# Tournament Rules

# For Online Tournaments

These Rules apply to the following tournaments.

- Shadowverse Online Championship
- Shadowverse BO3 Showdown

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# 1. Introduction

These Rules stipulate the general provisions concerning the operation and progress of game tournaments (collectively referred to as the "Tournament") using the service *Shadowverse: Worlds Beyond*, which is operated and provided by Cygames, Inc.
In addition to these Rules, the outline and notes for each tournament defined in the smartphone application “Shadowverse: Worlds Beyond Tournament Navigator” (referred to as "Tournament Navigator"), along with other separately established rules, are collectively referred to as the "Rules."
The organizers of the Tournament are collectively referred to as the "Management Team." The organizer will be specified in the Tournament Navigator Tournament Outline. The Management Team shall conduct the Tournament in accordance with the Rules and reserves the right to make decisions on matters not stipulated in the Rules or in the event of unforeseen circumstances.
All dates and times stated in the Rules are in Japan Standard Time (JST).

# 2. Eligibility

Participation in this Tournament is possible through entry and participation via the Tournament Navigator.
To participate in this Tournament, all the following conditions must be met:

**A. For Residents of Japan**

1. Agree to these Rules.
2. Reside in Japan.
3. Complete the registration (referred to as "Entry") through the Tournament Navigator, which has been linked to *Shadowverse: Worlds Beyond*, and must not unlink the game before the distribution of any tournament rewards.
    - ○ *Note: If the link is removed before reward distribution, rewards may not be delivered correctly.*
4. Be 13 years of age or older on the date of the Tournament and meet the following conditions:
    - ○ For players 18 years of age or older, be able to submit an official government-issued ID (with date of birth) upon request by the Management Team.
    - ○ For players between 13 and 18 years of age, be able to submit an official government-issued ID (with date of birth), and the Parental Consent Form specified in the Tournament Navigator Tournament Outline, signed and stamped by a legal guardian if requested by the Management Team.
    - ○ *Note: Handwritten signatures or rubber stamps (such as Shachihata) are not accepted.*
    - ○ *Note: The types of valid ID are listed in "Appendix A."*

5. Be able to participate in all dates related to the Tournament.
6. Be able to receive and respond to communications from the Management Team during the Tournament period. The communication period will be specified by the Management Team in the Tournament Navigator Tournament Outline.
7. If prize money is won, submit personal bank account information (in the player's own name) by the specified deadline following notification from the Management Team.
8. Complete check-in via Tournament Navigator within the time specified by the Management Team on the day of the Tournament.
9. Be able to communicate smoothly with Management Team staff and other players in Japanese.
10. Understand and comply with both these Rules and any separately specified tournament operation procedures.
11. Not have been engaged in work as an officer or employee (including continuous outsourced workers and part-time workers) of Cygames, Inc., CyberZ, Inc., or their subsidiaries or affiliated companies within the past six months from the time of application.
12. Not have been a recipient of advance card pack information specified in the Tournament Navigator Tournament Outline from Cygames, Inc. for purposes such as publication or writing. However, this does not apply if the provided information was made publicly available within 168 hours of disclosure.
13. Not be affiliated with the Management Team.
14. Not have been subject to disqualification or suspension from participating in any official tournaments related to Shadowverse Evolve, Shadowverse, or Shadowverse: Worlds Beyond.
15. Not be involved in operating content aggregation or reprint websites, and must not be employed by or affiliated with companies involved in real-money trading (RMT).
16. The player and their relatives must not be members of antisocial forces (including but not limited to organized crime groups, organized crime group members, associate members, companies affiliated with organized crime groups, corporate extortionists, social or political racketeers, or groups engaging in criminal activities under the guise of social or political movements), nor have any relationships with such groups.
17. If the Management Team provides an outfit, wear that outfit. However, this obligation shall not apply if an individual or team has received a uniform from a sponsor company, and the uniform design has been submitted to and approved by the Management Team in advance. In this case, the player must wear the uniform from the sponsor company and participate in the Tournament.

**B. For Residents Outside of Japan**

1. Agree to these Rules.
2. Reside in a country or region where *Shadowverse: Worlds Beyond* and Tournament Navigator are officially distributed.

3. Complete the registration (referred to as "Entry") through the Tournament Navigator, which has been linked to *Shadowverse: Worlds Beyond*, and must not unlink the game before the distribution of any tournament rewards.
    - *Note: If the link is removed before reward distribution, rewards may not be delivered correctly.*
4. Be 20 years of age or older on the date of the Tournament.
5. Be able to present their passport upon request by the Management Team.
6. Be able to participate in all dates related to the Tournament.
7. Be able to receive and respond to communications from the Management Team during the Tournament period.
8. If prize money is won, submit personal bank account information (in the player's own name) by the specified deadline following notification from the Management Team.
9. Complete check-in via Tournament Navigator within the time specified by the Management Team on the day of the Tournament.
10. Be able to communicate smoothly with Management Team staff and other players in Japanese or English.
11. Understand and comply with both these Rules and any separately specified tournament operation procedures.
12. Not have been engaged in work as an officer or employee (including continuous outsourced workers and part-time workers) of Cygames, Inc., CyberZ, Inc., or their subsidiaries or affiliated companies within the past six months from the time of application.
13. Not have been a recipient of advance card pack information specified in the Tournament Navigator Tournament Outline from Cygames, Inc. for purposes such as publication or writing. However, this does not apply if the provided information was made publicly available within 168 hours of disclosure.
14. Not be affiliated with the Management Team.
15. Not have been subject to disqualification or suspension from participating in any official tournaments related to Shadowverse Evolve, Shadowverse, or Shadowverse: Worlds Beyond.
16. Not be involved in operating content aggregation or reprint websites, and must not be employed by or affiliated with companies involved in real-money trading (RMT).
17. The player and their relatives must not be members of antisocial forces (including but not limited to organized crime groups, organized crime group members, associate members, companies affiliated with organized crime groups, corporate extortionists, social or political racketeers, or groups engaging in criminal activities under the guise of social or political movements), nor have any relationships with such groups.
18. If the Management Team provides an outfit, wear that outfit. However, this obligation shall not apply if an individual or team has received a uniform from a sponsor company, and the uniform design has been submitted to and approved by the Management Team in advance. In this case, the player must wear the uniform from the sponsor company and participate in the Tournament.

# 3. Agreement Regarding Shadowverse World Grand Prix 2026

If the Tournament is related to the Shadowverse World Grand Prix 2026, the Management Team will specify this to the players in the Tournament Navigator Tournament Outline.
To participate in a Shadowverse World Grand Prix 2026-related Tournament, players are deemed to have agreed to the following terms:

1. Be able to receive and respond to communications from the Shadowverse World Grand Prix 2026 Management Team during the lead-up to the event.
2. If the player qualifies for participation in the Shadowverse World Grand Prix 2026, be able to attend photo and video shooting sessions organized by the Shadowverse World Grand Prix 2026 Management Team. (The dates and locations of these sessions will be determined by the Management Team in consultation with each qualified player.)
3. Permit photo shooting and interviews by the Shadowverse World Grand Prix 2026 Management Team and various media companies.
4. Acknowledge and consent to their portrait, in-game name, age, self-introduction etc, and any still photos or videos taken under clause (3) may be used by Cygames, Inc. and the Shadowverse World Grand Prix 2026 Management Team on official websites, promotional materials, press releases, and media content related to the tournament, not only during this fiscal year but in subsequent years as well. Furthermore, the player agrees to the commercial use of such materials in print, video, and other informational media produced by Cygames and the Management Team, and waives any portrait rights, publicity rights, or related claims regarding such use.

# 4. Tournament Structure

The Tournament structure will be specified by the Management Team in the Tournament Navigator Tournament Outline, and the Management Team will conduct the Tournament in accordance with the specified format and these Rules.
"Match" in these Rules refers to a collection of multiple battles conducted to determine the outcome of one round in the tournament.

## 4.1 Tournament Registration

1. Entry is made via Tournament Navigator.
2. Before Entry, players must ensure that they meet the eligibility requirements outlined in “2. Eligibility.”

3. Anyone who meets the eligibility requirements outlined in “2. Eligibility” may participate in the Tournament.
4. The *Shadowverse: Worlds Beyond* User ID will be used for registration via "Tournament Mode" used in this Tournament. (A *Shadowverse: Worlds Beyond* User ID can be obtained for free by downloading the game and registering an account.)
5. The Management Team reserves the right to request that a player change their in-game name, and players must comply with such requests.
6. Personal information acquired during entry will be used solely for the purposes outlined in these Rules and will be handled appropriately in accordance with Cygames Privacy Policy (https://shadowverse-wb.com/ja/privacy).
7. If the number of entrants exceeds the maximum capacity, participants will be selected through a fair lottery conducted by the Management Team.
8. Lottery results include "Registered", "Waiting List", and "Not Selected." "Registered" players can participate in the Tournament by completing check-in at the date and time specified by the Management Team.
9. "Waiting List" players may participate in the Tournament up to the number of "Registered" players who fail to check in, provided they complete check-in at the specified date and time. Players will be determined from the "Waiting List" on the day of the Tournament, starting from the lowest reserve number.
10. Those who received "Not Selected" cannot participate in the Tournament.
11. Since this Tournament is conducted using the Tournament Mode within *Shadowverse: Worlds Beyond*, there will be no difference in cards usable by players.

## 4.2 Tournament Mode

1. Tournament Mode is a feature that players in this Tournament can use for free.
2. In Tournament Mode players can use all cards available in the format set by the Management Team, excluding Premium Cards, Fully Animated Cards, and Alternate-Art Cards.
3. Players in this Tournament must pre-register the deck they will use via Tournament Mode. The period and method for deck pre-registration will be communicated to players by the Management Team.
    - *Note: Players who fail to complete deck registration properly will be unable to participate in the Tournament.*
4. If the Management Team instructs the use of equipment provided by the Management Team, Tournament Mode will not be used.

## 4.3 Withdrawal

1. Players can withdraw from the Tournament at any time. However, once a player has withdrawn, they forfeit their eligibility to continue participating in the Tournament from that point onward.

2. Prizes will be awarded according to the final ranking. If a player withdraws, they cannot receive a prize. However, this shall not apply if the Management Team determines that the reason for withdrawal is due to unavoidable circumstances and was difficult to predict in advance.

# 5. Match Format

The Match Format will be specified by the Management Team in the Tournament Navigator Tournament Outline, and the Management Team will conduct the Tournament in accordance with the specified format and these Rules.
The rules for each match format shall comply with the in-game rules.
Whether a player goes "first" or "second" in each battle is determined at random.

## 5.1 Swiss Draw Format

1. The Swiss Draw format is a tournament system where match results are recorded at the end of each round, and players are paired in the next round against others with similar records.
2. The number of rounds may be changed at the discretion of the Management Team, depending on the number of players on the day of the Tournament.
3. If the number of rounds is changed during the preliminary rounds of the Swiss Draw format, the Management Team will notify all players of the new conditions for advancing to the final round.
4. If multiple participants have the same number of match wins, their rankings will be determined based on the average match win rate of their opponents. If the average match win rate is also tied, rankings will then be determined by the average match win rate of their opponents' opponents. If both criteria are still identical, rankings will be determined by a fair lottery conducted by the Management Team.
5. Byes may occur depending on the number of Tournament players.

## 5.2 Single Elimination Format

1. The Single Elimination format is a tournament system where a player is eliminated from the tournament upon losing a single match.
2. Match pairings are determined by player rankings in the preliminary rounds.
3. Byes may occur depending on the number of Tournament players.

# 6. Tournament Operations

This section stipulates the Tournament operations.
In the event that the Management Team determines that smooth or appropriate operation of the tournament has become difficult due to troubles or other unforeseen circumstances, the Management Team reserves the right to modify the tournament format, rules, schedule, or any other related matters at its own discretion.
In such cases, changes may include switching to a single-elimination format or limiting participants based on tournament results.

## 6.1 Deck Registration

1. All players in the Tournament are required to pre-register decks in the Tournament Mode.
    - *Note: Players who fail to complete deck registration properly will be unable to participate in the Tournament.*
2. The period and method for deck pre-registration will be communicated to players by the Management Team.

## 6.2 Check-in

1. Players in this Tournament must complete check-in via the Tournament Navigator at the date and time specified by the Management Team. Failure to complete check-in on Tournament Navigator at the specified time will result in inability to participate in the Tournament.
    - *Note: Please refer to the Player's Guide for check-in instructions.*
2. Participants are not permitted to request changes to the tournament schedule or timetable.
3. In cases where changes are unavoidable due to operational reasons, the Management Team reserves the right to modify the schedule or timetable at its discretion.
4. Players shall prepare for the start of the match in accordance with the instructions of the Management Team.
5. Participants who fail to enter the tournament room match by the time specified by the Management Team will be recorded as having lost the match by default. In addition, such participants will be considered to have withdrawn from the tournament.

## 6.3 Troubles During a Match

1. If any issue arises during a match, players are responsible for promptly reporting the issue to the Management Team and requesting a ruling, regardless of the nature of the problem. Failure to do so may result in penalties.
2. In the event of a signal disconnection or other device malfunction, if the battle can be continued due to temporary issues, the battle may be continued without making a report.

3. Players shall bear full responsibility for all equipment and network connection used during the match.
4. It is prohibited for players to agree among themselves to invalidate and restart a battle without approval of the Management Team. If this prohibition is violated, the Management Team may impose a penalty on the player(s).
5. Players may not dispute any rulings made by the Management Team.
6. In the event where gameplay cannot reasonably continue, or if abnormal in-game behavior occurs, the Management Team reserves the right to establish temporary rules, including restrictions on the use of specific cards.

# 7. Tournament Prizes and Rewards

1. Players will be awarded prizes/prize money stipulated in the Tournament Navigator Tournament Outline, according to their Tournament results.
    - *Note: If the Tournament is canceled midway, prizes may not be awarded.*
2. If a player who already holds a participation right for "Shadowverse World Grand Prix 2026 Day 1" newly acquires, or does not accept this right in the Tournament, the participation right will be passed down to the next-ranked player in this Tournament.
3. If there are multiple next-ranked players (such as a tie for third place), the recipient of the passed-down right will be determined by a method set by the Management Team. Furthermore, if the next-ranked player in this Tournament already holds or does not accept the participation right, it will be passed down to the following next ranked player. However, no further pass-down will occur if players ranked fourth or lower do not accept the right.

# 8. Match Environment

This section defines the match environment for the Tournament.

## 8.1 Devices

1. In this Tournament, each player is required to prepare their own devices (such as smartphones or laptops) with the latest version of Shadowverse: Worlds Beyond, as released by Cygames, Inc. installed. All matches must be played using the player’s own device.
2. Each player is fully responsible for their device, including its network connection and power supply during matches.

### 8.2 Game Client

All matches must be played using the latest version of Shadowverse: Worlds Beyond, as officially released by Cygames, Inc.

## 9. Livestreams

1. All matches in this Tournament may be streamed by the Management Team.
2. By participating in the Tournament, all players are deemed to have consented to the full or partial broadcast of their matches.
3. Matches that are streamed may be played using equipment provided by the Management Team. In such cases, the in-game settings and the client's language settings must comply with the instructions of the Management Team.
4. Players are prohibited from streaming or publicly sharing the content of their matches on the day of the Tournament, unless explicitly authorized by the Management Team.

## 10. Prohibitions

Players must not engage in the following actions:

1. Violating these Rules.
2. Selling, transferring, or otherwise assigning the right to participate in any Tournament awarded as a supplementary prize, or transferring the right to receive such a prize to a third party.
3. Disclosing any tournament-related information to external parties without authorization.
4. Providing false information during registration or participation.
5. Submitting multiple registrations for the Tournament as the same individual.
6. Transferring ones right to participate in the Tournament to another person.
7. Failing to check-in at the specified time and location.
8. Withdrawing from the Tournament without notifying the Management Team after the Tournament has begun.
9. Failing to comply with instructions or requests from the Management Team that are necessary for tournament operations, or intentionally interfering with tournament progress or administration.
10. Failing to respond appropriately to questions from the Management Team during the tournament, or providing false information to the Management Team.
11. Intentionally rendering a match unplayable, such as by forcibly closing the game client.

12. Exiting a match room without permission from the Management Team.
13. Attempting to influence another participant to intentionally lose, or intentionally losing in response to such a request.
14. Determining the outcome of a match by any means other than gameplay.
15. In addition to (13) and (14), intentionally engaging in conduct that lacks sportsmanship, such as colluding with other participants regarding match results or gameplay decisions, deliberately underperforming in a match, or displaying unsportsmanlike behavior or attitudes toward the Management Team, other participants, or spectators.
16. Intentionally exploiting any bugs or vulnerabilities in the game client.
17. Using inappropriate in-game names, including those that are obscene, discriminatory, offensive, or potentially infringe on publicity rights or violate public order and morals.
18. Engaging in conduct, whether at the tournament venue or online via social media, which could damage the reputation of Cygames or Shadowverse: Worlds Beyond, or engaging in abusive, harassing, violent, or unsportsmanlike behavior toward other participants (including past participants), or otherwise violating any laws or Rules.
19. Violating the Terms of Service for Shadowverse: Worlds Beyond as established by Cygames.
20. Engaging in gambling related to the Tournament.
21. Having any association with antisocial forces.
22. Entering into sponsorship agreements with, or promoting (through speech, in-game names, attire, or other means), any of the following products or services—unless expressly approved in advance by the Management Team:
    - Adult content, tobacco, alcohol, gambling, illegal digital content, or any other goods or services prohibited from sale in Japan.
    - Services that violate the Terms of Service of Shadowverse: Worlds Beyond or any other games operated by Cygames.
    - Goods or services that compete with Shadowverse: Worlds Beyond or other businesses operated by Cygames.

## 11. Penalties

1. If the Management Team determines that a player has violated these Rules, a penalty will be imposed on the offending player.
2. Penalties may include, in ascending order of severity:
    - Warning
    - Battle loss
    - Match loss
    - Disqualification from the Tournament
    - Suspension from participating in Shadowverse Evolve, Shadowverse, and Shadowverse: Worlds Beyond tournaments for a specified period

- Permanent ban from Shadowverse Evolve, Shadowverse, and Shadowverse: Worlds Beyond tournaments
- Prohibition from participating in any events operated by Cygames, Inc

The Management Team will determine the appropriate penalty based on the severity of the violation and its impact.

3. Repeated violations by the same individual will result in more severe penalties.
4. The Management Team reserves the right to publicly disclose any penalties issued, including on the official websites of Shadowverse Evolve and Shadowverse: Worlds Beyond.
5. Players who are disqualified from the Tournament due to a penalty will forfeit any prize or reward including their right to participate in other Tournaments.
6. If a player's violation causes damage to the Management Team, Cygames, Inc., or any of the tournament's partner organizations, the participant may be subject to legal claims for compensation, including damages.

# 12. General

## 12.1 Disclaimers

1. In the event of unavoidable circumstances such as game server issues, natural disasters, or other force majeure situations, the Tournament may be postponed or suspended.
   In such cases, the Management Team shall not be held responsible to any participants and will not accept any claims for reimbursement of costs or expenses incurred in connection with participation in the Tournament.
2. The Management Team shall not be liable for any disputes between participants, or for any damages or disadvantages resulting from violations of these Rules by participants, unless the issue arises directly from gross negligence or misconduct by the Management Team.

## 12.2 Handling of Personal Information

1. The Management Team will use the personal information provided by participants for the purposes of operating the Tournament and for advertising and promotional activities related to the Tournament, including but not limited to broadcasts of matches or the tournament venue and the introduction of top-ranking participants.
2. For the purposes stated above, the personal information provided may be published on Tournament-related websites, promotional materials, and videos, or shared with media outlets.

The Management Team will handle the entrusted personal information appropriately in accordance with the Cygames Privacy Policy (https://shadowverse-wb.com/ja/privacy).

## 13. Governing Law and Jurisdiction

1. All matters related to the Tournament and these Rules shall be governed by and interpreted in accordance with the laws of Japan.
2. Any legal actions or disputes arising in connection with the Tournament or these Rules shall be subject to the exclusive jurisdiction of the Tokyo District Court as the court of first instance.
3. The English translation of these Rules is provided for convenience. In the event of any discrepancy, the Japanese Rules shall be held true.

## 14. Amendments to the Rules

1. The Management Team reserves the right to amend these Rules without prior notice.
2. When these Rules are amended, notice will be given via official announcements, and shall take effect immediately upon publication.

## 15. Contact Information

The contact information will be specified in the Tournament Navigator Tournament Outline.

- *Note: Inquiries on Saturdays, Sundays, and public holidays will be processed on the first business day after the holiday.*
- *Note: Replies to inquiries will be responded to in the order they are received. A response may take some time depending on the nature of the inquiry.*

## 16. Change Log

Established on April 24, 2026
Updated on May 20, 2026

# 17. Appendix A (For Residents of Japan)

Only identification documents valid on the day of the Tournament will be accepted. Documents that are not valid on the day of the Tournament will not be accepted as proof of identity under any circumstances.

**Regarding the Restriction on Requests for Disclosure of Medical Insurance Insured Person Numbers, etc.**

Due to amendments to the Health Insurance Act and other related laws (Act No. 9 of 2019), beginning October 1, 2020, the disclosure of insurer numbers and insured person symbols/numbers is prohibited for any purposes other than conducting health insurance-related operations, as outlined in the regulation on “Restrictions on Requests for Disclosure.”

When submitting copies of the identification documents listed under items (26), (27), (28), (29), (30), (31), and (40) below, you must mask or redact the insurer number and the insured person symbol/number in advance.

**Acceptable Forms of Identification:**

1. Student ID issued by the school of enrollment
2. Student handbook issued by the school of enrollment
3. certificate of enrollment issued by the school
4. Japanese driver’s license
5. Passport (issued in Japan only)
6. Seaman’s record book
7. Maritime competency certificate
8. License to operate small vessels
9. Permit for possession of hunting or air rifles
10. Real estate transaction agent license
11. Electrician license
12. Radio operator license
13. Certified electrical technician ID
14. Special electrical technician qualification certificate
15. Aviation personnel skill certificate
16. Locomotive operator’s license
17. Teaching qualification certificate
18. Driver history certificate (only if issued on or after April 1, 2012)
19. Basic Resident Registration Card
20. Residence card
21. Temporary stay permit
22. Special permanent resident certificate
23. Physical disability certificate

24. Rehabilitation certificate
25. Government-issued photo ID from a national or local public agency
26. Health insurance certificate
27. National Health Insurance certificate
28. Seamen’s insurance certificate
29. Late-stage elderly medical insurance certificate
30. Long-term care insurance certificate
31. Mutual aid association member certificate
32. National pension handbook
33. National pension certificate
34. certificate of personal seal registration
35. Seamen’s pension certificate
36. Child-rearing allowance certificate
37. Mutual aid pension certificate
38. Copy of resident record or certificate of items stated in the resident record
39. Copy of family register supplemental record (excluding My Number information)
40. Individual Number Card ("My Number Card") – front side only