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## RAGE Shadowverse 2019 Summer Tournament Rules

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# 1 Introduction

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The following rules (“Rules”; includes all related precautions) are set forth by CyberZ, Inc. and the RAGE management team (the “Management”). The Rules apply to the Grand Finals and Preliminaries of RAGE Shadowverse 2019 Summer (collectively, the “Tournament”), which the Management runs and manages.

The Management runs the Tournament according to the Rules. It also holds the right to exercise discretion in situations that are not provided for in the Rules or where applying the Rules would give players a significantly unfair advantage or disadvantage.

All the times and dates stated in the Rules are given in Japan Standard Time (JST).

## 2 Player Eligibility Requirements

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The Tournament (including the three tournament formats and all their brackets) is an esports event that requires players' continued participation. To be eligible to compete in the Tournament, each player must satisfy all the requirements of either A or B below.

### A. Residents of Japan:

(1) Players agree to abide by the Rules.

(2) Players must sign up for the Tournament via the smartphone app Shadowverse Tournament Navigator and be confirmed as eligible. However, players who cannot access Shadowverse Tournament Navigator (i.e., those who do not possess a *Shadowverse*-compatible device) can sign up via the registration portal and request a rental device. Please note that the Management cannot guarantee that a rental device will be available owing to the limited number of such devices. Players without their own device will not be permitted to compete in the Tournament if they did not apply for a rental device in advance.

(3) Players' date of birth must be before April 1, 2004.

(4) Players who will be under 18 years of age when they participate in the Preliminaries must submit the following documents when checking in to the Tournament:

A completed and sealed Parental or Legal Guardian Consent Form (see Note 1)

A completed and sealed form verifying the bank account (which must be in the player's name) into which the prize money will be paid

The Management will not accept written signatures or seals made using ready-made (“shachihata”) stamps.

(5) During check-in, players must submit an officially issued form of identification. The form of identification must indicate the player's date of birth, be valid (not expired), and be the original (copies will not be accepted). See 19. Appendix for a list of the accepted forms of identification.

(6) High school students may submit any of the following as identification:

School-issued student ID with photo

School-issued student booklet (seito techō)

School-issued enrollment card (zaigaku shōmeishō).

(7) Players must make themselves available to be contacted by the Management between April 1 (Mon) and June 16 (Sun), 2019.

(8) Players must be able to participate in all of the following events:

Preliminaries (Day 1 and Day 2)

Date: May 4 (Sat) and May 5 (Sun), 2019

Location: Makuhari Messe, Chiba Prefecture

Publicity (film and photo shoots) for the Grand Finals

Date: May 19 (Sun), 2019

Location: A venue in Kanto

Rehearsal the day before the Grand Finals

Date: June 15 (Sat), 2019

Venue: Makuhari Messe, Chiba Prefecture

Grand Finals

Date: June 16 (Sun), 2019

Venue: Makuhari Messe, Chiba Prefecture

(9) Players must agree to assume responsibility for the safekeeping of their valuables throughout the Tournament, and agree that the Management is in no way responsible for such.

(10) Players must be a legal resident of Japan.

(11) Players must be able to communicate fluently with Tournament staff and fellow players in Japanese.

(12) Players must understand and agree to be bound by the Rules and any separately stipulated Tournament procedures.

(13) Players must not be an officer or full or part-time employee (whether employed directly or on an outsourced basis) of CyberAgent or any of its group companies. Players must not have worked for CyberAgent Group in any capacity (including on an outsourced basis) within the six months immediately preceding the time they apply to participate in the Tournament.

(14) Players must not have received from Cygames disclosure of privileged information about Shadowverse's 12th card set whether for the purpose of writing up an article or otherwise. However, this rule does not apply if the player was made privy to such information for promotional purposes, or if Cygames releases the information publicly (whether for promotional purposes or otherwise) less than 24 hours after the disclosure.

(15) Players must not belong to the Management.

(16) Players must not be subject to a penalty issued by the Management banning them from appearing at the Tournament.

(17) Players must not be involved in the operation of websites that deal in the unauthorized reproduction of intellectual property, content, or goods. Players must not belong to an organization involved in the virtual economy (also known as real-money trading).

(18) Players must agree to provide their personal data (e.g., name, age, and address) to the Management at the Grand Finals and Preliminaries. Players must also consent to participate in any publicity (e.g., photo shoots, interviews) that the Management or a media organization may organize.

(19) During the Grand Finals, Players must wear the uniform provided by the Management. However, this rule does not apply if a corporate sponsor has issued the player a personal or team uniform (when a player advances to the Grand Finals, the Management will ask that player whether he/she has been provided such a uniform) and the Management has authorized the player to wear the uniform. In such case, the player must wear said uniform during the event.

(20) Players and their relatives must not belong to, or have any connection with, a party defined as an “anti-social force” (*han-shakaiteki-seiryoku*), including any organized crime group (*bōryokudan*), any member of an organized crime group, any associate of an organized crime group (*bōryokudan-jun-kōsei-in*), any corporate associate of an organized crime group, any corporate blackmailer (*sōkaiya*), any social movement or political organization that serves as a front for a criminal organization (*shakai undō hyōbō goro / seiji undō hyōbō goro*), any group defined as a “special intelligence organized crime group” (*tokushu-chinō-bōryoku-shūdan*), or any equivalents thereof.

Note 1: Parental or Legal Guardian Consent Form must bear the seal of the player’s parent or legal guardian.

#### B. Non-residents of Japan:

- (1) Players must agree to abide by the Rules.
- (2) Players must sign up for the Tournament via the portal for non-Japanese residents (<http://ur0.work/VtNK>) and be confirmed as eligible.
- (3) Players must be at least 20 years of age.
- (4) Players must present their passport when checking in to tournament.
- (5) Players must submit the necessary documents (such as those related to short-term stay visa) to Immigration as necessary.
- (6) Players must make themselves available to be contacted by the Management between March 4 (Mon) and June 16 (Sun), 2019.
- (7) Players must agree to assume responsibility for the safekeeping of their valuables throughout the Tournament, and agree that the Management is in no way responsible for such.
- (8) Players must be able to participate in all of the following events:
  - Preliminaries (Day 1 and Day 2)
  - Date: May 4 (Sat) and May 5 (Sun), 2019
  - Location: Makuhari Messe, Chiba Prefecture
  - Publicity (film and photo shoots) for the Grand Finals
  - Date: May 19 (Sun), 2019
  - Location: A venue in Kanto
  - Rehearsal the day before the Grand Finals
  - Date: June 15 (Sat), 2019
  - Venue: Makuhari Messe, Chiba Prefecture
  - Grand Finals
  - Date: June 16 (Sun), 2019
  - Venue: Makuhari Messe, Chiba Prefecture
- (9) Players must be a legal resident of a country other than Japan.
- (10) Players must be able to communicate fluently with the Tournament staff and other attendees in Japanese or English.
- (11) Players must understand and observe the Rules and any separately stipulated Tournament procedures.
- (12) Players must not be an officer or full or part-time employee (whether employed directly or on an outsourced basis) of CyberAgent, Inc. or any of its group companies. In addition, players must not have worked for CyberAgent Group in any capacity (including on an outsourced basis) within the six months immediately preceding the time they apply to participate in the Tournament.
- (13) Players must not have received from Cygames disclosure of privileged information about Shadowverse’s 12th card set, whether for the purpose of writing up an article or otherwise. However, this rule does not apply if the player was made privy to such information for promotional purposes, or if Cygames releases the information publicly (whether for promotional purposes or otherwise) less than 24 hours after the disclosure.
- (14) Players must not belong to the Management.
- (15) Players must not be subject to a penalty issued by the Management banning them from appearing at the Tournament.
- (16) Players must not be involved in the operation of websites that deal in the unauthorized reproduction of intellectual property, content, or goods. Players must not belong to an organization involved in the virtual economy (also known as real-money trading).
- (17) Players must agree to provide their personal data (e.g., name, age, and address) to the Management at the Grand Finals and Preliminaries. Players must also consent to participate in any publicity (e.g., photo shoots, interviews) that the Management or a media organization may organize.
- (18) During the Grand Finals, Players must wear the uniform provided by the Management. However, this rule does not apply if a corporate sponsor has issued the player a personal or team uniform (when a player advances to the Grand Finals, the Management will ask that player whether he/she has been provided such a uniform) and the Management has authorized the player to wear the uniform. In such case, the player must wear said uniform during the event.
- (19) Players and their relatives must not belong to, or have any connection with, a party defined as an “anti-social force” (*han-shakaiteki-seiryoku*), including any organized crime group (*bōryokudan*), any member of an organized crime group, any associate of an organized crime group (*bōryokudan-jun-kōsei-in*), any corporate associate of an organized crime group, any corporate blackmailer (*sōkaiya*), any social movement or political organization that serves as a front for a criminal organization (*shakai undō hyōbō goro / seiji undō hyōbō goro*), any group defined as a “special intelligence organized crime group” (*tokushu-chinō-bōryoku-shūdan*), or any equivalents thereof.

Note 1: Parental or Legal Guardian Consent Form must bear the signature or seal of the player’s parent or legal guardian.

## 3 Player Consent regarding the Shadowverse World Grand Prix

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This section applies to the Shadowverse World Grand Prix 2019 (“WGP”). By signing up to and participating in the WGP, players agree to the following:

- (1) Players affirm that they can attend the WGP, scheduled to be held in Japan in December 2019, including its rehearsal, photo shoot, and other related events.
- (2) Players agree to make themselves available to be contacted by the Management from now until the end of the WGP.
- (3) Players accept that during the WGP they may appear in the Management’s film and photo shoots (at a time and venue that the Management arranges in consultation with the players).
- (4) Players agree to provide their personal data (e.g., name, age, and address) to the Management. Players also consent to appear in any photo shoots and to participate in any publicity (e.g., photo shoots, interviews) that the Management or a media organization may organize.
- (5) Players accept that their image, Shadowverse username, age, profile description, and related information, as well as any photographic and film images of themselves taken/recorded under (3) above, may be used by Cygames and the Management on said parties’ websites, in the WGP-related advertising, in press releases, or in digital media,

this year and in future years. Players accept that Cygames and the Management may use said material for commercial purposes, whether in printed, video, or digital media. Players further agree to waive their portrait rights (*shōzō-ken*), publicity rights (*paburishiti-ken*), and any equivalents thereof, in relation to said material.

(6) Players who will be under 20 years of age when they participate in the WGP must obtain the consent of a parent or legal guardian toward (1) through (5) above.

## 4 Tournament Format

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The Tournament consists of four parts:

Day 1 Preliminaries

Day 2 Preliminaries

Preliminary Playoffs

Grand Finals

Players with high scores in the Day 1 Preliminaries will advance to Day 2 Preliminaries; those with high scores in the Day 2 Preliminaries will advance to the Preliminary Playoffs; those with high scores in the Preliminary Playoffs will advance to the Grand Finals.

Pre-Qualified Players (as defined in 4.4 below) automatically have a place in the Day 1 Preliminaries. Seeded Players (as defined in 4.4 below) automatically have a place in the Day 2 Preliminaries.

A “match” is a series of games of Shadowverse. Matches determine the outcome of a “Round.”

### 4.1 Registration

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(1) Players who reside in Japan must sign up for the Tournament via the smartphone app Shadowverse Tournament Navigator. Players who reside outside of Japan must sign up via the registration portal at <https://xxxxx>.

(2) Please confirm that you meet the player eligibility requirement in (2) above.

(3) Participation is free of charge and is open to anyone who meets the player eligibility requirements in (2) above.

(4) During the sign-up process, the following information must be provided.

a) Name

Shadowverse username

A Japanese kana transcription of the Shadowverse username

Shadowverse user ID

Email

Residents of Japan: Address

Non-residents of Japan: Passport number

A scanned or photo-scanned copy of the passport showing name and photo

b) The Management will use players’ personal data to verify their identity and to establish contact with clients.

c) The Management will use players’ Shadowverse user ID to register them in Tournament Mode as well as to send Shadowverse emblems (as supplementary prizes) and to grant flairs to players who achieve a high rank. Each player receives a Shadowverse user ID upon downloading the game (the download is free) and registering their account.

d) Once players have signed up for the Tournament, they must not change their username for the duration of the Tournament unless the Management asks them to do so.

e) The Management may request players to change their username. Players must comply with such a request.

f) Players must ensure that the information they submit is accurate. This information cannot be changed after the sign-up period is over.

g) The personal data players submit will be used only for the purposes indicated in these Rules, and it will be handled according to CyberZ, Inc.’s Privacy Policy

(<https://cyber-z.co.jp/en/privacy>).

(5) The Tournament will be held in Shadowverse’s Tournament Mode. Players will not be advantaged or disadvantaged in terms of the decks they can use.

(6) If the number of sign-ups exceeds the player cap, the Management will randomly select the applicants to participate.

(7) According to the results of the random selection, each applicant will be selected as a participant, selected as a reserve participant, or rejected. Those selected as participants can participate in the Tournament, provided that they check in to the Tournament at the specified date and time.

(8) Reserve participants will potentially have a chance to substitute a participant who drops out of the event, provided that they check in to the Tournament at the specified date and time. On the opening day, the Management will select someone as a substitute from among the reserve participants in attendance. Applicants who were rejected in the random selection will not be able to attend the Tournament.

(9) Applicants who were selected as a participant and who subsequently drop out of the Preliminaries will be substituted by a reserve participant selected by the Management.

### 4.2 Match Format

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The format of each match will be Rotation.

### 4.3 Tournament Mode

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(1) Players will access Tournament Mode free of charge. The Management will contact players about the details.

(2) In Tournament Mode, players may use cards that are usable under the Rotation format.

However, players may not use animated cards, collaboration cards, or cards with alternate pictures.

## 4.4 Pre-Qualified Players, Seeded Players

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### (1) Pre-Qualified Players

Players who achieve either of the following ranks (“Pre-Qualified Players”) automatically have a place in Day 1 Preliminaries.

A rank of 1st place in Shadowverse Rampage Battle Shop Tournament 2019

A rank of 2nd place in Shadowverse Esports Regional Tournament 2019

Pre-Qualified Players win the first round of Day 1 Preliminaries by default

### (2) Seeded Players

Players who achieve any of the following ranks (“Seeded Players”) automatically have a place in Day 2 Preliminaries.

A rank of 1st place in RAGE Shadowverse Dawnbreak, Nightedge

A rank of 1st place in RAGE Shadowverse Brigade of the Sky

A rank of 1st to 8th place in RAGE Shadowverse Omen of the Ten

A rank of 1st to 8th place in RAGE Shadowverse 2019 Spring

A rank of joint 1st place in RAGE Shadowverse 2019 Spring Take 2 Tournament

A rank of 1st place in Shadowverse ES Regional Tournament 2019 Season 1

(3) Pre-Qualified Players and Seeded Players must respond to the Management’s attempts to contact them and register their information within the specified time period. Said players cannot participate in the Tournament if they fail to do so.

(4) Pre-Qualified Player and Seeded Players must, like regular players, register the decks they will use at the Tournament by the deadline specified by the Management.

(5) Players who achieve a rank of 1st to 8th place in the Tournament will only be seeded accordingly if they reside in Japan.

## 4.5 Withdrawal

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(1) Players may voluntarily withdraw from the Tournament up to the start of the Preliminary Playoffs. Players who voluntarily withdraw will lose their eligibility to participate in the rest of the Tournament.

(2) Prizes are awarded to recipients in reverse order of the rankings. Players who withdraw before the rankings are determined forfeit any prizes. However, this rule does not apply if the Management determines that the player withdrew due to unavoidable or unforeseeable circumstances.

(3) Players who earn a place in the Preliminary Playoffs but who withdraw before the playoffs begin will earn prizes equivalent to the case if they lost in the first round of the Preliminary Playoffs.

(4) Players who withdraw after the start of the Preliminary Playoffs forfeit any prizes that they may have earned during the Preliminary Playoffs. However, this rule does not apply if the Management determines that the player withdrew due to unavoidable or unforeseeable circumstances.

(5) Notwithstanding (2) and (4) above, players who withdraw at a time specified in (2) or in (4) may potentially receive the prizes they have earned if the Management determines that they withdrew due to unavoidable or unforeseeable circumstances.

## 5 Day 1 Preliminaries

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### 5.1 Tournament Format

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(1) Players will engage in a six round Swiss Draw in two groups.

(2) A “Swiss Draw” is a tournament in which players meet one-to-one in each round with a player of similar performance, as measured by their cumulative score in previous matches.

(3) Players who win at least five of the six rounds will earn a place in the Day 2 Preliminaries, which is held on the next day.

(4) The number of the Tournament players may be such that some rounds may be won by default.

### 5.2 Match Format

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(1) In each match, players may only use the two decks that they pre-registered using the method specified by the Management.

(2) The two decks cannot be of the same class.

(3) Each match will be played as a best-of-three series. The first player to win two games is declared the winner of the match.

(4) In the first game in each match, players can select which of their two decks to use.

(5) A winning deck may not be used twice in the same match.

For example, suppose that a player is using Forestcraft and Runecraft, and wins the first game with Forestcraft. In this case, Forestcraft cannot be used again in the match.

(6) In each game, the player who goes first is decided randomly.

## 6 Day 2 Preliminaries

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### 6.1 Tournament Format

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- (1) Players will compete in a seven round Swiss Draw.
- (2) A “Swiss Draw” is a tournament in which players meet one-to-one in each round with a player of similar performance, as measured by their cumulative score in previous rounds.
- (3) Players who win at least six of the seven rounds will earn a place in the Preliminary Playoffs, which is held later in the day.
- (4) To earn a place in the Day 2 Preliminaries, players must either win at least five of the six rounds in the Day 1 Preliminaries or be a Seeded Player as defined in these Rules.
- (5) Performance in the Day 1 Preliminaries (such as number of matches won and opponents’ average match win percentage) do not count toward performance in the Day 2 Preliminaries.
- (6) The number of the Tournament players may be such that some rounds may be won by default.

### 6.2 Match Format

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- (1) Players must use the same decks they used in the Day 1 Preliminaries.
- (2) Each match will be played as a best-of-three series. The first player to win two games is declared the winner of the match.
- (3) In the first game in each match, players can select which of their two decks to use.
- (4) A winning deck may not be used twice in the same match.  
For example, suppose that a player is using Forestcraft and Runecraft, and wins the first game with Forestcraft. In this case, Forestcraft cannot be used again in the match.
- (5) In each game, the player who goes first is decided randomly.

## 7 Preliminaries Playoffs

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### 7.1 Tournament Format

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- (1) Players will compete in a Single Elimination format in eight groups.
- (2) The number of rounds in the “Single Elimination” will depend on the number of players who advance to Day 2 of the Preliminaries.
- (3) The eight players who win all the matches in their group will earn a place in the Grand Finals, which are held on June 16 (Sun), 2019.
- (4) In the Single Elimination format, players who lose a single match are eliminated from the tournament.
- (5) Prize money will be distributed to players according to their results in the Tournament and pursuant to rules prescribed separately.
- (6) Players who achieved a top-score in the Day 2 Preliminaries may potentially win their first Preliminaries Playoffs round by default, depending on the number of players who advance to the Preliminaries Playoffs.
- (7) Where multiple players achieved an equal number of match wins in the Day 2 Preliminaries, their relative positions will be determined by their opponents’ average match win percentage in Day 2. If the results are still tied, their positions will be determined by their own game win percentage in Day 2. If the results are still tied after both these processes, their relative positions will be determined by their opponents’ average game win percentage in Day 2. If the results are still tied after these three processes, their relative positions will be determined by a lottery.
- (8) When calculating game win rate, a default win is counted the same way as a match won by two games to zero.
- (9) A player who advances to the Grand Finals (Category A Finalist) and who subsequently becomes unable to compete in them (for example, those who are disqualified and forced to withdraw) will be substituted by the player whom they beat in the finals of the Preliminaries Playoffs (“Category B Finalist”). Category B Finalists are not entitled to receive the prize money for winning in the finals of the Preliminaries Playoffs.
- (10) If the tournament positions in the Grand Finals have already been decided, Category B Finalists will assume the position of the Category A Finalist whom they are substituting. Tournament positions that have already been selected will not be re-selected by reason of a Category B Finalist substituting a Category A Finalist.
- (11) A Category B Finalist who has become unable to compete in the Grand Finals will be substituted by the player whom they beat in the semi-finals of the Preliminaries Playoffs (“Category C Finalist”). If a Category C Finalist becomes unable to compete in the Grand Finals, the finalist with whom they would have competed in the first round of the Grand Finals will win that round by default. If the tournament positions have not yet been decided, the positions will be selected on the basis that the Category C Finalist is among the finalists.

### 7.2 Match Format

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- (1) Players must use the same decks they used in the Day 1 Preliminaries.
- (2) Each match will be played as a best-of-three series. The first player to win two games is declared the winner of the match.
- (3) In the first game in each match, players can select which of their two decks to use. A winning deck may not be used twice in the same match.  
For example, suppose that a player is using Forestcraft and Runecraft, and wins the first game with Forestcraft. In this case, Forestcraft cannot be used again in the match.
- (4) In each game, the player who goes first is decided randomly.

## 8 Grand Finals

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### 8.1 Tournament Format

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- (1) The players will compete in a three-round Single Elimination format.
- (2) In the “Single Elimination” format, players who lose a single match are eliminated from the tournament.
- (3) Prize money will be distributed to players according to their results in the Tournament and pursuant to rules prescribed separately.

### 8.2 Match Format

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- (1) In each match, finalists may only use the three decks that they registered using the method specified by the Management.
- (2) No two decks can be of the same class.
- (3) Each match will be played as a best-of-five series. The first player to win three games is declared the winner of the match.
- (4) In the first game in each match, finalists can select which of their three decks to use.
- (5) A winning deck may not be used twice in the same match.
- (6) For example, suppose that a player is using Forestcraft, Swordcraft, and Runecraft, and wins the first game with Forestcraft. Forestcraft cannot be used again in the match.
- (7) In each game, the player who goes first is decided randomly.

## 9 Tournament Process

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This section sets forth the rules related to the Tournament’s process.

### 9.1 Pre-Registering Decks

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- (1) Players must pre-register the decks they will use in the Tournament by a method prescribed separately.

\*Players who do not register their decks correctly will be unable to participate in the Tournament.

- (2) The Management will contact players about how and when to register your decks.

### 9.2 Check-in

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- (1) Players must arrive at the designated check-in location at the time indicated by the Management.
- (2) Players who fail to arrive at the designated check-in location by the indicated time will be unable to participate in the Tournament.
- (3) The Management may extend the check-in time if there are delays on public transport.
- (4) Request by players to alter to the Tournament’s schedule will not be accepted.
- (5) The Management may alter the Tournament’s schedule if it deems an alteration necessary for operational reasons.
- (6) Players who are not in their assigned seat within five minutes of the start of a match will automatically lose the match. Such players will be dropped from the tournament if they fail to report before the next match begins.

### 9.3 Problems during matches

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- (1) Players who get disconnected or experience other technical problems during a match must immediately take a screenshot, inform the Management, and accept the Management’s ruling.
- (2) If players encounter any other problems during a match, they must immediately inform the Management and accept the Management’s ruling. Players who fail to immediately inform the Management may be penalized if the Management is unable to adjudicate on the matter due to the player’s delay.
- (3) Once informed of a problem that interrupts a match, the Management will investigate the matter (for example, it will interview the player concerned and examine the screenshot, the device, and the server log). If the Management concludes that a player’s device has caused the problem, that player may receive a default loss.
- (4) Players are entirely responsible for ensuring the performance of their hardware and internet connection. If unexpected disconnects or technical glitches occur during a match, the Management will investigate the matter and issue a ruling, which could be to the effect of penalizing a player or requiring the players to replay the game in question.
- (5) Players must not object to the Management’s rulings.
- (6) Players may be penalized if they replay a match or depart the match without informing the Management.
- (7) The Management reserves the right to set discretionary rules in cases where a known glitch could potentially interrupt a match, cause an app to act abnormally, or create other problems. For example, the Management may decide to prohibit players from using certain cards.

### 9.4 Reporting match Results

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- (1) Players must report their match results using the Shadowverse Tournament Navigator. However, this rule does not apply to matches played in the device rental zone or the foreign players’ zone; in such case, players must report their match results using the method specified by the Management.
- (2) The Management will arrange the next phase of the Tournament based on the reported match results.

## 10 Tournament Settings

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This section sets forth the rules related to the Tournament's technical settings.

### 10.1 Player Devices

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(1) Players are expected to have installed the latest version of Cygames Shadowverse onto their own device and to compete using this device.

Players who borrow a device on the day will need to connect their Shadowverse game data to the rental device using Device Link. Before doing this, they must use their own device to create a Device Link password and to register their decks in tournament mode.

a) How to link game data: <https://shadowverse.com/gameguide/datalink.php>

b) When provided a rental device, the above players will enter the Device Link password together with their Shadowverse User ID into the rental device.

Game data cannot be linked on social media.

\*Players must submit a rental device consent form to borrow a device. Players requiring a rental device will be unable to compete in the Tournament without submitting the form.

(2) Players are responsible for ensuring the performance of their device, including its internet connection and power.

\*Charging stations will be provided, but the number will be limited. Players are advised to bring a portable charger or similar charging equipment as necessary.

(3) Rental devices are only available to players who were unable to bring a device with the latest version of Cygames's Shadowverse installed. Before a player can receive a rental device, the staff will first confirm that the player has no device capable of running Shadowverse without issue. A rental device will only be provided if the staff determine this to be the case. If it comes to light that a player who received a rental device did in fact possess a device capable of running Shadowverse without issue, that player will be deemed to have made a false representation and may be penalized.

### 10.2 Client

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Players will use the latest version of Cygames's Shadowverse.

### 10.3 Account

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Players will use the account they registered on Shadowverse Tournament Navigator or the Registration Form.

## 11 Broadcasting

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(1) The Management may broadcast/stream any of the Tournament's games.

(2) In participating in the Tournament, players will be deemed to have consented toward the broadcast/streaming of the games in which they compete.

(3) The Management will use its own equipment when broadcasting/streaming matches. The game settings and client language settings of broadcasted/streamed matches will be as determined by the Management.

## 12 Prohibitions

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Players must not:

- (1) Violate the Rules
- (2) Fail to check in to the Tournament on time or fail to check in altogether
- (3) Sell, via an auction site or otherwise, any non-monetary prizes they have earned, or transfer the rights to these prizes to another party
- (4) Make unauthorized disclosures about the way the Tournament is managed
- (5) Make false representations in relation to their participation in the Tournament
- (6) Make multiple applications to participate in the Tournament
- (7) Transfer a Pre-Qualified Player status to another party
- (8) Fail to arrive at a designated assembly point by the designated time
- (9) Withdraw or depart from the Tournament without the Management's permission once it is underway
- (10) Disobey any instructions or request that Management staff may make to advance the Tournament process, or intentionally disrupt the flow and running of the Tournament
- (11) Fail to satisfactorily answer questions that Management staff may ask to advance the Tournament process, or answer these questions falsely
- (12) Intentionally interrupt a game by a forced shutdown or other means
- (13) Depart the match without the Management's permission
- (14) Split or arrange to split prize money with a competitor or other player
- (15) Induce another player to deliberately lose a game, or comply with another player's request to do so
- (16) Agree to an outcome based on a ruleset outside the Rules
- (17) Exhibit to the Management, other players, or spectators any unsportsmanlike conduct (in addition to that described in the previous three items), including any form of match-fixing or collusion.
- (18) Confer with or receive match-related advice from anyone other than an opponent or the Management staff without the Management permission
- (19) Talk to a player during a match without good reason
- (20) Make notes during a match without the permission of Management staff



- (21) Depart during a match without the permission of Management staff
- (22) Use, during a match, any app other than Shadowverse or Shadowverse Tournament Navigator or any device (e.g., a smartphone, feature phone, or tablet PC) that is not necessary in the match
- (23) Intentionally exploit any in-game bug or glitch to gain an advantage
- (24) Install, without permission, any apps onto equipment provided by the Management
- (25) Use any morally deleterious in-game language, including any terms that could be considered obscene, discriminatory, abusive, or are otherwise inappropriate.
- (26) Commit any illegal act or engage in any conduct, inside or outside the Tournament venue or on social media, that brings RAGE or Shadowverse into public disrepute, that constitutes an act of abuse, harassment, violence, or incitement toward another player, or that is otherwise unethical or unsportsmanlike
- (27) Attend the Tournament in clothing that is morally deleterious or that covers the face or otherwise conceals the person's identity
- (28) Violate the Shadowverse terms of service, which Cygames has provided
- (29) Gamble on Tournament outcomes
- (30) Engage with anti-social forces as defined in these Rules
- (31) Enter into any sponsorship agreements with purveyors of the following items or advertise said items in any form, such as by advertising the item verbally or using a username or wearing clothing that advertises the item
  - \*However, this rule does not apply if the Management has authorized the sponsorship or advertising.
  - a) Pornographic material, cigarettes/tobacco, alcoholic beverages, gambling services, illegal digital content, or any other product or service whose sale is prohibited in Japan
  - b) Any service that would violate the Shadowverse terms of service, which Cygames has provided
  - c) Any product or service that competes with Shadowverse or with any other of Cygames' products of services

## 13 Penalties

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- (1) The Management may penalize a player whom it deems has violated the Rules.
- (2) Players who fail to check in to the Tournament by the designated time, whatever the reason, will be unable to participate in the Tournament.
- (3) When penalizing a player, the Management will determine the severity of the penalty in view of the maliciousness and impact of the offense. Penalties include, from lightest to severest:
  - Issuing a warning
  - Invoking a default game loss
  - Invoking a default match loss
  - Disqualifying the player from the Tournament
  - Issuing a lifetime ban on participation in future RAGE events
- (4) Repeat offenders will be punished more severely than first-time offenders.
- (5) The Management may publicize issued penalties on the official RAGE website or on other media.
- (6) Players who are disqualified from the Tournament as a penalty will forfeit any rights they may have earned to participate in the Grand Finals or to receive prize money.
- (7) If as a result of violating the Rules, a player damages the Management or Cygames, the player may be subject to a damages action or other legal action.

## 14 General Terms and Conditions

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### 14.1 Disclaimers

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- (1) The Tournament may be postponed or suspended in unavoidable circumstances, such as when the game server fails or a natural disaster occurs. Players may not receive their prize money, transport expenses, or other subsidies in a force majeure event (an event beyond the reasonable control of the Management). The Management accepts no responsibility whatsoever for players' welfare in a force majeure event, and in such an event, it will accept no claims for the payment of any expenses related to a player's participation in the Tournament.
- (2) The Management accepts no responsibility whatsoever for any damage or disadvantage players may suffer as a result of disputes with other players or violations of the Rules by players, except where the damage or disadvantage is largely attributable to the way the Management instructed players or responded to the incident.
- (3) Players who reside outside Japan are solely responsible for undertaking all immigration procedures necessary for attending the Tournament and for resolving any problems that may arise in transit or at Immigration. The Management accepts no responsibility whatsoever for any such problems.

### 14.2 Portrait Rights, Publicity Rights, Personal Data

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- (1) The personal data that players submit in the sign-up process will be used by the Management within the scope necessary to run the Tournament and to manage any related publicity.
- (2) In participating in the Tournament, players accept that their image, Shadowverse username, age, profile description, and related information, may be used by Management and parties involved in the Tournament on websites, in the Tournament-related advertising, in press releases, and in digital media, this year and in future years. The Management and parties involved in the Tournament may use said material for commercial purposes, whether in printed, video, or digital media. Players further agree to waive their portrait rights (*shōzō-ken*), publicity rights (*paburishiti-ken*), and any equivalents thereof, in relation to said material

## 15 Governing Law and Arbitration

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- (1) These Rules shall be governed by and construed in accordance with the laws of Japan.
- (2) Players agree that the Tokyo District Court shall have exclusive jurisdiction in the first instance to hear and decide any dispute, claim, or controversy arising out of or in relation to the Rules.

## 16 Changes to these Rules

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- (1) The Management reserves the right to change these Rules without prior notice.
- (2) Any changes to these Rules will take effect as soon as the changes are announced on the official RAGE website.

## 17 Inquiries

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contact@rage-esports.jp

\*The Management will respond to inquiries on weekdays from 10:00 a.m. to 6:00 p.m..

\*Inquiries received after 6:00 p.m. on a weekday will be handled on the following weekday.

\*Inquiries received on a Saturday, Sunday, or public holiday will be handled on the following working weekday.

\*Inquiries will be handled on a first come first served basis. It may take some time to respond to an inquiry if there are many other inquiries.

\*All the times and dates stated in the Rules are given in Japan Standard Time (JST).

## 18 Revision History

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March 11, 2019: First version enacted

March 25, 2019: Second version enacted

## 19 Appendix (applies to Japanese residents only)

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Japanese residents are responsible for bringing valid (not expired) identification to the Tournament. Identification that is invalid (expired) will not be accepted under any circumstances.

### 1. Forms of acceptable ID for players who are Japanese residents:

- (1) School-issued student ID
- (2) School-issued student booklet (*seito techō*)
- (3) School-issued enrollment card (*zaigaku shōmeishō*)
- (4) Driving license
- (5) Japanese passport
- (6) Mariner's booklet (*senin techō*)
- (7) Certificate of maritime competence (*kaigi menjō*)
- (8) Small vessel license permit (*kogata senpaku sōjū kyokashō*)
- (9) Permit to possess of air guns for hunting (*ryōjū kuki jū shoji kyokashō*)
- (10) Real estate transaction specialist license (*takuchi tatemono torihiki shuninsha shō*) or real estate transaction agent license (*takuchi tatemono torihiki shi shō*)
- (11) Electrician license (*denki kōji shi menjō*)
- (12) Radio operator license (*musen jūjisha menkyoshō*)
- (13) Master electrician license (*nintei denki kōji jūjisha ninteishō*)
- (14) Special electrician license (*tokushu denki kōji shikakusha ninteishō*)
- (15) Pilot license (*kōkū jūjisha ginō shōmeisho*)
- (16) Engine driver license (*dōryokusha sōjūsha unten menkyoshō*)
- (17) Firearms training certificate (*kyōshū shikaku ninteishō*)
- (18) Driving history certificate (*unten keireki shōmeisho*) issued after April 1, 2012.
- (19) Basic resident registry card (*jūmin kihontaidachō kādo*)
- (20) Resident card (*zairyū kādo*)
- (21) Provisional stay permit (*kari taizai kyokasho*)
- (22) Special permanent resident certificate (*tokubetsu eijūsha shōmeisho*)
- (23) Physical disability certificate (*shintai shōgaisha techō*)
- (24) Special education booklet (*ryōiku techō*)
- (25) Personal ID (with photo) issued by the national or a local governmental organization
- (26) Health insurance certificate (*kenkō hoken hihokensha shō*)
- (27) National health insurance certificate (*kokumin kenkō hoken hihokensha shō*)
- (28) Mariner's insurance certificate (*senin hoken hihokensha shō*)
- (29) Certificate of health insurance for persons aged 75 and older (*kōki kōreisha iryō hihokensha shō*)
- (30) Long-term care insurance certificate (*kaigo hoken hihokensha shō*)
- (31) Certificate of benefit society membership (*kyōsai kumiaiin shō*)
- (32) National pension booklet (*kokumin nenkin techō*)
- (33) National pension certificate (*kokumin nenkin shōsho*)
- (34) Certificate of seal registration (*inkan tōroku shōmeisho*)

- (35) Mariner's pension certificate (*senin hoken nenkin shōmeisho*)
- (36) Certificate of child support allowance (*jidō fuyō teate shōsho*)
- (37) Benefit society pension certificate (*kyōsai nenkin shōsho*)
- (38) Registry of residence (*jūmin hyō*) or certificate of items stated in registry of residence (*jūmin hyō kisai jikō shōmeisho*)
- (39) Full or abridged transcript of appended table of family register (*koseki*)