

ARC WORLD TOUR 2025-2026 Official Rules

June 25, 2025 Release

Arc System Works Co., Ltd.
ARC WORLD TOUR 2025-2026 Administrative Office

These are the Official Rules (“Official Rules”) for “Arc World Tour 2025-2026” (“AWT25-26”), which consists of worldwide tournaments managed by Arc System Works Co., Ltd. (“ASW”).

Overview

AWT25-26 is a tournament series for fighting games consisting of online and offline events held in various countries and regions throughout the world. The competition will include the three (3) titles below:

- Granblue Fantasy Versus: Rising (“GBVSR”)
- Guilty Gear -Strive- (“GGST”)
- UNDER NIGHT IN-BIRTH II Sys:Celes (“UNI2”)

Players selected based on their results in Qualifier Tournaments held internationally will earn a spot competing in the Finals to be held in Spring 2026 in the United States of America. The above may be subject to change under certain circumstances, in accordance with the Official Rules.

Definitions

Qualifier Tournaments: Qualifier tournaments for AWT25-26. Refer to the schedule on the Arc World Tour 2025-2026 Official Web Site for details regarding each Qualifier Tournament (<https://www.arcsystemworks.asia/awt2025/>). Qualifier Tournaments, excluding the Last Chance Qualifier Tournament (defined below) are divided into Platinum+, Platinum, Gold+, Gold, and Silver tournaments.

Last Chance Qualifier Tournament: The final Qualifier Tournament held directly before the Finals, open to participation from any Player who has not qualified for the Knockout Stage (defined below) by that point.

Players who are eliminated during the First Stage (defined below) held in advance also gain the right to join the Last Chance Qualifier Tournament.

First Stage: Part of the Finals for GGST and GBVSR participated by 16 winners of the AWT Qualifiers, excluding the winner of the Last Chance Qualifier Tournament. The First Stage takes place before the Last Chance Qualifier Tournament, and Players who are eliminated during the First Stage earn the right to join the Last Chance Qualifier.

Knockout Stage: The final tournament of AWT25-26, being a prize-earning invitational tournament scheduled to be held offline in Spring 2026. This tournament shall be contested by Players selected through the Qualifier Tournaments (for UNI2 only), the First Stage (for GBVSR and GGST), and the Last Chance Qualifier.

Finals: Refers to First Stage and Knockout Stage.

Finals Group: Refers to Last Chance Qualifier Tournament and Finals

AWT25-26 Tournament Group: All of the Qualifier Tournaments, and Finals Group.

AWT Administrative Office: Arc World Tour 25-26 Administrative Office, comprised of staff from ASW, Cygames Co., Ltd., and associated companies who manage and run AWT25-26.

Tournament Organizer: An organization or individual that organizes and operates all or part of the AWT25-26 Tournament Group.

Tournament Staff: All individuals or organizations related to ASW and associated companies, in addition to Tournament Organizers.

Players: All participants in the AWT25-26 Tournament Group.

Winners: Players invited to participate in the Finals.

Prizes: All cash prizes (“Cash Prizes”), travel and accommodation expenses, and other prizes of any nature awarded to or provided for Players.

Tour Points: Points granted to Players based on their results in Qualifier Tournaments.

Platinum Rank Qualifier Tournament: Platinum+ and Platinum Qualifier Tournaments which directly qualify the winner into Finals, referring to the rule of “Final Qualifications” (from below).

Gold Rank Qualifier Tournament: Gold+ and Gold Qualifier Tournaments.

Player Eligibility

The AWT25-26 Tournament Group is open to Players, but void wherever restricted or prohibited by law. Players must meet the following requirements (“Eligibility Requirements”) to participate in the AWT25-26 Tournament Group.

- Players must comply with the Rules.
- Employees, officers, directors, agents, representatives of any organization involved in the development of the AWT25-26 Tournament Group, or any Game (including legal, promotion, and advertising agencies) and their immediate family members (defined as spouse, mother, father, sisters, brothers, sons, daughters, uncles, aunts, nephews, nieces, grandparents and in-laws, regardless of where they live) and those living in their household (whether or not related), and each person or entity connected with the production or administration of the AWT25-26 Tournament Group, and each parent company, affiliate, subsidiary, agent and representative of ASW are not eligible.
- Players may not enter the same qualifier tournament with multiple registrations.
- Players must have been born before May 9, 2010, to take part in the Finals.

However, Players who are defined as Minors require approval from a legal guardian to take part in the Finals, on a form and through a process to be specified by ASW. ASW may, in its discretion, require Minors to be accompanied by a parent or legal guardian

at all times during the Finals.

•Players: (a) will comply with all laws applicable to their Tournament-related activities; and (b) may not be part of any antisocial forces (members or associate members of an organized crime group, persons who were members of an organized crime group within the last five (5) years, or racketeers).

Finals Qualifications

Players who fulfill the Eligibility Requirements earn participation rights in the Finals by fulfilling any of the conditions below.

- Placing first in a Platinum Rank Qualifier Tournament.
- Having the highest number of total Tour Points, excluding Winners, as of the conclusion of the last Qualifier Tournament excluding the Last Chance Qualifier.
- Placing within the qualifying line in the Last Chance Qualifier.

The number of qualifying Players via Platinum Rank Qualifier Tournaments, highest point placement, and Last Chance Qualifier slots varies for each title. The number of qualifying slots is subject to change without prior notice.

■List of Qualifying Slots per Title

	GBVSR	GGST	UNI2
Platinum Rank Qualifier Tournament Slots	8	8	7
Tour Point Ranking Slots	8	8	0
Last Chance Qualifier Slots	2	2	1
Total Finals Qualifiers	18	18	8

Point System

To decide Player rankings, Tour Points will be awarded to top placing Players in Qualifier Tournaments throughout AWT25-26.

Qualifier Tournaments are classified within five ranks: Platinum+ Tournaments, Platinum Tournaments, Gold+ Tournaments, Gold Tournaments, and Silver Tournaments. Tour Points are granted according to the rank of the tournament for each placement as outlined below. Points are not granted for the Last Chance Qualifier.

GBVSR and GGST use a selection method based on Tour Points to determine the matchups in the First Stage, aside from their usage in earning a spot in Finals.

UNI2 will not employ the Point System, and all UNI2 Qualifier Tournaments are classified as Platinum Tournaments.

■Tour Point System Chart

Rank	Platinum+	Platinum	Gold+	Gold	Silver
Limit	Two		Three		One
1 st Place	400 pts	300 pts	200 pts	100 pts	45 pts
2 nd Place	200 pts	150 pts	100 pts	45 pts	20 pts
3 rd Place	90 pts	65 pts	45 pts	20 pts	12 pts
4 th Place	40 pts	30 pts	20 pts	12 pts	8 pts
5 th Place Tie	24 pts	18 pts	12 pts	8 pts	6 pts
7 th Place Tie	16 pts	12 pts	8 pts	6 pts	3 pts
9 th Place Tie	12 pts	9 pts		-	-
13 th Place Tie	6 pts				

There is a limit to how many times points can be earned from Qualifier Tournaments corresponding to the tournament's rank.

Players will be awarded with Tournament Points up to the maximum limit number of times for each rank between Platinum Rank Qualifier Tournaments, Gold Rank Qualifier Tournaments, and Silver Qualifier Tournaments in order of the highest points granted.

The total Tour Points qualifying Player will be selected regardless of their country/region of residence, selected from the highest scoring Players excluding those who have won Platinum Rank Tournaments.

In the event 2 or more Players have the same total Tour Points, the player who earned points fewer times within the maximum limit for each tournament rank will be ranked higher.

In the event 2 or more Players have the same total Tour Points, the Player with the highest placement in a Platinum+ Tournament will be selected as higher in ranking.

In the event 2 or more Players have the same top placement in Platinum+ Tournaments, the player with the highest placement in a Platinum tournament will be selected as higher in ranking.

In the event 2 or more Players have the same top placement in Platinum Tournaments, the player who placed highest in a Platinum+ Rank Tournament with the most participants will be selected as higher in ranking.

In the event multiple Players placed highest in Tournaments with the same prize values and participant numbers, the AWT Administrative Office will determine how to make the final selection.

Japan eSports Pro License

For players residing in Japan: In addition to the general Eligibility Requirements, you must also meet the following conditions to participate in the Finals Tournament:

You must hold either a "Japan eSports Pro License" or a "Japan eSports Junior License" (hereinafter collectively referred to as "Pro License") issued by the Japan Esports Union (JeSU).

If a player residing in Japan who qualifies through a Qualifying Tournament does not currently hold a Pro License, they must receive a recommendation from ASW to JeSU and subsequently obtain said Pro License.

Please note that the initial administrative fee payable to JeSU for issuing the Pro License will

be covered by the AWT Administrative Office.

GBVSR, GGST, and UNI2 are official titles licensed by JeSU. The issuance of Pro Licenses will be in accordance with the "JeSU Official Pro License Regulations" established by JeSU.

Finals Qualifications

If a Winner who has qualified for the Finals via winning a Platinum Tournament waives their right to participate, already qualified for an invitation, or does not meet the eligibility requirements, the Platinum Tournament winner slot for that Player in the Finals will go to the player in the same Platinum Tournament with the next highest placement who has not yet qualified for the Finals.

However, for GBVSR and GGST, in the event the 1st Place, 2nd Place, and 3rd Place Players in a Platinum Tournament waive their right to participate, already qualified for an invitation, or do not meet the eligibility requirements, that slot will be added to the Tour Point qualification slots. As UNI2 does not use the Point System, any vacancies created would be transferred to Players with the highest placing in the Last Chance Qualifier below second place.

If a Player who qualifies for Finals by Tour Point ranking waives their right to participate, already qualified for an invitation, or does not meet the eligibility requirements, their invitation will be transferred to the next highest ranking Player in terms of Tour Points.

This rule applies until February 16, 2026. In the event a player waives their right to participate after February 17, 2026, an additional qualification slot(s) shall be added to the Last Chance Qualifier Tournament.

In the event a Finals slot opens for any other reason, the AWT Administrative Office will determine whether or not to fill the vacancy and the method of selecting the Player at their discretion.

Promotional Rights

Each Player hereby: (a) grants ASW an irrevocable, sublicensable, perpetual, royalty free, fully paid, non-exclusive, license throughout the universe to utilize the Player's name, image, voice and likeness, including without limitation footage of the Player's participation in the AWT25-26 Tournament Group, in connection with its business, the promotion and advertising of its business, and any other lawful purposes, in all media now known or hereafter devised including X, Instagram and other social media posts as well as streaming on YouTube and Twitch; (b) waives any right to notice, inspection or approval of any ASW use of the foregoing materials; and (c) releases ASW, its affiliates, contractors, subcontractors, sublicensees, and suppliers from any claim or liability related to ASW's use of the foregoing materials. For purposes of illustration but not limitation, ASW and its authorized Tournament Organizers may record, videotape, and photograph Players, edit, adapt, post, stream, reproduce, display, perform, transmit, broadcast, or otherwise use Player likenesses, whether alone or with others, in part or in its entirety, alone or in combination with other material.

Notwithstanding the foregoing, if a Player has a management contract or other legally binding agreement with a third party at the time of their participation in the AWT25-26 Tournament Group that restricts use of their likeness, the Player shall give notice to ASW in advance and grant ASW the written right to use such likeness within the scope of the restrictions. If a Player has any restrictions on their likeness but does not give the foregoing advance notice, ASW will treat such likeness as unrestricted and will not be

liable to any Player or for any resulting violation or infringement of third party rights. Player will indemnify and hold harmless ASW from any such Player and/or third party liability.

Code of Conduct

A Player will be immediately disqualified from the AWT25-26 Tournament Group and forfeit the right to receive a Prize in the sole discretion of ASW or a Tournament Organizer in the cases described below. ASW reserves the right to prohibit the participation of offending Players in future ASW events in its sole discretion. Violations of state, Federal and/or Tournament applicable health and safety guidelines and/or protocols;

Swearing, screaming or threats;

Harassment (as defined below) or intimidation of any other player, tournament personnel or spectator, either in person or through any online channels;

Physical or cyberviolence;

Collusion;

Cheating of any sort through any means, whether currently known or unknown, which may include, without limitation, use of external software that directly tampers with the game software to gain any kind of advantage or to create a disadvantage to other Players in the game, MOD and tampering game software by the use of a tampering patch;

Interference with any infrastructure for the Tournament, including gaming equipment/hardware, game servers (including the misuse or hacking of game servers) or facilities provided for the tournament;

Intentionally delaying, slowing or manipulating gameplay;

Intentionally disconnecting network cables or attempting to interfere with another player's connection to the game service through Distributed Denial of Service ("DDoS") or any other means;

Intentionally interrupting network connectivity;

Disobeying or showing noticeable or disruptive dissent at the reasonable instructions or requests of ASW or a Tournament Organizer or tournament personnel, or failure to comply with these Official Rules, or the official tournament rules below ("Tournament Rules");

Players will adhere to all health and safety protocols outlined by Tournament Organizers or within Player agreements for the duration of an event when applicable. Posting violations to social media will result in immediate expulsion from the Tournament and a forfeiture of Prizes, if applicable;

Any other known or unknown manner of tampering with gameplay;

Personal conduct, whether inside or outside of the Tournament, that, in ASW's sole discretion, reflects or may reflect badly on the Games' communities or on ASW, including communications on social media;

Players may not share, repost, screen share or stream any communications between any Player and any Tournament Organizer, and/or ASW staff. This includes but is not limited to (a) emails, voicemails and direct messages on social platforms and communications services,

and/or (b) disclosing or screen sharing any communications with ASW staff and/or any Tournament Organizer in any Player stream. Players streaming their participation in a Tournament are strongly encouraged to utilize separate internet connections for the stream and the Game;

Providing false entry information; and any other conduct deemed offensive or inappropriate, in ASW's sole discretion.

“Harassment” includes but is not limited to: (a) threats of physical violence, (b) insults related to any Game, Player, event personnel or event attendee, (c) offensive statements or actions related to gender, gender identity and expression, age, sexual orientation, disability, physical appearance, body size, race, and/or religion; (d) sexual images in public spaces, (e) deliberate intimidation including but not limited to stalking or following, (f) harassing photography or recording, (g) sustained disruption of talks or other events, and (h) inappropriate physical contact and unwelcome sexual attention. Harassment should be reported to the ASW Esports team immediately. Insults are punishable (i) whenever they are made, including but not limited to insults made during tournament matches, and (j) whether they are made in-person and/or electronically, including but not limited to text messages, blog postings and/or social media.

Release of Claims and Limitation of Liability

ASW and Tournament Organizers shall not be liable for the following:

- The accuracy, completeness, or usefulness of information provided regarding AWT25-26, including without limitation any printing, typographical, administrative, or technological errors in any related materials.
 - Delays or other disruptions caused by malfunctions of servers, network lines, internet, wireless systems, telephone systems, telephones, computer hardware, software, or other technical or computer malfunctions, lost connections, disconnections, delays, or transmission errors during AWT25-26.
 - Damage or loss to a Player's life, body, or property incurred through participation in AWT25-26.
 - Disruptions and losses caused by third-party actions, such as computer virus infections.
- Even if AWT25-26 Tournament Groups are canceled or postponed due to unavoidable circumstances (such as natural disasters, acts of terrorism (including threats), or epidemics), ASW cannot compensate participants for their expenses.

ASW or Tournament Organizers may conduct rematches of matches or AWT25-26 Tournament Groups, or void them, due to technical or other errors.

If the operation, security, fairness, integrity, or proper conduct of all or part of the AWT25-26 Tournament Groups is compromised or affected by computer virus infection, bugs, interference, unauthorized intervention, fraud, technical failures, or any other reason beyond the control of ASW or Tournament Organizers, such that all or part of the AWT25-26 Tournament Groups cannot proceed as planned, ASW or Tournament Organizers reserve the right, at their sole discretion, to cancel, terminate, modify, or postpone all or part of the tournament.

If ASW or Tournament Organizers determine, at their sole discretion, that an individual game, match, or the AWT25-26 Tournament Groups have been interfered with, or that the legitimacy of a game, match, or tournament progress has been compromised for any reason, ASW or Tournament Organizers may exclude that game or match and conduct the tournament based on the remaining games, matches, and tournament progress.

If all or part of the AWT25-26 Tournament Groups are canceled, terminated, modified, or postponed, ASW will post a notice on the AWT25-26 official website.

Furthermore, Players shall resolve all troubles and disputes arising between Players or with third parties in connection with participation in AWT25-26 Tournament Groups at their own

expense and responsibility, and ASW and Tournament Organizers do not guarantee compensation for damages arising from such disputes.

Revision and Amendment of Official Rules

ASW reserves the right, in its sole discretion, to revise, update, alter, modify, add to, supplement, or delete the Official Rules. Such changes will be effective with advance notice on the official AWT25-26 website. The latest version of the Official Rules shall be posted on the official AWT25-26 website.

Prizes

The total in Cash Prizes for Finals is at maximum two hundred fifty six thousand dollars (256,000 USD).

The Winners will be provided with Cash Prizes as follows.

■Breakdown of Cash Prizes for Finals: USD

Placement	GBVSR	GGST	UNI2
1 st Place	50,000	50,000	25,000
2 nd Place	20,000	20,000	10,000
3 rd Place	10,000	10,000	5,000
4 th Place	5,000	5,000	3,000
5 th Place Tie	2,500	2,500	2,000
7 th Place Tie	1,500	1,500	1,500
9 th Place Tie	1,000	1,000	-
13 th Place Tie	750	750	-

For GBVSR and GGST, if a player who is eliminated in the First Stage earns another spot via the Last Chance Qualifier Tournament and thus wins multiple times in the Finals, they are awarded only the highest of the two Cash Prizes.

The AWT Administrative Office will pay the following travel and accommodation expenses as Prizes to Winners, excluding Last Chance Qualifier (LCQ) winners. Travel and accommodation expenses for persons accompanying the Winner are not included.

- Round-trip airfare from an airport selected by the AWT Administrative Office near the Winner's residence to an airport near the Finals Tournament venue, or a monetary equivalent of round-trip airfare.
- Hotel accommodation expenses for the Winner (excluding meals, phone calls, tips, gratuities, and other incidental expenses).
- Round-trip transportation expenses between the airport near the Finals Tournament venue and the hotel.

Travel and accommodation expenses may vary depending on market conditions at the time the Prize is provided, travel season, and the distance between the departure point and the Finals Tournament venue.

Winners must possess valid travel documents. The AWT Administrative Office reserves the right to choose ground transportation instead of air travel if a Winner resides within the

country where the Finals is held.

Prizes will be awarded to the extent permitted by the laws and other legally binding regulations of the country/region applicable to the AWT Administrative Office, Tournament Organizers, or Winners.

Prize Eligibility

To receive Prizes, Winners must:

- Sign (including electronic signature) a service consignment agreement separately prepared by the AWT Administrative Office.
- Comply with all of these Regulations and any rules set by third parties related to Prizes (including, but not limited to, age requirements for hotel accommodation).

Prize Money Payment Method

Winners must complete the prize payment information document, which will be sent by the AWT Administrative Office, with the necessary information and submit it to the AWT Administrative Office within ten (10) days of receiving it.

Within thirty (30) days from the date of receiving the submitted prize payment information document, the AWT Administrative Office will transfer the prize money to the bank account designated by the Winner. Sending bank fees will be borne by the AWT Administrative Office, and receiving bank fees will be borne by the Winner.

Winners shall be responsible for the payment of all taxes applicable to the Prizes received.

As prize money provided to Winners is subject to withholding tax, the actual amount received by Winners will be the prize amount stipulated in these Regulations minus applicable withholding taxes.

Governing Law; Dispute Resolution

All issues and questions concerning these Official Rules shall be governed by and construed in accordance with Japanese law without reference to conflicts of law provisions.

Any dispute arising under or relating to these Official Rules or Player's relationship with ASW shall be finally settled by binding arbitration between Player and ASW, or Player's parent or legal guardian if Player is a Minor, and Player and ASW agree to attempt in good faith to resolve any dispute before commencing arbitration. Unless Player and ASW otherwise agree in writing, the time for informal negotiation will be sixty (60) days from the date on which Player or ASW provides written notice of the dispute. Players and ASW agree that neither will commence arbitration before the end of the time for informal negotiation.

If informal negotiations are unsuccessful, the arbitration shall be resolved in accordance with the Commercial Arbitration Rules of the Japan Commercial Arbitration Association, with the place of arbitration being Tokyo, Japan. Notwithstanding any provision of applicable law to the contrary, the arbitrator does not have authority to give a ruling in conflict with these Rules. The arbitrator's ruling shall be put in writing, be binding to both parties, and may be entered as a judgment in any court of competent jurisdiction.

PLAYER, AND PLAYER'S PARENTS AND LEGAL GUARDIAN IF PLAYER IS A MINOR, UNDERSTAND AND ACKNOWLEDGE THAT BY AGREEING TO BINDING

ARBITRATION, PLAYERS ARE GIVING UP THE RIGHT TO LITIGATE (OR PARTICIPATE IN AS A PARTY OR CLASS MEMBER) ANY AND ALL DISPUTES IN COURT BEFORE A JUDGE OR JURY. INSTEAD, PLAYER, AND PLAYER'S PARENTS AND LEGAL GUARDIAN, UNDERSTAND AND AGREE THAT ALL DISPUTES WILL BE RESOLVED BEFORE A NEUTRAL ARBITRATOR, WHOSE AWARD (DECISION) WILL BE BINDING AND FINAL. ANY COURT WITH JURISDICTION OVER THE PARTIES MAY ENFORCE THE ARBITRATOR'S AWARD. Player further understands that, in some instances, the costs of arbitration could exceed the costs of litigation. Further, all parties understand that the right to discovery may be more limited in arbitration than in court. Neither Player nor ASW will participate in a class action or class-wide arbitration for any claims arising under or related to these Official Rules, the Tournament, or Player's relationship with ASW. If the prohibition against class actions above is found to be unenforceable, then all of the preceding language in this section will be null and void with respect to the Player. Notwithstanding the parties' decision to resolve all disputes through arbitration, either party may bring an action in the district court of Tokyo that only asserts claims for patent infringement or invalidity, copyright infringement, moral rights violations, trademark infringement, and/or trade secret misappropriation. This section will survive the termination of Player's participation in the Tournament.

Privacy Policy

Players must consent to the ASW Privacy Policy; it may be accessed here:
<https://www.arcsystemworks.jp/portal/privacy/en/>