ARC WORLD TOUR 2026-2027 Official Rules
MARVEL Tōkon: Fighting Souls

October 30, 2026 Release

Arc System Works Co., Ltd.
ARC WORLD TOUR 2026-2027 Administrative Office

These are the Official Rules (“Official Rules”) regarding MARVEL Tōkon: Fighting Souls (“Tōkon”) for “ARC WORLD TOUR 2026-2027” (“AWT26-27”), which consists of worldwide tournaments managed by Arc System Works Co., Ltd. (“ASW”).

Overview

AWT26-27 is a tournament series for fighting games consisting of online and offline events held in various countries and regions throughout the world. Players selected based on their results in Qualifier Tournaments held internationally will earn a spot competing in the Finals to be held in Spring 2027. However, the above may be subject to change under certain circumstances, in accordance with these Official Rules.

Definitions

- **Qualifier Tournaments**: Qualifier tournaments for AWT26-27. Refer to the schedule on the Arc World Tour 2026-2027 Official Web Site for details regarding each Qualifier Tournament. Qualifier Tournaments, excluding the Last Chance Qualifier (defined below), are divided into Platinum+, Platinum, Gold+, Gold, and Silver tournaments.
- **Finals**: General term for the final tournaments of AWT26-27 scheduled to be held in Spring 2027, comprising the Last Chance Qualifier (LCQ) and Grand Stage (TOP8).
- **Last Chance Qualifier (LCQ)**: The final Qualifier Tournament held directly before the Grand Stage (TOP8), open to participation from any Player who has not qualified for the Grand Stage by that point.
- **Grand Stage (TOP8)**: The final tournament of AWT26-27, being a prize-funded invitational tournament scheduled to be held offline in Spring 2027, contested by Players selected through the First Stage and LCQ.

- **AWT26-27 Tournament Group**: All of the Qualifier Tournaments and Finals.
- **AWT Administrative Office**: The organizing body for the ARC WORLD TOUR 2026-2027, composed of personnel from ASW, partner companies, and affiliates responsible for the management and operation of the tour.
- **Tournament Organizer**: An organization or individual that organizes and operates all or part of the AWT26-27 Tournament Group.
- **Tournament Staff**: All individuals or organizations related to ASW and associated companies, in addition to Tournament Organizers.
- **Players**: All participants in the AWT26-27 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 Winners.
- **Platinum Rank Qualifier Tournament**: Qualifier Tournaments which directly qualify the winner into Finals, referring to the rule of “Finals Qualifications” (from below).

Player Eligibility

Players must meet all of the following requirements (“Eligibility Requirements”) to participate in the AWT26-27 Tournament Group:

- Players must fully understand and comply with these Official Rules.
- Players must have been born before May 1, 2013. However, Players who are defined as Minors by the laws of their country/region of residence at the time of participation require approval from a legal guardian to take part in the tournament.
- Players may not enter the same Qualifier Tournament with multiple registrations.
- Players may not be 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, racketeers, corporate extortionists, or any other equivalent groups).
- If participating in the Tournament as a Tournament Organizer or Tournament Staff, the Player acknowledges in advance that, at the discretion of the AWT Administrative Office, they may be ineligible to receive Prizes (Cash Prizes, travel/accommodation expenses, etc.) and Tour Points even if they place highly.

Notwithstanding the above, the AWT Administrative Office may, at its sole discretion, refuse the participation of any individual in the AWT26-27 Tournament Group, even if they meet the Eligibility Requirements, if the AWT Administrative Office deems their participation inappropriate.

Finals Qualifications

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

1. Placing within the designated qualifying ranks in a Platinum Rank Qualifier Tournament.
2. Placing within the designated qualifying ranks in the LCQ.

The number of qualifying slots is subject to change without prior notice.

■ List of Qualifying Slots

Category	Tōkon
Platinum Rank Qualifier	7
LCQ	1
Total Finals Qualifiers	**8**

Transfer of Qualifications

If a Player who qualifies for the Finals by placing within the designated ranks in a Platinum Rank Qualifier Tournament waives their right to participate, has already qualified for an invitation, or does not meet the Eligibility Requirements, the Finals slot for that Platinum Rank Qualifier Tournament will be transferred to the highest placing Player in the same tournament who has not yet qualified for the Finals.

However, in the event the 1st Place, 2nd Place, and 3rd Place Players all waive their right to participate, have already qualified for an invitation, or do not meet the Eligibility Requirements, that slot will be added to the LCQ qualification slots.

These rules regarding the transfer of qualifications will apply until February 16, 2027. In the event a Player who earns their right to participate after February 16, 2027, waives their right to participate, an additional qualification slot(s) shall be added to the LCQ. 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 its discretion.

Promotional Rights

Each Player hereby: (a) grants ASW and authorized Tournament Organizers an irrevocable, sublicensable, perpetual, royalty-free, fully paid, non-exclusive license throughout the universe to record, videotape, and photograph their likeness (name, image, voice, and any other elements), edit, adapt, post to SNS (X, Instagram, etc.), stream (YouTube, Twitch, etc.), reproduce, display, perform, transmit, broadcast, or otherwise use in connection with its business and any other lawful purposes, in all media now known or hereafter devised, whether alone or with others, in part or in its entirety; (b) waives any right to notice, additional compensation, inspection, or approval of any ASW use of the foregoing materials.

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 that restricts the use of their likeness, the Player shall give notice to ASW in advance and grant ASW the 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 advance notice, ASW will treat such likeness as unrestricted and will not be liable for any resulting violation or infringement of third-party rights.

Code of Conduct

All Players are expected to treat other Players, Tournament Staff, and spectators with respect. A Player will be immediately disqualified from the AWT26-27 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:

- Engaging in inappropriate conduct. This includes, but is not limited to: swearing, threats, harassment (as defined below), registering player names containing discriminatory or offensive words, violence, collusion, false

reporting to authorities at tournament venues or on official channels, cheating of any sort through any means, intentionally delaying gameplay, intentionally disconnecting network cables, intentionally interrupting network connectivity, any other known or unknown manner of tampering with the game, and any other conduct deemed inappropriate by ASW.

- Providing false entry information.
- Failing to comply with these Official Rules or the official tournament rules determined by ASW or Tournament Organizers.
- Disobeying instructions from ASW or Tournament Organizers, or engaging in conduct that ASW or Tournament Organizers determine hinders the smooth operation of the AWT26-27 Tournament Group.
- Disseminating inflammatory and/or misleading information that ASW or Tournament Organizers determine causes confusion within the community.

“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.

Tournament Organizers reserve the right to temporarily ban specific characters or actions in response to in-game behavior that is clearly deemed a bug, even if there is no official announcement. ASW and Tournament Organizers reserve the right, at their sole discretion, to disqualify any Player deemed to be in violation of these Official Rules or the official tournament rules. ASW reserves the right to prohibit the participation of offending Players in future ASW events in its sole discretion.

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 AWT26-27.
- Delays or other disruptions caused by malfunctions of servers, network lines, software, or other technical facilities during AWT26-27.
- Damage or loss to a Player's life, body, or property incurred through participation in AWT26-27.
- Disruptions and losses caused by third-party actions, such as computer virus infections.

Even if the AWT26-27 Tournament Group events are canceled or postponed due to unavoidable circumstances (such as natural disasters, acts of terrorism including threats, or epidemics), ASW will not compensate participants for their expenses. ASW or Tournament Organizers may conduct rematches of matches or AWT26-27 Tournament Group events, or void them, due to technical or other errors.

If the operation, security, fairness, integrity, or proper conduct of all or part of the AWT26-27 Tournament Group 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 AWT26-27 Tournament Group 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 AWT26-27 Tournament Group has 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 AWT26-27 Tournament Group is canceled, terminated, modified, or postponed, ASW will post a notice on the AWT26-27 official website. Furthermore, Players shall resolve all troubles and disputes arising between Players or with third parties in connection with participation in the AWT26-27 Tournament Group 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 for any reason. The latest version of the Official Rules shall be posted on the official AWT26-27 website.

Prizes

The total in Cash Prizes for the Tōkon Finals is 100,000 USD. Winners will be provided with Cash Prizes as follows. Please note that the prize distribution is subject to change due to modifications in the tournament regulations.

■ Breakdown of Cash Prizes for Finals: USD

Rank	Tōkon
1st Place	50,000
2nd Place	20,000
3rd Place	10,000
4th Place	6,000
5th Place Tie	4,000
7th Place Tie	3,000

The AWT Administrative Office will pay the following travel and accommodation expenses as Prizes to Winners, excluding 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 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 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 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 in the same country, or resides within hundred (100) miles of the Finals venue. 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 a Prize, Winners must meet the following requirements:

- Execute an independent contractor agreement (including electronic signatures) separately prepared by the AWT Administrative Office.
- Comply with all of these Official Rules and any rules established by third parties related to the Prizes (including, but not limited to, age requirements for hotel accommodations).
- Confirm their intent to participate in the Finals and provide all necessary information for Prize fulfillment by the deadline specified by the AWT Administrative Office. Failure to respond or provide the required information by the specified deadline may result in the forfeiture of the Finals qualification and the right to receive any Prizes, at the sole discretion of the AWT Administrative Office.

Prize Money Payment Method

Winners must complete the prize payment information document 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 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 Rules 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 a Player's relationship with ASW shall be finally settled by binding arbitration between the Player and ASW, or the Player's parent or legal guardian if the Player is a Minor. The Player and ASW agree to attempt in good faith to resolve any dispute before commencing arbitration. Unless the Player and ASW otherwise agree in writing, the time for informal negotiation will be sixty (60) days from the date on which the Player or ASW provides written notice of the dispute. The Player 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.

BY AGREEING TO BINDING ARBITRATION, THE PLAYER (AND THE PLAYER'S PARENTS AND/OR LEGAL GUARDIAN IF THE PLAYER IS A MINOR) UNDERSTANDS AND ACKNOWLEDGES THAT THEY ARE GIVING UP THE RIGHT TO LITIGATE (OR PARTICIPATE IN AS A PARTY OR CLASS MEMBER) ANY AND ALL DISPUTES IN COURT. THE PLAYER, AND THE PLAYER'S PARENTS AND LEGAL GUARDIAN, AGREE THAT ALL DISPUTES WILL BE RESOLVED BEFORE A NEUTRAL ARBITRATOR, WHOSE AWARD (DECISION) WILL BE BINDING AND FINAL. However, if the prohibition

against class actions is found to be unenforceable, then it will be null and void with respect to the Player. The Player understands that, in some instances, the costs of arbitration could exceed the costs of litigation, and that the right to discovery may be more limited in arbitration than in court. Any court with jurisdiction over the parties may enforce the arbitrator's award.

Notwithstanding the parties' decision to resolve all disputes through arbitration, either party may bring an action in the Tokyo District Court 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 the 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/