you must register at the Comic Market general headquarters located in East Hall 1 and abide by instructions issued at that time. Please refrain from any interviewing and filming on and around the premises prior to registration.

#### ■ What is the Comic Market ?

The Comic Market is an event with more than 30 years of history and boasts 35,000 dōjinshi publishing circles and 500,000 general attendees. Dōjinshi circles come seeking to distribute their creations to others who share their interests. The corporate dealers' area is populated by corporations that understand and support the ideals of the Comiket. Most dōjinshi circles do not aim to make a profit from their activities. Their aim is interact and communicate with other participants through the works that they have created. Communication inspires further creation, thereby forming a foundation upon which even greater works can come about. This is the paramount ideal of the Comic Market. The Comic Market Committee, a non-profit organization, was created for the specific purpose of running these colossal marketplaces.

The Comic Market International Desk is here to provide overseas attendees with information and answer any questions that might arise. Please feel free to come and ask for our help. We welcome everyone who shares our enthusiasm and interest in the dōjinshi culture. All of us on the Comiket staff hope you will enjoy your visit to the Comic Market.

