

# Vancouver Retro Gaming Expo



## Vendor Kit

**When:** June 25th 2022 (11am-9pm)

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

**Expected attendance:** 1500-1800 (unique individuals)

**Summary:** Since 2012, VRGE has been a yearly event, originally held at The Columbia Theatre until the 2016 move to its current venue the Anvil Centre. With the move to Anvil we added more content, guests, vendors and ultimately attendees. We are growing every year, adding more panels and entertainment, and have now taken over every available room in the venue. 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. Artists are now limited to "invite only" until all other tables have been filled so as to ensure that those artists best suited to this event are given top priority.

### Cost:

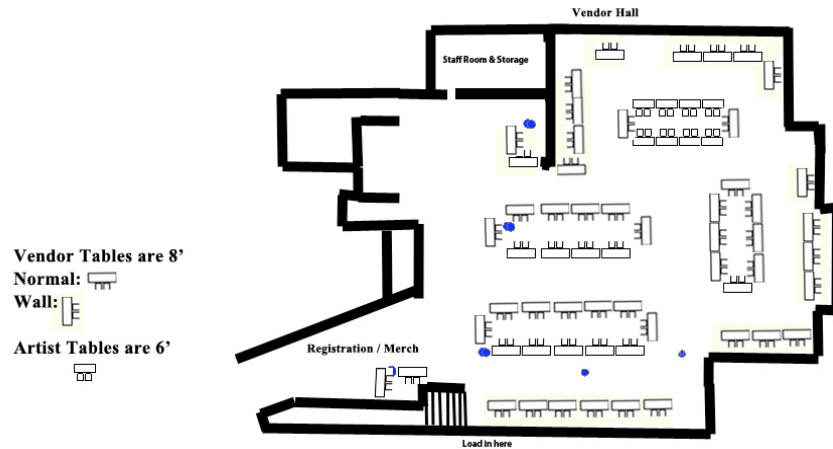
8' tables	= \$150	For Video game sellers or large Artists in main hall.
8' wall tables	= \$175	For Video game sellers on wall spaces (main hall).
6' tables	= \$125	For smaller Artists and other related businesses. (1 Vendor pass included per table, additional are \$25/each).

**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](mailto: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 3<sup>rd</sup>/4<sup>th</sup> floor space for other content & other related business tables).



**Load-in/out:** Load-in will begin at 8am (Doors at 11am) on the day, with limited Friday night load-in as per venue schedule closer to the event. 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 8<sup>th</sup> 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 11pm.

**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 "Rules" page.
- Electricity is available, outlets are limited. BYO Ext. cords & power bars.
- WiFi is available in a limited capacity with city sign-in page.
- Payment required in advance (upon approval) via Cash, Paypal, or Interac e-transfer.
- Vendor/Artist spaces are limited to those that sell predominantly Video Game themed items or are relevant to the specific subject matter of VRGE.
- Bring a tablecloth for your table, and another to cover your table if you set up on Friday night (for added security – there will be a guard).
- Be sure to share the event on social media and via flyers/posters.