



RAGE Shadowverse 2024 Summer Terms & Conditions

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1 Introduction

The RAGE Shadowverse 2024 Summer Preliminaries and GRAND FINALS (the "Tournament") will be operated and managed by CyberZ, Inc. ("CyberZ"). CyberZ and the RAGE management team (the "Management Team"), and the terms, conditions, and rules of the Tournament (the "Terms," including related notes, etc.) are set forth as follows.

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

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

2 Eligibility for Participation

In order for the Tournament (the collective term for the parts defined in "4: Tournament Format") to continue to be held as an Esports tournament, you must meet the requirements listed under either A or B below to participate.

A. If you reside in Japan:

(1) You must agree to these Terms.

(2) You must have applied for participation (hereinafter "Entry," or by extension, "Enter" or "Entrant") through the "Shadowverse Tournament Navigator" application for smartphones.

(3) Your date of birth must be on or before April 1, 2012.

(4) If your date of birth is between May 5, 2007 and April 1, 2009, you must be able to submit the Parental Participation Agreement (signed and sealed by a legal representative such as a person with parental authority) 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.

*In the event that you win prize money and are contacted by the Management Team, the prize money transfer account information (must be in your name) must be submitted by the designated date.

(5) If your date of birth is between April 2, 2009, and April 1, 2012, 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 the Tournament, with all documents signed and sealed without any defect.

*Handwritten signatures and rubber stamps (e.g., *shachihata*) are not acceptable.

*In the event that you win prize money and are contacted by 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) You must present an identification card or document issued by a public institution (with date of birth and validity date) when Entering the Tournament. Only original documents are valid; photocopies are not acceptable. (Please refer to "19: Appendix A" for the valid types of identification.)

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

(8) You must be able to receive and respond to communications from the Management Team between Sunday, March 24, 2024 to Sunday, June 16, 2024.

(9) You must be able to participate in all of the following:

RAGE Shadowverse 2024 Summer Preliminaries at the Makuhari Messe in Chiba on May 4-5, 2024

RAGE Shadowverse 2024 Summer GRAND FINALS publicity shoot in Tokyo on Saturday, May 18, 2024

RAGE Shadowverse 2024 Summer GRAND FINALS in Tokyo on Sunday, June 16, 2024

(10) On the day of the qualifying tournament, your registration must be completed within the time specified by the Management Team.

(11) You must agree to take care of your own valuables during the Tournament, and the Management Team will not be responsible for any of their valuables.

(12) You must reside in Japan.

(13) You must be able to communicate smoothly with the tournament management staff and other participants in Japanese.

(14) You must understand and abide by these Terms and the tournament progression procedures specified separately.

(15) You must 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 Shadowverse's 32nd card set, you must not have been provided information about this card set 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 set 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) You must not be a member of the Management Team.

(18) You must not have been banned from the Tournament by the Management Team.

(19) You must not be involved in the operation of a website that deals in the unauthorized reproduction of intellectual property, content, or goods, or belong to any RMT-related company.

(20) You must provide personal information such as name, age, and address to the Management Team at the RAGE Shadowverse 2024 Summer Preliminaries and GRAND FINALS, and allow the Management Team and media companies to take photographs and conduct interviews.

(21) Should you reach the RAGE Shadowverse 2024 Summer GRAND FINALS, you must wear the clothes provided by the Management Team.

However, if you or your team is provided with a uniform by a sponsor company (the Management Team will confirm with you whether you have

been provided with a uniform after you are selected to participate in the GRAND FINALS) and have received prior approval from the Management Team after submitting the uniform designs, you shall not be obligated to wear the clothes provided by the Management Team. In such a case, you must wear the uniform provided by the sponsor company.

(22) You and your relatives must not be members of an antisocial force (i.e., an organized crime group, a company affiliated with an organized crime group, corporate racketeers, social movement racketeers, political racketeers, an intellectual-crime group, or the equivalent thereof), or have any relationship with an antisocial force.

B. If you reside outside of Japan:

(1) You must agree to these Terms.

(2) Entry must be made through the dedicated entry form for those residing outside Japan

(https://docs.google.com/forms/d/e/1FAIpQLSe47vpTS_1whYMwvxFoxSkwEWNhQJAdDcoGkQBQusvdZI07-NQ/viewform).

(3) You must be at least 20 years of age.

(4) You must be able to present a passport at the time of the entry procedures for the Tournament.

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

(6) You must be able to receive and respond to communications from the Management Team between Sunday, March 24, 2024 to Sunday, June 16, 2024.

(7) You must be able to participate in all of the following:

RAGE Shadowverse 2024 Summer Preliminaries at the Makuhari Messe in Chiba on May 4-5, 2024

RAGE Shadowverse 2024 Summer GRAND FINALS publicity shoot in Tokyo on Saturday, May 18, 2024

RAGE Shadowverse 2024 Summer GRAND FINALS in Tokyo on Sunday, June 16, 2024

(8) On the day of the Preliminaries, your registration must be completed within the time specified by the Management Team.

(9) You must 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) You must reside outside of Japan.

(11) You must be able to communicate smoothly with the tournament management staff and other participants in Japanese or English.

(12) You must understand and comply with these Terms as well as the tournament progression procedures specified separately.

(13) You must 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 Shadowverse's 32nd card set, you must not have been provided information about this card set 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 set 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) You must not be a member of the Management Team.

(16) You must not have been banned from the Tournament by the Management Team.

(17) You must not be involved in the operation of a website that deals in the unauthorized reproduction of intellectual property, content, or goods, or belong to any RMT-related company.

(18) You must provide personal information such as name, age, and address to the Management Team at the RAGE Shadowverse 2024 Summer Preliminaries and GRAND FINALS, and allow the Management Team and media companies to take photographs and conduct interviews.

(19) Should you reach the RAGE Shadowverse 2024 Summer GRAND FINALS, you must wear the clothes provided by the Management Team. However, if you or your team is provided with a uniform by a sponsor company (the Management Team will confirm with you whether you have been provided with a uniform after you are selected to participate in the GRAND FINALS) and have received prior approval from the Management Team after submitting the uniform designs, you shall not be obligated to wear the clothes provided by the Management Team. In such a case, you must wear the uniform provided by the sponsor company.

(20) You and your relatives must not be members of an antisocial force (i.e., an organized crime group, a company affiliated with an organized crime group, corporate racketeers, social movement racketeers, political racketeers, an intellectual-crime group, or the equivalent thereof) or have any relationship with an antisocial force.

3 Agreement Regarding Shadowverse World Championship

The Tournament is related to the Shadowverse World Championship (tentative name). In order to participate in this Tournament, you must agree to the following:

(1) Being able to attend the Shadowverse World Championship in Japan and the accompanying rehearsals and photo shoots.

(2) Being able to receive and respond to communications from the Shadowverse World Championship Management Office in the lead-up to the Shadowverse World Championship.

(3) Participating in a publicity shoot conducted by the Shadowverse World Championship Management Office upon invitation to the Shadowverse World Championship (dates and locations to be determined by the Shadowverse World Championship Management Office upon consultation with each player.)

(4) Providing personal information such as name, age, and address to the Shadowverse World Championship Management Office and allowing the Shadowverse World Championship Management Office and media companies to take photographs and conduct interviews.

(5) Information such as portraits, in-game names, ages, and self-introductions, as well as still photographs and videos taken in (3) above, may be used on websites created by Cygames, Inc. and the Shadowverse World Championship Management Office, in tournament-related publicity materials, in the press, or in information media this year and in the coming years. Cygames, Inc. and the Shadowverse World Championship

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, next year, and thereafter. In addition, you agree to allow Cygames, Inc. and the Shadowverse World Championship 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 World Championship, you must obtain parental consent for (1), (2), (3), (4), and (5) above.

4 Tournament Format

The Tournament will consist of four parts: the Day 1 Preliminaries, the Day 2 Preliminaries, the Preliminary Playoffs, and the GRAND FINALS. The best players from the Day 1 Preliminaries will qualify for the Day 2 Preliminaries, the best players from the Day 2 Preliminaries will qualify for the Preliminary Playoffs, and the best players from the Preliminary Playoffs will qualify for the GRAND FINALS.

In addition, participants with entry rights as defined in these Terms will be entitled to participate in the Day 1 Preliminaries, and participants with seeding rights will be entitled to participate in the Day 2 Preliminaries.

A "match," as used hereinafter, shall refer to a collection of battles that are played to determine the winner of a single round of a tournament.

4.1 Tournament Entry

(1) Players residing in Japan shall use the "Shadowverse Tournament Navigator" application for smartphones. Players residing outside of Japan will be able to Enter the Tournament via the dedicated entry form

(https://docs.google.com/forms/d/e/1FAIpQLSe47vpTS_1whYMwvxFoxSkwEWNhQJAdDcoGkQBQusvdZI07-NQ/viewform).

(2) Before Entering the Tournament, please make sure that you meet the eligibility requirements described in "2: Eligibility for Participation."

(3) Participation in the Tournament is free of charge for anyone who satisfies "2: Eligibility for Participation" of these Terms.

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

(i) Your name; furigana for our name; your in-game name; furigana for your in-game name; your Shadowverse user ID; email address; and your prefecture of residence (if you reside in Japan), or your passport number and a scanned or photographed image of a passport page with your name and photograph (if you reside outside Japan).

*Your in-game name must be usable in the game.

(ii) The personal information we receive will be used to verify your identity and by the Management Team to communicate with you.

(iii) Shadowverse user IDs will be used in the registration for the "Tournament Mode" used in the Tournament, as well as for sending in-game prizes such as emblems and flairs. (A Shadowverse user ID can be obtained by download the game for free and registering for an account.)

(iv) Once you have Entered, please do not change your in-game name until the Tournament is over, unless requested to do so by the Management Team.

(v) The Management Team may request a change to your in-game name, in which case you must comply.

(vi) No changes can be made to your registered information after the Entry deadline. Please be careful not to make any input errors.

(vii) Personal information provided by you upon Entry into the Tournament will only be used for the purposes specified in the Terms and will be handled appropriately in accordance with our privacy policy (<https://cyber-z.co.jp/en/privacy>).

(5) Since the Tournament will be held using Shadowverse's "Tournament Mode," participants will not have an advantage over each other in regard to the cards they can use.

(6) If the number of Entrants exceeds the maximum number, the Management Team will determine the participants for the Tournament by lottery.

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

(8) A number of reserve winners equal to the number of winners who do not participate in the Tournament will be able to participate by coming to the tournament registration desk at the time and date 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 2024 Spring Preliminaries among the winners of the RAGE Shadowverse 2024 Spring Preliminaries, 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

All matches played in this tournament will be played in the "Rotation" format.

4.3 Tournament Mode

(1) Tournament Mode is a feature that is available free of charge to participants in the Tournament. The details of Tournament Mode will be communicated to each participant by the Management Team.

(2) In Tournament Mode, all participants can use the cards available in the Rotation format (excluding animated cards, tie-in cards, and alternate-art cards).

4.4 Participation and Seeding Rights

(4) Pre-qualified players

(i) RAGE Shadowverse 2024 Spring Preliminary Playoffs (finalist)

(ii) RAGE Shadowverse 2024 Spring Preliminary Playoffs (semifinalist)

(iii) RAGE Shadowverse 2024 Spring Preliminary Playoffs (participants)

(iv) Shadowverse ES Regional Tournament 2024 Spring (2nd place)

(v) Shadowverse ES Regional Tournament 2024 Spring (3rd place tie)

(vi) Shadowverse ES Regional Tournament 2024 Spring (5th place tie)

(vii) Shadowverse University League 23-24 2nd Season (finalist)

(viii) Shadowverse University League 23-24 2nd Season (3rd place tie)

(ix) Shadowverse University League 23-24 2nd Season (5th place tie)

(2) Participants who have pre-qualified via (i), (iv), and (x) above will have byes for the first, second, and third rounds of the Day 1 Preliminaries.

(3) Participants who have pre-qualified via (ii), (v), and (viii) above will have byes for the first and second rounds of the Day 1 Preliminaries.

(4) Participants who have pre-qualified via (iii), (vi), and (ix) above will have a bye for the first round of the Day 1 Preliminaries.

(5) Seeded players

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

(i) RAGE Shadowverse 2023 Summer (1st place)

(ii) RAGE Shadowverse 2023 Autumn (1st place)

(iii) RAGE Shadowverse 2023 Winter (1st place)

(iv) RAGE Shadowverse 2024 Spring (1st to 8th place)

(v) Shadowverse ES Regional Tournament 2024 Spring (1st place)

(6) Pre-qualified and seeded participants must follow the instructions from the Management Team and register the necessary information within the specified period of time in order to participate in the Tournament. If a participant fails to communicate the necessary information to the Management Team within the specified period, they will not be allowed to participate in the Tournament.

(7) Pre-qualified and seeded participants must register the decks they will use in the Tournament during the pre-tournament period set by the Management Team in the same manner as the other participants.

4.5 Abstention

(1) Players may withdraw from the Tournament at any time before the start of the Preliminary Playoffs. In the event that a player withdraws, they will be disqualified from participating in any subsequent rounds of the Tournament.

(2) Prize money and other prizes will be awarded according to the final standings of each tournament. If a player withdraws before the final rankings are determined, they will not be eligible to receive any prize money or other prizes. However, this does not apply if the Management Team determines that the reason for withdrawal is unavoidable and difficult to predict in advance.

(3) Participants who advance to the Preliminary Playoffs but withdraw before the start of the Preliminary Playoffs will receive prize money and/or other prizes as if they had lost the first round of the Preliminary Playoffs.

(4) If a player abstains after the start of the Preliminary Playoffs, they will not be eligible to receive any prize money or other prizes that they 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 cases of (2) and (4) above, if the Management Team determines that the reason for abandoning the tournament is unavoidable and difficult to predict in advance, the player may be eligible to receive prize money and/or other prizes regardless of the provisions of (2) and (4) above.

5 Day 1 Preliminaries

5.1 Tournament Format

- (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 who achieve a result of 5-0 or 5-1 in the tournament will qualify for the Day 2 Preliminaries, which will be held the following day on Sunday, May 5, 2024.
- (4) Byes may occur depending on the number of participants in the tournament

5.2 Match Format

- (1) Only the two decks pre-registered in the manner specified by the Management Team may be used in a match.
- (2) Each registered deck must be in a different class.
- (3) Matches will be a best-of-three ("BO3") with a maximum of three battles, and the participant who wins two battles first wins the match.
- (4) In the first battle of each match, both participants choose one of the two decks they have registered, and the battle begins.
- (5) After the first battle, a deck that has already won cannot be used again in the same match. (For example, if you prepare a Forestcraft deck and a Swordcraft deck and win the first battle with the Forestcraft one, it cannot be used in subsequent battles.)
- (6) The player who goes first in each battle will be determined at random.

6 Day 2 Preliminaries

6.1 Tournament Format

- (1) The tournament will be played in the Swiss-draw format. The number of rounds will be determined by the final number of participants in the Day 2 Preliminaries after the completion of the Day 1 Preliminaries.
- (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 who achieve a final result of no losses or one loss after playing the number of rounds stipulated in 6.2 below will qualify for the Preliminary Playoffs to be held on the same day as the Day 2 Preliminaries.
- (4) Participants will consist of those who achieved a result of 5-0 or 5-1 in the Day 1 Preliminaries and seeded players as stipulated by the Terms.
- (5) No results from the Day 1 Preliminaries (number of matches won, match-win rate, etc.) will be carried over.
- (6) Byes may occur depending on the number of participants in the tournament.

6.2 Number of Rounds

Number of Players	Number of Rounds
105-172	5 rounds
173-288	6 rounds
289-512	7 rounds
513-896	8 rounds
897-1,664	9 rounds
Over 1,664	Announced on the day

6.3 Match Format

- (1) Only the two decks pre-registered in the manner specified by the Management Team may be used in a match.
*The same decks will be used as those used in the Day 1 Preliminaries.

- (2) Matches will be a BO3 with a maximum of three battles, and the participant who wins two battles first wins the match.
- (3) In the first battle of each match, both participants choose one of the two decks they have registered, and the battle begins. After the first battle, a deck that has already won cannot be used again in the same match. (For example, if you prepare a Forestcraft deck and a Swordcraft deck and win the first battle with the Forestcraft one, it cannot be used in subsequent battles.)
- (4) The player who goes first in each battle will be determined at random.

7 Preliminary Playoffs

7.1 Tournament Format

- (1) Participants will be divided into 8 groups and each group will play in single-elimination format.
- (2) The number of single-elimination rounds will be determined by the number of players who advance to the Day 2 Preliminaries.
- (3) One winner from each group (8 winners in total) will qualify for the RAGE Shadowverse 2024 Summer GRAND FINALS to be held on Sunday, June 16, 2024.
- (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 prize money and/or other prizes based on their performance in the tournament.
- (6) Participants who achieved the highest scores in the Day 2 Preliminaries may have a bye in the first round of the Preliminary Playoffs. The number of participants who receive a bye will be determined by the number of participants who advance to the Preliminary Playoffs.
- (7) In the ranking of participants who have won the same number of matches in the Day 2 Preliminaries, the participant whose opponents' had the highest average match-win rate during the Day 2 Preliminaries will be ranked higher. If the average match-win rates of their opponents is also the same, the participant with the highest battle-win rate in the Day 2 Preliminaries will be ranked higher. If the participants' own battle-win rates are also the same, the participant whose opponents' had the highest average battle-win rate during the Day 2 Preliminaries will be ranked higher. If participants are tied in all three factors, their rankings will be determined by lottery.
- (8) When calculating battle-win rates, byes are counted as two wins and zero losses.
- (9) If a participant who qualified for the RAGE Shadowverse 2024 Summer GRAND FINALS (hereinafter referred to as "Participant A") is disqualified from the tournament, withdraws from the tournament, or otherwise becomes unable to participate, their qualification for the RAGE Shadowverse 2024 Summer GRAND FINALS will go to the participant who played against Participant A in the Preliminary Playoffs (hereinafter referred to as "Participant B"). In such a case, Participant B will not receive the prize money awarded to the winner of the Preliminary Playoffs.
- (10) If the tournament bracket for the RAGE Shadowverse 2024 Summer GRAND FINALS have been decided when Participant A's qualification for the RAGE Shadowverse 2024 Summer GRAND FINALS is given to Participant B, Participant B will take Participant A's place in the tournament bracket. Therefore, once the tournament bracket has been decided, the pairings will not be redrawn.
- (11) In the event that Participant B is unable to participate in the tournament, the qualification will be given to the participant that Participant A played in the Preliminary Playoff semifinals (hereinafter referred to as "Participant C"). If Participant C is unable to participate, the participant who would have played against Participant C in the RAGE Shadowverse 2024 Summer GRAND FINALS will be given a bye. If the tournament bracket has not yet been determined, it shall be determined by lottery with the inclusion of Participant C.

7.2 Match Format

- (1) Only the two decks pre-registered in the manner specified by the Management Team may be used in a match.
*The same decks will be used as those used in the Day 1 Preliminaries and Day 2 Preliminaries.
- (2) Matches will be a BO3 with a maximum of three battles, and the participant who wins two battles first wins the match.
- (3) In the first battle of each match, both participants choose one of the two decks they have registered, and the battle begins. After the first battle, a deck that has already won cannot be used again in the same match. (For example, if you prepare a Forestcraft deck and a Swordcraft deck and win the first battle with the Forestcraft one, it cannot be used in subsequent battles.)
- (4) The player who goes first in each battle will be determined at random.

8 GRAND FINALS

8.1 Tournament Format

- (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 separately stipulated prize money based on their performance in the tournament.

8.2 Match Format

- (1) Only the three decks registered in the manner specified by the Management Team may be used in a match.
- (2) Each registered deck must be in a different class.
- (3) Matches will be a best-of-five ("BO5") with a maximum of five battles, and the participant who wins three battles first wins the match.
- (4) In the first battle of each match, both participants choose one of the three decks they have registered, and the battle begins.
- (5) After the first battle, a deck that has already won cannot be used again in the same match. (For example, if you prepare a Forestcraft deck, a Swordcraft deck, and a Runecraft deck and win the first battle with the Forestcraft one, it cannot be used in subsequent battles.)
- (6) The player who goes first in each battle will be determined at random.

9 Tournament Proceedings

The following rules shall govern the conduct of this tournament.

9.1 Pre-registration of Decks

- (1) Players in the Tournament must have pre-registered their decks for use in the tournament in a separately designated manner.
*If you do not register your deck correctly, you will not be allowed to participate in the tournament.
- (2) The Management Team will contact each player regarding the deck pre-registration period and method of pre-registration.
*The same deck must be registered and used for the Day 1 Preliminaries, Day 2 Preliminaries, and Preliminary Playoffs, while a separate deck registration is required for the GRAND FINALS.

9.2 Check-in

- (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 from the participants regarding the tournament 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 of the confirmation call from the Management Team for the start of the match will be treated as a no-show and, at the same time, as having forfeited the tournament if they fail to report before the next match.
 - (6) If you feel unwell or have a fever, please report it to the Management Team immediately and follow their instructions. Note that the Management Team may also check your health individually at the venue.
- All participants in this tournament must assemble at the location designated by the management team.

9.3 Trouble during a Match

- (1) If it becomes impossible to continue the battle during a match due to a network disconnection or device malfunction, each participant is responsible for immediately taking a screenshot of the screen, reporting it to the Management Team, and adhering to its decision.
- (2) When a problem occurs during a match, the participants are responsible for immediately reporting it to the Management Team and adhering to its decision, regardless of the nature of the problem.
Failure to notify the Management Team immediately may result in the Management Team not making a ruling at all or may result in a penalty.
- (3) When the Management Team receives a report that the continuation of a match has become impossible, the Management Team will hear out the participants, check screenshots and device screens, and examine server logs. The Management Team may decide to issue the loss of the battle to the participant who was deemed to have been using the device that made it impossible to continue the battle.
- (4) Participants shall take full responsibility for the equipment and network 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 rulings of the Management Team.
- (6) If a player resumes a match or closes the in-game lobby after an issue occurs without reporting it to the Management Team, a penalty may be given.
- (7) The Management Team may establish temporary rules, such as banning the use of certain cards, when there is a possibility that the match may not continue or that problems may occur, such as unusual application behavior.

9.4 Reporting Match Results

- (1) After each 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 their match according to the method specified separately by the tournament organizer.

*The results of featured Preliminaries matches (battles streamed by the Management Team) and GRAND FINALS matches will be reported by the judges.

(2) The Management Team will proceed with the tournament based on the reported match results.

10 Competitive Environment

This section defines the environment in which the players will compete in the Tournament.

10.1 Devices

(1) For the 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 their matches on their own device.

*Featured Preliminaries matches (battles streamed by the Management Team) and GRAND FINALS matches will be played on computers provided by the Management Team.

(2) Each participant is responsible for the network environment and power supply conditions of the device or devices they use. There will be a limited number of charging booths available at the venue. Please bring your own portable batteries, etc., if necessary.

10.2 Client

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

10.3 Accounts

Each participant will play using the account they registered via the "Shadowverse Tournament Navigator" smartphone application or the dedicated form.

11 Streaming

(1) Any content of any battle in the Tournament may be streamed by the Management Team.

(2) All participants agree that all or part of their battles in the Tournament, including their likenesses, may be streamed.

(3) Matches streamed during the Preliminaries (Day 1, Day 2, and the 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) During the Preliminaries (Day 1, Day 2, and the Playoffs) and GRAND FINALS, participants are prohibited from streaming or publicizing the content of any of the battles on that day, except those approved by the Management Team.

12 Prohibitions

Participants must not do any of the following:

(1) Violate these Terms.

(2) Register late or not register at all for the Tournament.

(3) Resell, transfer, etc., to a third party any non-monetary prizes they have earned, such as trophies, plaques, or their seeding or pre-qualification rights for RAGE Shadowverse 2024 Autumn or later tournaments, or transfer the right to receive them.

(4) Disclose information related to the operation of the Tournament to outside parties without permission.

(5) Participate having provided false information.

(6) Enter the Tournament more than once.

(7) Transfer the right to participate in this tournament to another person.

(8) Fail to assemble at the designated places at the designated times.

(9) Abstain from and leave the Tournament after it starts without the permission of the Management Team.

(10) Fail to follow instructions or requests from the Tournament's management staff that are necessary for the progress of the Tournament, or intentionally obstruct the progress of the Tournament or its operation.

(11) Fail to properly answer questions from the Tournament's management staff that are necessary for the progress of the Tournament, or make false declarations to the Tournament's management staff.

(12) Intentionally make it impossible to continue a battle, such as by forcibly terminating the client.

(13) Leave the in-game lobby without the permission of the Management Team.

(14) Distribute prize money to match opponents or other participants or approach them about doing so.

(15) Intentionally encourage another participant to lose, or intentionally lose in response to such encouragement.

(16) Attempt to decide a winner by any method other than battle.

- (17) In addition to (14), (15), and (16) above, intentionally hold back in a match, make any kind of agreement with other participants regarding the outcome of a match or the content of play, or otherwise display unsportsmanlike conduct or attitude to the Management Team, other participants, or spectators.
- (18) Communicate with anyone other than their opponent or the Tournament's management staff during a match without the permission of the Management Team, or receive advice on the match.
- (19) Talk to participants during a match without permission.
- (20) Take notes or make other records related to a match during the match without the permission of the Tournament's management staff.
- (21) Leave their seat during a match without the permission of the Tournament's management staff.
- (22) Launch applications other than "Shadowverse" and "Shadowverse Tournament Navigator" to view information or operate electronic devices (smartphones, feature phones, tablet computers, etc.) other than those necessary for the match during a match.
- (23) Intentionally exploit client vulnerabilities or defects.
- (24) Install applications on equipment provided by the Management Team without permission.
- (25) Use a name or in-game name that violates public order and morals, is obscene, discriminatory, or offensive, may violate publicity rights, or is otherwise inappropriate.
- (26) Behave in a way that discredits "RAGE" or "Shadowverse," verbally abuse or harass other participants (including past participants), use violence, aggravate other participants, or perform any other ill-mannered conduct inside or outside the tournament venue or on social media, or any other conduct that violates any laws or regulations.
- (27) Enter the tournament venue wearing clothes that conceal their face or identity or that are violate public order and morals. However, this excludes cases in which the Management Team mandates the wearing of masks.
- (28) Fail to comply with the mask-wearing requirements set forth by the Management Team.
- (29) Violate the terms of service of "Shadowverse" as stipulated by Cygames, Inc.
- (30) Gamble in connection with the Tournament.
- (31) Be in a relationship with an antisocial force.
- (32) Enter into a sponsorship agreement with any person who sells or provides any of the following items or services, or promote any of the following items or services (including, without limitation, by means of statements, their in-game name, and wearing attire that would constitute promotion):
- *This does not apply with the prior consent of the Management Team.
- (i) Adult content, cigarettes, alcohol, gambling, illegal digital content, or any other products or services prohibited for sale in Japan.
 - (ii) Services that violate the terms of service of "Shadowverse" or other Cygames, Inc., games.
 - (iii) Products or services that compete with "Shadowverse" or other Cygames, Inc., products or services.
- (33) Declaring false information in response to confirmations from the Management Team.

13 Penalties

- (1) If the Management Team finds that a participant has violated these Terms, the violating participant will be penalized.
- (2) Participants who fail to register during the tournament registration period will not be allowed to participate in the Tournament for any reason.
- (3) Penalties will include, in order of severity, a warning, loss of a battle, loss of a match, disqualification from a tournament, a ban from RAGE for a certain period of time, an indefinite ban from RAGE, and a 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 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 2024 Summer GRAND FINALS and from winning prize money.
- (7) If a participant causes damage to the Management Team or Cygames, Inc. by violating these Terms, the Management Team or Cygames, Inc. may make a legal claim against that participant, including a claim for compensation for damages.

14 General

14.1 Disclaimer

- (1) In the event of unavoidable circumstances such as game server problems or natural disasters, the Tournament may be postponed or suspended. In the event of force majeure for which the Management Team is not responsible, 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 Tournament.
- (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, except in cases where the Management Team's instructions or actions are significantly responsible.
- (3) Players residing outside of Japan shall personally take all necessary measures to enter and leave Japan in order to participate in the 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 players' travel to and from Japan.

14.2 Rights of Portrait and Publicity

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. They also consent to the commercial use of their names and other information in printed materials, videos, and information media produced by the Management Team and tournament officials, and they shall not exercise any right of portrait, right of publicity, or any other right in connection with such use.

14.3 Personal Information

- (1) We will use the personal information entrusted to us for the purpose of administering the Tournament and advertising related to the Tournament (including the streaming of matches and the tournament venue, introduction of top players, etc.).
- (2) For the above purposes of use, we may post the personal information we receive on websites, promotional materials, videos, etc., related to the Tournament, 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/en/privacy>).

15 Governing Law and Jurisdiction

- (1) All matters relating to the Tournament and these Terms 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 Tournament and these Terms.

16 Changes to the Terms

- (1) The Management Team reserves the right to change these Terms without notice.
- (2) Any changes to these Terms will be announced on the official RAGE website (<https://rage-esports.jp/shadowverse/category/2024summer>) and will take effect at that time.

17 Contact Information

contact@rage-esports-operation.jp

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

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

*Inquiries received on Saturdays, Sundays, and holidays will be processed on the first following weekday.

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

18 Revision History

Enacted on March 24, 2024.

19 Appendix A

Only items that are valid on the day of the tournament 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.

- Items Acceptable as Proof of Identity

- (1) Student identification 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 student is enrolled)
- (4) Motor vehicle driver's license
- (5) Passport (must be issued in Japan)
- (6) Seaman Service Book
- (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) Driving record certificate (issued on or after April 1, 2012)
- (19) Basic Resident Registration Card
- (20) Residence card
- (21) Provisional stay permit
- (22) Special Permanent Resident Certificate
- (23) Physical disability certificate
- (24) Medical certificate
- (25) Identification card or document (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 Certificate
- (38) Copy of certificate of residence or certificate of matters stated in certificate of residence
- (39) Copy of supplementary record of family register (certified or extract; excluding the person's My Number number)
- (40) My Number Card (front side only)