

# TEPPEN CHAMPIONS LEAGUE 2023

## Regulation

Ver.1.0

### ■ Introduction

The "TEPPEN CHAMPIONS LEAGUE 2023" (detailed below) is an annual league where the top three from the "TEPPEN WORLD CHAMPIONSHIP" (held from 2019 to 2020), the "TEPPEN WORLD CHAMPION SERIES Online Tournament" (held from 2021 to 2022), and the winner of the "TEPPEN CHAMPIONS LEAGUE WILD CARD" will compete in a league tournament throughout the year.

### ■ Schedule of the League Tournament

April ~ September 2023

\*Matches will be held two times each month.

\*The date and time will be notified to participating players by the league tournament staff.

### ■ The Conditions to Participate

\*Minors must check the regulations and obtain consent from their guardian to participate in the league tournament.

\*Participants will be responsible for the cost of preparing the necessary equipment when participating in the league tournament.

\*There will be moments when communication in Japanese or English will be necessary, such as submitting necessary documents. Please prepare a translator who can communicate in both languages if a player is unable to communicate in Japanese and/or English.

### ■ League Tournament Rules

Match	First to two wins (BO3)  *If there is a tie or communications are disconnected, the match will not be counted and will be restarted. *As a general rule, network issues and accidental delays will be declared by the players (up to once per match) with the match restarted upon the opponent's agreement.
Number of registered decks	There are not restrictions to the number of decks by the day of the match. *Registering multiple decks with the same Hero is not allowed. *The deck will use the data from cards the players own.
Hero / Hero Arts	No restrictions

Card Pack	The "Standard" card pack at the start of the tournament.
Cards	All cards (including Golden and Secret cards)
Hero Skins	No restrictions
Restricted decks	The deck used to win cannot be used after and including the second match. Decks with a tie or loss can be used after and including the second match.
Version of the App	The most recent version at the start of the tournament
Play Environment / Equipment	The player must prepare the play environment and materials as stated in the following: <ul style="list-style-type: none"> <li>• an environment with a stable internet connection</li> <li>• a device (smartphone or tablet) that can run "TEPPEN" matches stably</li> <li>• a video communications device (smartphone or PC) via Discord other than the device used for matches</li> <li>• Web camera (or a device that has a camera)</li> <li>• Discord ID</li> <li>• a game account used to play regularly (only 1 account is allowed)</li> </ul>

### ■ Prohibited Actions

Those who participate in the league tournament must not perform any of the following actions or actions that may cause them. In the case the action is performed, we will not only deprive your right to participate in this tournament, but confiscate your prize, remove you from the rankings, freeze your account, as well other strict protocols. We highly urge you to not take these actions.

- Acts where the player has withdrawn or is absent with no contact with the league tournament staff office after advancing to the tournament
- Acts that leverage malfunctions, unofficial programs, and data tampering
- Acts that leverage equipment other than what is required without notice
- Acts that hinder the progress of the game, such as intentional disconnection of communication
- Acts of using a terminal whose operation is not guaranteed by the manufacturer or an OS that is the unofficial version
- Acts that use inappropriate names that are offensive to public order and morals
- Acts of colluding with other participants or using multiple accounts to control the outcome
- Acts that use unfair information such as watching live streams and SNS during the game
- Acts of obtaining information and advice from a third party during the match
- Acts of transferring, buying, selling, or lending the right to participate in the league tournament
- Acts that interfere with the progress of the match without participating in the designated

date and time

- Acts that interfere with the league tournament staff office without submitting participant information, deck information, etc. by the designated date and time
- All acts prohibited by the application common terms of use
- All acts that the organizer determines to be problematic in terms of conduct (such as passive gameplay or behavior that goes against public order and morals on SNS), both in and out of the game
- Any other act that the organizer deems inappropriate

#### ■ Photography/Interview

- There may be photography/interview by the host or various press staff about the league tournament.

The photos, videos, and coverage articles (texts) that were taken and interviewed will not only be published through the TEPPEN official website, in-app TEPPEN Ch., and for various news media, but will also be used for public relations activities.

- Video capture, streams, photography, recording of audio of the league tournament is prohibited.

#### ■ Disclaimer

- Matches will be broadcasted on a special website or by volunteers with live commentary as a video.
- Please note the content of the league tournament may be changed or canceled due to unavoidable circumstances such as server troubles, communication failures, power outages, natural disasters, unexpected accidents, and the circumstances of the organizer.
- This league tournament shall be held using the current application at the tournament, including game specifications and defects.
- Participants are responsible for any troubles caused by participating in the league tournament, and we will not take any responsibility unless the organizer has intentional or gross negligence.
- Participants are deemed to have agreed to all the “TEPPEN CHAMPIONS LEAGUE 2023 Regulation” by the time of entry to the league tournament.
- Please note the “TEPPEN CHAMPIONS LEAGUE 2023 Regulation” and conditions of this tournament are subject to change without notice.

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GungHo Online Entertainment, Inc.