

FINAL FANTASY TRADING CARD GAME NORTH AMERICAN CHAMPIONSHIP 2025 (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 27, 2025 at 8:00 a.m. (Pacific Time) and September 28, 2025 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 at <https://fftcg.square-enix-games.com/na/news/fftcg-organized-play-2025-north-america-details-and-schedule> prior to the Tournament.
 - Attend the Tournament:
 - i. The Tournament will take place at the Hilton Los Angeles Airport at 5711 W Century Blvd, Los Angeles, CA 90045.
 - ii. The Tournament will take place on September 27, 2025 and September 28, 2025 (Sponsor will announce specific hours closer to the Tournament dates).
 - iii. Each entrant must provide their own transportation, meals, and accommodations.
 - Tournament Procedures:
 - iv. The Tournament will consist of a series of Final Fantasy Trading Card Game (“**Game**”) matches/rounds over two (2) days.

- v. 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.square-enix-games.com/na/play-article/rules>
- vi. 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.
- vii. You must participate in on-site check-in procedures on the date and time posted by the Tournament sponsor (the "**Tournament Deadline**"). Tournament sponsor will, in its sole discretion, determine the valid and official Tournament Deadline time should any discrepancies of time occur. Tournament sponsor reserves, in its sole discretion, the right to extend the Tournament Deadline for whatever reason without notification.
- viii. You must register your Game card decks 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. Please check with Tournament sponsor regarding accepted methods for returning such materials.
 - 2. You must provide your own Game card decks and must bring the Game card decks with you to the Tournament. Tournament sponsor will not provide entrants with any Game cards or card decks.
 - 3. The Tournament shall use two (2) "Standard Format" decks, including two (2) separate "Limit Break" decks. Please check the official Final Fantasy Trading Card Game website (<https://fftcg.square-enix-games.com/na>) for any announcements regarding format set legality and banned cards. Use of any other cards will result in disqualification.
 - 4. You must submit two (2) Game decks, one (1) as deck A, and one (1) as deck B, for approval. Your Game decks, including "Limit Break" decks, cannot have any cards in common, and players cannot use deck A in place of deck B, or vice versa.
 - 5. You must use the same two (2) registered and approved Game decks for all rounds throughout the Tournament. Any player who makes changes to either of their Game decks during the Tournament will be disqualified.
 - 6. After the end of Day 1, all deck lists are public information.
- ix. After on-site check in, Tournament staff will announce the **format for Tournament play and** 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.
- x. Each round in the Swiss rounds will have an initial time limit of thirty (30) 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. No other person shall 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 **thirty (30)** 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.
- xi. 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.

xii. Day 1

1. Day 1 will consist of eight (8) Swiss rounds.
2. Rounds 1-4 of Swiss will be played with players’ designated A decks. Rounds 5-8 will be played with players’ designated B decks.
3. The first player to win one (1) game in each Swiss round will be the winner of the round.
4. Upon completing the eight (8) 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.

xiii. Day 2 (the Finals)

1. Day 2 will consist of one (1) double elimination bracket with the top sixteen (16) entrants from Day 1 (calculated based on Day 1 standings). These sixteen (16) total players will play in best-of-three (3) series with their own decks (*i.e.*, the decks from Day 1). Players will be paired as follows:

- The Tournament shall utilize power seeding such that the 1st place player from Day 1 will be paired against the 16th place player from Day 1, the 2nd place player from Day 1 will be paired against the 15th place player from Day 1, and so forth.
- a. There will be an initial time limit of ninety (90) minutes per round (each round consists of three (3) matches).
 - b. If a round hasn't concluded after ninety (90) 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) turns, 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 ninety (90) minutes, and if only one (1) player has won a match, then that player will be deemed the winner of the round.
 - d. The first player to win one (1) game with both their A deck and B deck will be the winner of the round.
2. If a player loses a round in the Day 2 bracket (the “**Winner’s Bracket**”), they will move to a separate bracket (the “**Loser’s Bracket**”) and continue playing.
 - a. The Winner’s Bracket will consist of one (1) best-of-three series per round. The first player to win two (2) games, one (1) with each of their Game decks, will be the winner of the round.
 - b. The Loser’s Bracket will consist of one (1) single match per round.
 - i. There will be an initial time limit of thirty (30) minutes per round for the Loser’s Bracket.
 - ii. If a round hasn’t concluded after thirty (30) 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) turns, 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. Players may choose to play either of their two Game decks before each round in the Loser’s Bracket.

3. The final championship round shall be between the winners of the Winner's Bracket and the Loser's Bracket.
 - a. The winner of the Winner's Bracket must win two out of three matches in the round, one with each of their Game decks.
 - b. The winner of the Loser's Bracket must win two out of three matches in the round, one with each of their Game decks, and a final best-of-one match to win the championship round.
 - i. Players may choose to play either of their two Game decks before the final best-of-one match.
 - c. For the final championship round, there will be no time limit except as otherwise set forth in the rules of the Game.
- 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 before, during, and after the Tournament.
 - ii. Square Enix, Inc. ("**Square Enix**") and/or Tournament 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 Tournament sponsor's and/or Square Enix's websites and social media channels, and elsewhere, for any purpose. By participating in the Promotion, you hereby grant Tournament sponsor and Square Enix 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 decks 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, apparel, signage, or other accessories, as determined solely by Tournament staff.
- 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 thirty-two (32) 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-two (32) places.

If a winner is disqualified or refuses all of their 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 four (4) finisher refuses to participate in the Game World Championships in Tokyo, Japan (as described below):

- The refusing winner shall be deemed to have refused the Trip prize (described below).
- The refusing winner's Trip prize shall be awarded to the highest-ranking entrant who has not already been awarded a Trip 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 they would be entitled (excluding the Trip prize).

Prize(s):

Each winner shall receive the applicable prizes described below:

- The top thirty-two (32) entrants shall each receive the following prize:
 - One (1) Vaan (PR-195) prize card (approximate retail value of \$40.00 USD)
 - One (1) #SQkawaii Sounds -FINAL FANTASY- acrylic keychain (approximate retail value of \$ 13.99 USD)
- The top sixteen (16) entrants shall each receive the following prize:

- One (1) FINAL FANTASY TRADING CARD GAME 2025 Championship card (approximate retail value of \$100.00 USD)
- The top eight (8) entrants shall each receive the following prize:
 - One (1) FINAL FANTASY XIV BRING ARTS ESTINIEN (approximate retail value of \$89.99 USD)
- The 5th-8th place entrants shall receive the following prize:
 - One (1) FINAL FANTASY TRADING CARD GAME Gunslinger in the Abyss Opus XXVI non-foil set (approximate retail value of \$150.00 USD)
- The top four (4) entrants shall receive the following prize:
 - Hotel and airfare for one (1) person from their local airport to Tokyo, Japan (approximate retail value of \$1,500.00 USD)
 - Return flight from Tokyo, Japan to the entrant's local airport (approximate retail value of \$750.00 USD)
 - One (1) FINAL FANTASY TRADING CARD GAME Gunslinger in the Abyss Opus XXVI full foil set (approximate retail value of \$300.00 USD)
 - One (1) FINAL FANTASY VII BRING ARTS Action Figure – CLOUD STRIFE & HARDY-DAYTONA (approximate retail value of \$284.99 USD)
 - One (1) FINAL FANTASY XVI House Rosfield Silver Ear Cuff Pendant (approximate retail value of \$249.99 USD)
- The 3rd and 4th place entrants shall receive the following prize:
 - One (1) 3rd/4th place trophy (approximate retail value of \$100.00 USD)
- The 2nd and 1st place entrants shall receive the following prizes:
 - One (1) Clive (24-005L) special full-art card (approximate retail value of \$75.00 USD)
- The one (1) second place entrant shall receive the following prize:
 - One (1) FINAL FANTASY TRADING CARD GAME Journey of Discovery Opus XXVII non-foil set (approximate retail value of \$150.00 USD)
 - One (1) 2nd place trophy (approximate retail value of \$150.00 USD)
- The one (1) Tournament champion shall receive the following prize:
 - One (1) FINAL FANTASY TRADING CARD GAME Journey of Discovery Opus XXVII full foil set (approximate retail value of \$300.00 USD)*
 - One (1) 1st place trophy (approximate retail value of \$180.00 USD)
 - One (1) Aerith (25-035L) special full-art card (approximate retail value of \$75.00 USD)
 - One (1) FINAL FANTASY TRADING CARD GAME 2025 NA CHAMPION Playmat (approximate retail value of \$45.00 USD)
- In addition, any entrant who participates in a Tournament match shall receive a prize pack consisting of the following:
 - One (1) FINAL FANTASY TRADING CARD GAME 2025 NA TOURNAMENT Playmat
 - Two (2) packs of FINAL FANTASY TRADING CARD GAME card sleeves
 - One (1) FINAL FANTASY TRADING CARD GAME tote bag
 - Six (6) FINAL FANTASY TRADING CARD GAME booster packs
 - Six (6) FINAL FANTASY TRADING CARD GAME promo cards
 - One (1) Magic the Gathering Swords to Plowshares promo card
 - The prize pack has an approximate retail value of \$100.00 USD.

*Journey of Discovery card sets to be delivered at the FINAL FANTASY TRADING CARD GAME World Championship 2025.

- G. **Winner Notification:** Sponsor, or Sponsor's designee, will notify winner(s) by or about the conclusion of the Tournament via in-person communication.
- H. **Sponsor:** The sponsor of this Promotion is Square Enix, Inc.
- I. **Miscellaneous:** Sponsor may in its sole discretion reschedule and/or cancel the Tournament for any reason, including but not limited to because of government interference and/or any outbreak of any pandemic disease. If the Tournament is cancelled for any reason, Sponsor shall not be responsible for any prizes associated with attending the Tournament, and Sponsor may in its sole discretion offer a different event.

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 **[9/12/2025]**