

## **Welcome to the Exhibitors of Sin City Anime 2026!**

We are Sin City Anime, the local's anime convention of beautiful Las Vegas Nevada! We are the sanctuary for the anime community.

The Exhibitor Hall is opening up this year with around **21,000+ sq ft** dedicated to exhibitor space at the Orleans hotel and Casino.

This is the Version 1.0 of the Exhibitor Packet for 2026. We have further updates coming from the venue's banquet team on the set-up orientation of booths and tables. You can look forward to new updates for this packet coming each quarter.

### **Estimated Exhibitor Space**

60 Vendor 10'x10' spaces

72 Artist 6' table spaces

Always feel free to reach out to us if you have any questions or concerns on any part of the process. Best wishes from the exhibitor team, and we hope to be speaking with you soon!

Exhibitor Hall Team

[exhibitors@sincityanime.com](mailto:exhibitors@sincityanime.com)

General convention queries:

[executive@sincityanime.com](mailto:executive@sincityanime.com)



Sin City Anime  
November 20th-22nd, 2026  
Orleans Hotel and Casino  
4500 West Tropicana Avenue Las Vegas, NV 89103

# How to be an exhibitor with Sin City Anime 2026

## 1. Submit Your Application

- Provide your contact and business details (Tax ID if applicable).
- Product descriptions, images, and booth setup visuals.
- Links to your website and social media.
- Agree to our terms and conditions.
- Review the map and elect the space type you want to purchase

## 2. Wait for Confirmation on Accepted or Declined

- You'll receive an automatic confirmation email after submitting.
- Our team will review your application and send you an acceptance or declination email.
- Upon acceptance, the team will send an invoice to complete the space purchase
- If declined, your brand will automatically be put on the wait list for any spots that may open up.

## 3. Prepare for the Event

- One month before the convention, we'll send preparation emails with setup details, updated layouts, and any last-minute changes.
- Reach out with questions or concerns during this time.
- If you need to cancel, please review the cancellation time frames!

## 4. Check In and Set Up

- Upon arrival, visit the Reception Desk to pick up your badges and exhibitor packet.
- Head to the Exhibitor Hall and check in at our team's table to receive Wi-Fi codes, sales tax forms, and setup instructions.
- Get ready for a successful event!

## 5. Wrap Up and Handle Sales Tax

- At the event's end, a team member will collect your temporary sales tax form and payment.
- Sales tax payments can be made via cash, check, or money order
- Fill out our event review form to give your feedback on the year

[www.sincityanime.com/exhibitors](http://www.sincityanime.com/exhibitors)

## **Sin City Anime Inspection Audits**

- The exhibitor team has the essential role for our security and legal logistics side to inspect and audit the procedures and business conducting for each and every exhibitor.
- The mentioned general rules, product limitations, and table rules will be enforced and inspected in various methods, with our priority always being the safety of our attendees and the sanctity of the Sin City Anime brand.

## **Security**

- Hotel Security will close and lock the doors to the Exhibitor Hall after designated breakdown times after closing of the exhibitor hall.
- Sin City Anime LLC is not liable for any loss or damage of products. It is recommended for exhibitors to take their money boxes and any high-priced items with them when they leave.
- For any security-related issues during the show, exhibitors should contact [executive@sincityanime.com](mailto:executive@sincityanime.com) for immediate action.

## **Cancellations**

- Refund request before August 22nd: 100% Refund
- Refund request before September 22nd: 50% Refund
- Refund request before October 22nd: 25% Refund
- After October 22nd: No Refund

-Refunds may take between 3-7 Business days to process and the process will be communicated via email at the discretion of the executive team.  
[executive@sincityanime.com](mailto:executive@sincityanime.com)

## **Dock Usage Details**

-Dock access is restricted to designated exhibitor setup and teardown times only. During convention hours, exhibitors must use standard attendee access points unless actively loading during an approved time window.

A Dock Usage Sign-Up Form will be emailed to approved exhibitors approximately 30 days prior to the event. Dock access will be scheduled in assigned time slots and must be adhered to strictly.

### **Important Notes**

Dock access is for active loading and unloading only.

Vehicles may not be parked at the dock outside of their assigned time slot.

Exhibitors must move vehicles promptly once unloading is complete.

All exhibitors are responsible for complying with venue staff instructions and posted loading procedures.

## **Exhibitor Booth and Table Info**

**Vendor Booth space** is approximately 10'x10' large and include:

- (2) tables, (2) Chairs, table coverings (no skirting), (4) exhibitor passes.
- vendors may purchase multiple booths for more space

**Artist table space** is centered around the table size of 6 feet and include:

- (1) table, (2) chairs, table coverings (no skirting), (2) exhibitor passes.
- Artists cannot purchase multiple tables

## **Table Rules**

- Exhibitors will be charged for any damages done to their table.
- Exhibitors may not move their assigned tables or switch tables with other vendors without consent from the Exhibit Hall Director.
- Overhead displays may not be taller than 8 feet above the ground.
- Exhibitors are expected to keep walkways clear between booths to allow attendees to walk freely around the exhibit hall.
- Any music played in a booth must be appropriate for all ages and must be at an appropriate volume that will not disturb other exhibitors.
- Flammable products are not allowed per the hotel fire code.
- Electricity can be purchased for a one-time fee of \$100 (regardless of how many booths are purchased).

## **General Rules**

- All exhibitors are partners with Sin City Anime, and are treated with great care. Exhibitors are expected to reflect this respect to all staff, volunteers, attendees, and fellow exhibitors throughout the convention.

- Due care of the facility is expected of all exhibitors. Trash cans will be available throughout the facility.

- To comply with venue policies, outside food and drink are strictly prohibited in the convention area, with limited exceptions for pre-approved, pre-packaged, and unique snack or candy items.

- Vendors must be at least 18 years of age or older to purchase a booth at Sin City Anime. Artists may purchase with guardian supervision.

- Exhibitors are to refrain from taping, nailing, or adhering ANY signage or material to any hotel/venue wall, door or surface. This results in possible fines and fees from our venue.

- Exhibitors who do not check in by 1 pm on Day 1 will forfeit their booth and will not be offered a refund. Vendors who are running late or anticipate being unable to check in by that time should contact the Exhibitor Director at [exhibitors@sincityanime.com](mailto:exhibitors@sincityanime.com)

- Exhibitors must allow official Sin City Anime photographers and videographers to photograph record their booths and likeness throughout the convention.

## Product Limitations

### **-Unofficial merchandise, or bootleg merchandise, is not allowed.**

Vendors are asked to keep any such products out of the convention space at all times. Vendors who are found to be selling or displaying bootleg merchandise will be given one warning to remove the product(s) from the convention space. If the vendor is found to be selling or displaying bootleg products at their booth a second time, they will be asked to stop sales immediately and will be given 2 hours to pack and remove their materials from the convention space and will not be given a refund.

### **-18+ NSFW mature content may be sold in the exhibit hall ONLY IF** the product/ slogans/brands are covered from view from standard attendees. Exhibitors will have to require ID from attendees to view and sell their 18+ product to them.

Exhibitors are required to have opaque (non-clear) bags or coverings for all 18+ item purchases. These bags/covers must completely cover all merchandise purchased, as attendees will get in trouble for having these mature items exposed in general areas.

**-No food is to be sold or given away at the convention** with limited exceptions for pre-approved, pre-packaged, and unique Japanese snack or candy items. All approved items must be sealed and packaged for individual sale. Freshly prepared, perishable items, or beverages, regardless of packaging, are strictly prohibited. Any misuse of this policy will result in removal from the exhibitor hall and disqualification from future events.

**-Products that have a strong odor must be in an odor-concealing package.** Vendors will be asked to remove any products that produce strong odors in the exhibit hall.

**-Vendors selling weapons must check IDs** to ensure that only attendees ages 18+ are allowed to handle and/or purchase weapons. All weapons sold must be boxed, and the attendee must be informed that they are required to then take the box out of the convention space back to their cars or hotels.

**-Hate Speech or Offensive Content are Banned** and should never be sold. Products with messaging or imagery that promotes hate speech, discrimination, or offensive content.

**-Exhibitors may NOT feature games of chance other than mystery boxes.** No rigged or deceptive games. No games that could be classified as gambling under local or state law. No games requiring excessive fees to participate (e.g., games where players must repeatedly spend money for minimal chances of winning). Vendors found to be running unfair or unapproved games will receive one warning to comply. A second violation will result in immediate removal from the convention with no refund.

# NO AI Usage Policy for Artist Alley & Vendor Hall

Sin City Anime is committed to supporting artists, creators, and human-driven creativity. To maintain a fair and artist-focused exhibitor environment, the following AI-related policies apply to all exhibitors, artists, and vendors.

What is considered AI content:

AI-Generated Content: Artwork, designs, or products created primarily by artificial intelligence tools that generate images, text, or designs with minimal human creation.

AI-Assisted Content: Human-created work that used AI tools at any stage of the creative process, including image generation, composition, or significant alteration.

Artist Alley - No AI Use allowed

Artist Alley is reserved exclusively for original, human-made artwork.

AI-generated or AI-assisted artwork is not permitted in Artist Alley.

All work must be created entirely by the exhibiting artist without the use of generative AI tools. This includes, but is not limited to: prints, stickers, charms, books, commissions, and digital art.

Vendor Hall - No AI Use allowed

AI-generated or AI-assisted content is not permitted for sale or display in the Vendor Hall. Vendors may not sell, distribute, or display products that include AI-generated or AI-assisted artwork or designs.

This applies to all merchandise, including art prints, apparel, accessories, books, and digital products.

AI tools may be used for non-sale, non-distributable purposes, provided the content is not the primary focus of the booth.

Permitted uses include: Booth signage or banners, Logos and branding materials, Informational displays or menus, Decorative backdrops, Price lists or promotional text.

These materials must not be sold, distributed, or marketed as artwork.

AI tools may be used for internal business purposes such as: Inventory management, Accounting, Scheduling, and Administrative tasks.

Verification:

Convention staff may request reasonable evidence that work is human-made (such as work-in-progress images, timelapse videos, layered files, or an explanation of the creative process).

Failure to provide verification may result in removal of the item(s).

## **Exhibitor Load-in details**

Sin City Anime is located on the second floor in the Meeting rooms.  
Look for signs that lead to the Mardi Gras Ballroom (Exhibitor Hall)  
Exhibitor Check-In Table will be right at the end of the hallway

### **Check in first to get your Exhibitor badge for Load in Access**

South Glass Doors take the Keno Lounge Elevator or escalator to 2nd floor.  
Head down the long hallway to the Check-In table in front of Mardi Gras.

**We will give you your exhibitor badges before you begin unloading**

### **Load-In Hours:**

Thursday, 11/19 – 10:00 AM to 10:00 PM

Friday, 11/20 – 9:00 AM to 12:30 PM

Make sure you have your exhibitor badge to allow you load-in access.  
If you are pre registered on the Dock-use Form, make sure to have your reservation time in mind to use the Dock for your unloading time slot.

### **Load In Instructions:**

#### **1. Keno Lounge Elevator (Best for light loads / single-cart setups)**

Enter through the South Glass Doors

Take the Keno Lounge elevator straight to the convention level

This is the easiest route for smaller setups

#### **2. Loading Dock Access (Best for large loads)\*must pre register time**

Enter from Arville Rd. & Tompkins Ave.

Drive under the Hotel Tower to reach the dock

The dock is a quick unload zone—please unload and move your vehicle immediately

No unattended vehicles are allowed in the dock area

#### **3. Bellman Service (Convenient for all exhibitors)**

Available at the Main Hotel / Valet Entrance

Bell staff can deliver items directly to your booth

Cost: \$10 per cartload — Cash Only

Also available during move-out

### Exhibitor Hall Load in:

11/19 Thursday 12:00pm-8:00pm  
11/20 Friday 9:00am-12:30pm

### Exhibitor Hall Business Hours:

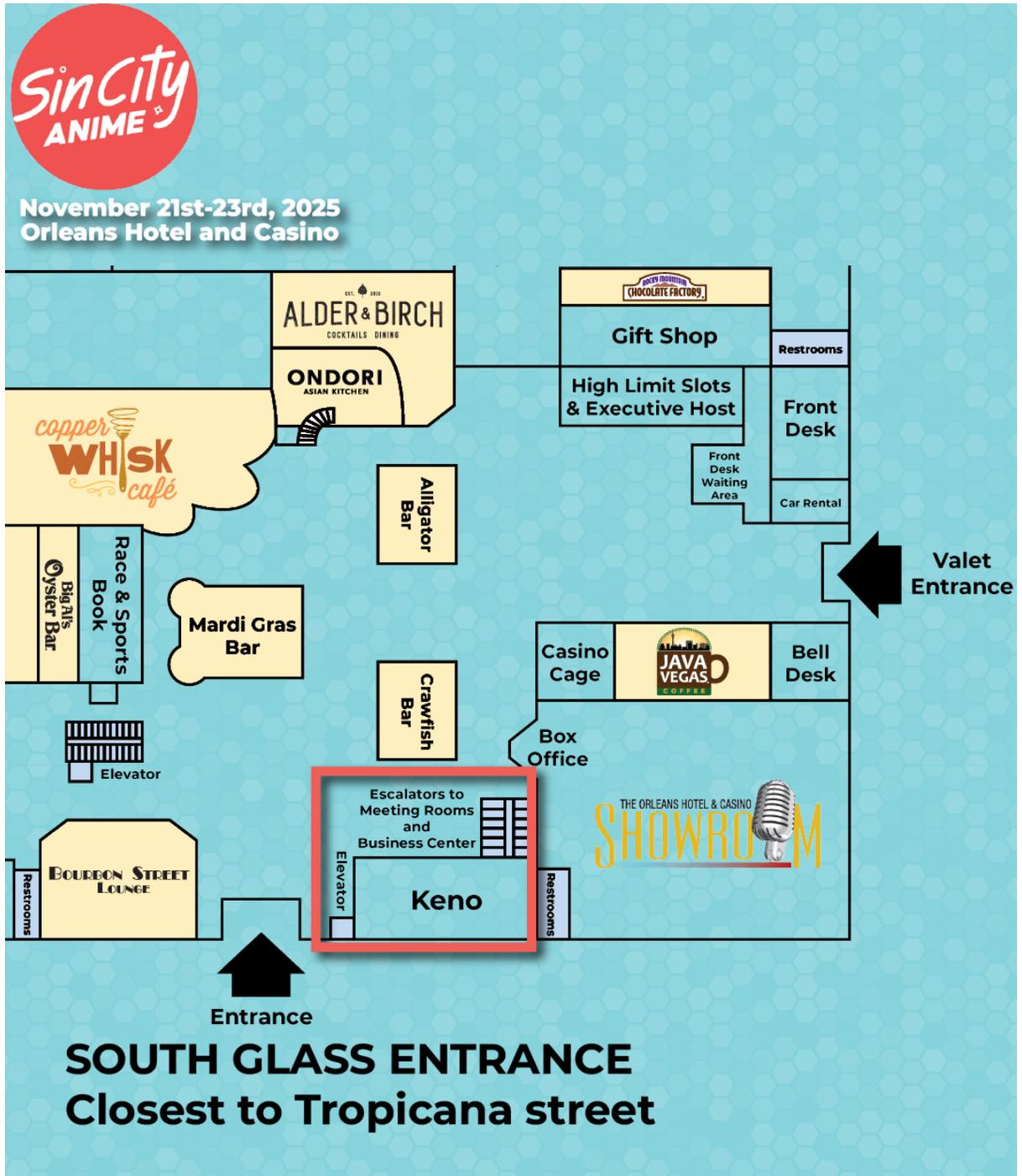
11/20 Friday 1:00pm-9:00pm  
-12:30pm VIP early Entry

### Exhibitor Hall Breakdown:

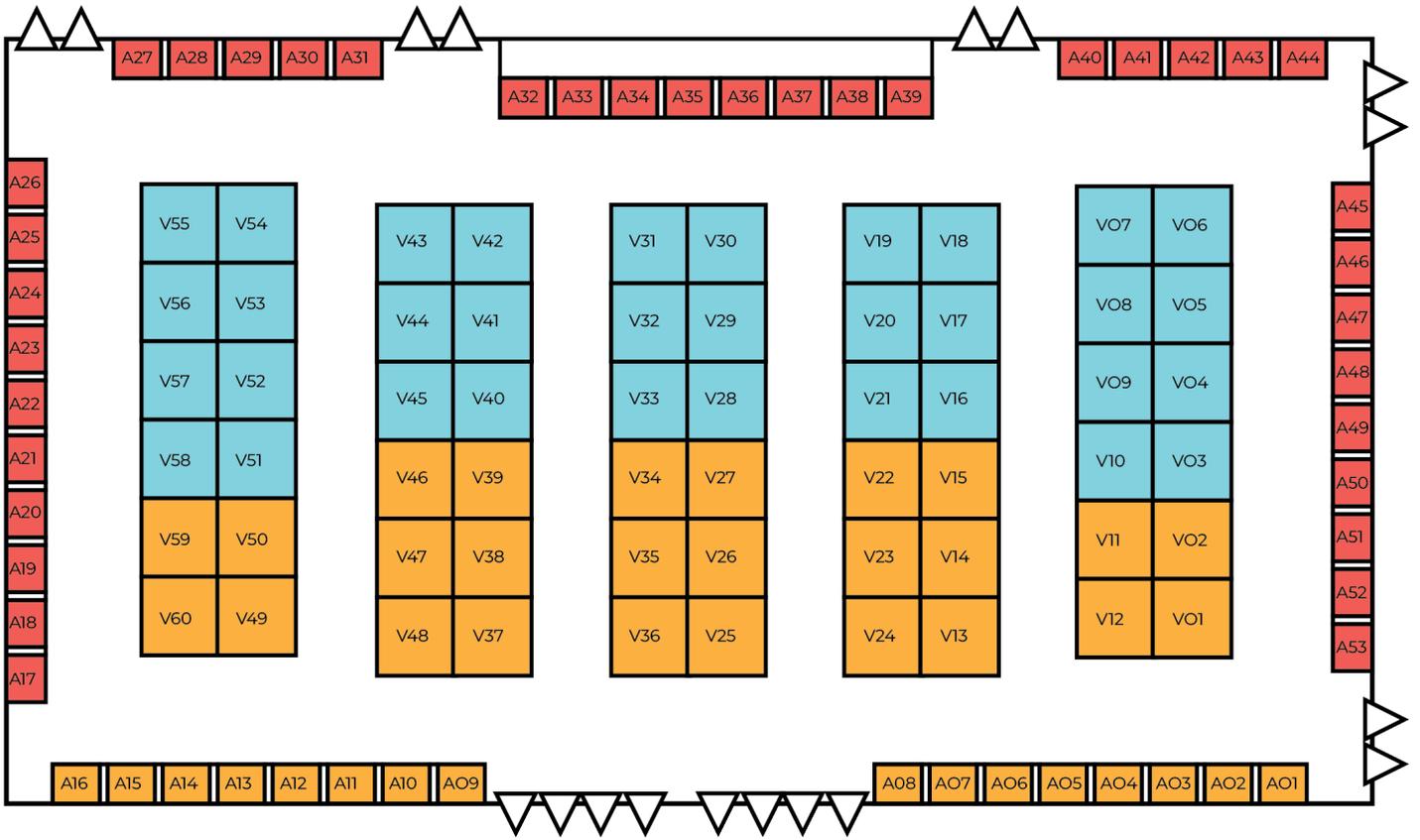
11/22 Sunday 7:00pm-10:00pm

11/21 Saturday 12:00pm-8:00pm  
-11:30am VIP early Entry

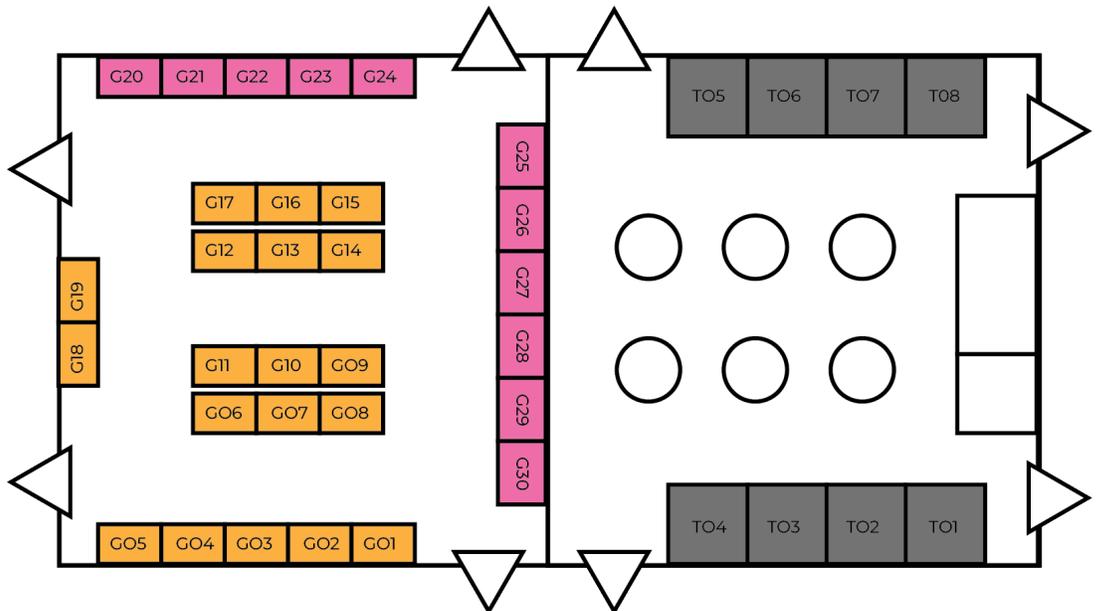
11/22 Sunday 11:00am-7:00pm  
-10:30am VIP early Entry



# Exhibitor Hall - Mardi Gras



# Guest & Artist Hall - Esplanade



# **Community Booths vs Industry Booths**

## **Community Booths**

- Community booths are reserved for non-commercial groups that focus on building connections, sharing resources, or fostering community engagement within the anime, gaming, or Japanese culture fandom.

-Examples include anime clubs, cosplay groups, gaming guilds, libraries, or cultural organizations. These booths are not intended for sales or revenue generation but to promote awareness, recruit members, or offer free activities.

- Restrictions: These booths are strictly for promotional purposes only. If your booth engages in selling products or services, it must transition to an Industry Booth and adhere to the relevant policies and fees.

## **Industry Booths**

- Industry booths cater to organizations, businesses, or groups with more of a commercial focus, yet still looking to engage and build within the fandom communities.

-Examples include production studios, other conventions, or any group selling merchandise, promoting paid services, or otherwise generating revenue during the convention. Industry booths allow broader engagement and marketing opportunities but are subject to stricter regulations.

- Sales Policy: Any group selling or distributing products must file a Nevada Sales Tax form and ensure compliance with tax requirements.

## **Location of Community/Industry booths**

All community and industry booths will be located along the hallway walk spaces leading to the exhibitor hall, these will be accessible all throughout the convention events day and night.

These booths will need to keep in mind they WILL NOT be locked up or secured at any time between convention hours.

## One Time Sales Tax Return Info

Vendors and artists sharing space must obtain prior approval from the convention organizers. Each vendor or artist is required to submit their own individual sales tax information to ensure compliance with Nevada regulations.

Failure to properly file and remit required sales tax forms, as mandated by Nevada state law, will result in immediate disqualification from future Sin City Anime events.

### Complete the return with the following info before leaving:

-Name of Business or Individual

-Phone Number

-Business Address

#### *Example*

-Gross Taxable Sales      You made \$500 gross sales over the weekend,

-Sales Tax Due              \$500 x 8.38%(sales tax) = **\$41.9 sales tax due**

-Signature of Vendor

-Assigned Space Number

-All three sections should be filled out.

-The Seller's Copy (bottom) is to remain with the you the exhibitor.

-The Promoter's Copy (middle) is retained by us Sin City Anime.

-The Department Copy (top) which is to be mailed back to the Department

-Make the check or money order payable to NEVADA DEPARTMENT OF TAXATION.

-TIP: Nevada Sales tax in Las Vegas, Clark County = 8.38%

-Sales tax needs to be collected on all tangible goods, it is important that each exhibitor is accurate and records sales throughout the convention.

-If sales tax is included in the selling price, a sign must be posted at each booth indicating that sales tax is included in all purchase prices. If the vendor already holds a Nevada Sales Tax Permit, the vendor must have one posted in the booth.

-There are Revenue Officers who periodically visit one-time events to verify that the promoter and vendors are in compliance with Nevada statutes so we should all always be on the ball!

-If a vendor has no sales, or has non-taxable sales, or already holds a Nevada Sales & Use Tax Permit, they may enter 0 in the sections or communicate with the exhibitor team.