

# RAGE®

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## RAGE Shadowverse 2023 Winter Convention Rules and Regulations

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# 1 Introduction

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The RAGE Shadowverse 2023 Winter GRAND FINALS (Final Tournament) and Preliminary Rounds (the Final Tournament and Preliminary Rounds together, the "Tournament") will be operated and managed by CyberZ, Inc. CyberZ and the RAGE management team (hereinafter collectively referred to as the "Management Team"), and the rules of the tournament are set forth as follows (hereinafter referred to as the "Terms and Conditions" including related notes, etc.).

The Management Team will conduct the Competition in accordance with these Rules and Regulations, and reserves the right to make rulings in the event that something occurs that is not stipulated in these Rules and Regulations, or if the application of these Rules and Regulations would result in a significant lack of fairness.

All dates and times stated in this agreement are in Japan Standard Time (JST).

## 2 Eligibility for participation

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In order for this tournament (the collective term for all divisions as defined in the four tournament formats) to continue to be held as an eSports tournament, you must be eligible to participate in either A or B below .

A. If you reside in Japan

(1) You must agree to these Terms and Conditions.

(2) The entrant must have applied for participation ("Entry") through the "Shadowverse Tournament Navigator" application for smartphones to be eligible to participate in the Tournament.

(3) Date of birth must be on or before April 1, 2011.

(4) If your date of birth is between October 2006 21 and April 1, 2008, you must be able to submit the Parental Participation Agreement (signed and sealed by a legal representative such as a person with parental authority) verification documents from the official RAGE website at the time of entry procedures for this tournament, with all documents signed and sealed without any defect.

Handwritten signatures and rubber stamps (e.g. Shachihata) are not acceptable.

\*After winning the prize money and receiving a communication from the management team, the prize money transfer account information (must be in the participant's name) must be submitted by the designated date.

(5) If your date of birth is between April 2, 2008 and April 1, 2011, you must be able to submit the Parental Participation Agreement (signed and sealed by a legal representative such as a person with parental authority) verification documents from the official RAGE website at the time of entry for this tournament, with all documents signed and sealed without any defect.

Handwritten signatures and rubber stamps (e.g. Shachihata) are not acceptable.

\*After winning the prize money and receiving a communication from the management team, the prize money transfer account information (must be in the name of a parent or guardian) must be submitted by the designated date.

(6) Must present an identification card issued by a public institution (with date of birth and validity date, original only, no photocopies, etc.) when entering the competition. Only original documents are valid. Photocopies are not acceptable. (Please refer to "19 Appendix A" for the types of valid IDs)

(7) For junior high and high school students, in addition to an ID card issued by a public institution, the applicant must be able to submit either a student ID card with a photo, student handbook, or certificate of enrollment issued by the school they attend.

(8) Be able to receive and respond to communications from the management team from September 1, 2023 ( Friday) to December 17, 2023 (Sunday).

(9) Must be able to participate in all of the following

2023 October 21 (Sat), 22 (Sun) RAGE Shadowverse 2023 at the International Exhibition Hall in Tokyo Winter Qualifying Tournament

2023 November RAGE Shadowverse 2023 in Tokyo on Saturday, November 11 Winter GRAND FINALS Steel and Movie Shooting Session

2023 December RAGE Shadowverse 2023 Winter GRAND FINALS to be held in Tokyo on Sunday, December 17

(10) On the day of the qualifying tournament, the registration must be completed within the time specified by the management team.

(11) The participants agree to take care of their own valuables during the entire tournament and the management team will not be responsible for any of their valuables.

(12) Reside in Japan.

(13) Be able to communicate smoothly with the convention management staff and other participants in Japanese.

(14) Understand and abide by these Rules and Regulations and the tournament progression procedures specified separately.

(15) Not have been engaged in business as a director or employee (including continuous outsourcing and part-time work) of CyberAgent, Inc. or any of its group companies within the last six months from the time of application.

(16) With respect to the 30th Card Pack, you are not a person who was provided information about this card pack by Cygames, Inc. specifically for the purpose of writing a book or for other purposes. However, this does not apply if the information provided was provided for this card pack for promotional or other purposes and the information provided was made available to the public for promotional or other purposes within 24 hours of the information being provided.

(17) Not be a member of the management team.

(18) The player must not have been banned from the tournament by the governing team.

(19) Not be involved in the operation of a reprinting compilation site. Not belonging to any RMT-related company.

(20) Provide personal information such as name, age, and address to the management team at the RAGE Shadowverse 2023 Winter GRAND FINALS and qualifying tournaments, and allow the management team and media companies to take photographs and conduct interviews.

(21) RAGE Shadowverse 2023 Winter GRAND FINALS Contestants must wear the costumes provided by the Management Team. However, if an individual or a team is provided with a uniform by a sponsor company (the Management Team will confirm whether or not a player is provided with a uniform after the player is selected to participate in the GRAND FINALS), he/she is not obligated to wear the uniform unless he/she submits

a design of the uniform and receives prior approval from the Management Team. The team will not be obliged to wear the uniform. In such a case, the player must wear the uniform provided by the sponsor company and participate in the tournament.

(22) The participant and his/her relatives, including the participant's relatives, must not be a member of an antisocial force (meaning a crime syndicate, a member of a crime syndicate, a quasi member of a crime syndicate, a company affiliated with a crime syndicate, a general meeting house, etc., a socially motivated group, a political motivated group, a special intelligence group or the equivalent thereof), or have any relationship with antisocial forces.

B. If you reside outside of Japan

(1) You must agree to these Terms and Conditions.

(2) Entry must be made through the entry form exclusively for those residing outside Japan ( <https://xxxxx> ) to be eligible to participate.

(3) Must be at least 20 years of age.

(4) Be able to present a passport at the time of the entry procedures for this tournament.

(5) If necessary, a short-stay visa or other documents must be submitted at the time of entry into Japan.

(6) Be able to receive and respond to communications from the management team during the period from Friday, August 25, 2023 to Sunday, December 17, 2023.

(7) Must be able to participate in all of the following

RAGE Shadowverse 2023 Winter Qualifying Tournament to be held on October 21 (Sat) and 22 (Sun), 2023 at Makuhari Messe in Chiba, Japan

RAGE Shadowverse 2023 Winter GRAND FINALS still and movie shooting event to be held in Tokyo on November 11, 2023 (Sat)

RAGE Shadowverse 2023 Winter GRAND FINALS to be held in Tokyo on Sunday, December 17, 2023

(8) On the day of the qualifying tournament, the registration must be completed within the time specified by the management team.

(9) The participants agree to take care of their own valuables during the entire tournament, and the management team will not be responsible for any of them.

(10) Reside outside of Japan.

(11) Be able to communicate smoothly with the convention management staff and other participants in Japanese or English.

(12) The participants must understand and comply with these Rules and Regulations as well as the tournament progression procedures specified separately.

(13) Not have been engaged in business as a director or employee (including continuous outsourcing and part-time work) of CyberAgent, Inc. or its group companies within the last six months from the time of application.

(14) With respect to the 30th Card Pack, you are not a person who has been provided information about this Card Pack by Cygames, Inc. specifically for the purpose of writing a book or for any other purpose. However, this does not apply if the information provided was provided for this card pack for promotional or other purposes and the information provided was made available to the public for promotional or other purposes within 24 hours of the information being provided.

(15) Not be a member of the management team.

(16) The player must not have been banned from the tournament by the governing team.

(17) You must not be involved in the operation of a reprinting compilation site. Not belonging to any RMT-related company.

(18) To provide personal information such as name, age, and address to the management team at the RAGE Shadowverse 2023 Winter GRAND FINALS and qualifying tournaments, and to allow the management team and media companies to take photographs and conduct interviews.

(19) RAGE Shadowverse 2023 Winter GRAND FINALS contestants must wear the costumes provided by the Management Team. However, if an individual or a team is provided with a uniform by a sponsor company (the Management Team will confirm whether or not a player is provided with a uniform after the player is selected to participate in the GRAND FINALS), he/she is not obligated to wear the uniform unless he/she submits a design of the uniform and obtains prior approval from the Management Team. The team will not be obliged to wear the uniform. In such a case, the player must wear the uniform provided by the sponsor company and participate in the tournament.

(20) The participant and his/her relatives, including the participant's relatives, must not be an antisocial force (i.e., organized crime groups, members of organized crime groups, quasi-constituents of organized crime groups, companies affiliated with organized crime groups, general assemblymen, etc., socially motivated groups, political motivated groups, special intelligence violent groups, or the equivalent thereof) or have any relationship with antisocial forces.

### 3 Agreement regarding Shadowverse Invitational 2024

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This tournament is related to the Shadowverse Invitational 2024. In order to participate in this tournament, you must agree to the following

(1) Must be able to attend the Shadowverse Invitational 2024 in Japan and the accompanying rehearsals and photo shoots.

(2) Be able to receive and respond to communications from the Shadowverse Invitational 2024 Management Office in the lead up to Shadowverse Invitational 2024.

(3) Participation in a still/movie shooting session conducted by the Shadowverse Invitational 2024 Management Office upon invitation to the Shadowverse Invitational 2024 (dates and locations to be determined by the Shadowverse Invitational 2024 Management Office). (The date and location of the event will be decided by the Shadowverse Invitational 2024 Management Office upon consultation between the Shadowverse Invitational 2024 Management Office and each player.)

(4) Provide personal information such as name, age, and address to the Shadowverse Invitational 2024 Management Office and allow the Shadowverse Invitational 2024 Management Office and media companies to take photographs and conduct interviews.

(5) Understand that information such as portraits, in-game names, ages, and self-introductions, as well as still photographs and movies taken in (3) above, may be used on the website created by Cygames, Inc. and the Shadowverse Invitational 2024 Management Office, in publicity materials related to the tournament, in the press, and in the information media this year and in the next year and beyond. Cygames, Inc. and the Shadowverse Invitational 2024 Management Office may be used on the website, in publicity materials related to the tournament, in the press,

and in the information media this year and in the next year and thereafter. In addition, the participant agrees to allow Cygames, Inc. and the Shadowverse Invitational 2024 Management Office to use the tournament for commercial purposes in printed materials, videos, and information media, and not to exercise any right of likeness, right of publicity, or any other right in connection with the use of the tournament.

(6) If you are under 18 years of age at the time of your invitation to the Shadowverse Invitational 2024, you must obtain parental consent for (1), (2), (3), (4) and (5).

## 4 Convention format

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The tournament will consist of four parts: Qualifying Tournament Day 1, Qualifying Tournament Day 2, Qualifying Tournament Playoffs, and GRAND FINALS. The best qualifier from Day 1 of the Qualifying Tournament will qualify for Day 2 of the Qualifying Tournament, the best qualifier from Day 2 of the Qualifying Tournament will qualify for the Playoffs of the Qualifying Tournament, and the best qualifier from the Playoffs of the Qualifying Tournament will qualify for the GRAND FINALS.

In addition, participants with entry rights as defined herein will be entitled to participate in the Qualifying Competition Day 1, and participants with seeding rights will be entitled to participate in the Qualifying Competition Day 2.

A "match" as used herein refers to a collection of battles that are played to determine the winner of a single round of a tournament.

### 4.1 Competition Entry

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(1) Players residing in Japan will use the "Shadowverse Tournament Navigator" application for smartphones. (2) Players residing outside of Japan will be able to enter the tournament via the dedicated entry form (<https://xxxxx>).

(2) Before entering the competition, please make sure that you meet the eligibility requirements described in "2."

(3) The Tournament is open to anyone who satisfies "2 Eligibility" of these Rules and Regulations, free of charge.

(4) The following items must be registered at the time of entry.

(1) Name / Furigana of your name / Name in game / Furigana of your name in game / Shadowverse User ID / E-mail address / Prefecture of residence (only if you reside outside Japan) / Passport number (only if you reside outside Japan) / Scanned or photographed passport page with name and photo Image

\*For in-game names, only those that can be used in the game.

② The personal information we receive will be used to verify your identity and to communicate with you and the management team.

(3) Shadowverse user IDs will be used in the registration for the "Tournament Mode" used in this tournament, as well as the in-game emblem that is the extra prize,

This information will be used to award titles to the top finishers. (Shadowverse user IDs can download the game for free,

You can get it by registering for an account).

(4) Once you have entered, please do not change your name in the game until the tournament is over, unless requested to do so by the management team.

(5) The management team may request a change in the in-game name, and the participant must comply with the request.

⑥ We will not be able to make any changes to the registration information after the entry deadline. Please be careful not to make any input errors.

(g) Personal information provided by you upon entry into the tournament will only be used for the purposes specified in this agreement and will not be used for any other purposes other than those specified in our Privacy Policy.

(<https://cyber-z.co.jp/privacy>), and will be managed appropriately.

(5) Since this tournament will be held using the "Tournament Mode" within "Shadowverse", there will be no preference of cards by participants.

(6) If the number of entrants exceeds the maximum number, the Management Team will determine the participants for this tournament by fair drawing.

(7) The results of the lottery will include "actual winners," "reserve winners," and "losers. The winners will be required to come to the tournament registration desk on the date and time designated by the management team to participate in the tournament.

(8) The reserve prize winners will be able to participate in the tournament up to the number of participants who did not participate in the main tournament by coming to the tournament registration desk on the date and time designated by the Management Team. The number of participants will be determined by lottery among the reserve winners on the day of the main event. Those who are not selected will not be able to participate in the tournament.

(9) For those who did not participate in the RAGE Shadowverse 2023 Autumn Qualifying Tournament among the winners of the RAGE Shadowverse 2023 Autumn Qualifying Tournament, a lottery will be held among all other entrants to select the "winners" and "reserve". The draw will be held later. Please note that the draw will take place after the "real" and "reserve" winners have been selected.

### 4.2 Match Format

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All matches played in this tournament will be played on a "rotation" basis.

### 4.3 Competition Mode

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(1) "Competition Mode" is a function that is available free of charge to participants in this competition. The details of the "Competition Mode" will be communicated to each participant by the Management Team.

(2) In "Tournament Mode", all participants can use cards that can be used in the format "Rotation" (excluding premium cards, collaboration cards and cards with different illustrations).

#### 4.4 Participation / seeding rights

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(1) Participation rights

(1) RAGE Shadowverse 2023 Autumn Qualifying Tournament Day 2 Playoff Finalist

(2) RAGE Shadowverse 2023 Autumn Qualifying Tournament Day 2 Playoff Semifinalist

(3) RAGE Shadowverse 2023 Autumn Qualifying Tournament Day 2 Playoffs Advance

4) Shadowverse ES Regional Tournament 2023 Autumn (2nd Place)

5) Shadowverse ES Regional Tournament 2023 Autumn (3rd place tie)

6) Shadowverse ES Regional Tournament 2023 Autumn (5th place tie)

7) Shadowverse University League 23- 24 1st Season ( FINALIST)

8) Shadowverse University League 23- 24 1st Season (Tied for 3rd)

9) Shadowverse University League 23- 24 1st Season ( Tied for 5th)

10) Shadowverse Challenge Qualification (GP Chiba, tentative name) 2nd place

11) Shadowverse Challenge Qualification (GP Chiba, tentative name) Tied for 3rd place

12) Shadowverse Challenge Qualification (GP Chiba, tentative name): 5-1 in the final round and did not make the playoffs.

(2) Participants who have the right to participate in (1), (4), (7), and (10) in this item will be disqualified from the 1st, 2nd, and 3rd rounds of the Qualifying Tournament Day1.

(3) Participants who have the right to participate in (2), (5), (8), and (11) in this item will be disqualified from the first and second rounds of the Qualifying Tournament Day1.

(4) Participants who have the right to participate in (3), (6), (9), and (12) in this section will be disqualified from the first round of Day 1 of the Qualifying Tournament.

(5) Seed rights

Participants who have achieved the stipulated results in the competitions listed below will be eligible to compete in Day 2 of the Qualifying Tournament in this competition.

<1>RAGE Shadowverse 2022 Winter (1st place)

<2>RAGE Shadowverse 2023 Spring (1st place)

<3>RAGE Shadowverse 2023 Summer (1st to 8th place)

<4>RAGE Shadowverse 2023 Autumn (1st to 8th place)

<5> Shadowverse ES Regional Tournament 2023 Autumn (1st Place)

<6> Shadowverse Challenge Qualification (GP Chiba, tentative name) (1st place)

(6) Participants with participation and seeding rights must follow the communication from the Management Team to register the necessary information within the stipulated period of time in order to participate in this tournament. If a Participant fails to make the necessary contact with the Management Team within the specified period, he/she will not be allowed to participate in the Competition.

(7) Participants who have the right to participate and be seeded must register their decks to be used in this tournament during the pre-tournament period set by the Management Team in the same manner as the general participants.

#### 4.5 Abstention

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(1) Players may abstain from playing in this tournament at any time up to the start of the Qualifying Tournament Playoffs. In the event that a player abstains, he/she will be disqualified from participating in any subsequent rounds of the tournament.

(2) Prize money and prizes will be awarded according to the final standings of each schedule. If a team abstains before the final ranking is determined, it will not be eligible to receive any prize money or prizes. However, this does not apply if the Management Team determines that the reason for abstaining is unavoidable and difficult to predict in advance.

(3) Participants who advance to the Qualifying Tournament Playoffs and who abstain before the start of the Qualifying Tournament Playoffs will receive the same prize money and prizes as if they had lost the first round of the Qualifying Tournament Playoffs.

(4) If a player abstains after the start of the preliminary round playoffs, he/she will not be eligible to receive any prize money or prizes that he/she had won at that time. However, this does not apply if the Management Team determines that the reason for abstaining is unavoidable and difficult to predict in advance.

(5) In the case of (2) and (4) above, if the Management Team determines that the reason for abandoning the competition is unavoidable and difficult to predict in advance, the entrant may be eligible to receive prize money and prizes regardless of the provisions of (2) and (4) above.

## 5 Preliminary Rounds Day1

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### 5.1 Tournament Format

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(1) Participants will be divided into two groups for six rounds of Swiss Draw.

(2) Swiss Draw is a tournament format in which the results of each participant's matches are tallied at the end of each round, and the participants with the closest scores play each other in the next round.

(3) Participants with 5-0 and 5-1 records in the tournament will qualify for the Qualifying Tournament Day 2, which will be held the following day on Sunday, October 22, 2023 .

(4) Uncontested games may occur depending on the number of participants in the tournament.

### 5.2 Match format

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(1) Only two decks pre-registered in the manner specified by the management team will be used for the match.

(2) Each deck to be registered must be in a different class.

(3) Matches will be played in BO3 (Best of 3) with a maximum of 3 battles, and the participant who wins 2 battles first wins the match.

(4) In the first battle, both participants choose their favorite deck from the two decks they have registered, and the battle begins.

(5) After the second battle, a deck that has already won cannot be used again in the same match.

(e.g. If you prepare two decks, "Forestcraft" and "Swordcraft", and win the first battle with "Forestcraft", "Forestcraft" cannot be used in subsequent battles)

(6) The "play first" and "draw first" in each battle will be determined at random.

## 6 Preliminary Rounds Day2

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### 6.1 Tournament Format

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(1) The tournament will be played in Swiss Draw format. The number of rounds will change according to the final number of participants in the Qualifying Tournament Day 2 after the completion of the Qualifying Tournament Day 1.

(2) Swiss Draw is a tournament format in which the results of each participant's matches are tallied at the end of each round, and the participants with the closest scores play each other in the next round.

(3) Participants with a final record of all wins and one loss after playing the number of rounds stipulated by the tournament rules will qualify for the Qualifying Tournament Playoffs to be held on the day of Day 2.

(4) Participants with a record of 5-0 or 5-1 in the Qualifying Tournament Day 1 and who are seeded into the Qualifying Tournament Day 2 as determined by these Rules and Regulations.

(5) All results from Day 1 of the Qualifying Tournament (number of games won, average game win percentage of opponents played, etc.) will not be carried over.

(6) Undecided matches may occur depending on the number of participants in the tournament.

### 6.2 Number of rounds of qualifying competitions

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予選大会 Day2 参加者数	予選大会 Day2の回戦数
105~172	5回戦
173~288	6回戦
289~512	7回戦
513~896	8回戦
897~1,664	9回戦
1,665以上	イベント当日、運営事務局により適切な回線数が参加者にアナウンスされます。

### 6.3 Match Format

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- (1) Only two decks pre-registered in the manner specified by the management team will be used for the match.  
\*The same decks will be used as those used in Day 1 of the Qualifying Tournament.
- (2) Matches will be played in BO3 (Best of 3) with a maximum of three battles, and the participant who wins the first two battles wins the match.
- (3) In the first battle, both participants choose their favorite deck from the two decks they have registered and start the battle; after the second battle, a deck that has already won cannot be used again in the same match.  
(e.g. If you prepare two decks, "Forestcraft" and "Swordcraft", and win the first battle with "Forestcraft", "Forestcraft" cannot be used in subsequent battles)
- (4) The "play first" and "draw first" in each battle will be determined at random.

## 7 Qualifying Tournament Playoffs

### 7.1 Tournament Format

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- (1) Participants will be divided into 8 groups and each group will play a single-elimination format.
- (2) The number of single-elimination rounds will be determined by the number of players who advance to Day 2 of the Preliminary Round.
- (3) One winner from each group (8 winners in total) will qualify for the RAGE Shadowverse 2023 Winter GRAND FINALS to be held on Sunday, December 17, 2023.
- (4) Single elimination is a tournament format in which participants are eliminated from the tournament if they lose one match.
- (5) Participants will receive separately stipulated cash prizes and awards based on their performance in the competition.
- (6) The participant with the higher score in Day 2 of the Preliminary Round may receive a no-show in the first round of the Playoffs. The number of participants who receive a no-show will be determined by the number of participants who advance to the playoffs.
- (7) In the ranking among participants who have won the same number of games in Day 2 of the preliminary round, the participant with the higher average winning percentage of his or her opponent's battles on Day 2 will be ranked higher. If the average win percentage of the opponents is also the same, the participant with the highest win percentage in his or her own battles on Day 2 will be ranked higher. If the participants' own battle win percentage is also the same, the participant with the higher average battle win percentage of his or her opponents on Day 2 will be ranked higher. If all three factors are the same, the ranking will be determined by drawing lots.
- (8) When calculating the battle win percentage, matches that are uncontested are counted as 2 wins and 0 losses.
- (9) If a participant who qualified for the RAGE Shadowverse 2023 Winter GRAND FINALS (hereinafter referred to as "Participant A") is disqualified from the tournament, withdraws from the tournament, or otherwise becomes unable to participate, his/her qualification for the RAGE Shadowverse 2023 Winter GRAND FINALS will go to the Participant who played against Participant A in the playoff finals of the Preliminary Round (hereinafter referred to as "Participant B"). In such case, Participant B will not receive the prize money awarded to participants who advance to the playoff finals of the Qualifying Tournament.
- (10) If the tournament pairings for the RAGE Shadowverse 2023 Winter GRAND FINALS have been decided when the qualification for the RAGE Shadowverse 2023 Winter GRAND FINALS is moved back, Participant B will be placed in the same tournament combination as Participant A. Therefore, even after the tournament draw, there will be no re-drawing of the tournament pairings.
- (11) In the event that Participant B is unable to participate in the tournament, the entry will be moved to the Participant that Participant A played in the Preliminary Round Playoff Semifinals (hereinafter referred to as "Participant C"). If Participant C is unable to participate, the Participant who will play against Participant C in the RAGE Shadowverse 2023 Winter GRAND FINALS will be eliminated in the first round. If tournament pairings have not yet been determined, the tournament draw will include Participant C.

### 7.2 Match Format

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- (1) Only two decks pre-registered in the manner specified by the management team will be used for the match.  
\*The same decks will be used as those used in Day 1 and Day 2 of the Qualifying Tournament.
- (2) Matches will be played in BO3 (Best of 3) with a maximum of three battles, and the participant who wins the first two battles wins the match.
- (3) In the first battle, both participants choose their favorite deck from the two decks they have registered and start the battle; after the second battle, a deck that has already won cannot be used again in the same match.  
(e.g. If you prepare two decks, "Forestcraft" and "Swordcraft", and win the first battle with "Forestcraft", "Forestcraft" cannot be used in subsequent battles)
- (4) The "play first" and "draw first" in each battle will be determined at random.

## 8 GRAND FINALS

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### 8.1 Tournament Format

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- (1) The tournament will be played in three rounds of single elimination format.
- (2) Single elimination is a tournament format in which participants are eliminated from the tournament if they lose one match.
- (3) Participants will receive a separate stipulated cash prize based on their performance in the competition.

### 8.2 Match Format

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- (1) Only three decks registered in the manner specified by the management team will be used for the match.
- (2) Each deck to be registered must be in a different class.
- (3) Matches will be played in BO5 (Best of 5) with a maximum of 5 battles, and the participant who wins 3 battles first wins the match.
- (4) In the first battle, both participants choose their favorite deck from the three decks they have registered and start the battle.
- (5) After the second battle, a deck that has already won cannot be used again in the same match.  
(e.g. If you prepare 3 decks, "Forestcraft," "Swordcraft," and "Runecraft," and win the first battle with "Forestcraft," you cannot use "Forestcraft" in subsequent battles)
- (6) The "play first" and "draw first" in each battle will be determined at random.

## 9 Convention Proceedings

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The following rules shall govern the conduct of this tournament.

### 9.1 Pre-registration of decks

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- (1) Participants in this tournament must have pre-registered their decks for use in the tournament in a separately designated manner.  
\*If you did not register your deck correctly, you will not be allowed to participate in the tournament.
- (2) The management team will contact each participant regarding the pre-registration period and method of deck pre-registration.  
\*The same deck must be registered and used for Qualifying Tournament Day 1, Qualifying Tournament Day 2, and Qualifying Tournament Playoffs, while a separate deck registration is required for the GRAND FINALS.

### 9.2 Set

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- (1) All participants in this tournament must assemble at the location designated by the management team.  
\*The management team will inform the contestants of the designated location.
- (2) Failure to assemble at the designated location by the designated time will result in the contestant's ineligibility to participate in the tournament.
- (3) No changes will be accepted by the participants regarding the competition schedule and timetable.
- (4) The tournament schedule and timetable may be changed at the discretion of the management team when unavoidable for tournament management reasons.
- (5) Players who do not respond within 5 minutes after the confirmation call from the management team regarding the start of the match will be treated as a no-show and, at the same time, as having forfeited the tournament if there is no declaration from the players' side before the next match.
- (6) If you feel unwell, such as having a fever, please report it to the management team immediately and ask for instructions. The management team may check your health individually at the venue.

### 9.3 Trouble during the match

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- (1) If it becomes impossible to continue the battle during a match due to communication disconnection or malfunction of the terminal, each participant is responsible for immediately taking a screenshot of the screen at the time the problem occurred, and reporting it to the management team for a decision.
- (2) When a problem occurs during a match, the participant is responsible for immediately reporting it to the management team and asking for a decision, regardless of the nature of the problem.  
Failure to notify the Management Team immediately may result in no ruling by the Management Team or may result in a penalty.
- (3) When the Management Team receives a report that the continuation of a game has become impossible, the Management Team will interview the participant, check screenshots and terminal screens, and examine server logs. The operation team may award a loss of the battle to the participant who, in its opinion, was using the device that made it impossible to continue the battle.
- (4) Participants shall take full responsibility for the equipment and communication environment they use in conducting their matches. In the event of any unexpected malfunction or trouble during a match, the management team will investigate the matter and issue a ruling such as a penalty or "re-battle".
- (5) Participants shall not dispute the ruling of the Management Team.
- (6) If a player resumes a match or dissolves a room without reporting to the management team, a penalty may be given.
- (7) The management team may establish temporary rules, such as banning the use of cards, when there is a possibility that the game may not continue or that problems may occur, such as unusual application behavior.

## 9.4 Reporting Match Results

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- (1) After the match is over, participants are required to report the result of the match using the "Shadowverse Tournament Navigator" application for smartphones. However, in the case of matches played in the area where players from outside Japan are competing, participants are obliged to report the results of the match according to the method specified separately by the tournament organizer.  
\*Feature matches (battles streamed by the management team) and GRAND FINALS in the preliminary tournaments will be handled by the judges.
- (2) The management team will proceed with the tournament based on the reported match results.

## 10 Competitive Environment

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This section defines the environment in which the players will compete in this tournament.

### 10.1 Terminals

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- (1) For this tournament, each participant will be asked to bring a device (smartphone, laptop, etc.) with the latest version of "Shadowverse" published by Cygames, Inc. installed, and each participant will play the matches on his/her own device.  
\*Feature matches in the Qualifying Tournament (battles streamed by the management team), Qualifying Tournament Playoffs Feature Match and GRAND FINALS will be played on a PC provided by the management team.
- (2) Each participant is responsible for the communication environment and power supply conditions of the terminal or terminals he/she uses.  
There are charging booths available at the venue, but the number is limited. Please bring your own mobile batteries, etc. if necessary.

### 10.2 Client

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The matches will be played using the latest version of "Shadowverse" published by Cygames, Inc.

### 10.3 Accounts

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Each participant will play using the "Shadowverse Tournament Navigator" application for smartphones ( ) or his/her own account registered via the dedicated form.

## 11 Distribution

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- (1) The entire content of all battles in this tournament may be streamed by the management team.
- (2) All participants agree that all or part of their battles in the Competition may be streamed, including their likenesses.
- (3) Games streamed during the qualifying rounds (Day 1, Day 2, and playoffs) and GRAND FINALS may be played using equipment provided by the Management Team. In such cases, the game settings and client language settings will be specified by the Management Team.
- (4) In the qualifying tournaments (Day 1, Day 2, and playoffs) and GRAND FINALS, the participants are prohibited from distributing or publicizing the content of their games during the day, except those approved by the Management Team.

## 12 Prohibited items

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Participants must not engage in any of the following activities

- (1) Violation of these Terms and Conditions.
- (2) Being late or not registering for the tournament at the time of registration for this tournament.
- (3) Reselling, transferring, etc. to a third party the trophies or plaques awarded as supplementary prizes for winning prizes, or the seeding rights or participation rights for RAGE Shadowverse 2023 Autumn or later tournaments. Transferring the right to receive them.
- (4) Disclose information related to the operation of this tournament to outside parties without permission.
- (5) Participating with false information in the declaration at the time of participation.
- (6) The same person shall enter the Competition more than once.
- (7) Transferring the right to participate in this tournament to another person.
- (8) Failure to assemble at the designated place at the designated time.
- (9) Abandoning and leaving the tournament after the start of this tournament without the permission of the management team.
- (10) Failure to follow instructions or requests from the tournament management staff as necessary for the progress of the tournament. Intentionally obstructing the progress of the tournament or its operation.
- (11) Failure to properly answer questions necessary for the progress of the tournament by the tournament management staff. (12) Making false declarations to the tournament management staff.
- (12) Intentionally making it impossible to continue the battle, such as by forcibly terminating the client.
- (13) Leaving the game room without the permission of the management team.
- (14) Distribute or approach a promise to distribute prize money to match partners or other participants.
- (15) Intentionally encourage other participants to defeat you, or intentionally defeat you in response to such encouragement.
- (16) Attempting to determine the winner by any method other than battle.
- (17) In addition to (14), (15), and (16) above, intentionally cutting corners in a match, making any kind of agreement with other participants regarding the outcome of a match or the content of play, or otherwise showing unsportsmanlike conduct or attitude to the management team, other participants, or spectators.
- (18) Communicating with anyone other than opponents or the tournament management staff during a match without the permission of the management team or receiving advice on the match.
- (19) Talking to participants during a game without permission.
- (20) Taking notes or making other records related to a match during a match without the permission of the tournament management staff.
- (21) To leave one's seat during a match without the permission of the tournament management staff.
- (22) Launching applications other than "Shadowverse" and "Shadowverse Tournament Navigator" to view information or operating electronic devices (smartphones, feature phones, tablet PCs, etc.) other than equipment necessary for the game during the game. (23) To.
- (23) Intentional exploitation of client vulnerabilities or defects.
- (24) Installing applications on equipment provided by the management team without permission.
- (25) Using a name that is offensive to public order and morals, obscene, discriminatory, offensive, potentially offensive to publicity rights, or otherwise inappropriate in-game name.
- (26) Behavior that discredits "RAGE" or "Shadowverse", verbal abuse or harassment of other participants (including past participants), violence, inciting other participants, or any other ungentlemanly conduct inside or outside the tournament venue or on SNS, or any other conduct that violates various laws and regulations. To.
- (27) Entering the tournament venue wearing clothes that conceal one's face or identity or that are offensive to public order and morals. However, this excludes cases in which the management team mandates the wearing of masks.
- (28) Failure to comply with the mask-wearing requirements set forth by the management team.
- (29) Violating the terms of use of "Shadowverse" as stipulated by Cygames, Inc.
- (30) Gambling in connection with this tournament.
- (31) Relationship with antisocial forces.
- (32) Entering into a sponsorship agreement with any person who sells or provides any of the following items or services, or promoting any of the following items or services (including, without limitation, any method of promotion, including, in addition to statements, using the name in the game or wearing attire that would constitute promotion)
  - \*This does not apply with the prior consent of the management team.
  - 1) Adult content, cigarettes, alcohol, gambling, illegal digital content, or any other goods or services prohibited for sale in Japan.
  - (ii) Services that violate the terms of use of "Shadowverse" or other Cygames, Inc. games.
  - (iii) "Shadowverse" and other goods and services that compete with Cygames, Inc.
- (33) Making false declarations regarding confirmation from the management team.

## 13 Penalty

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- (1) If the Management Team finds that a participant has violated these Terms and Conditions, the violating participant will be penalized.
- (2) Participants who fail to register during the tournament registration time will not be allowed to participate in this tournament for any reason.
- (3) Penalties will include, in order of severity, a warning, loss of battle, loss of match, disqualification from the tournament, ban from RAGE for a certain period of time, indefinite ban from RAGE, and ban from participating in any event run by RAGE, to be determined by the Management Team based on the severity and impact of the offense.
- (4) Repeated violations of these Terms and Conditions by the same person will result in a more severe penalty.
- (5) The Management Team may announce the penalty given on the official RAGE website.
- (6) If a player is disqualified from a tournament due to a penalty, the player will be disqualified from the RAGE Shadowverse 2023 Winter GRAND FINALS and from winning prize money.
- (7) If a Participant causes damage to the Management Team or Cygames, Inc. by violating these Terms and Conditions, the Management Team or Cygames, Inc. may make a legal claim against such Participant, including a claim for compensation for damages.

## 14 General

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### 14.1 Disclaimer

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(1) In the event of unavoidable circumstances such as game server problems or natural disasters, this tournament may be postponed or suspended. (2) In the event of force majeure, for which the Management Team is not responsible, the prize money, transportation, accommodation, and other expenses may not be paid. In the event of force majeure, the Management Team shall not be liable to the Participant and shall not accept any claim for payment of expenses incurred for participation in the Competition.

(2) The Management Team shall not be liable for any trouble between participants or for any damage or disadvantage caused by a participant's violation of these Terms and Conditions, except in cases where the Management Team's instructions or actions are seriously responsible.

(3) Players residing outside of Japan shall take all necessary measures to enter and leave Japan in order to participate in this tournament, and shall be responsible for any and all problems that may arise during their travel and in entering and leaving Japan. The Management Office will not be responsible for any problems that may arise during the athletes' travel to and from Japan.

### 14.2 Rights of Portrait and Publicity

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Participants agree that their likenesses, names, in-game names, and other information may be used on websites created by the management team and tournament officials, in tournament-related publicity materials, in the press, or in information media this year and in the coming years. I also consent to the commercial use of my name and other information in printed materials, videos, and information media produced by the management team and tournament officials, and I shall not exercise any right of portrait, right of publicity, or any other right in connection with such use.

### 14.3 Personal Information

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(1) The Company will use the personal information entrusted to it for the purpose of administering the Tournament and advertising related to the Tournament (including distribution regarding matches and the tournament venue, introduction of top scorers, etc.).

(2) For the above purposes of use, the Company may post the personal information it receives on websites, promotional materials, videos, etc. related to the Competition, or provide such information to the media.

(3) We will handle the personal information we receive appropriately in accordance with our Privacy Policy (<https://cyber-z.co.jp/privacy>).

## 15 Governing Law and Jurisdiction

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(1) All matters relating to the Competition and these Terms and Conditions shall be governed by and construed in accordance with the laws of Japan.

(2) The Tokyo District Court shall have exclusive jurisdiction in the first instance over any and all lawsuits and other disputes related to the Competition and these Terms and Conditions.

## 16 Changes to the Articles of Incorporation

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(1) The Management Team reserves the right to change these Terms and Conditions without notice.

(2) Any changes to these Terms and Conditions will be announced on the official RAGE website ([https://rage-esports.jp/shadowverse/category/2023 winter](https://rage-esports.jp/shadowverse/category/2023%20winter)) and will take effect at that time.

## 17 Contact Information

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[contact@rage-esports-operation.jp](mailto:contact@rage-esports-operation.jp)

Hours are Monday through Friday, 10:00 a.m. to 6:00 p.m.

\*Inquiries received outside of weekday office hours will be processed on the following weekday.

Inquiries received on Saturdays, Sundays, and holidays will be processed on the first weekday after the vacation.

We will reply to inquiries in the order in which they are received. It may take some time to reply depending on the status of the inquiry. Please understand this in advance.

## 18 Change history, etc.

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2023 September 1 day Established

2023 October 6 day Change the date of GRAND FINALS Steel and Movie Shooting Session  
Changed from November 4 to November 11

## 19 Appendix A

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Only items that are valid on the day of the convention will be accepted as identification. Any identification that is not valid on the day of the convention will not be accepted as identification for any reason.

### Restrictions on Requests for Notification of Insured Persons' Symbols, Numbers, etc. of Medical Insurance

In accordance with the Act for Partial Revision of the Health Insurance Act, etc. (Act No. 9 of 1998), a provision entitled "Restriction on Request for Notification" will be established from October 1, 2020, which prohibits requesting notification of the insurer number and the insured person's symbol/number except for the purpose of conducting health insurance business or related affairs.

When submitting copies of the identification documents listed in (26), (27), (28), (29), (30) and (31) below, it is necessary to mask the insurer number and the insured person's symbol/number in advance.

### Identity document acceptable as proof of identity

- (1) Student ID card issued by the school in which the student is enrolled
- (2) Student handbook issued by the school in which the student is enrolled
- (3) Certificate of enrollment issued by the school in which the applicant is enrolled
- (4) Motor vehicle driver's license
- (5) Passport \*Must be issued in Japan.
- (6) Seafarer's Handbook
- (7) Maritime License
- (8) Small vessel pilotage permit
- (9) Permit for possession of hunting rifles and air guns
- (10) Building Lots and Buildings Transaction Chief Certificate (Real Estate Transaction Chief Certificate)
- (11) Electrician's license
- (12) Radio operator's license
- (13) Certified Electrician Certificate
- (14) Special Electrician Certificate
- (15) Airmen Proficiency Certificate
- (16) Power vehicle operator's driver's license
- (17) Certificate of Eligibility for Teaching
- (18) Driver's Record Certificate (issued on or after April 1, 2012)
- (19) Basic Resident Registration Card
- (20) Resident card
- (21) Temporary Residence Permit
- (22) Special Permanent Resident Certificate
- (23) Physical disability certificate
- (24) Medical Certificate
- (25) Identification card (with photograph) issued by a national or local government agency
- (26) Health insurance card
- (27) National Health Insurance Card
- (28) Seafarer's insurance card
- (29) Late-Stage Senior Citizen's Health Care Insurance Card
- (30) Long-term care insurance card
- (31) Mutual aid association membership card
- (32) National Pension Handbook
- (33) National Pension Certificate
- (34) Seal registration certificate
- (35) Seafarer's Insurance Pension Certificate
- (36) Child Support Certificate
- (37) Mutual Aid Pension Certificates
- (38) Copy of certificate of residence or certificate of matters stated in certificate of residence
- (39) A copy of the supplementary record of the family register (transcript or extract) \*Excluding the entry of my number
- (40) My number card (please submit only the front side)