

As many cosplayers' costumes involve the reproduction of weapons or weapon-like objects such as bars or shields in order to create an authentic look, certain rules must be followed to ensure the safety of all visitors. In the following, you will find explanations of which harmless objects can be taken along and which objects are prohibited at the ZURICH GAME SHOW event.

Key information:

Please do not wear any cosplays with weapons, as well as no helmets etc., in public places and on public transport. We expect all cosplayers to act in an exemplary manner at all times and to avoid frightening any non-participating individuals (for example, through the carrying of weapons or weapon-like objects). Cosplayers shall assume full responsibility for any damage/costs caused/triggered by them. No gun-like or dangerous weapons or military-like costumes are permitted.

Based upon the Swiss Weapons Law, a number of directives apply that all the cosplayers at the ZURICH GAME SHOW must adhere to. For safety reasons, weapons checks will therefore be carried out at the ZURICH GAME SHOW. This check is obligatory for all those carrying weapons. These rules can be adapted by the organizer at any time.

A distinction is made between two types of weapon at ZURICH GAME SHOW:

1. Prohibited weapons
2. Permitted weapons

All decisions made by the security personnel at Messe Zürich are final and cannot be contested. These rules have not been specially established to object to or influence the way in which cosplayers can represent themselves, but rather as a result of local and national laws that are therefore also obligatory for events such as ZURICH GAME SHOW.

1. Prohibited weapons

Prohibited weapons must not be brought onto the Messe Zürich premises or into the halls. Anyone who attempts to do so risks having his or her ticket confiscated without reimbursement and will be immediately banned from the premises. The authorities will also be informed. This is regardless of whether or not the person in possession of the weapon has a valid firearms licence permitting him/her to carry the weapon.

The prohibited weapons include, e.g.:

- Real weapons, real ammunition, pyrotechnics and explosive devices (firecrackers, rockets, etc.)
- Airsoft and gas pistols (even unloaded)
- Imitation firearms and replicas made of metal, metal/wood, plastic, where there is risk of it being confused with a real firearm.
- Throwing weapons (e.g. throwing stars, arrows or throwing knives)
- Knuckledusters, clubs, steel rods
- Gags (e.g. nunchakus)
- Cutting and thrust weapons with a sharp metal blade or with points (e.g. katanas, swords, sabres, machetes, axes, morning stars, knives of all kinds excluding penknives)
- Knives that can be operated single-handedly (butterfly knives, spring knives, etc.)
- Knives with a double-edged blade
- Riding crops over 1 m in length, hand whips with a tape longer than 1.5 m, rod whips with a rod longer than 1 m and a tape longer than 1.5 m
- Arrows of any kind, regardless of the material, excluding LARP (Live Action Role Play) padded arrow heads

2. Permitted weapons

Permitted weapons may be carried at the ZURICH GAME SHOW for the entire duration of the event. When entering the event, they are clearly identified so they do not have to be repeatedly checked.

Permitted weapons include, e.g.:

- Cutting and thrust weapons with a blunt metal blade and rounded points and with a blade made from wood, plastic (e.g. such equipped katanas, swords, sabres, machetes, axes etc.)
- Imitation weapons made from foam, rubber, cardboard, soft plastic
- LARP weapons (generally reproductions made of foam or latex with a stabilisation core)
- Weapons and rods made from a combination of wood and/or cardboard/plastic/soft material
- Rods that are clearly recognisable as being used for stabilisation purposes only
- Bows and quivers, but without arrows, unless they are LARP arrows with a padded arrow head
- Riding whips, hand whips (if not specified in the list of prohibited weapons)

Notes:

Anybody who refuses to allow their permitted weapon to be identified will be prevented from entering the premises. The identification consists of a serial number and is assigned to the person carrying it, whose personal contact details are noted. The identification label is applied in such a way that it will not damage the surface or the condition of the weapon.

Clothing accessories

- If wearing armbands/neckbands with spikes, the spikes must be no longer than 5 cm and must be blunt
- Chains made of wood and/or plastic must be clearly recognisable as clothing
- Metal chains must be secured to the clothing in such a way that they cannot be removed
- Clothing must not have any sharp corners or edges

General

Exemptions for carrying weapons are walking acts / show acts which are booked by ZURICH GAME SHOW with written consent.

Visitors from overseas must inform themselves about the Swiss customs and import regulations.

We kindly ask our visitors to avoid wearing masks, helmets or similar items in public areas.

Please help us to make sure that ZURICH GAME SHOW leaves behind a positive impression among the population and the authorities of the city of Zürich by demonstrating exemplary behaviour.