

# TEPPEN WORLD CHAMPION SERIES 2021

## Online Tournament Regulations

Ver.1.0

### INTRODUCTION

The TEPPEN WORLD CHAMPION SERIES 2021 is a year-round event that consists of Ranked Matches and Online Tournaments. This document provides a set of regulations for participating in the Online Tournaments.

### ONLINE TOURNAMENT

Under the TEPPEN WORLD CHAMPION SERIES 2021, seven Online Tournaments (hereinafter referred to as the "Tournaments") are held throughout the year, offering prize money. Contestants who finish in the Top 32 in qualifying Tournaments can go on to compete in the finals.

The finals will be live-streamed online, with top-placing finalists winning cash prizes. Finalists who live in Japan and clinch top places will also be awarded Professional License entry rights.

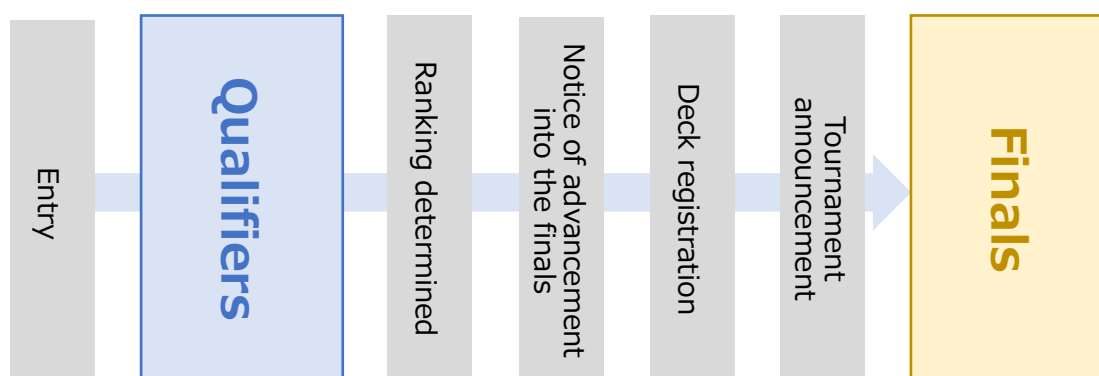
### TOURNAMENT SCHEDULE (Written By PT Time)

Tournament name	Qualifiers	Finals
WCS2021 -APR-	April 4 (Sun)	April 23 (Fri) and 25 (Sun)
WCS2021 -MAY-	May 2 (Sun)	May 28 (Fri) and 30 (Sun)
WCS2021 -JUN-	June 6 (Sun)	June 25 (Fri) and 27 (Sun)
WCS2021 -JUL-	July 4 (Sun)	July 23 (Fri) and 25 (Sun)
WCS2021 -AUG-	August 8 (Sun)	August 27 (Fri) and 29 (Sun)
WCS2021 -SEP-	September 5 (Sun)	September 24 (Fri) and 26 (Sun)
WCS2021 -OCT-	October 3 (Sun)	October 29 (Fri) and 31 (Sun)

\* The name of the official sponsor will be added to the event's name. It will be announced as soon as the sponsor is finalized.

\* See information posted on the official website for a detailed schedule for each of the Tournaments. Since the Tournaments take place around the world simultaneously, matches may occur late at night or early in the morning depending on where you live.

## Tournament workflow



\* Only finalists will be provided details about processes from the “notice of advancement into the finals” onwards.

## Prizes

Contestants who clinch top places will be awarded with prize money as follows:

Professional License holders who live outside Japan		Those who do not hold a Professional License	
1 <sup>st</sup> place	500,000 yen	1 <sup>st</sup> place	100,000 yen
2 <sup>nd</sup> place	300,000 yen	2 <sup>nd</sup> place	Professional License entry right
3 <sup>rd</sup> place	200,000 yen	3 <sup>rd</sup> place	

\* Japanese residents will be awarded different prizes depending on the condition they hold with a JeSU-certified TEPPEN Professional License as of the time of entry into the Tournaments.

## Tour points

Contestants in the finals are awarded the following Tour Points after the finals according to their respective final rankings.

1 <sup>st</sup> place	2 <sup>nd</sup> and 3 <sup>rd</sup> places	4 <sup>th</sup> and 5 <sup>th</sup> places	Up to 9 <sup>th</sup> place	Up to 17 <sup>th</sup> place
30pt	26pt	23pt	20pt	16pt

\* Contestants who finish in the Top 32 in the qualifiers but do not compete in the finals shall be awarded one Tour Point regardless of their placement.

\* Tour points given to those who placed 33rd to 500th in the qualifying tournament will be 1pt.

\* If there are players with the same cumulative tour points for WCS2021, the ranking will be decided based on the final ranking in each tournament.

## Eligibility

All of the following conditions must be met to be eligible to participate in the Tournaments:

①	You must be a player in a country or region where TEPPEN is distributed.
②	Your age as of the time of participating in the Tournaments must be at or above the TEPPEN age rating, as shown in the app store of the country / region where you live.
③	You must be able to provide the following playing environment and equipment: <ul style="list-style-type: none"> <li>•Stable Internet connectivity</li> <li>•Gaming terminal (smartphone, tablet device, etc.) on which you can play TEPPEN in stability</li> <li>•Communications terminal other than the gaming terminal (smartphone, computer, etc.) with which you can make video calls on Discord</li> <li>•Webcam (including a built-in camera on your communications terminal)</li> <li>•Discord ID</li> <li>•Game account you normally use (only one)</li> </ul>
④	You must be able to communicate in Japanese or English and submit required documents in the language.

- \* Minors must check the TEPPEN WORLD CHAMPION SERIES 2021 Online Tournament Regulations with their guardians and obtain consent from the guardians about participating in the Tournaments.
- \* Participants must bear all the costs of obtaining and preparing documents and certificates required for entering into the Tournaments.
- \* Even if you cannot communicate in Japanese or English, you are deemed to meet the criteria if you arrange an interpreter capable of communicating in these languages.

### Rules for qualifiers

Participants	All players who make an entry in the game
Format	Battle Point system
Ranking	<p>Ranking is determined with Battle Points, which go up or down according to your Tournament results.</p> <p>Change of Battle Points is determined not only based on Tournament results but also according to point differences with your opponents.</p> <ul style="list-style-type: none"> <li>* You are given 1600 Battle Points at the start.</li> <li>* If two contestants have the same number of Battle Points, the contestant who has reached the Battle Point first shall be placed higher in the raking.</li> <li>* The ranking shown during the Tournaments are tentative.</li> </ul>

	Final results will be confirmed after the Tournaments are over following a data aggregation period.
Number of registered decks	Up to 50 decks * Decks may be edited freely even during qualifiers.
Available Heroes and Hero Arts	No restrictions * All Heroes and Hero Arts are available for use in qualifiers.
Available Card Sets	"Standard" Card Sets will be used during the Tournaments
Available cards	No restrictions * All Card Sets are available for use in qualifiers. * You may only use golden cards and secret cards in your possession.
Available Hero Skins	No restrictions * You may only use Hero Skins in your possession.
Deck use limits	No restrictions
App version	Latest version during the Tournaments
Playing environment and equipment	You must prepare the following playing environment and equipment: <ul style="list-style-type: none"> <li>•Stable Internet connectivity</li> <li>•Gaming terminal (smartphone, tablet device, etc.) on which you can play TEPPEN in stability</li> <li>•Game account you normally use (limited to one only)</li> </ul>

### Rules for finals

Participants	Contestants who place in the Top 32 in qualifiers * Finalists cannot withdraw or forfeit on principle. * Even if one or more of Top 32 contestants do not participate in finals, no additional contestants will be invited to fill the voided place(s).
Format	Tournament
Outcome	Best of three (BO3)  * Draws and communications disruption are not counted, and will be followed by a re-match. * On principle, connection failure, unexpected delay, etc. are recognized if declared by the applicable contestant (once per match). A re-match may be arranged if the opponent agrees to it.
Number of registered	Register 3 decks in advance.

decks	<ul style="list-style-type: none"> <li>* You cannot register multiple decks of the same Hero.</li> <li>* The deck uses data such as cards possessed by the participants.</li> </ul>
Available Heroes and Hero Arts	No restrictions
Available Card Sets	“Standard” Card Sets will be used during the Tournaments
Available cards	All cards except Golden and Secret cards
Available Hero Skins	No restrictions
Deck usage restrictions	<p>Out of decks you have registered, select and declare two decks to use in each match.</p> <p>Heroes and Hero Arts from the decks you are using will be revealed to the opponent prior to the match.</p> <p>The winning deck cannot be used in the second and subsequent matches.</p> <p>Decks used in a draw or loss may be used in the second and subsequent matches.</p>
App version	Latest version available during the Tournaments
Playing environment and equipment	<p>You must prepare the following playing environment and equipment:</p> <ul style="list-style-type: none"> <li>•Stable Internet connectivity</li> <li>•Gaming terminal (smartphone, tablet device, etc.) on which you can play TEPPEN in stability</li> <li>•Communications terminal other than the gaming terminal (smartphone, computer, etc.) with which you can make video calls on Discord</li> <li>•Webcam (including a built-in camera on your communications terminal)</li> <li>•Discord ID</li> <li>•Game account you normally use (limited to one only)</li> </ul>

### Prohibited acts

Participants of these Tournaments must not engage in acts that are, or could be construed as being applicable to any of the following. Participants who are found to have engaged in these acts may become subject to severe action, such as exclusion from ranking, nullification of any awards, disqualification from tournaments, and account suspension.

- Tampering with data or using unauthorized programs / bugs to one’s advantage.
- Using equipment, etc. other than those required without mentioning in advance.
- Hampering the progress of matches by means such as deliberately disconnecting

communications.

- Using terminals that are not officially certified by manufacturers or unofficial operating systems.
- Using an inappropriate name that goes against public courtesy.
- Conspiring with other participants or acting by oneself by using multiple accounts to manipulate match outcome.
- The unfair use of information, e.g. information gained from live streaming or social media during the match.
- Gaining information or advice from a third party during a match.
- Transferring, selling, buying or loaning the right to compete in the Tournaments.
- Disrupting matches by not participating on the specified date and time.
- Disrupting Tournament administration by not submitting participant information, deck information, etc. by the specified date and time.
- Committing any acts prohibited in the application's general terms and conditions.
- Committing any acts that are construed as being inappropriate by the organizer.

### **Photo / video shooting and media coverage**

- The Tournaments may be photographed, filmed or otherwise covered by the organizer or staff of various media organizations.  
Photographs, videos and articles (text) of and/or about the participants produced as a result of such coverage may be not only released publicly on TEPPEN's official website, on TEPPEN Ch. within the app and via various other media, but also used for advertising and PR activities.
- Participants are prohibited from filming and streaming video that show the finals.
- Entry into the Tournaments shall be construed as your consent to photo / video shooting, and media coverage and the public release and use of such information.

### **Disclaimers**

- Note that the contents of the Tournaments may be changed or cancelled due to factors including but not limited to server issues, communications failures, circumstances beyond control including power outages, acts of God, unexpected accidents or circumstances attributed to the organizer.
- The Tournaments shall be held using the most current version of the application during the Tournaments, including game specifications and bugs.
- Participants shall be responsible for dealing with any issues that arise from participating in the Tournaments, and shall not hold the organizer liable except when there is intentional or gross negligence on the part of the organizer.
- Entry into the Tournaments shall be construed as participants' consent to the TEPPEN

WORLD CHAMPION SERIES 2021 Online Tournament Regulations.

- The contents and conditions listed in the TEPPEN WORLD CHAMPION SERIES 2021 Online Tournament Regulations are subject to change without notice.

**Update history**

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GungHo Online Entertainment, Inc.