



Analogue Video Game Technical Rider

2020

Wildfire Holdings Pte Ltd

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Overview

This technical rider lists all the requirements necessary for Analogue Video Game Performances. Should any concerns or queries regarding the requirements listed in this document arise, please contact the Wildfire Account Manager to discuss alternative solutions.

ACCOUNT MANAGER

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EMAIL: EMAIL@WILDFIRE.SG

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1. General Information

1.1. General Information

Analogue Video Game Performance is a staged act, inspired by video game scenes and storylines.

Videos of Analogue Video Game Performance can be viewed at:

https://www.youtube.com/watch?v=dKu0ltipF_s

1.2. Booking Process

Step A: Enquiry Process

In order to confirm an Analogue Video Game performance, an enquiry email shall be sent to email@wildfire.sg with the following details:

- Event Date
- Performance Timing
- Event Venue
- Customisation Requests (if any)

Step B: Quotation Sign-Off

Wildfire Holdings Pte Ltd will send an official quotation for the performance/installation to the client requiring official sign-off.

Step C: 50% Deposit Payment

Together with Step A, a 50% deposit payment shall be paid in order to secure the performance via:

- Cash or;
- Cheque addressed to “Wildfire Holdings Pte Ltd” or;
- Bank transfer to “Wildfire Holdings Pte Ltd”

Bank Name: DBS BANK

Account number: 025- 902769-2

Account type: DBS Current

Swift Code: DBSSSGSG

Branch Address: 12 Marina Boulevard, DBS Asia Central, Marina Bay Financial Centre, Tower 3, Singapore 018982

Step D: 50% Balance Payment

The final 50% payment shall be paid via the aforementioned methods upon completion on the day of the event.

2. Duration of Performance

The duration of standard Analogue Video Game performances range from 2 minutes to 4 minutes. However, alternative performance durations can be arranged upon request.

3. Hospitality

3.1. Dressing Room Requirements

3.1.2. Costume Racks

All dressing rooms shall be equipped with one standard height garment rack on wheels to store Analogue Video Game costumes.

3.1.3. Tables and Chairs

All dressing rooms shall be equipped with a table and enough chairs to seat all performers and two technicians.

3.1.4. Security

Client provides security of all dressing rooms within which Analogue Video Game

costumes, technical equipment and cast personal belongings are stored.

3.2. Drinking Water

Ample supply of pure drinking water and cups shall be provided for the performers and technicians.

3.3. Meals

A light meal shall be provided for the performers, technicians and coordinators. All food provided requires a “Halal” certification.

3.4. Restrooms

Restroom facilities shall be within close proximity to the dressing room. Restrooms shall be clean, sanitary and separate from restrooms for audience members if possible.

3.5. Overseas Performances

Should the performance be held outside of Singapore, all travel, accommodation and other related costs for the Analogue Video Game performers and technicians shall be borne by the client. If preferred, Wildfire Holdings Pte Ltd can provide arrangements for travel and accommodation and will endeavour to do so with cost-effectiveness and convenience in mind.

4. Stage Requirements

4.1. Audio Technology

4.1.1. Sound System

A suitable sound system to project audio throughout the performance venue. Music tracks will be provided by Wildfire Holdings Pte Ltd in digital format prior to the event.

4.1.2. Monitors

No less than two monitors, synced with the front of house speakers playing the act's track, shall be placed on stage left and stage right for the performers during the performance. The monitors should be placed in a way it does not obstruct the performer's movements. In the event it is deemed as a safety hazard, performers can choose not to perform until the monitors have been adjusted or removed.

4.2. Stage Floor

The stage floor on which the performers dance shall be flat, level and clear of any cables required for the venue's technical set up. Stage floor shall be able to withstand the weight of all performers and technicians before and during the performance.

4.3. Stage Dimensions

The recommended stage size for Analogue Video Game performance is 8m x 6m.

The stage dimensions are also dependent on the number of performers and size of props/set involved. In order to ascertain whether your event stage dimensions are sufficient, please consult the Wildfire Account Manager.

4.4. Set and Props

The performance requires a set up of portable pipes and drapes, measuring 6m long and 5m tall, placed in the centre of the performance space. Dimensions may vary to suit the performance venue, please consult the Wildfire Account Manager on how we can accommodate this set up at your venue.

Set and props have to be preset before the start of the performance. Wildfire Crew and performers will be responsible for preset and strike of set and props. 1 minute is required to set up before the performance and 1 minute is required to strike after the performance.

4.5. Lighting Requirements

Basic stage wash is recommended, colours optional. Blackout cues are recommended for preset and strike.

5. Scheduling

5.1. Standard Event Day Schedule

5.1.1. Technical Rehearsal

A full technical rehearsal, of **at least 1 hour duration**, shall be scheduled into the event program prior to the performance. This technical dress rehearsal shall include all lighting, audio and stage specifications as previously stated within this technical rider. This technical rehearsal will be conducted by the Wildfire stage manager and the performers. The team shall have full and exclusive access to the stage during this time. The sound operator should be at their stations at the call of the Wildfire stage manager for the full duration of this rehearsal. The Wildfire stage manager shall be supplied with a handheld microphone for the duration of this rehearsal.

5.1.2. Standby Notice

Once the event has commenced, all Analogue Video Game performers and technicians will wait backstage or in the dressing room. Event organisers, stage crew or the client themselves must ensure that the performers and technicians are given no less than 10 minutes notice prior to the commencement of the performance onstage, giving them enough time to assume their positions.

5.2. Event Delay

5.2.1. Penalty Rates

In the event of a scheduling delay of the performance exceeding 1 hour past the agreed performance time, the client will be subject to a penalty fee of \$100 per performer and crew per hour or part thereof.

5.2.2. Performer Availability

In the event of a scheduling delay of the performance exceeding 1 hour, *Wildfire Entertainment* dance performer numbers may need to be amended due to performer availability at no penalty to *Wildfire Entertainment*. Penalty rates stipulated in will apply for all remaining performers and crew.

5.3. Additional Rehearsal or Client Viewing

All rehearsals (excluding the on-site technical rehearsal) by the *Wildfire Entertainment* crew are conducted privately. Should the client require additional viewings either prior to or on the event date, additional charges may apply. These conditions vary according to the client's specifications and shall be discussed with *Wildfire Entertainment* with reasonable notice.

6. Video and Photo Footage

6.1. Video Footage

Any professional video recordings of Analogue Video Game performance(s) shall be copied and sent to the Wildfire Account Manager in digital format within 30 days of the close of the event.

6.2. Photo Footage

Any professional photo footage of Analogue Video Game performance(s) shall be copied and sent to the Wildfire Account Manager in digital format within 30 days of the close of the event.

7. Licenses and Permits

Clients shall be responsible for obtaining all required licenses, permits, or other approval required from any union, governmental authority, performing rights society or venue owner with respect to Analogue Video Game performances.