

**Puyo Puyo Global Match**  
**Entry Agreement**

SEGA is accepting applications from those interested in participating in its upcoming esports event, Puyo Puyo Global Match. Qualified players may register for the tournament as Entrants. To participate, please read and agree to the rules of the competition (hereinafter referred to as "Terms").

- Entrants must agree to the Terms in order to enter the tournament.
  
- Entrants must have a copy of the Nintendo Switch™ game Puyo Puyo Tetris 2 and an internet connection capable of playing in Online Matches.
  - Entrants are responsible for any fees required for travel and online play, including access to the platform's online features and internet.
  - Discord, which is available on mobile and PC, will be used for the tournament.  
(Instructions for the official tournament tools will be provided separately.)
  - Entrants must use official Nintendo controllers or controllers officially licensed by Nintendo when participating in the online tournament.
  - Entrants must have an X (formerly Twitter) account that is capable of sharing gameplay recordings that tournament organizers can use to verify the results of your matches.
  
- Entrants that are minors must obtain the permission of a parent or guardian prior to entering the tournament. SEGA shall consider any minor 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.  
\*SEGA shall identify individuals as minors based on their respective country's legal standards.
  
- 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 once. If an Entrant is found to have multiple registrations

for the event, their registration will be invalidated.

- 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 your understanding regarding this matter.
  
- The tournament and any associated content may be livestreamed over the internet. We appreciate your 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.
- Participants under the influence of alcohol will not be allowed entry into the tournament venue.
- SEGA reserves the right to alter or cancel the tournament, in whole or in part, due to force majeure events or any other unforeseen occurrences. 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:

- groovesync, inc.

- All Entrants must abide by the Tournament Rules and Regulations, which are listed separately. By taking part in the tournament, you agree to all terms and conditions outlined in the Tournament 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.