

Vancouver Retro Gaming Expo



Vendor Kit

When: May 27th 2017 (10am-9pm)

Where: Anvil Centre (777 Columbia St. New Westminister BC)

Expected attendance: 1500-2000 (unique individuals) [2016 had just over 1500]

Summary: Since 2012, VRGE has been a yearly event held at The Columbia theatre until the 2016 move to Anvil Centre. With this move to Anvil we were planning for a long-term growth strategy that will bring more content, guests, vendors and ultimately attendees, and exceeded our expectations despite poor weather. We expect this year to grow again, adding more panels and entertainment. The major positive changes to the vendor area at Anvil (Proper tables, better lighting, more space available for both vendors and attendees, easier load in/out, longer selling hours, and one big room in the center of everything specifically for vendors separate from the gaming tournaments, bands, etc.) were very well received and will continue for years to come. We will be moving artist/other (non video game) vendors to other spaces around the venue (at reduced cost) to provide additional room for our video game vendors.

Cost:

8' tables = \$120 For Video game sellers in main hall

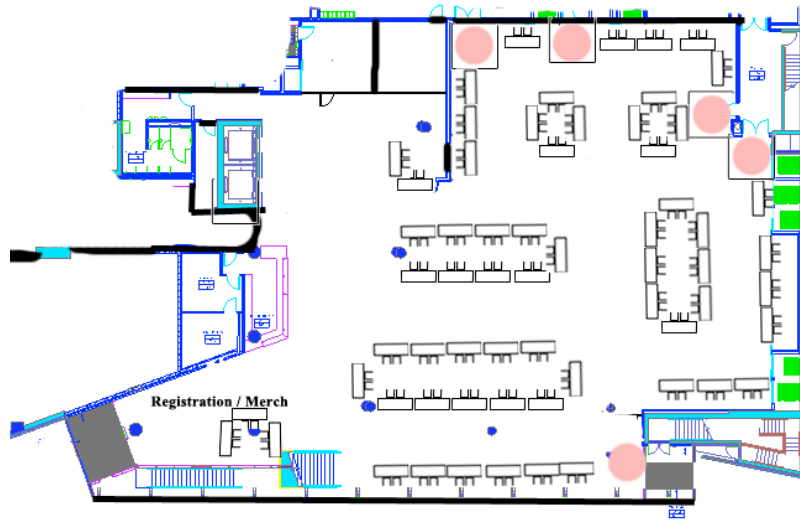
6' tables = \$80 For Artists and "other" related businesses not in main hall.
(1 Vendor pass included per table, additional are \$25/each).

Demographics: We get a wide variety of people, ranging from families with young children (10%) to adults in their 40's & up (10%), but most (80%) fall in the 16-39 range with about a 35/65 split of women to men. The one thing they all have in common though is a love for retro gaming, so vendors of retro games, collectibles, and related art will have a very captive audience that generally brings a lot of cash.

To book space: Email Brian at vancouvergamingexpo@gmail.com with the following information:

- Your business name.
- Contact name, email address & phone number.
- How much space you need and any location/layout preferences.
- A brief description of what you are selling (if I don't already know you).

Sample floorplan: Please note: This is a rough example and not final by any means. Some areas can be turned into booths (without pipe/drape), some can be re-arranged altogether if needed. This is just to give an idea of the space we're working with and only shows the ground floor (also using 3rd/4th floor space for other content, artists & other related business tables TBD).



Load-in/out: Load-in will begin at 8am (Doors at 10am). There is very temporary loading-zone parking in front of Anvil on Columbia St as well as limited space just around the corner on Begbie St (to load in via the main floor door at the bottom right of the above map). It is preferred that you park in the building (entrance off 8th St., go to bottom floor) where you can easily load into the elevators (make sure you are at the right ones – NOT the office tower) directly to the main floor (or upper floors if needed for specific vendors). Load-out will begin as soon as the doors close at 9pm, with everyone needing to be out of the building by midnight.

Other info to note:

- No outside alcohol permitted (outside food is ok). Venue is licensed.
- Vendors are also subject to our "Rules & Policies" as well as Photo/Video policies as written on our website "Tickets" page.
- Electricity is available, outlets are limited. BYO Ext. cords & power bars.
- WiFi may be available. Inquire closer to event.
- Payment required in advance (upon approval) via Cash, Paypal, Interac e-transfer, or cheque made out to "Phase 3 Events".
- Vendor space available on first-come first-served basis.
- Artist spaces are limited to those that sell predominantly Video Game themed art or are relevant to the specific subject matter or VRGE.
- Be sure to share the event on social media and via flyers/posters.