

Inter-Prefectural Esports Championship 2024 SAGA: Puyo Puyo Division (General Division)
Terms of Entry

SEGA CORPORATION ("Sega") is seeking players ("Participants") to participate in the "Inter-Prefectural Esports Championship 2024 SAGA: Puyo Puyo Division (General Division)" that is co-sponsored and co-organized by Sega. Individuals who submit an entry via the specified method ("Entrants") will be allowed to participate in the tournament. As a condition of entering the tournament, all Entrants must read and agree to these "Inter-Prefectural Esports Championship 2024 SAGA: Puyo Puyo Division (General Division) Terms of Entry" (the "Terms").

- Entrants must agree to the terms in order to enter the tournament.
- Entrants must reside in Japan and be able to communicate in Japanese (there are no restrictions on the Entrant's nationality).
- Entrants must have a Nintendo Switch™ console as well as a copy of the *Puyo Puyo eSports* game software and be able to play online.
 - The fees, communication charges, etc. and software costs required for the online game platform, and the costs for attending the tournament, are the responsibility of the Participant.
 - Discord may be used on PCs, smartphones, or other such devices in order to help facilitate the online tournament.
 - Please use an official Nintendo controller or a controller officially licensed by Nintendo when playing in the online tournament.
 - Please prepare an X (formerly Twitter) account that is capable of sharing videos of the match in case they are needed to determine the outcome.
- In the event that the Entrant is a minor, the Entrant must obtain the permission of a parent or guardian prior to entering the tournament. Sega shall consider any Entrant that has entered the tournament to have received the permission of a parent or guardian. If it is deemed necessary, Sega may ask for the parent or guardian's consent in writing in order to verify that the Entrant has received the necessary permission.
- In order to ensure the tournament proceeds smoothly, please follow any and all instructions provided by Sega and/or the event staff. Sega and the event staff reserve the right to immediately disqualify any Entrants who are found to have interrupted the tournament operations.
- Each Entrant may only register with a single prefecture. If an Entrant registers more than once, all entries will be declared invalid and the Entrant will be disqualified from the tournament.
- The Entrant's registered prefecture must be one of the following locations:
1) Residence 2) Place of school or work 3) Birthplace (hometown)
- * If the above locations for the Entrant are located in different prefectures and are also assigned to different prefectural blocks, then as a special exception, the Entrant may register to enter a maximum of two blocks.
- * All Entrants must check in by the required time on the day of the Online Regional Qualifiers.
- * The check-in time is scheduled to be one hour before the start of each tournament.
- The Entrant must participate in the tournament in person. The sale or transfer of entrance qualifications is strictly prohibited.
- Sega may revoke the Entrant's entrance qualifications if it is found that the information provided is incomplete, inaccurate, or if the Entrant is otherwise deemed by Sega to be unsuitable for entry in the tournament.
- If the Entrant's player name includes any words or terms that are inappropriate or infringe

upon the rights of third parties, Sega reserves the right to demand that the player name be changed accordingly. In the event that the player name cannot be changed, the Entrant's entrance qualifications may be revoked at Sega's discretion.

- Please note that Sega cannot respond to individual inquiries, such as inquiries regarding the reasons for disqualification or removal from the tournament.
- Sega, the video game media, or other related entities may request interviews with the Participants, livestream video of the tournament over the internet, or otherwise make information about the Participants available on their official websites and other such channels. Entrants should refrain from entering the tournament if they do not wish their likeness to be publicly revealed. In addition to photographs or video, articles (text) associated with such interviews or content may also be published as part of Sega's or video game media's promotional efforts. We appreciate everyone's understanding regarding this matter.
- The tournament and its associated content may be livestreamed over the internet. We appreciate everyone's understanding regarding this matter.
- The following actions are prohibited when entering the tournament. In the event Sega determines that the Participant has committed a prohibited action, it may revoke the Participant's entrance qualifications.
 - Actions that slander or denigrate a third party.
 - Harassment of other Participants or persons associated with the tournament.
 - Promotion of specific companies, products, or services that are not pre-approved by Sega.
 - Actions that infringe upon the rights of a third party.
 - Actions that constitute gambling, cheating, or otherwise unauthorized acts.
 - Any other actions that are deemed unsuitable by Sega.
- If Participants are feeling ill or otherwise in poor physical condition, they shall enter the tournament at their own risk.
- Any Participants who engage in the use of alcohol on the day of the tournament will be denied entry.
- In the presence of force majeure events, changes to the tournament's content, or any other unforeseen occurrences, Sega reserves the right to cancel the tournament, in whole or in part. Sega accepts no responsibility for any damage, loss, or liabilities that are incurred as a result of cancellation.
- The personal information of Entrants in the tournament may be used for confirmation purposes, email messaging, general inquiries, verifying identity on the day of the tournament, sending rewards to the top performers, and other related matters. Please refer to Sega's Privacy Policy to see how Sega handles the personal information of the tournament's Participants.
(SEGA Privacy Policy: <https://sega-group.co.jp/privacypolicy/>)
- About the SEGA Privacy Policy (Section 4. How We Disclose Information)
 - Since the tournament is conducted with the assistance of multiple entities, the Participants' personal information may be shared with the following companies:
 - JCG Co., Ltd.
 - WAVE MASTER INC.
- In order to participate in the Championship Finals, the Participant must comply with all applicable tournament rules and regulations that have been separately established by Sega. Any Participant who has entered the tournament is deemed to have agreed to said rules and regulations.
- Sega accepts no responsibility for any damage, loss, or liabilities incurred from the Participant's ability or inability to enter the tournament.
- The Participant agrees that Sega accepts no responsibility for any trouble, accidents, or other incidents that may arise between Participants and/or other third parties.

- The content and conditions contained within these Terms are subject to change without prior notice. Sega accepts no responsibility for any damage, loss, or liabilities incurred as a result of such changes.

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