

Rules on costume design, props and imitation weapons for the Manga Comic Con

(current status: October 2025)

To ensure that all visitors to Leipzig Book Fair remember Manga Comic Con as a great event with many wonderful experiences, we would like to give cosplayers specific information on costume design and weapon regulations.

These rules may be somewhat stricter than at other events. We ask for your understanding, as the Manga Comic Con is closely linked to Leipzig Book Fair. This means that in addition to cosplayers and manga/anime fans, there will also be a large number of other visitors on the exhibition grounds, such as families with small children, senior citizens and politicians.

We ask all cosplayers to adhere to these rules for the sake of fairness towards other cosplayers.

Basic principles

MCC is a place of diversity and tolerance. When designing your cosplays, please ensure that you do not discriminate against or shame any population group, ethnicity, or culture. Our world is diverse. Please treat it with respect.

Many cosplay costumes cannot do without "imitation weapons" (hereinafter referred to as props). However, the laws of the Federal Republic of Germany and our duties as organisers and operators result in guidelines that must be adhered to at all costs. We therefore carry out a "cosplay check" at Manga Comic Con (see below).

Concrete requests as to whether or not a specific costume or certain props may be worn can be sent to info@manga-comic-con.de with a photo as well as the full name. Please understand that our security staff on site have the final decision-making power.

Please dress, style and apply make-up at home or in your hotel rooms, as there will be no changing rooms available on site. Those responsible for contaminated sanitary facilities will be held liable.

1. Costume design rules

1.1 Prohibited

- Gas masks or motorbike helmets; other full-face masks must be agreed in advance by the MCC team
- Sharp corners and edges on clothing
- Depictions of injuries with a diameter of 10 cm or more
- Any artificial blood, similar-looking liquids or make-up on the body, clothing, accessories and props
- Zombies may generally not be depicted.
- We reserve the right to reject overly scary cosplays and horror characters (e. g. Pennywise, Michael Myers, etc.).
- Costumes that depict or are based on army uniforms and combat suits are not permitted (e.g., Umbrella Corporation).
- We ask all cosplayers to observe §86a of the German Criminal Code (StGB) when depicting characters and symbols.
- Costumes must not be too revealing, i.e., the upper body, private parts and buttocks must be sufficiently covered by clothing or costume parts - this applies to all genders. Obscene gestures and actions are also prohibited.
- Depiction of natural skin colors that do not correspond to one's own (e.g., brown/blackfacing)

1.2 Permitted

- Fur-, morphsuits/centais are generally permitted in all halls. Suits that are deterrent or not suitable for children must be agreed with the MCC team in advance.
- Contact lenses of any kind are permitted.
- Dimensions of bulky costumes:
 - The dimensions specified here must be strictly adhered to, as they are based on the conditions at the exhibition grounds. Compliance with these dimensions will ensure a smooth visit to the trade fair!
 - Skirts/dresses: max. 2 m diameter
 - Trains and tails: max. 1 m length from the foot end
 - Fixed wings: max. 1 m width per wing, i.e. 2 m total wingspan
 - Please only extend flexible wings for photos and when there is sufficient space.
 - Max. costume height incl. wings and crowns: 2.5 m
 - Spikes on armbands and neckbands may be a maximum of 5 cm long and must be blunt.
 - Headgear with a maximum width of 1 m
- Metal armor pieces that are permanently attached to the body are permitted; loose pieces must be presented at the cosplay check.
- Makeup, paint, glitter, and "stains" that are part of the costume are permitted if they do not rub off

2. Prop rules

2.1 Prohibited

Carrying weapons as defined by German weapons laws is prohibited in public and especially at events. Please also pay particular attention to §§ 40, 42, and 42a of the Weapons Act (WaffG). These sections regulate prohibited weapons and the carrying of weapons.

In addition, imitation weapons are also prohibited at our event:

- Items made of prohibited materials. These include:
 - All types of metal (if the metal content is predominant). In this case, a photo and description will be used to make a decision after an individual inquiry to the MCC organizers.
 - Plexiglas (due to its sharpness, especially in the case of imitation cutting and stabbing weapons)
 - Wood with a thickness of 3 cm or more (e.g., baseball bats)
- Weapons that exceed the permissible dimensions in their total length (see 2.2) are prohibited, even if they can be dismantled into individual parts.
- Air guns (airsoft, paintball, and gotcha weapons), even if they are no longer functional.
- Alarm guns and gas pistols
- Real ammunition and objects that imitate ammunition
- Loose, solid metal chains
- Bladed weapons, regardless of whether they have a sharp or blunt blade
- Real and decorative swords
- Strangulation weapons, e.g., nunchucks
- Tantō knives and decorative sabers
- Handcarts, bobby cars, inline skates, scooters, skateboards, roller skates, and stilts
- Flammable and explosive materials and pyrotechnic items in accordance with §3 (2) No. 2, 3 of the house rules of Leipziger Messe GmbH
- Flags, banners, and banner poles
- Knives

2.2 Permitted

Imitation weapons and weapons that are not subject to the Weapons Act (WaffG) may be brought along, subject to the regulations mentioned here and the house rules of Leipziger Messe (www.leipziger-messe.de/hausordnung). The following are permitted:

- Imitation weapons made of wood, cardboard, plastic, soft materials, foam, or thermoplastic materials (e.g., swords or scythes) as well as combinations thereof (e.g., foam or latex replicas with a stabilizing core) up to a maximum total length of 1.50 m.
- Imitation weapons that do not look like functional firearms based on their overall appearance.
- Walking sticks and staffs with a total length of 2 m, provided they do not have bulky attachments (e.g., scythe blades, crowns, etc.).
- Attachments to walking sticks, staffs, or similar items may be a maximum of 80 cm wide in total.
- Shields with a maximum diameter of 80 cm.
- Non-functional bows without real strings, max. 1.50 m, and quivers with dummy arrows
- Tips made of flexible, pliable material
- 3D-printed props that are well sanded so that corners and edges are blunt
- Knives and blades made of soft plastic
- Throwing weapons made of soft, flexible materials without a solid core
- Everyday objects such as commercially available walking sticks, musical instruments, and umbrellas are permitted

3. Further Information

- Anyone carrying a weapon as defined by the Weapons Act (WaffG) will be denied access to the event grounds.
- Show fights are only permitted on stage during cosplay competitions and performances.
- The cosplay check is located at the cloakroom in Hall 1 (Level 0).
- Cosplayers can have their cosplays and props checked voluntarily at the cosplay check.
- If cosplays and/or props are found on the event ground that do not comply with the rules after an initial visual inspection, they must be checked at the cosplay check upon request by security personnel. Anyone who refuses to have them checked and marked must hand over the cosplay and/or props or leave the premises.
- All prohibited items will be stored at the cosplay check for a fee and can be collected again after visiting the fair.
- The decision made by the security staff at the cosplay check is final and cannot be appealed. However, if there are any disagreements, the MCC cosplay representative can be consulted.
- All visitors carry props at their own risk and are liable for any damage caused by them.
- The props of participants in selected cosplay competitions can be stored separately and brought to the stage in time for their performance. The props will be returned when leaving the exhibition grounds. Participants will be informed directly by the cosplay competition organizer which competitions this rule applies to.

4. Rules for taking photos at the MCC

- If you take photos of other visitors, be sure to ask for their consent beforehand. Everyone has the right to their own image and does not want to appear in other people's photos without their knowledge.
- Photography is permitted anywhere where it does not disrupt the flow of visitors. Please avoid the glass tubes, hall transitions, and main aisles in the halls as locations.
- At the request of the community, stationary aids such as screens and ladders are prohibited throughout the entire premises.

- If you want to publish the pictures afterwards, you need a declaration of consent (preferably in writing!) from the person photographed. The reason for this is that Germany has a law on the right to one's own image. This law states that every person has the right to decide whether and in what context their pictures are published. For children and young people under the age of 18, consent must be obtained from their parents.
- Incidentally, publication is not limited to websites or magazines. Facebook and other social media channels are also public!
- Violating the right to one's own image can result in heavy penalties.

Our tips for cosplayers:

- Don't be too careless with your personal rights. Of course, if you've put a lot of love into your cosplay, you want to show it off to the world. But think carefully about who you want to take your picture.
- Ideally, ask the photographer for their contact details and ask what they intend to use the photos for. That way, you can keep an eye on where your pictures end up.

5. Opening Hours Cosplay-Check

Thursday to Sunday: 10:00 a.m. to 5:00 p.m.

From 5:00 p.m. to 6:30 p.m., only the handing out of cosplay equipment that has been handed in or retained will take place.

6. Cosplay Representative during the fair

Do you have any questions about the cosplay check, the rules for costume design or other cosplay-related issues? Then our cosplay Representative will be there to help you on site. You can reach it during the fair on +49 341 678-6955.

You are welcome to print out these rules and bring them with you when you visit the trade fair.