

**FINAL FANTASY TRADING CARD GAME EU 2019 TOURNAMENT (THE “PROMOTION”)  
OFFICIAL RULES**

**KEY RULES**

- A. **Official Rules:** The Official Rules for this Promotion consist of both (i) these key rules summarizing the important rules for participating in the Promotion (the “**Key Rules**”) and (ii) the Additional Promotion Official Rules (“**Additional Rules**”) applicable to your place of legal residence. Please review the Additional Rules at the following URL:
- [https://square-enix-games.com/en\\_GB/documents/promotion-additional-rules](https://square-enix-games.com/en_GB/documents/promotion-additional-rules)
- B. **Territories:** This Promotion is open only to individuals who are legal residents and physically and permanently located in Europe at the date and time of entry so long as entrants are eligible to participate under their local laws (the “**Promotion Jurisdiction**”). Void where prohibited.
- C. **Age Limit:** This Promotion is open only to individuals 16 years of age or older, and who either (a) have reached the age of majority in their jurisdiction of residence, at the date and time of entry or (b) provide Sponsor with any requested written parental/guardian consent.
- D. **Entry Period:** You may enter the Promotion until 5 October 2019 at 8:59 a.m. (GMT) (the “**Entry Period**”).
- E. **Entry Procedure and Limitations:** In order to enter the Promotion, you must complete the following steps during the Entry Period:
- Be invited by Sponsor to participate in the Promotion tournament (the “**Tournament**”).
  - Attend the Tournament:
    - i. The Tournament will take place at Dark Sphere Shepherds Bush, Unit 8 W12 Shopping Centre, London W12 8PP, United Kingdom.
    - ii. The Tournament will take place on October 5, 2019 and October 6, 2019 (Sponsor will announce specific hours closer to the Tournament dates).
    - iii. Each entrant must provide his/her own transportation, meals, and accommodations.
  - Tournament procedures:
    - i. The Tournament will consist of a series of Final Fantasy Trading Card Game (“**Game**”) matches/rounds over two (2) days.
    - ii. All Tournament matches will be governed by the Game Comprehensive Rules in effect as of the start of the Tournament. The current version of the Comprehensive Rules is available at [https://fftcg.cdn.sewest.net/2019-07/1563465384\\_fftcgadvancedrules-20171122.pdf](https://fftcg.cdn.sewest.net/2019-07/1563465384_fftcgadvancedrules-20171122.pdf).

- iii. In addition, all Tournament matches will be governed by the Game Rules Concerning Penalties in effect as of the start of the Tournament. The current version of the Rules Concerning Penalties is available at [https://fftcg.cdn.sewest.net/downloadables/fftcg\\_penalties\\_en.pdf](https://fftcg.cdn.sewest.net/downloadables/fftcg_penalties_en.pdf).
- iv. You must participate in on-site check-in procedures on 5 October 2019 between 9:00 a.m. (BST) and 10:00 a.m. (BST) (the “**Tournament Deadline**”). Sponsor will, in its sole discretion, determine the valid and official Tournament Deadline time should any discrepancies of time occur. Sponsor reserves, in its sole discretion, the right to extend the Tournament Deadline for whatever reason without notification.
- v. You must register your Game card deck with Tournament staff before the Tournament Deadline.
  - 1. Tournament staff will provide you with Game card deck registration materials which you must accurately complete and return to Tournament staff within the time allotted by Tournament staff. You may also return such materials to Sponsor by email at an email at [fftcg@eu.square-enix.com](mailto:fftcg@eu.square-enix.com).
  - 2. You must provide your own Game card deck and must bring the Game card deck with you to the Tournament. Sponsor will not provide entrants with any Game cards or card decks.
  - 3. Game decks may contain cards from only OPUS I, II III, IV, V, VI, VII, VIII and IX; Starter Sets VII, IX, X, XII, XIII, XIII (2018), XIV, TYPE-0, VII (2019), XIV (2019) Heroes and Villains, Wraith vs Knight; and promotional cards PR-001, PR-002, PR-003, PR-051 and PR-055. Use of any other cards will result in disqualification.
  - 4. You must submit two Game decks for approval. Each deck must be completely different—the same card cannot appear in both decks.
  - 5. You must use the same two Game card decks for all rounds throughout the Tournament. If you makes any changes to either Game card deck during the Tournament, you shall be disqualified.
  - 6. All deck lists are public information.
- vi. After on-site check in, Tournament staff will announce the pairings for the first matches.
  - 1. Throughout the Tournament, lists of upcoming matches will be posted at the venue; you must find your name and sit at the indicated table number at the indicated time.
- vii. Each round in the Swiss rounds will have an initial time limit of seventy (70) minutes.

1. A “**Swiss**” round is a tournament method by which match pairings are determined based on the players’ number of wins. During each round, players are paired against other players of similar strength based on the players’ wins and/or losses in earlier rounds, with the exception of the first round which is paired at random. If there is an odd number of players then a “bye” is granted. One person shall not receive more than one bye during a tournament. With the exception of the first round, byes are granted to players in the lowest bracket.
  2. If a match hasn't concluded after seventy (70) minutes, participants will be instructed to complete an additional three (3) turns.
  3. If a winner isn't determined after the additional three (3) turns, both entrants will be deemed to have lost that round.
- viii. Throughout the Tournament, there are no draws. Refusal or failure to attend a match for any reason will be deemed a loss. If both players in a match refuse or fail to participate in a match for any reason, both will be deemed to have lost that match.

ix. **Day 1**

1. Day 1 will consist of six (6) Swiss rounds.
2. The first player to win two (2) games in each Swiss round will be the winner of the round.
3. To win a round, a player needs to win with both decks. Once a player wins with one deck, that player is not permitted to use that deck again during the round.
4. Upon completing the six (6) Swiss rounds on Day 1, the top sixteen (16) entrants with the highest win-loss ratios will move forward to the final tournament (the “**Finals**”) on Day 2.
5. In the event of any ties at the end of Day 1, or when determining final rankings in the event of a disqualification or a refusal (as addressed below) the tie will be broken in one of the following four ways (starting with the first and moving to the second, third, and fourth only if the tie remains in place after each respective tie-breaker): (i) the entrant that faced the stronger schedule of opponents based on the opponents’ win-loss records, (ii) the entrant that received the least damage, (iii) the entrant that inflicted the most damage on his/her opponents, and (iv) if necessary, a single-elimination, sudden-death match.

x. **Day 2 (the Finals)**

1. The Finals will consist of a top bracket and a bottom bracket.

2. The top bracket will consist of four (4) single elimination rounds, with the winner(s) of each round advancing to compete in the next round.
  - a. The top eight (8) players from Day 1 will play in the top bracket.
  - b. In addition, eight (8) invited players who qualified in previous tournaments or via other methods shall also compete in the top bracket. These eight (8) invitees will not have competed during Day 1.
  - c. There will be an initial time limit of seventy (70) minutes per round (each round consists of three (3) matches).
    - i. If a round hasn't concluded after seventy (70) minutes, and if the round is tied with each entrant having won one (1) match, or with each entrant having won zero (0) matches, then the participants will be instructed to complete an additional three (3) turns. If a winner of the match is determined after those three (3) rounds, then that entrant will be deemed the winner of the round. If after completing the additional three (3) turns there still is no winner, then whichever player has inflicted more damage at that stage will be deemed to be the winner of the round. If the damage count is identical at that stage, then the match will continue until one entrant inflicts at least one (1) damage point on the other player – the entrant who inflicts this damage will be deemed to be the winner of the match and the round.
    - ii. If a round hasn't concluded after seventy (70) minutes, and if only one (1) player has won a match, then that player will be deemed the winner of the round.
3. The bottom bracket will consist of seven (7) single elimination rounds, with winner(s) of each round advancing to compete in the next round.
  - a. Players who finished between ninth and sixteenth on Day 1 will compete in the bottom bracket.
  - b. In addition, each player eliminated from the top bracket will be inserted into the bottom bracket and shall compete in the bottom bracket.
  - c. The first five (5) rounds in the bottom bracket will be best-of-one, single elimination.
    - i. There will be an initial time limit of thirty five (35) minutes per round (each round consists of one (1) match).

- ii. If a round hasn't concluded after thirty five (35) minutes, then the participants will be instructed to complete an additional three (3) turns. If a winner of the match is determined after those three (3) rounds, then that entrant will be deemed the winner of the round. If after completing the additional three (3) turns there still is no winner, then whichever player has inflicted more damage at that stage will be deemed to be the winner of the round. If the damage count is identical at that stage, then the match will continue until one entrant inflicts at least one (1) damage point on the other player – the entrant who inflicts this damage will be deemed to be the winner of the match and the round.
  - d. The final two (2) rounds in the bottom bracket will be best-of-three, single elimination.
    - i. There will be an initial time limit of seventy (70) minutes per round (each round consists of three (3) matches).
    - ii. If a round hasn't concluded after seventy (70) minutes, and if the round is tied with each entrant having won one (1) match, or with each entrant having won zero (0) matches, then the participants will be instructed to complete an additional three (3) turns. If a winner of the match is determined after those three (3) rounds, then that entrant will be deemed the winner of the round. If after completing the additional three (3) turns there still is no winner, then whichever player has inflicted more damage at that stage will be deemed to be the winner of the round. If the damage count is identical at that stage, then the match will continue until one entrant inflicts at least one (1) damage point on the other player – the entrant who inflicts this damage will be deemed to be the winner of the match and the round.
    - iii. If a round hasn't concluded after seventy (70) minutes, and if only one (1) player has won a match, then that player will be deemed the winner of the round.
- 4. The final championship round shall be between the winner of the top bracket and the winner of the bottom bracket.
  - a. One (1) best of three (3) match.
  - b. For the final, championship round, there will be no time limit except as otherwise set forth in the rules of the Game.

- c. The winner of the top bracket will start with a one (1) win advantage.

- Other rules and notes:

- i. You must promptly comply with all posted instructions and rules, and all instructions and rules otherwise provided by the Tournament staff or Sponsor staff, before, during, and after the Tournament.
- ii. Sponsor may film, photograph, record, and/or livestream portions of the Tournament on the Internet and may display, distribute, reproduce, and broadcast your name, likeness, and gameplay on the livestream, on Sponsor's websites and social media channels, and elsewhere, for any purpose. By participating in the Promotion, you hereby grant Sponsor a perpetual, worldwide, royalty-free, sublicensable, assignable, non-exclusive license to make this use of your name, likeness, and gameplay.
- iii. You must make your Game card deck available for inspection by the Tournament staff upon request.
- iv. You must be present and available to participate in the Tournament throughout the full Tournament days.
- v. The number and format of matches and rounds, and the identity the opponents is, subject to change by the Tournament staff based on the number of entrants and the number of currently active players.
- vi. You must immediately raise all complaints and/or disputes about gameplay or Tournament procedures, or any other aspect of the Tournament, with the Tournament staff. You waive any complaint or disputes that you do not immediately raise to the Tournament staff. Tournament staff will have complete discretion to adjudicate all complaints and disputes about gameplay or Tournament procedures, or any other aspect of the Tournament.
- vii. Tournament staff may alter the tournament or game structure, or grant variances in the Tournament or Game rules, based on the Tournament staff's judgment and discretion in order to ensure fair play and results.
- viii. You must avoid any actions or behaviour inconsistent with principles of basic sportsmanship, honesty, and fair play. You must not engage in violence, unwanted contact, or harassment, and you must not use threatening, harassing, or offensive language.
- ix. The Tournament will be run in English only.
- x. Tournament staff decisions are final and cannot be further appealed or challenged.

- F. **Winner Selection:** The Sponsor (listed below) shall select at least eight (8) prize winners. Sponsor shall select the winners from among the eligible entrants in the manner described below:

The winners shall be (i) the Tournament entrants who finish in the top eight (8) places and (ii) any Tournaments entrants who have won more than (3) rounds on Day 1.

If a winner is disqualified or refuses all of his/her prizes for any reason:

- Each winner below the disqualified winner shall move up one (1) ranking. For example, if the top finisher were disqualified, the number two finisher would become the top finisher, the number three (3) finisher would become the number two (2) finisher, and so on.
- If unclear, Sponsor shall determine which entrants to promote based on which entrants earned the highest scores in the Swiss rounds. In the event of a tie, Sponsor shall use the tie-breaker methods described above.

If a top three (3) finisher refuses to participate (including, if the entrant is unable to participate, for any reason, such as disqualification or a legal inability to travel to Los Angeles, California) in the Game World Championships in Los Angeles, California (as described below):

- The refusing winner shall be deemed to have refused both the Game World Championship prize and the Trip prize (described below).
- The refusing winner's Game World Championship prize and Trip prize shall be awarded to the highest ranking entrant who has not already been awarded a Game World Championship prize (if there is sufficient time for Sponsor to do so). In the event of a tie, Sponsor shall use the tie-breaker methods described above.
- If there is insufficient time (as determined by Sponsor in its sole discretion) for Sponsor to select an alternate winner to travel to and participate in the Game World Championships, then Sponsor shall not award the Game World Championship entry or the Trip Prize to any other entrant.
- The refusing Winner shall still receive any other prizes to which he/she would be entitled (excluding the Game World Championship prize and the Trip prize).

- G. **Prize(s):** Each winner shall receive the applicable prizes described below:

- The top eight (8) entrants shall each receive the following prize:
  - One (1) Final Fantasy VII Remake Cloud Figure (approximate retail value of £114.99 GBP)
- In addition, the top four (4) entrants shall each receive one (1) of the following prize (the first place entrant gets to pick from among all four options, then the second place entrant gets to pick from among the remaining three options, then the third place entrant gets to pick from among the remaining two options, and finally the fourth place winner receives the last remaining option):
  - One (1) Sony PlayStation 4 Pro (approximate retail value of £345.00 GBP)
  - One (1) Nintendo Switch (approximate retail value of £299.00 GBP)
  - One (1) Nintendo Switch Light (approximate retail value of £199.00 GBP)

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- In addition, the top three (3) entrants shall each receive the following prize:
  - Entry for one (1) into the Game World Championships in Los Angeles, California (approximate retail value of £40.00 GBP)
  - A trip for one (1) to Los Angeles, California (the “*Trip*”) as described below (approximate retail value of £2,000.00 GBP)
- In addition, the one (1) second-place entrant shall receive the following prize:
  - One (1) Final Fantasy Trading Card Game Full Foil Opus X Complete Set (with all Full Arts) upon the public release of that set (approximate retail value of £300.00 GBP)
- In addition, the one (1) Tournament champion shall receive the following prize:
  - Three (3) Final Fantasy Trading Card Game Full Foil Opus X Complete Sets (with all Full Arts) upon the public release of that set (approximate retail value of £900.00 GBP)
- In addition, any entrant who wins at least three (3) rounds on Day 1 shall receive the following prize:
  - One (1) Squall Mini Plush (approximate retail value of £15.99 GBP)
- In addition, any entrant who wins at least four (4) rounds on Day 1 shall receive the following prize:
  - One (1) Final Fantasy XI Moogles Save Book (a notebook) (approximate retail value of £24.99 GBP)
- In addition, any entrant who wins at least five (5) rounds on Day 1 shall receive the following prize:
  - One (1) Final Fantasy XV Sleeves (approximate retail value of £8.00 GBP)
- In addition, any entrant who wins at least six (6) rounds on Day 1 shall receive the following prize:
  - One (1) Final Fantasy Trading Card Game Opus IX Fullart set (approximate retail value of £100.00 GBP)
- In addition, any entrant who participates in a match on Day 1 shall receive:
  - One (1) Sleeves (approximate retail value of £8.00 GBP)
- In addition, any entrant who participates in a match on Day 2 shall receive:
  - One (1) Final Fantasy Trading Card Game Play Mat (approximate retail value of £20.00 GBP)
- The Trip to Los Angeles, California (described in the prizes above) shall consist of the following for one (1) person:
  - Ground transportation from the Winner’s home to a regional airport near the winner’s home (Sponsor to select the airport).
  - Coach class air transportation from the regional airport described above to an airport in or near Los Angeles, California.
  - Ground transportation from the airport in or near Los Angeles, California to a hotel in or near Los Angeles, California.
  - Four (4) nights, five (5) days hotel accommodations in or near Los Angeles, California.
  - Ground transportation from the hotel in or near Los Angeles, California to an airport in or near Los Angeles, California.



- Coach class air transportation from the airport in or near Los Angeles, California to a regional airport near the winner's home (Sponsor to select the airport).
- Round-trip ground transportation from the airport near the winner's home to the winner's home.
- *If the winner of a Trip prize is under the age of eighteen (18) years old at the time of travel or is under the age of majority in winner's state/province/country of residence: (i) the winner must be accompanied by a parent or legal guardian and (ii) Sponsor shall provide one (1) Trip prize to one (1) of the winner's parents or legal guardians (approximate retail value, £2,000.00 GBP).*
- *Sponsor shall schedule the Trip and Game World Championships in its sole discretion. Dates are subject to change.*
- *Sponsor does not guarantee that a Trip prize winner will be able to make use of the Trip Prize or attend the Game World Championships. For example, if a winner does not or cannot obtain the necessary travel documents to be able to legally travel from the winner's home territory to Los Angeles, California, or if a winner is denied entry into the United States for any reason, the winner will be deemed to have refused the Trip prize and participation in the Game World Championship, and Sponsor shall have no further obligation to the winner with respect to the Trip prize or the Game World Championship prize.*
- *Sponsor has not and will not obtain or provide travel insurance or any other form of insurance to Trip prize winners. Trip prize winners should obtain their own such insurance.*
- *See additional terms and restrictions concerning trip prizes in the Additional Rules.*

H. **Winner Notification:** Sponsor, or Sponsor's designee, will notify winner(s) by or about the conclusion of the Tournament via in-person communication.

I. **Sponsor:** The sponsor of this Promotion is Square Enix Limited.

By entering the Promotion, you agree to be bound and abide by these Key Rules, the Additional Rules applicable to your place of legal residence, and any additional terms listed on the Registration Website or posted or announced at the Tournament, and you represent that you satisfy all eligibility requirements to enter the Promotion.

**KEY RULES POSTED ON 19.09.2019**