

FINAL FANTASY TRADING CARD GAME NORTH AMERICAN CHAMPIONSHIP 2018 (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:
- <http://na.square-enix.com/us/documents/promotion-additional-rules>.
- B. **Territories**: This Promotion is open only to individuals who are legal residents and physically and permanently located in one of the following countries/territories at the date and time of entry (the “**Promotion Jurisdiction**”):
- The fifty (50) states of the United States of America, the District of Columbia, and Puerto Rico.
 - Canada (excluding Quebec).
- C. **Age Limit**: This Promotion is open only to individuals 18 years of age or older, and who have reached the age of majority in their jurisdiction of residence, at the date and time of entry.
- D. **Entry Period**: You may enter the Promotion only between September 29, 2018 at 9:00 a.m. (Pacific Time) and September 30, 2018 at 11:59 p.m. (Pacific Time) (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**”). Sponsor will post a list of invited players on fftradingcardgame.com prior to the Tournament.
 - Attend the Tournament:
 - i. The Tournament will take place at the Hilton LAX Hotel at 5711 W Century Blvd, Los Angeles, CA 90045.
 - ii. The Tournament will take place on September 29, 2018 and September 30, 2018 (Sponsor will announce specific hours closer to the Tournament dates).
 - iii. Each entrants 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 Final Fantasy Trading Card Game Comprehensive Rules in effect as of the start of the Tournament. The current

version of the Comprehensive Rules (version 1.0) is available at <https://fftcg.cdn.sqexeu.com/files/downloadables/fftcgadvancedrules.pdf>.

- iii. In addition, all Tournament matches will be governed by the Final Fantasy Trading Card 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.sqexeu.com/files/downloadables/fftcg_penalties_en.pdf.
- iv. You must participate in on-site check-in procedures on September 28, 2018 at or around 10:00 a.m. (Pacific Time) (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 first round of matches.
 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.
 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, and VI; Starter Sets VII, IX, X, XII, XIII, XIII (2018), XIV, and TYPE-0; and promotional cards PR-001, PR-002, and PR-003. Use of any other cards will result in disqualification.
 4. You must use the same Game card deck for all rounds throughout the Tournament. If you makes any changes to your Game card deck during the Tournament, you shall be disqualified.
- 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 (defined below) during Day 1 and Day 2 will have an initial time limit of thirty (30) minutes.
 1. If a match hasn't concluded after thirty (30) minutes, participants will be instructed to complete an additional three (3) turns.

2. 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 will consist of seven (7) Swiss rounds.
 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.
 - x. The first player to win one (1) game in each Swiss round will be the winner of the round.
 - xi. Upon completing the seven (7) Swiss rounds on Day 1, the top thirty-one (31) entrants with the highest win-loss ratios will move forward to the final tournament (the "**Finals**") on Day 2.
 - xii. 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.
 - xiii. The Finals will consist of five (5) rounds, with the winner(s) of each round advancing to compete in the next round. The top player from Day 1 will skip the first one (1) round of Day 2.
 - xiv. The Final rounds will be single elimination with the entrant that wins two (2) out of three (3) matches progressing.
 1. For the first four (4) rounds during the Finals:
 - a. There will be an initial time limit of seventy (70) minutes per round (each round consists of three (3) matches).
 - b. 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.

- c. 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.

2. For the final, championship round during the Finals, there will be no time limit except as otherwise set forth in the rules of the Game.

- xv. The champion will be the entrant who wins each of the three (3) Finals rounds.

- 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. Tournament staff decisions are final and cannot be further appealed or challenged.

F. **Winner Selection:** The Sponsor (listed below) shall select thirty one (31) prize winners. Sponsor shall select the winners from among the eligible entrants in the manner described below:

The winners shall be the Tournament entrants who finish in the top thirty one (31) places.

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 eight (8) finisher refuses to participate in the Game World Championships in London, England (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. In the event of a tie, Sponsor shall use the tie-breaker methods described above.
- 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 thirty one (31) entrants shall each receive the following prize:
 - One (1) twenty five United States dollar (\$25.00 USD) Visa gift card (approximate retail value of \$25.00 USD)
- In addition, the top sixteen (16) entrants shall each receive the following prize:

- One (1) Final Fantasy Trading Card Game Play Mat autographed by Tarou Kageyama (approximate retail value of \$23.00 USD)
- In addition, the top eight (8) entrants shall each receive each of the following prizes:
 - A trip for one (1) to London, England (the “*Trip*”) as described below (approximate retail value of \$2,500.00 USD)
 - Entry for one (1) into the Game World Championships in London, England (approximate retail value of \$40.00 USD)
 - One (1) trophy (approximate retail value of \$60.00 USD)
 - One (1) Team Final Fantasy Trading Card Game North America hoodie (approximate retail value of \$20.00 USD)
- In addition, the four (4) entrants who finish fifth, sixth, seventh, and eighth place shall each receive the following prize:
 - One (1) Final Fantasy Trading Card Game Opus VI Normal Complete Set (approximate retail value of \$300.00 USD)
- In addition, the top four (4) entrants shall each receive each of the following prizes:
 - One (1) leather Moogle (approximate retail value of \$120.00 USD)
 - One (1) Final Fantasy Trading Card Game Opus VI Foil Complete Set (approximate retail value of \$300.00 USD)
- In addition, the top two (2) entrants shall each receive the following prize:
 - One (1) Final Fantasy Creatures Bring Arts Bahamut (approximate retail value of \$150.00 USD)
- In addition, the top one (1) entrant shall receive the following prize:
 - One (1) Final Fantasy Creatures Bring Arts Odin (approximate retail value of \$300.00 USD)
- The Trip to London, England (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.
 - 1 nights, 2 days hotel accommodations in or near Los Angeles, California.
 - Ground transportation from a 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 an airport in or near London, England.
 - Ground transportation from the airport in or near London, England to a hotel in or near London, England.
 - 4 nights, 5 days hotel accommodations in or near London, England.
 - Ground transportation from the hotel in or near London, England to an airport in or near London, England.
 - Coach class air transportation from the airport in or near London, England 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.
 - *Trip and Game World Championships dates are subject to change.*

- *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, Inc.

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, and you represent that you satisfy all eligibility requirements to enter the Promotion.

KEY RULES POSTED ON AUGUST 22, 2018