

**Group Registration forms for Game Developers Conference Online® 2011 need to be completed and submitted by Monday, October 3, 2011 to ensure registration confirmation before the event.**

**STEP 1 GDC ONLINE GROUP OPTIONS**

» Please use this form if you would like to register six or more individuals from your company. GDC Online group registration discount applies to any combination of six or more All Access, Main Conference, and Summits & Tutorials. The Expo Pass is excluded from the group discount. *Note: Group discounts cannot be combined with any other discounts, including Alumni and Exhibitor. All discounts are subject to review before processing.*

For detailed session information, visit our website at [www.GDCOnline.com](http://www.GDCOnline.com).

**GROUP COORDINATOR CONTACT INFO**

Name \_\_\_\_\_

Occupation \_\_\_\_\_

Company \_\_\_\_\_

Address \_\_\_\_\_

City/State/Zip \_\_\_\_\_

Country/Postal Code \_\_\_\_\_ Phone \_\_\_\_\_

Email \_\_\_\_\_

**HOW TO REGISTER A GROUP**

**Fax:** Fax your completed registration form, along with credit card payment to (415) 947-6011.

**Mail or Overnight Courier:** Mail your completed registration, along with check or credit card payment to: UBM Events Registration Department, GDC 2011, 303 Second Street, Suite 900, South Tower, San Francisco, California 94107 USA.

**Group Registration Discounts:** Log onto [www.GDCOnline.com/attend/groupregistration.html](http://www.GDCOnline.com/attend/groupregistration.html) to learn how your group may qualify for a 10% discount.

**Questions:** Contact the Registration Department at (866) 535-8996 (toll free within the USA) or (415) 947-6925, Monday - Friday, 9:00 am - 4:00 pm PT. To reference our complete registration policies please visit: [www.GDCOnline.com/attend/policies.html](http://www.GDCOnline.com/attend/policies.html).

FOR INTERNAL USE ONLY				PASS COUNT
TOTAL AA _____	TOTAL MC _____	TOTAL ST _____	TOTAL E _____	
GRANDTOTAL PASSES _____	DISCOUNT _____	GRANDTOTAL DOLLARS _____		
NOTES _____				
_____				

**»»»» GET 10% OFF!**

**WHEN YOU REGISTER SIX OR MORE PEOPLE WITH ANY COMBINATION OF ALL ACCESS, MAIN CONFERENCE, AND SUMMITS & TUTORIALS!**

**ALL ACCESS PASS**  
»»» SAVE UP TO \$770 PER PASS!

DEADLINE FOR REGISTRATION »	ENDS 9/1	ENDS 10/7	ONSITE
REGULAR PRICE	\$795	\$995	\$1,250
W/GROUP DISCOUNT	\$715 <sup>50</sup>	\$895 <sup>50</sup>	\$1,125

**MAIN CONFERENCE PASS**  
»»» SAVE UP TO \$620 PER PASS!

DEADLINE FOR REGISTRATION »	ENDS 9/1	ENDS 10/7	ONSITE
REGULAR PRICE	\$595	\$795	\$1,050
W/GROUP DISCOUNT	\$535 <sup>50</sup>	\$715 <sup>50</sup>	\$945

**SUMMIT & TUTORIALS PASS**  
»»» SAVE UP TO \$310 PER PASS!

DEADLINE FOR REGISTRATION »	ENDS 9/1	ENDS 10/7	ONSITE
REGULAR PRICE	\$395	\$495	\$650
W/GROUP DISCOUNT	\$355 <sup>50</sup>	\$445 <sup>50</sup>	\$585

*Note: Savings calculations are based on the difference in maximum savings scenario per pass (early rate with group discount) and maximum cost scenario per pass (onsite price without group discount)*

**EXPO PASS (OCTOBER 11-12)**

REGULAR PRICE + ONSITE **\$149**

*Note: Expo passes do not count towards 10% group registration discounts.*



**Game Developers Conference Online®**  
**October 10-13, 2011**  
Austin Convention Center | Austin, Texas  
[www.gdconline.com](http://www.gdconline.com)



**STEP 1 GDC ONLINE GROUP OPTIONS**

(CONTINUED)

**CHOOSE SUMMITS/TUTORIALS**

» If you chose an All Access or a Summits & Tutorials Pass, choose one Summit/Tutorial per day. Please select your top three choices by checking the boxes below. Your selections help us plan appropriate seating accommodations onsite. *Note: You may access any summit or tutorial onsite based on space availability.*

**Monday, October 10, 2011 9:30am-5:30pm**

- 100 I will not be attending a Summit/Tutorial on Monday
- 101 Game Narrative Summit
- 102 Virtual Items Summit
- 103 Smartphone & Tablet Games Summit

**Tuesday, October 11, 2011 9:30am-5:30pm**

- 200 I will not be attending a Summit/Tutorial on Tuesday
- 201 Game Narrative Summit
- 202 Smartphone & Tablet Games Summit
- 203 Unity Track Day (presented by Unity Technologies)

**Wednesday, October 12, 2011 9:30am-5:30pm**

- 300 I will not be attending a Summit/ Tutorial on Wednesday
- 301 Game Writing Tutorial

» Tutorials are being added throughout the registration cycle and may have been updated since printing. Please check <http://www.GDCOnline.com/conference/tutorials.html> for additional Tutorial options. For more information visit [www.GDCOnline.com](http://www.GDCOnline.com).

**CANCELLATIONS, SUBSTITUTIONS, DOWNGRADES & UPGRADES**

» If you need to cancel your conference registration, you may do so for a full refund, less a **\$150 service charge until Friday, September 10, 2011**. Attendees who register prior to or after the deadline date, who do not cancel in writing by the deadline date are liable for the pass cost and will be charged for the full registration fee. Sorry, no refunds are available for no-shows. If you are unable to attend the event, we recommend that you send a

substitution in your place. Changes to registrations must be presented in written form. Please download the Registration Change Form at [www.GDCOnline.com/attend/policies.html](http://www.GDCOnline.com/attend/policies.html) and fax your cancellation, changes or substitution request to (415) 947-6011, or mail your request to:  
**Event Registration Services Group**  
**GDC Online 2011**  
**303 Second Street,**  
**Suite 900, South Tower**  
**San Francisco, California**  
**94107 USA**

Written requests for a downgraded pass must be received no later than Friday, September 10, 2011 for a full refund on the difference of registration fees between the value of the original and downgraded pass. Sorry, requests received after September 10, 2011 cannot be accommodated. Upgrade pass requests must be submitted in writing and faxed to (415) 947-6011 along with payment information for the difference in value.

**STEP 2 METHOD OF PAYMENT**

» Payment in FULL by check, money order (drawn in US funds), or credit card must accompany your registration in order to be processed. Sorry, no purchase orders. You are not registered until you receive confirmation online, or in the mail from GDC Online 2011. Make all checks or money orders payable to the Game Developers Conference Online. Please make your selection below.

**CHECK OR MONEY ORDER ENCLOSED**

Check # \_\_\_\_\_  
 Federal Tax ID # 11-2240940

**CHARGE MY CREDIT CARD**

Visa  Mastercard  American Express

Card# \_\_\_\_\_ ExpirationDate \_\_\_\_\_

Name on Card \_\_\_\_\_

Signature \_\_\_\_\_

Address \_\_\_\_\_

City/State/Zip \_\_\_\_\_

Country/Postal Code \_\_\_\_\_

Phone \_\_\_\_\_

**BILLING ADDRESS**

Same as above

Name \_\_\_\_\_

Address \_\_\_\_\_

City/State/Zip \_\_\_\_\_

Country/Postal Code \_\_\_\_\_

Phone \_\_\_\_\_

**EVENT BADGES**

» Badges will not be mailed in advance of the event. To check in for your badge, you will need to use the same email address used when you registered, this is noted on your registration receipt. Please bring a copy of your confirmation along with a government issued photo ID to collect your badge. Please care for your badge. A non refundable replacement fee will apply for all duplicate badge requests. Short range "Touch 'N Go" RFID badges will be in use at GDC Online 2011.

**FOR INTERNAL USE ONLY**

**TOTALS**

NUMBER OF PASSES \_\_\_\_\_ GROUP PASS TOTALS \_\_\_\_\_  
 GRAND TOTAL \_\_\_\_\_



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