

To Attendees from Overseas:

Comic Market (Comiket) 76

Session Date : Aug. 14th (Fri) ~

16th (Sun) 2008

Next Session Date : Dec. 29th (Tue) ~

31th (Thu) 2009

Hours of Operation :

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

Corporate Dealers Area :

10:00am to 5:00pm on Aug.14 ~ 15th

10:00am to 4:00pm on Aug.16th

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

Women's Dressing Room: Conference

Tower Floor 1 Reception Hall

Men's Dressing Room: Conference

Tower Floor 6 Conference Rooms

Corporate Dealers Area : West Hall 3~4

Costume Play Public Square :

1st Floor Garden near Restaurant Avenue etc.

10:00am to 4:00pm

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

■ READ THIS FIRST!!

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 MUST 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 interfere with other attendees.
- Do not smoke anywhere except at designated smoking areas.
- Do not start any fires involving open flames, or bring in fire-starting devices.
- Do not engage in any public theatrical performances, live shows, demonstrations, or protest rallies.
- Do not come to the Comiket by any means other than public transportation. There is no room to park your car,

motorcycle, or bicycle at the Tokyo Big Sight.

- Do not loiter inside or near the Tokyo Big Sight during late night hours.
- Do not change clothing except at designated dressing/changing rooms. Changing in the toilets is strictly prohibited.
- Do not bring in the following items. If you are found to be in possession of any of the following items, they will be confiscated and will not be returned.
 - Any items whose possession is prohibited Japanese law, and/or items being transported in an illegal manner.
 - Weapons and/or anything resembling any kind of weapon.
 - Anything longer than 30 cm (1 foot) in length.
 - Accessories that have pointed edges.
 - Any loose 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 firefighting equipment 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 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 change at the designated dressing / changing rooms. If you wish to cosplay, you must register at the dressing room. (The dressing room

is located at the Conference Tower.) 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 inside or near 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 include corporations which understand and support the ideals of the Comiket. Most dōjinshi circles do not aim to make a profit from their activities. Their aim is to interact and communicate with fellow participants through their own creations. Communication encourages creation though inspiration, and thereby lays the groundwork for even greater works to come into being. 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.

