

## 1. Introduction

The Shadowverse World Grand Prix 2021 (hereinafter “WGP”) shall be operated and managed by Cygames, Inc. and the Shadowverse World Grand Prix Management Office (hereinafter “Management Office”). The rules of the WGP are as follows (hereinafter, including the related precautions, “the Rules”). The Management Office shall advance the WGP according to the Rules. In addition, the Management Office shall have the right to arbitrate in the event matters not stipulated in the Rules arise or in the event the application of the Rules would result in significantly impairing fairness.

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

## 2. Participation Qualifications

You need the following qualifications to participate in the WGP.

- (1) You must consent to the Rules and sign a consent form.
- (2) You must have achieved excellent results at any of the following events. You must be recognized by the Management Office as being someone who will contribute to an improvement in the competitiveness and entertainment of the WGP by offering the practical skills or the demonstration of gameplay using advanced techniques or by giving an attractive performance equivalent to that. In addition, you must have received an invitation to the WGP.
  - RAGE Shadowverse 2020 Spring
  - RAGE Shadowverse 2020 Summer
  - RAGE Shadowverse 2020 Autumn
  - RAGE Shadowverse 2020 Winter
  - RAGE Shadowverse 2021 Spring
  - RAGE Shadowverse 2021 Summer
  - RAGE Shadowverse 2021 Autumn
  - RAGE Shadowverse 2021 Winter
  - Shadowverse World Grand Prix 2020 JCG Online Preliminary Tournament
  - Shadowverse World Grand Prix 2021 JCG Online Preliminary Tournament
  - Shadowverse NetEase Championship
  - Shadowverse Korea Open
  - Shadowverse Taiwan Open
  - Shadowverse Open West
  - Shadowverse Open SEAO

- (3) If you reside in Japan, you must be able to present ID issued by an official body when completing the procedures to appear at the WGP. (This ID must state your date of birth and must not have expired. Only originals are effective. Copies are not acceptable.)
- (4) If you reside outside Japan, you must be able to present documents and a passport issued by an official body that prove you can travel to Japan in December 2021 when completing the procedures to appear at the WGP.
- (5) If you are less than 20 years of age, you must be able to present a letter of consent from your guardian that has been completely signed without omission when completing the procedures to appear at the WGP.
- (6) You must be able to stay at the accommodation facility specified by the Management Office from November 12 (Fri) to 14 (Sun), 2021 if you are a player appearing on Day 1 who resides in Japan and from November 13 (Sat) to 15 (Mon), 2021 if you are a player appearing on Day 2 who resides in Japan. You must also be able to participate in Day 1 / Day 2 of the WGP and the accompanying rehearsals and photography events to be held in Tokyo from November 13 (Sat) to 14 (Sun), 2021. Furthermore, in the event you advance to the Grand Finals, you must be able to stay at the accommodation facility specified by the Management Office from December 17 (Fri), 2021, and be able to participate in the Grand Finals of the WGP and the accompanying rehearsals and photography events to be held in Saitama Prefecture in Japan from December 17 (Fri) to 19 (Sun), 2021. However, in the event you are unable to attend part of the scheduled rehearsals or photography events due to unavoidable circumstances, you may be exempted from attending these sessions or be switched to a schedule specified separately by the Management Office by obtaining the approval of the Management Office in advance.
- (7) You must be able to participate in Day 1 / Day 2 of the WGP and the accompanying rehearsals and photography events to be held in a venue specified by the Management Office on November 13 (Sat), 2021 if you are a player appearing on Day 1 who resides outside Japan, and on November 14 (Sun), 2021 if you are a player appearing on Day 2 who resides outside Japan. Furthermore, in the event you advance to the Grand Finals, you must be able to stay at the accommodation facility in Japan specified by the Management Office from December 2 (Thu) and stand by in the accommodation facility while strictly complying with the rules stipulated by the Management Office to control the spread of COVID-19 until December 16 (Thu), 2021. You must also be able to participate in the Grand Finals

of the WGP and the accompanying rehearsals and photography events to be held in Saitama Prefecture in Japan from December 17 (Fri) to 19 (Sun), 2021. However, in the event you are unable to attend part of the scheduled rehearsals or photography events due to unavoidable circumstances, you may be exempted from attending these sessions or be switched to a schedule specified separately by the Management Office by obtaining the approval of the Management Office in advance. The period for measures to prevent the spread of COVID-19 shall be subject to change to comply with policies stipulated by the Japanese government.

- (8) You must be able to receive and respond to communications from the Management Office from when you receive your invitation to the WGP until February 28 (Mon), 2022.
- (9) You must personally take care of your own valuables during the entirety of the WGP. You must consent to the fact Cygames, Inc. and the Management Office shall accept absolutely no responsibility for your valuables.
- (10) You must understand and observe the WGP procedures specified separately to the Rules.
- (11) You must not be subject to a punishment banning you from appearing at the WGP from the Management Office.
- (12) You must not have received a ban from participating at Shadowverse World Grand Prix-related events.
- (13) You must not be involved in the operation of repost and summary websites. In addition, you must not belong to a real-money-trading-related company.
- (14) You must provide your personal information (e.g., name, age and address) to the Management Office at the WGP. You must give your permission for photography and interviews by the Management Office and media companies.
- (15) You must wear the clothes prepared by the Management Office (or clothes approved by the Management Office by submitting a design of the clothes to the Management Office according to a separately stipulated format). In addition, you must wear the clothes prepared by the Management Office in the way specified by the Management Office at ceremonies (opening ceremony, closing ceremony and award ceremony) on stage, when entering and exiting the stage, when giving interviews, and during photography events. You must follow the instructions of the Management Office with respect to the wearing of masks as a measure to manage the spread of COVID-19.
- (16) You and your relatives must not be antisocial forces (this refers to gangster organizations, gangster organization members, gangster organization associate

members, gangster-organization-related companies, stockholder meeting extortionists, social movement racketeers, political racketeers, organized crime syndicates or others equivalent to these) or related to antisocial forces.

### 3. WGP Format

#### 3.1 Configuration of the WGP

The WGP is comprised of two parts – Day 1 / Day 2, held on November 13 (Sat) and November 14 (Sun), and the Grand Finals, held on December 19 (Sun). The eight players with the best results on Day 1 / Day 2 (four players each from Day 1 and Day 2) shall have the right to appear at the Grand Finals.

#### 3.2 Definition of Terms

A “match” in the Rules shall refer to an aggregate of battles held to determine the outcome of one round in the tournament.

#### 3.3 Prize Money

- (1) The separately stipulated prize money shall be awarded to players according to their results in the WGP.
- (2) The prize money shall be paid in Japanese yen after deducting the withholding tax and other taxes stipulated by Japan.
- (3) You will need to submit the following documents without omission to receive the prize money.
  - (i) Financial institution information (bank name, bank branch name, account holder name, account number, address and country of the bank branch, address and country of the recipient, and SWIFT code or IBAN code (only for non-Japanese residents))
  - (ii) Resident certificate (only for non-Japanese residents)
- (4) You are the only person who may receive the prize money. We shall only transfer prize money to an account in your name.
- (5) You shall forfeit the right to receive prize money if any of the following applies to you.
  - (i) You decline to receive the prize money
  - (ii) You do not submit the necessary documents to receive the prize money by November 12 (Fri), 2021
  - (iii) You make a false declaration on the documents or the Rules consent form
  - (iv) You are disqualified from the WGP (however, this shall not apply in the event

you are disqualified on the grounds stated in (4) of “6.2 Assembly”)

- (6) If you receive prize money, you will need to submit a tax payment certificate for the withholding tax on the said prize money in the event the Management Office makes such a request.

#### 4. Day 1 / Day 2

##### 4.1 Tournament System

- (1) The tournament shall be held with a Swiss draw system of seven rounds.
- (2) The Swiss draw system is a tournament system in which the results of the matches of all the competitors are aggregated at the end of each round with players who have similar results competing against each other in the next round.
- (3) If you are invited to participate in the WGP in connection with a tournament held in 2020 among the tournaments listed in (2) of “2. Participation Qualifications,” you shall participate on Day 1; if you are invited to participate in the WGP in connection with a tournament held in 2021, you shall participate on Day 2.
- (4) You shall not compete against the same player twice or more in the same format on Day 1 / Day 2. (For example, if you competed against a player once in Rotation, you will not be matched with that player again in Rotation on Day 1 / Day 2; however, you may compete against that player again in Take Two.)
- (5) The eight players (four players each from Day 1 and Day 2) with the best results at the end of the seven rounds shall acquire the right to appear at the Grand Finals to be held on December 19 (Sun), 2021.
- (6) The player with the higher battle-winning percentage shall be placed higher in ranking among players with the same number of match victories. The player with the higher average match-winning percentage of previous opponents shall be placed higher in the rankings if the battle-winning percentages are also the same. The player with the higher average battle-winning percentage of previous opponents shall be placed higher in the rankings if the average match-winning percentage of previous opponents is also the same. The rankings shall be determined by lot if all these three elements are the same.
- (7) When calculating the battle-winning percentage, matches won by default shall be counted as three wins and zero losses for Rotation matches and two wins and zero losses for Take Two matches.

##### 4.2 Match System

###### 4.2.1 Format

Matches shall be held in the following formats depending on the round.

Round 1: Rotation

Round 2: Rotation

Round 3: Take Two

Round 4: Take Two

Round 5: Rotation

Round 6: Rotation

Round 7: Rotation

#### 4.2.2 Rotation Rules

- (1) Only three decks pre-registered in the method specified by the Management Office shall be used in matches.
- (2) The registered decks need to be in differing classes.
- (3) Each match shall be a best-of-five series (BO5). The first player to win three battles shall win the match.
- (4) The players shall select their preferred deck from among the three decks they have registered and then start the first battle.
- (5) A deck that has already won a battle may not be re-used in the same match from the second battle onward.  
(For example, if you prepare the three decks Forestcraft, Swordcraft and Runecraft and then win the first battle with Forestcraft, you cannot use Forestcraft again in the subsequent battles.)
- (6) The player to go first and the player to go second in each battle shall be determined at random.

#### 4.2.3 Take Two Rules

- (1) Take Two decks shall be created for each battle and battles shall be held with the created decks.
- (2) Each match shall be a best-of-three series (BO3). The first player to win two battles shall win the match.
- (3) A class that has already been used to win shall not be presented to the winning player again in the same match from the second battle onward.  
(For example, if the three classes Forestcraft, Swordcraft and Runecraft are presented in the first battle and the first battle is won with Forestcraft, Forestcraft shall not be presented again in subsequent battles.)
- (4) The players participating in the match shall start creating their Take Two decks at

the same time following a signal from the management staff.

- (5) The Take Two deck creation time shall be six minutes. If a player does not select the class and 30 cards he or she shall use and finish creating his or her deck within the time limit, that player must cease operation of the equipment following the signal of the management staff. Cards displayed on the left side of the screen shall be selected by the management staff for the remaining card selections after the time limit.
- (6) Players who start creating a deck before the signal to start the deck creation and players who select cards after the signal for the end of the time limit may be subject to a penalty.
- (7) The player to go first and the player to go second in each battle shall be determined at random.

## 5. Grand Finals

### 5.1 Tournament System

- (1) The tournament shall be held with a single-elimination system of three rounds.
- (2) The single elimination system is a tournament system in which a player shall be eliminated from the tournament in the event he/she loses.
- (3) The pairing of matches and their order shall be determined as follows, according to the rankings on Day 1 / Day 2.

Quarterfinal match 1:	No. 1 player on Day 1 versus no. 4 player on Day 2
Quarterfinal match 2:	No. 2 player on Day 1 versus no. 3 player on Day 2
Quarterfinal match 3:	No. 3 player on Day 1 versus no. 2 player on Day 2
Quarterfinal match 4:	No. 4 player on Day 1 versus no. 1 player on Day 2
Semifinal match 1:	Winner of quarterfinal match 1 versus winner of quarterfinal match 2
Semifinal match 2:	Winner of quarterfinal match 3 versus winner of quarterfinal match 4
Final:	Winner of semifinal match 1 versus winner of semifinal match 2

### 5.2 Match System

- (1) Matches shall be held in the Rotation format.
- (2) Only three decks pre-registered in the method specified by the Management Office shall be used in matches. The registered decks may be the same as or different to the decks registered on Day 1 / Day 2.

- (3) The registered decks need to be in differing classes.
- (4) Each match shall be a best-of-five series (BO5). The first player to win three battles shall win the match.
- (5) The players shall select their preferred deck from among the three decks they have registered and then start the first battle.
- (6) A deck that has already won may not be re-used in the same match from the second battle onward.  
(For example, if you prepare the three decks Forestcraft, Swordcraft and Runecraft and then win the first battle with Forestcraft, you cannot use Forestcraft again in the subsequent battles.)
- (7) The player to go first and the player to go second in each battle shall be determined at random.

## 6. Progression of the WGP

This section determines the progression of the WGP.

### 6.1 Pre-registration and Pre-announcement of Decks

- (1) If you participate in the WGP, you shall need to pre-register the decks you shall use on Day 1 / Day 2 and the Grand Finals by the time and date stipulated separately by the Management Office.
- (2) The registered decks shall be pre-announced respectively at the times and dates stipulated separately by the Management Office.
- (3) All the cards you shall use will be registered as premium animated cards when registering your decks. In addition, cards for which cards of the same name are contained in multiple card sets shall be registered as cards of the latest card set.
- (4) You may not use tie-in cards and limited alternate-art cards.

### 6.2 Assembly

- (1) If you participate in the WGP, you must assemble at the specified locations by the times specified by the Management Office.
- (2) Changes to the WGP schedule and timetable by players shall not be accepted.
- (3) The schedule and timetable of the WGP is subject to change at the judgment of the Management Office if unavoidable due to reasons relating to the operation of the WGP.
- (4) In the event the Management Office suspects you have COVID-19 or determines that you were in contact with someone suspected of having COVID-19 on Day 1 /



Day 2 or the day of the Grand Finals, you may be disqualified.

### 6.3 Troubles during Matches

- (1) In the event a battle cannot be continued due to a severance of network connection or an equipment operational defect during a match, the players shall bear responsibility for immediately notifying the Management Office of that and following its judgment.
- (2) If trouble occurs during a match, the players shall bear responsibility for immediately notifying the Management Office of that, no matter what kind of trouble it is, and following its judgment. You may be subject to a penalty in the event you do not immediately notify the Management Office of such troubles.
- (3) In the event the Management Office is notified of an issue resulting in inability to continue a match, it shall hear the players out, check the equipment's screen and conduct a server log investigation before deciding on how to respond upon discussion.
- (4) If there is a possibility of trouble such as the inability to continue a match or the abnormal behavior of an application due to a defect, the Management Office may enact extraordinary rules (e.g., prohibition on the use of cards).
- (5) You may not raise objections to the rulings of the Management Office.

## 7. Competitive Environment

This section determines the competitive environment during the WGP.

### 7.1 Equipment

- (1) Matches shall be held using the equipment prepared by the Management Office. However, in the event you participate from a location specified by the Management Office on Day 1 / Day 2, if the Management Office is unavoidably unable to prepare the equipment, you shall personally prepare the equipment according to the method specified separately by the Management Office. In this case, you shall bear responsibility for the equipment you shall personally use, the network conditions, and power status of the equipment.

### 7.2 Client

Matches shall be held using the WGP client based on the latest version of Shadowverse released by Cygames, Inc. You may use the language you entered when completing the procedures to appear at the WGP. You must not change the language after entering.

### 7.3 Accounts

Matches shall be played using the WGP accounts prepared by the Management Office. In addition, in the event you so desire, the Management Office shall lend you an account for practice from the date separately specified by the Management Office to the end of the WGP. The WGP accounts and accounts for practice allow the use of all cards with the exception of tie-in cards and alternate-art cards. Leader skins, supplies, and other options shall be set according to the specifications of the Management Office.

### 7.4 Clothing

You shall appear on Day 1 / Day 2 in clothing you have personally prepared. You shall appear at the Grand Finals wearing the uniform specified by the Management Office. The following types of clothing shall be prohibited.

- Shirts: Shirts with works and character designs other than Shadowverse printed on them, shirts that violate public order and morals, and other shirts judged by the Management Office to be inappropriate
- Pants: Sweatpants, pajama pants, shorts and other pants judged by the Management Office to be inappropriate
- Shoes: Sandals, mules and other shoes that do not completely cover your heels and toes, and other shoes judged by the Management Office to be inappropriate

## 8. Distribution

- (1) All the content of all the battles at the WGP may be streamed and broadcast by the Management Office.
- (2) All players shall consent to the fact that all the content of the battles held at the WGP may be streamed and broadcast.
- (3) Distribution and announcement of the details of matches on the day they are played by players on Day 1 / Day 2 shall be prohibited except when permitted by the Management Office.
- (4) In the event the venue specified by the Management Office is your home on Day 1 / Day 2, you shall comply with the following when using the webcam.
  - (i) Works and characters other than Shadowverse shall not be visible.
  - (ii) Articles that violate public order and morals shall not be visible.
  - (iii) Political claims shall not be visible.
  - (iv) Tobacco, alcohol and illegal drugs (or articles that bring to mind those things) shall not be visible.

- (v) Food shall not be visible. In the event you bring in drinks, you must obtain the approval of the Management Office in advance and then follow the instructions of the Management Office.

## 9. Prohibitions

The following is a list of the acts you are prohibited from committing. However, this shall not apply in the event you have prior approval from the Management Office.

- (1) You must not violate the Rules.
- (2) In the event you are awarded an extra prize for winning a prize, you must not resell the extra prize you have been awarded on a reselling website or elsewhere. In addition, you must not transfer the right to receive the extra prize.
- (3) You must not release information concerning the operation of the WGP externally without permission.
- (4) You must not participate by declaring falsehoods on your entry when participating.
- (5) You must not fail to assemble at the prescribed locations at the prescribed times.
- (6) You must not withdraw and leave the WGP after the WGP starts.
- (7) You must not fail to comply with the instructions and requests necessary to advance the WGP from the management staff. In addition, you must not intentionally interfere with the progress and operation of the WGP.
- (8) You must not fail to appropriately answer the questions necessary to advance the WGP from the management staff. In addition, you must not make false statements to the management staff.
- (9) You must not make it impossible to continue a battle in bad faith such as by forcibly terminating the client.
- (10) You must not exit the match room.
- (11) You must not share prize money with your opponents and other players or make an approach giving a promise to that effect.
- (12) You must not encourage other players to intentionally lose and you must not intentionally lose due to such encouragement.
- (13) You must not attempt to determine the outcome by a method other than battles.
- (14) Notwithstanding (11), (12), and (13), you must not display behavior or an attitude in violation of sportsmanship to the Management Office, other players and the audience. This includes intentionally easing up on an opponent during a match or making arrangements with other players concerning the results of matches and the content of plays.

- (15) You must not communicate with or accept match advice from those other than your opponents and management staff during matches.
- (16) You must not unnecessarily start conversation with players during matches.
- (17) You must not keep records of matches, such as by taking notes during matches.
- (18) You must not leave your seat during matches.
- (19) You must not remove the earphones or headphones you wear for the match.
- (20) You must not view information other than that on the game screen of Shadowverse or operate electronic devices (e.g., smartphones, feature phones, and tablet PCs) other than the equipment necessary for the match during matches.
- (21) You must not bring electronic equipment, food, or drinks into the match area stipulated by the Management Office.
- (22) You must not use vulnerabilities and defects in the client in bad faith.
- (23) You must not install applications without permission on the equipment prepared by the Management Office.
- (24) You must not use proper nouns which are obscene, discriminatory, or aggressive in violation of public order and morals or which may violate image rights. You must also not use other inappropriate names in the game.
- (25) You must not commit acts that violate sportsmanship. This includes speech and conduct that results in a loss of trust in the Shadowverse World Grand Prix and Shadowverse, abusive language, acts of harassment and violence towards other players (including players who have appeared at the Shadowverse World Grand Prix in the past), and the incitement of other players inside or outside the venue of the WGP, on SNS, or elsewhere. You must also not commit acts that violate laws and regulations or public order and morals.
- (26) You must not disclose unannounced information relating to the WGP (e.g., match results) to third parties before the WGP is broadcasted. (This includes posting such information to social networking and similar sites.)
- (27) You must not enter the venue of the WGP in clothes that cover your face or identity, or in a state that violates public order and morals. However, this shall not apply to areas in which you are obligated to wear a mask by the Management Office.
- (28) You must not fail to comply with the obligation to wear a mask as stipulated by the Management Office.
- (29) You must not violate the terms of use of Shadowverse as stipulated by Cygames, Inc.

\*Shadowverse terms of use: <https://shadowverse.com/terms.php>

- (30) You must not violate other rules and regulations at Shadowverse World Grand Prix-related events.
- (31) You must not gamble in relation to the WGP.
- (32) You must not have a relationship with antisocial forces.
- (33) You must not enter into a sponsorship contract with those that sell or provide the following goods or services. You must also not advertise the following goods or services. (Advertising methods including but not limited to statements, any use of names in the game, and appearing while wearing clothes that serve as advertisements.)
  - (i) Adult content, tobacco, alcohol, gambling, illegal digital content, and other goods and services prohibited from sale in Japan
  - (ii) Services that violate the terms of use of Shadowverse or other games of Cygames, Inc.
  - (iii) Goods and services that compete with the business of Shadowverse or Cygames, Inc.
  - (iv) Goods and services that compete with the business of the Shadowverse World Grand Prix sponsors specified separately by Cygames, Inc.

#### 10. Penalties

- (1) In the event the Management Office deems that a player has violated the Rules, it may give a penalty to the offending player.
- (2) Possible penalties shall include—in order from the lightest—a warning, a loss of a battle, a loss of a match, disqualification from the WGP, a ban on appearing at events related to the Shadowverse World Grand Prix for a limited period of time, and an indefinite ban on appearing at events related to the Shadowverse World Grand Prix. The penalties shall be determined by the Management Office upon taking into account the degree of maliciousness and impact.
- (3) In the event the same person repeatedly violates the Rules, a stronger penalty shall be given.
- (4) The Management Office may announce the penalties given on the official website or elsewhere.
- (5) In the event a player is disqualified from the WGP due to a penalty, the said player shall be stripped of the qualification to acquire prize money.
- (6) In the event a violation of the Rules by a player results in damage to the Management Office or Cygames, Inc., the said player may be subject to legal claims (e.g., claims for indemnification).

## 11. General

### 11.1 Disclaimers

- (1) In the event of unavoidable circumstances (e.g., game server trouble or a natural disaster), the WGP may be postponed or suspended. If there is a change due to a force majeure not attributable to the responsibility of Cygames, Inc. or the Management Office, the prize money, transportation fees and support may not be paid. In addition, if there is a force majeure, Cygames, Inc. and the Management Office shall bear no responsibility for that to the players and shall not accept any claims for the payment of the various expenses necessary to participate in the WGP.
- (2) Cygames, Inc. and the Management Office shall accept absolutely no responsibility for damages or disadvantages arising from troubles between players or violations of the Rules by players, except in the event significant responsibility lies in the instructions or response of the Management Office.
- (3) The players shall deal with all troubles while traveling and entering or leaving Japan (e.g., accidents or diseases) at their own responsibility. In addition, Cygames, Inc. and the Management Office shall bear absolutely no responsibility for any troubles while players are traveling and entering or leaving Japan.
- (4) In the event a player is unable to appear in a match and withdraws due to reasons relating to COVID-19, his or her ranking shall be determined at the discretion of the Management Office.

### 11.2 Handling of Image Rights, Publicity Rights and Personal Information

- (1) The personal information you provide when completing the procedures to appear at the WGP shall be used within the scope of the WGP's operation and WGP-related publicity.
- (2) You must understand that your image, in-game name, age, self-introduction and other information, and still photographs and videos taken by the Management Office during your participation may be used this year and in subsequent years in websites, WGP-related publicity materials, press releases, and information media prepared by the Management Office and WGP stakeholders. Incidental to that, you must accept that this information may be commercially used in printed materials, videos and information media produced by the Management Office and WGP stakeholders. In addition, you must not exercise image rights, publicity rights, or

other rights in regards to this.

#### 12. Change to the Rules

- (1) The Management Office shall have the right to change the Rules without notice.
- (2) If the Rules are changed, the changes shall be announced on the official website and shall come into effect at that time.

#### 13. Inquiries

shadowverse\_wgp\_info@cygames.co.jp

#### 14. Governing Law and Jurisdiction

- (1) All matters relating to the WGP and the Rules shall conform to Japanese law and shall be interpreted according to Japanese law.
- (2) The Tokyo District Court shall have exclusive jurisdiction in the first instance for all litigation and other disputes relating to the WGP and the Rules.

#### 15. Revision History

Enacted on August 5, 2021