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1. Introduction

The Shadowverse World Grand Prix 2018 (hereinafter “WGP”) will be operated and managed by Cygames, Inc. and the Shadowverse World Grand Prix 2018 Management Office (hereinafter “Management Office”). The rules of the WGP are as follows (hereinafter, including the related precautions, “the Rules”). The Management Office will advance the WGP according to the Rules. In addition, the Management Office will 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 must meet 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 and received an invitation to the WGP.
 - RAGE Shadowverse World Grand Prix
 - Shadowverse Amateur Open Season 2
 - RAGE Shadowverse Chronogenesis
 - RAGE Shadowverse Dawnbreak, Nightedge
 - RAGE Shadowverse Brigade of the Sky
 - Masters of Shadowverse Korea Season 3
 - Shadowverse NetEase Championship
 - SEAO Shadowverse Open: 2018 Contenders Cup
 - PAM Shadowverse Open: 2018 Contenders Cup
 - EURO Shadowverse Open: 2018 Contenders Cup
 - 2018 Shadowverse Taiwan Open Championship
 - Shadowverse World Grand Prix 2018 JCG Online Qualifying Tournament
 - RAGE Shadowverse Omen of the Ten
- (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 valid. 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 2018

when completing the procedures to appear at the WGP.

- (5) You must be able to present documents that are fully signed and confirm the bank account to be used for possible prize money transfers when completing the procedures to appear at the WGP. (This account must be in your name.)
- (6) If you will be under 20 years of age when appearing at the WGP, you must be able to present a letter of consent from your parent or guardian that has been fully signed when completing the procedures to appear at the WGP.
- (7) You must be able to participate in the Shadowverse World Grand Prix 2018 Rehearsal and Shadowverse World Grand Prix 2018 held at Makuhari Messe in Chiba, Japan from December 14 (Fri) to 16 (Sun), 2018.
- (8) You must be able to receive and respond to any contacts from the Management Office between the time you receive your invitation to the WGP and December 16 (Sun), 2018.
- (9) You must be able to participate in the still and movie photography events held by the Management Office. (The schedule and locations of these will be determined by the Management Office upon discussions between the players and the Management Office.)
- (10) You must personally take care of your own valuables during the entire schedule of the WGP. You must consent to the fact that the Management Office will accept absolutely no responsibility for your valuables.
- (11) You must understand and observe the WGP procedures specified separately to the Rules.
- (12) You must not be an officer or employee (including outsourced workers and part-time workers) of CyberAgent, Inc. or its group companies. In addition, you must not have engaged in any business with the CyberAgent Group within six months prior to your entering the WGP, regardless of contract form (e.g., employment, including part-time workers and outsourced workers).
- (13) You must not have been specially provided information from Cygames, Inc. on the additional cards in the Omen of the Ten 10th series card pack, whether for writing a book or other purposes. However, this will not apply if the information provided is for promotional purposes and is also released to the public for promotional purposes within 24 hours of your receiving said information.
- (14) You must not belong to the Management Office.
- (15) You must not be subject to a punishment by the Management Office banning you from appearing at the WGP.
- (16) You must not be involved in the operation of websites that deal in the unauthorized

reproduction of intellectual property, content or goods. In addition, you must not belong to an RMT-related company.

- (17) 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.
- (18) You must wear the clothes prepared by the Management Office in the way specified by the Management Office. However, in the event you wear clothes that fulfill all the following conditions, you shall not bear this obligation except during the ceremonies on stage (opening ceremony, closing ceremony and award ceremony), when entering and exiting the stage, when giving interviews and during photography events.
 - (i) You must wear pants other than sweat pants, pajama pants or shorts. In addition, you must wear shoes other than sandals, slippers, mules or other shoes that do not completely cover your heels and toes.
 - (ii) You must present an image or description of your intended outfit to the Management Office in line with the separately specified format and obtain permission from the Management Office when completing the procedures to appear at the WGP.
- (19) You and your relatives must not be members of criminal groups (this refers to membership or associate membership in gangster organizations, companies related to gangster organizations, stockholder meeting extortionists, social movement racketeers, political racketeers, organized crime syndicates or others equivalent to these) or related to antisocial forces.

3. WGP Format

The WGP comprises two parts – Day 1 held on December 15 (Sat) and the GRAND FINALS held on December 16 (Sun). The eight players with the best results on Day 1 will have the right to appear in the GRAND FINALS.

4. Day 1

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

4.1 Tournament System

- (1) The tournament will be held with a Swiss draw system of eight 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 the players who have similar results competing against each other in the next round.

- (3) You will not compete against the same player twice or more in the same format on Day 1.
- (4) The eight players with the best results at the end of the eight rounds will acquire the right to appear at the GRAND FINALS to be held the following day.
- (5) Among players with the same number of match victories, the player with the higher battle winning percentage will be placed higher in the ranking. If battle winning percentages are also the same, the player whose previous opponents held a higher average match winning percentage will be placed higher in the ranking. If average match winning percentages of previous opponents are also the same, the player whose previous opponents held a higher average battle winning percentage will be placed higher in the ranking. If all three of these elements are the same, the ranking will be determined by drawing lots.
- (6) When calculating the battle winning percentage, matches won by default will be calculated as two wins and zero losses for Rotation and Unlimited matches and one win and zero losses for Take Two matches.
- (7) The separately stipulated prize money will be awarded to players according to their results in the WGP.

4.2 Match System

4.2.1 Format

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

Round 1: Unlimited

Round 2: Unlimited

Round 3: Take Two

Round 4: Take Two

Round 5: Rotation

Round 6: Rotation

Round 7: Rotation

Round 8: Rotation

4.2.2 Rotation Rules

- (1) Only two decks pre-registered in the method specified by the Management Office may be used in matches.
- (2) The registered decks must be in differing classes.

- (3) Matches will be held in best-of-three series (BO3). The first player to win two battles in a series will win the match.
- (4) The players will select their preferred deck from among the two decks they have registered and then start the first battle.
- (5) From the second battle onward, a deck that has already won a battle may not be re-used in the same match.
(Ex. If your two decks are Forestcraft and Swordcraft and you win your first battle with the Forestcraft deck, you cannot use Forestcraft again in the subsequent battles.)
- (6) The player to go first and the player to go second in each battle will be determined at random.

4.2.3 Unlimited Rules

- (1) Only two decks pre-registered in the method specified by the Management Office may be used in matches.
- (2) The registered decks must be in differing classes.
- (3) Matches will be held in best-of-three series (BO3). The first player to win two battles in a series will win the match.
- (4) The players will select their preferred deck from among the two decks they have registered and then start the first battle.
- (5) From the second battle onward, a deck that has already won a battle may not be re-used in the same match.
(Ex. If your two decks are Forestcraft and Swordcraft and you win your first battle with the Forestcraft deck, you cannot use Forestcraft again in the subsequent battles.)
- (6) The player to go first and the player to go second in each battle will be determined at random.

4.2.4 Take Two Rules

- (1) Take Two decks will be created for each match and matches will be held in a best-of-one format (BO1) with the created decks.
- (2) Matches in BO1 will be held with a maximum of one battle. The winner of the battle will be the winner of the match.
- (3) The players participating in the match will start creating their Take Two decks at the same time according to a signal from the management staff.
- (4) The Take Two deck-creation time will be six minutes. If a player does not select 30

cards and finish creating his or her deck within the time limit, that player must cease operation of his or her computer following a signal from the management staff. The card on the left will then be chosen by the management staff for each remaining card selection after the time limit.

- (5) The player to go first and the player to go second will be determined at random.

5. GRAND FINALS

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

5.1 Tournament System

- (1) The tournament will be held over three rounds with a single-elimination system.
- (2) The single-elimination system is a tournament system in which a player who loses a match is eliminated from the tournament.
- (3) The pairing and order of matches will be determined as follows according to the rankings on Day 1.

Quarterfinal match 1: No. 1 player on Day 1 versus No. 8 player on Day 1

Quarterfinal match 2: No. 4 player on Day 1 versus No. 5 player on Day 1

Quarterfinal match 3: No. 2 player on Day 1 versus No. 7 player on Day 1

Quarterfinal match 4: No. 3 player on Day 1 versus No. 6 player on Day 1

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

Third place decider: Loser of semifinal match 1 versus Loser of semifinal match 2

Final: Winner of semifinal match 1 versus Winner of semifinal match 2

- (4) The separately stipulated prize money will be awarded to players according to their results in the WGP.

5.2 Match System

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

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

6. Course of the WGP

This section outlines the course of the WGP.

6.1 Pre-registration of Decks

- (1) If you participate in the WGP, you must register the decks you will use for Day 1 and the GRAND FINALS at the Shadowverse World Grand Prix 2018 Rehearsal held on December 14 (Fri), 2018.
- (2) The decks registered for Day 1 will be announced to all players at the end of the Shadowverse World Grand Prix 2018 Rehearsal. The decks registered for the GRAND FINALS will be announced to all players after the end of all the matches on Day 1.
- (3) All the cards you use will be registered as premium cards when registering your decks. In addition, cards for which multiple editions exist (i.e., cards that are of the same name but come from different card packs) will be registered as the version from the latest card pack.
- (4) You may not use collaboration cards or cards with alternate artwork.

6.2 Assembly

- (1) If you participate in the WGP, please assemble at the specified locations by the times specified by the Management Office.
- (2) Changes to the WGP schedule and timetable cannot be made by the players.
- (3) The schedule and timetable of the WGP are subject to change at the discretion of the Management Office, should such a need arise during the operation of the WGP.

6.3 Troubles during Matches

- (1) In the event a battle cannot be continued due to a loss of network connection or an equipment malfunction during a match, the players shall be responsible for immediately notifying the Management Office of the issue and complying with its judgment.
- (2) If any trouble occurs during a match, no matter what kind, the players shall be responsible for immediately notifying the Management Office and complying with its judgment. You may be subject to a penalty in the event you do not immediately notify the Management Office of any trouble that occurs.
- (3) In the event the Management Office is notified of an issue that prevents the match from continuing, it will consult the players, check their equipment and screens and investigate the server log before deliberating and deciding on the appropriate response.
- (4) If it is judged that a known defect could create the possibility of such issues as the inability to continue a match or the unusual behavior of an application, the Management Office may enact extraordinary rules (e.g., prohibition of the use of certain cards) prior to the start of the WGP.
- (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

Matches will be held using the equipment prepared by the Management Office.

7.2 Client

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

7.3 Account

Matches will be held using the WGP accounts prepared by the Management Office. The WGP accounts allow the use of all cards with the exception of collaboration cards and cards with alternate artwork. You may use only the default leader skins available when Shadowverse is first installed. Supplies such as card sleeves and other settings will be

determined according to the specifications of the Management Office.

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 battle-related content held at the WGP may be streamed and broadcast.

9. Prohibitions

The following is a list of acts you are prohibited from committing.

- (1) You must not violate the Rules.
- (2) In the event you are awarded an extra, non-monetary prize for winning your matches, you must not resell the extra prize you have been awarded on a resale website or elsewhere.
- (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 sheet.
- (5) You must not fail to assemble in the prescribed locations at the prescribed times.
- (6) You must not withdraw and leave the WGP after it starts without the permission of the Management Office.
- (7) You must not fail to comply with the instructions and requests necessary to the operation of 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 any questions necessary to the operation of 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 without the permission of the Management Office.
- (11) You must not share prize money with your opponents and other players or approach them with 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 of a match by a method other than

the battles.

- (14) In addition to (11), (12) and (13) above, you must not display unsportsmanlike behavior or attitudes to the Management Office, other players or the audience. This includes intentionally easing up on an opponent during a match and making any 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 the management staff during matches without the permission of the Management Office.
- (16) You must not start unnecessary conversations with other players during their matches.
- (17) You must not keep records of matches, such as by taking notes during matches, without the permission of the management staff.
- (18) You must not leave your seat during matches without the permission of the management staff.
- (19) You must not view information other than that on the Shadowverse game screen or operate electronic devices (e.g., smartphones, feature phones and tablet PCs) other than the necessary equipment during matches.
- (20) You must not use vulnerabilities and defects in the client in bad faith.
- (21) You must not install applications without permission on the equipment prepared by the Management Office.
- (22) You must not use in-game names that are obscene, discriminatory, offensive, in violation of public order and morals, or are otherwise inappropriate. You must also not use proper nouns that could violate image rights or copyrights as your in-game name.
- (23) You must not commit acts that violate sportsmanship. This includes speech or conduct that results in a loss of trust in the Shadowverse World Grand Prix and Shadowverse, abusive language, acts of harassment and violence to other players, and the provocation of other players inside and outside the WGP venue, on social media or elsewhere. You must also not commit other acts that violate laws and regulations.
- (24) 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.
- (25) You must not violate the terms of use of Shadowverse as stipulated by Cygames, Inc.

Terms of use of Shadowverse:

*<https://shadowverse.com/terms.php>

- (26) You must not gamble in relation to the WGP.
- (27) You must not have a relationship with criminal or antisocial forces.
- (28) 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, regardless of the method of advertisement; in addition to verbal statements, this includes the use of in-game names and appearing while wearing clothes that serve as advertisements. However, this will not apply in the event you have the approval in advance of the Management Office.
 - (i) Pornography, 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) The penalties given will range – in order from the lightest – from 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, to a ban on appearing at events related to the Shadowverse World Grand Prix indefinitely. The penalties will 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 will 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, said player will be stripped of the qualification to acquire prize money.
- (6) In the event a violation of the Rules by a player damages the Management Office and Cygames, Inc., 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 the Management Office, the prize money, transportation fees and support payments may not be paid. In addition, if there is a force majeure, the Management Office shall bear no responsibility for it to the players, and shall accept no claims for the payment of the various expenses necessary to participate in the WGP.
- (2) 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 fault lies in the instructions or response of the Management Office.
- (3) The players shall be responsible for dealing with any troubles that occur while traveling (e.g., accidents or illnesses). In addition, the Management Office shall bear absolutely no responsibility for any troubles that occur while players are traveling.

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 will be used within the scope of the WGP operation and WGP-related publicity.
- (2) You must understand that your image, in-game name, age, self-introduction and other information during your participation may be used this year and subsequent years in WGP-related publicity materials, websites, press releases and information media prepared by the Management Office and WGP stakeholders. Consequently, 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. You must not exercise image rights, publicity rights or other rights in regards to this.

12. Changes to the Rules

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

13. Inquiries

14. Governing Law and Jurisdiction

- (1) All matters relating to the WGP and the Rules will conform to Japanese law and will be interpreted according to Japanese law.
- (2) The Tokyo District Court will 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 November 23, 2018