

WELCOME TO THE COMIC MARKET

Comic Market (Comiket) 81

Session Dates:

2011/12/29 (Thursday) ~
2011/12/31 (Saturday)

Next Planned Session Dates:

2012/8/10 (Friday) ~
2012/8/12 (Sunday)

Location & Hours of Operation

- Tokyo Big Sight (Tokyo International Exhibition Center)

For information regarding access to the Tokyo Big Site, visit:
<http://www.big sight.jp/english/>

- Dōjinshi Area:

All East Halls, West Halls 1 & 2
10:00am to 4:00pm each day

- Dressing Rooms

Women: 6th Floor of the Conference Tower
Men: Atrium area on 1st Floor of West Hall

10:00am to 4:30pm each day
(Costume Play Registration:
10:00am to 3:30pm, 2:30pm on last day)

- Costume Play Public Square:

Gardens near Restaurant Ave. on 1st Floor of Conference Tower, etc. (Check map on pg. 25 for details.)

10:00am to 4:00pm (only to 3:00pm on last day; location may change depending on weather)

- Corporate Dealer Area: West Halls 3 & 4

10:00am to 5:00pm, 4:00pm on last day

Entrance Fees

Entrance to Comiket is free. However, purchasing the Comiket Catalog (available in both print and DVD-ROM ver-

sions) is highly recommended. Only dōjinshi publishers (circle members) are given entry passes to allow early entry to set up their booths. All others must get in line for entry.

How to use this Catalog

This catalog is divided into the following major parts: Basic information regarding Comiket, listings of all dōjinshi circles in attendance, a listing of all vendors in the corporate booth area, procedures on costuming, and other various articles. Most of the catalog is in Japanese. The section you are reading is a barebone guide written in foreign languages for attendee from overseas.

Please note this section is not a complete translation of all the information in this catalog. Some information has been abbreviated. If you have any questions, we recommend you ask a Japanese friend to review the Comiket Catalog or contact the International Desk for more information. (See below regarding International Desk location.)

- Overall Comiket map = pg. 4

- Dōjinshi circle listings:

Thursday's listings = pg. 41

Friday's listings = pg. 421

Saturday's listings = pg. 801

- Costume play information = pg. 20 (Japanese)

See "Cosplay Activities and Photography" below for more information.

- Corporate booth listings = pg. 1171

A color guide of the all the vendors operating at the corporate booths is separately available during Comiket.

- Information for first time visitors to Comiket = See

"Navigating Comiket".

What is the Comic Market?

- The Comic Market (Comiket) is a marketplace where individuals can offer their own self-produced creations to a community that appreciates and supports such creative personal activities. Comiket primarily focuses on acting as a communal exchange place for self-published books, known as dōjinshi. Japanese dictionaries define dōjinshi as self-published material aimed toward likeminded individuals and the Comic Market invites any publication (books, music, films, software, etc.) published by individuals that are not available through standard commercial outlets. **Applications for booths are processed prior to the event. You cannot apply for a booth at Comiket itself.**

- One goal of the Comic Market is aiding creative efforts conducted outside the established commercial realms, and thereby encourage innovation and interaction within the overall community revolving around manga, anime and games. Comiket places emphasis on community building that empowers individual creativity, initiative, freedom, and to that end we strive our best to accommodate a large and diverse collection of dōjinshi publishing groups, known as circles, to offer their dōjinshi (non-corporate, limited distribution publications). Comiket places great priority on artistic freedom, subject to certain conditions necessary to ensure smooth operation of the Comic Market and retain compliance to Japanese laws.

●Comiket is a large scale, privately run exposition and marketplace. Comiket is neither a commercial enterprise, nor a governmental operation. The operation of the Comic Market is made possible by a volunteer based organization, the Comic Market (Comiket) Committee.

History of the Comic Market

Comiket was established out of frustrations regarding existing manga fan events and disappointment at the lack of diversity in commercial publications in the mid 1970's. Many venues where manga fans could converge tended to be narrow-minded and outlets for experimental young manga authors were limited in the commercial sphere, thus a manga critique group **Meikyū** ("Labyrinth") not only started publishing a manga review *dōjinshi*, but also established an event where manga authors and creators of other mediums could share their publications. The small startup event only featured 32 circles and approximately 700 people attending, taking place in a relatively small conference space, and yet the basic constructs of the Comic Market were already in place. Namely, an event focused on individual's personal creations, regular attendees supporting and encouraging such creative efforts, a volunteer group managing the operation of the event, and all parties involved doing their best to help each other.

This cooperative emphasis continues to be part of the operation of the Comic Market. Comiket is an event of the fans, by the fans, for the fans of manga in general

and other mediums of self expression. All operations of Comiket are designed to provide the maximum degree of freedom allowable while at the same time maintaining order and safety so that Comiket can continue to be held year after year.

In recent years, the Comic Market has grown to become an event with over 35 years of history, boasting 35,000 *dōjinshi* circles and 500,000 general attendees at each session, usually held twice a year. *Dōjinshi* authors and fans from all over Japan, and some from overseas, converge upon Comiket to directly intermingle among their peers, with whom they share a common devotion toward a diverse and unique range of creative works, made possible by independence, imagination and self-expression.

In addition to *dōjinshi* booths, Comiket houses a corporate dealers' area, attended by corporations who understand and support the ideals of the Comic Market. Numerous attendees wear costumes at Comiket, an activity known as cosplay. Other events, such as symposiums, exhibits, talk shows, etc. may also take place.

For most *dōjinshi* circles, earning profits is not the goal for their activities, but instead they aim to interact with their fellow participants through their own creations. Communication encourages creation through inspiration, and thereby lays the ground work for even greater works to come into being. This is the paramount goal of the Comic Market.

Important Comiket Policies

All attendees must follow all

rules and policies established by the Comiket Committee without exception. Attendees must obey all instructions issued by police, firefighters, Comiket staff, security guards, and employees of the Tokyo Big Sight. Below is a list of specific policies and rules of the Comic Market.

●Anyone attending the Comic Market must obey Japanese laws and Tokyo Metropolitan Government ordinances.

●All Comiket attendees must follow disaster prevention and public safety rules established below:

◆**Do not run or push people.**

It is very easy for a trampling incident or a crowd collapse to occur with so many people packed together. Always remain calm and don't rush. Comiket also prohibits people walking on moving escalators for safety reasons.

◆**Do not sit down or place luggage, sort books, etc. near fire fighting gear or emergency exits. These areas are marked 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.

◆Do not smoke anywhere except at designated smoking areas.

◆Do not start any open flames, bring in pyrotechnic devices, or any easily flammable items within Tokyo Big Sight.

●Attendees must not bring in any items whose possession or use is either prohibited or restricted by Japanese law. **Notably, all weapons and weapon-like items must be in compliance with the Firearms and Swords Control Law**

and no one is to be in possession of items that would be deemed to be a violation of Penal Code 175 (obscenity restrictions) or the Child Pornography Law.

- Other restricted items include: Electrical generators, large batteries, people-carrying vehicles (i.e. bicycles, unicycles, skateboards, roller-skates, etc.), any balloons that may float up, and any other items deemed dangerous by police, firefighters, Comiket staff, security guards, and employees of the Tokyo Big Sight.
- Attendees must follow commonsense rules for public behavior, respect others in personal interaction, and avoid causing crowd control issues or being a public nuisance.
- ◆ Do not loiter inside or near the Tokyo Big Sight during late night hours.
- ◆ Do not swing around, throw or kick objects about.
- ◆ Do not tamper with Tokyo Big Sight property.
- ◆ Do not use Tokyo Big Sight electrical outlets without permission.
- ◆ Do not park cars on streets near the Tokyo Big Sight.
- ◆ Do not generate loud sounds or music.
- ◆ Do not change clothing except at designated dressing rooms. **Changing clothing in toilets is specifically prohibited.** Do not come or leave the Comiket wearing your costume.
- ◆ No drinking alcohol while at the Comic Market.
- ◆ Service animals (e.g. guide dogs) are the only type of animals allowed.
- ◆ Flyers and free samples cannot be distributed in the hallways. Flyer distributors must be pre-registered and are lim-

ited to handing out material to circles prior to beginning of the each day's session. Circles may distribute flyers from their own booths.

- ◆ Other activities may be prohibited or restricted dependent on the decisions of police, firefighters, Comiket staff, security guards, and employees of the Tokyo Big Sight.

Cosplay Activities and Photography

Comic Market welcomes those who would like to wear costumes, but they must come to Comiket in plainclothes and register to use the dressing room provided. (See "Location and Hours of Operation" above for locations and hours.) Registration will cost 800 yen for each day. Note that all specific policies and rules regarding costume play are provided in a booklet when you register to use the dressing room.

- Below are broad Comiket guidelines regarding cosplay:
 - ◆ Do not wear something that is risqué. Exposing too much skin may cause legal problems, so if you do wear clothing that is very revealing, wear tights or something that matches your skin color to avoid accidental excessive exposure.
 - ◆ Do not wear something that may physically harm others and/or stain property or clothing. Sharp objects and pointed tips may hurt others by simply walking in a crowd. A good idea is to make pointed parts detachable so that you can wear your costume safely depending where you are. No wet paint or substances that can rub off easily are permitted.
 - ◆ Do not wear costumes that may complicate or interfere

with operations of the Comic Market. Specifically, there are restrictions on uniforms that may cause others to mistake you to be police officers, firefighters, security guards, Comiket staff, and other officials on duty.

The Comiket staff at the dressing room will be happy to answer any questions regarding regulations on costume attire and items.

- Anyone who wishes to photograph or film someone else at Comiket must get permission from the person. **This rule also applies to those in costume.** Comiket features a costume play public square for the specific purpose of facilitating interaction and photography, but you still must get someone's permission before photographing them. Please do not block passageways or stand on objects while photographing, and do not use equipment that may interfere with the flow of traffic. All photographers must obey posted signs and directions issued by Comiket staff or other officials on duty at Comiket.

Press Coverage and Interviews

If you are attending the Comic Market as part of any type of fieldwork for a public or commercial news media service or entertainment provider, you must register at the Comic Market general headquarters located in East Hall 1 and follow instructions issued at that time. Japanese laws regarding privacy restricts the unsolicited photography of private individuals even in public spaces. Please refrain from any interviewing or filming

inside or near the premises of Comiket prior to registration.

Navigating Comiket - A Beginner's Guide

- ◆Comiket is no ordinary event. It is very crowded and massive. We recommend first time visitors to come past 12 noon to avoid long lines. You should be in good health when visiting Comiket and make sure to dress accordingly. It can get very hot and humid in summer while very cold winds can be felt in winter.
- ◆While the Comic Market does have first aid stations staffed by volunteering medical professionals, **they can only provide rudimentary medical care typical of a school's nurse's office.** If you have a pre-existing condition that may hamper your ability to safely navigate Comiket and its intense crowds, we strongly recommend you seek advice from your doctor.
- ◆Make sure to use public transportation. Visit the Tokyo Big Sight web page listed above for access information.
- ◆Do not leave your personal belongings, especially when you are in line to get into Comiket. It is very easy to lose track of your place in line. **Make sure to keep money, passports, travel tickets, and other important items with you at all times just in case.** If you lose or drop something important, contact Comiket staff for assistance.
- ◆**Cell phone service and/or Internet access may become unreliable due to heavy traffic.** Do not rely on cell phones or Internet access as the sole means of contacting others

accompanying you or who you plan to meet. **You cannot use Comiket's public address system to attempt to find someone.** This service is reserved for official notices and emergencies.

- ◆**It is very easy for someone to get lost or separated at Comiket.** Make sure to designate at least two places where you can find each other at specific times in case you get separated. (i.e. Near spot X at the top of every hour or at spot Y at the end of the day before leaving.) **We highly recommend you bring a note written in Japanese, that indicates where you are staying and how to get back** in cases you need return back alone.
- ◆Comiket is harsh enough for regular adults. **All parents should place the highest priority on your children's welfare if they are attending Comiket.** In addition to making sure to keeping an eye on your child, please monitor your children's condition at all times. Comiket does not have childcare services nor medication designed for children. If your child is too young to be able to return home alone, make sure to give them an ID badge, bracelet or card. The ID should contain your child's name, address and emergency contact information (i.e. cell phone, the circle you are working at, hotel, etc.) Contact Comiket Staff if your child has gotten lost.
- ◆Publishers at the Comic Market can range anywhere between amateur manga hobbyists to professional manga authors, but most share a common devotion toward dōjinshi and Comiket, a place where one can experience first

hand the diverse as well as unique creativity made possible by the medium of dōjinshis. Comiket thrives on diversity, and while you may not approve of certain creations, please do not openly criticize their works in a way that is disrespectful. While many circles are happy to offer their creations to you, some may disapprove at the prospects of outsiders who don't know much about Comiket or dōjinshi in general from purchasing their personal creations. Please respect the individual dōjinshi circles' decisions on what they create and to whom they offer them.

Comic Market International Desk

Each section of the Comiket Staff are handed out information on how to respond to common questions that may arise from attendees from overseas, but for more involved topics, Comiket has an International Desk section ready to assist you.

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.

The International Desk is here.

