

BANDAI



Management Manual

Updated 2024/06/13



**BANDAI
CARD GAMES**

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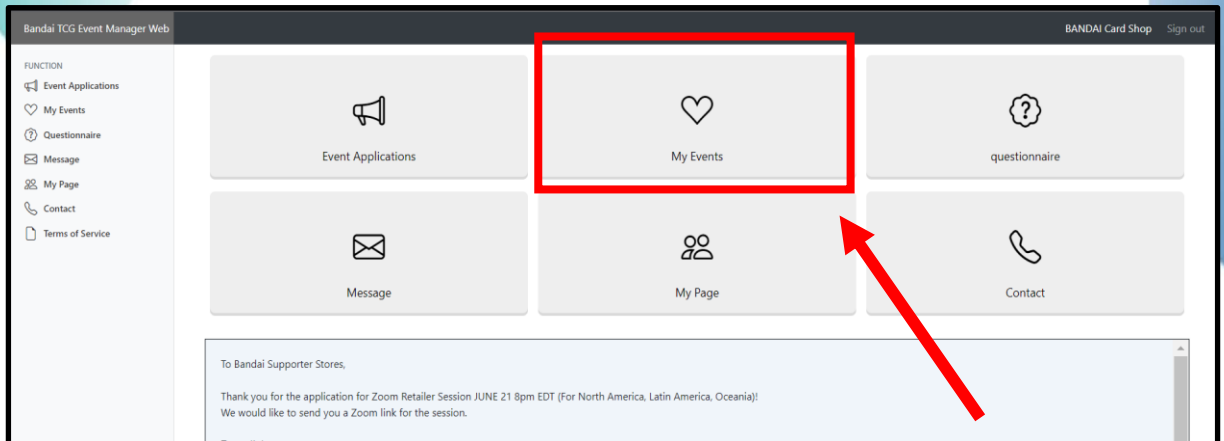
Actions on the Day of the Event

- ① Application Deadline
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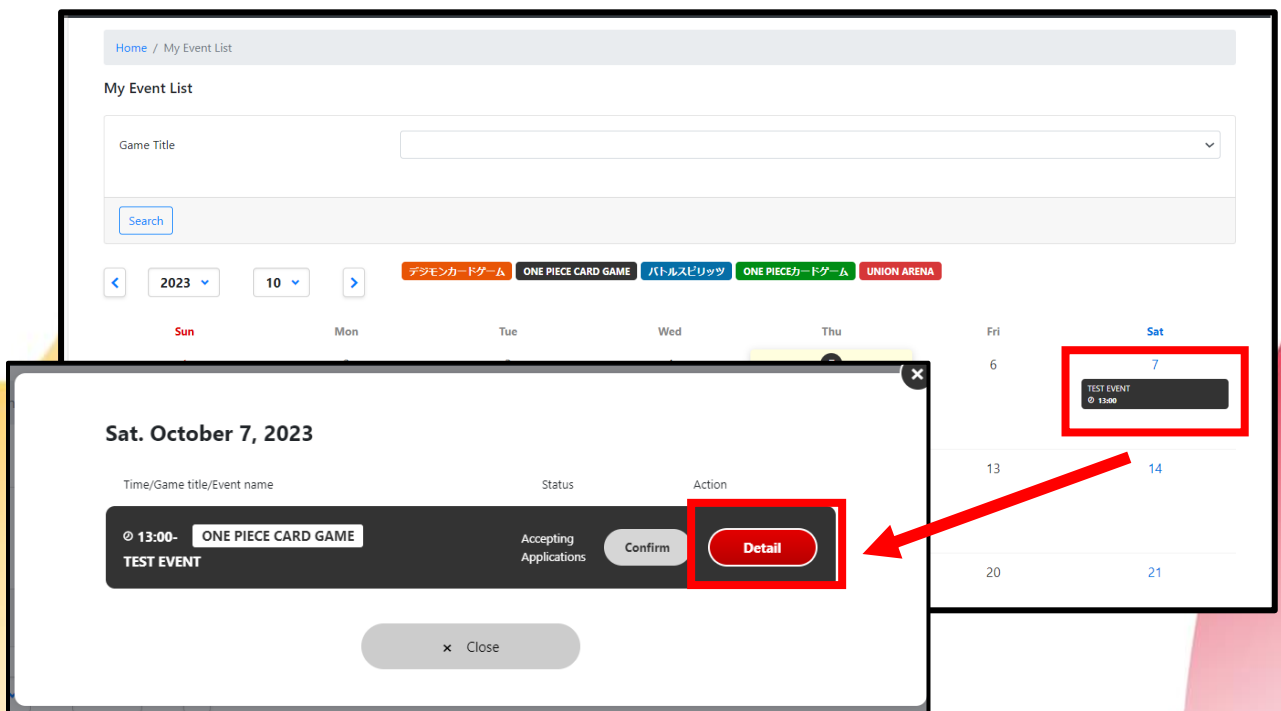
① Application Deadline

First set the application deadline.

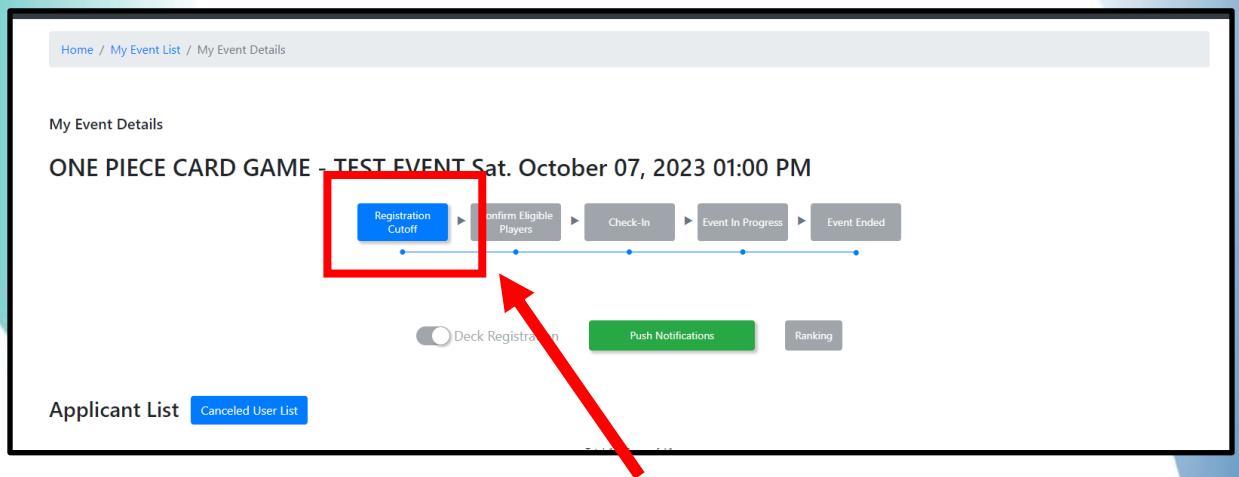
1. 1. Click on "My Events" at the top of the event management page.



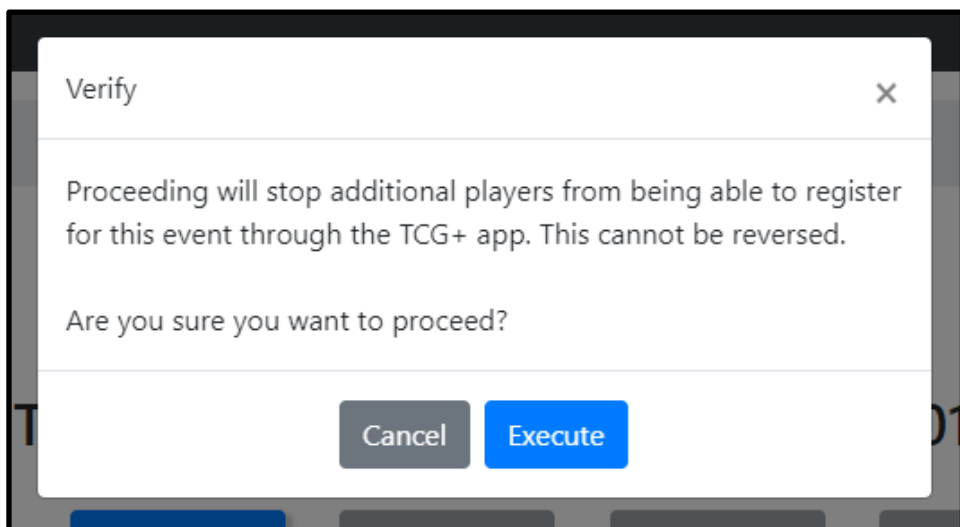
2. Click on the event to hold, then "Detail"



3. Click the “Registration Cutoff” button.



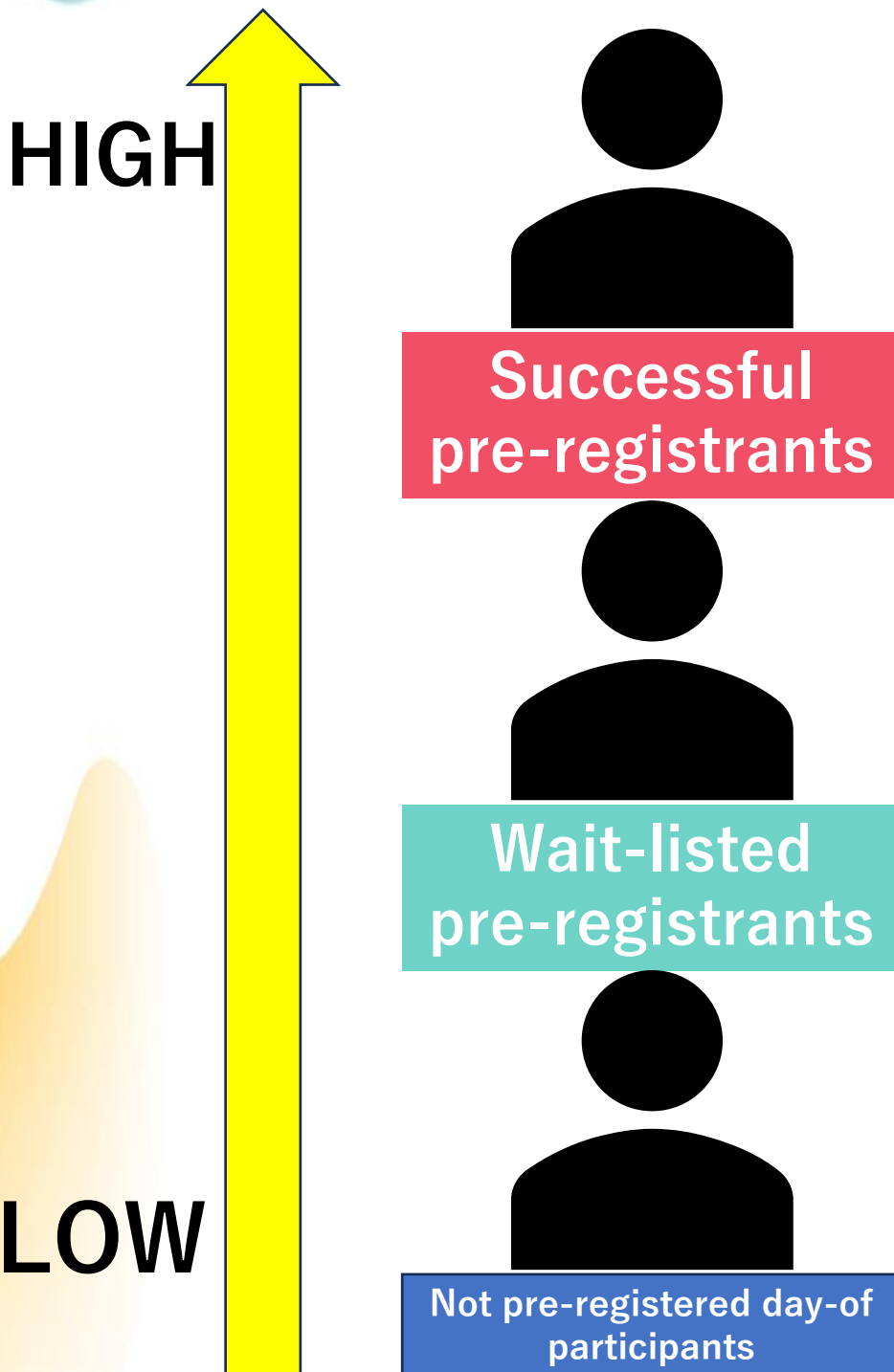
4. Click on “Execute” to finalize the cutoff.



***Precautions for holding events**

A user's TCG+ status determines the priority for event participation. Be sure to use the following chart to determine priority when holding an event.

Participating user priority



② Participant check-in

「Perform check-in for “Selected” and “Waiting list” users.

*Perform check-in for both "Selected" and "Waiting list" users
*After all selected participants have checked in and there are still empty spaces remaining in the number of participants, users waitlisted can participate if selected.

1. Click on “Check-In”

Home / My Event List / My Event Details

My Event Details

ONE PIECE CARD GAME - TEST EVENT Sat. October 07, 2023 01:00 PM

Registration Cutoff → Confirm Eligible Players → **Check-In** → Event In Progress → Event Ended

Deck Registration Push Notifications Ranking

Applicant List Canceled User List

Total: 1 Successful: 1

☐ Check all Push Notifications to Selected User CSV Export CSV Import

| Membership Number | Player Name | Status | Waiting List No. | Memo | Register Deck | Team Name |
|-------------------|-------------|--------|------------------|------|---------------|-----------|
| | | | | | | |

2. Click on “Location-Based Check-In” then change the check-in status to “Applications Open”

Location-Based Check-In

☒ Applications Open

*When the application period ends, switch this to OFF.

QR Code Checkin For participants that applied in advance have the status of "Successful" or "Waiting List"

Read the TCG+ code with a scanner Read the TCG+ code with the camera

Advance Lottery

Last minute applicants For participants that did not apply in advance.

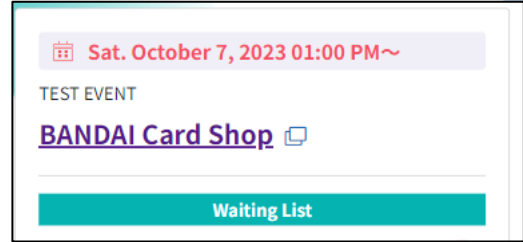
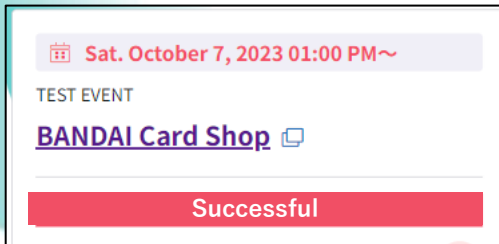
Read the TCG+ code with the camera Enter the TCG+ code number by hand

Location-Based Check-In

☒ Applications Open

*When the application period ends, switch this to OFF.

3. Perform check-in for “Successful” and “Waiting List”



The following three methods are available for user check-in.

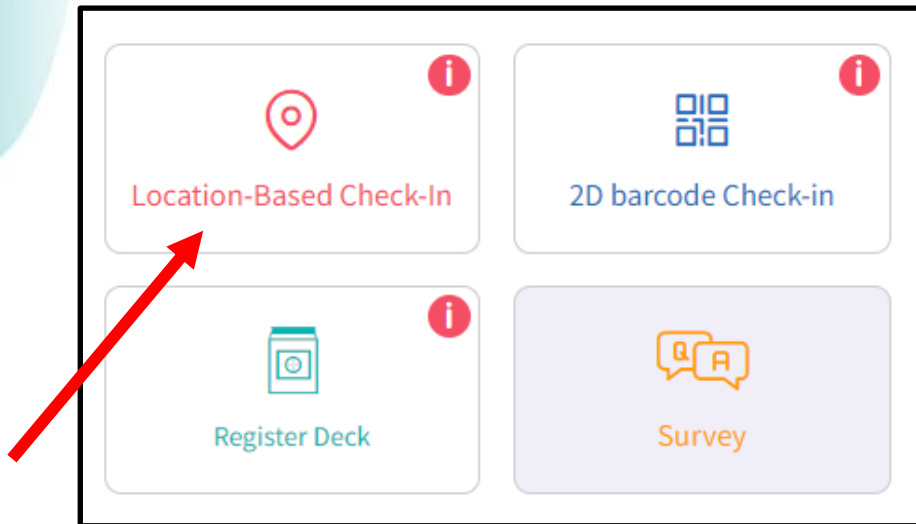
◆ Check-in with location data

◆ Check-in with 2D code

◆ When check-in with location data/2D code isn't possible

◆ Location-Based Check-In

1. Check-in with location data is performed by the user. The user taps "My Events" > "Details" for the desired event > " Location-Based Check-In " on TCG+.



2. Check the participating user list on the event management screen, and check-in will be complete if the participant's status is "Successful + Checked-In"
*When checking "Status" on the event management screen, first refresh your browser.

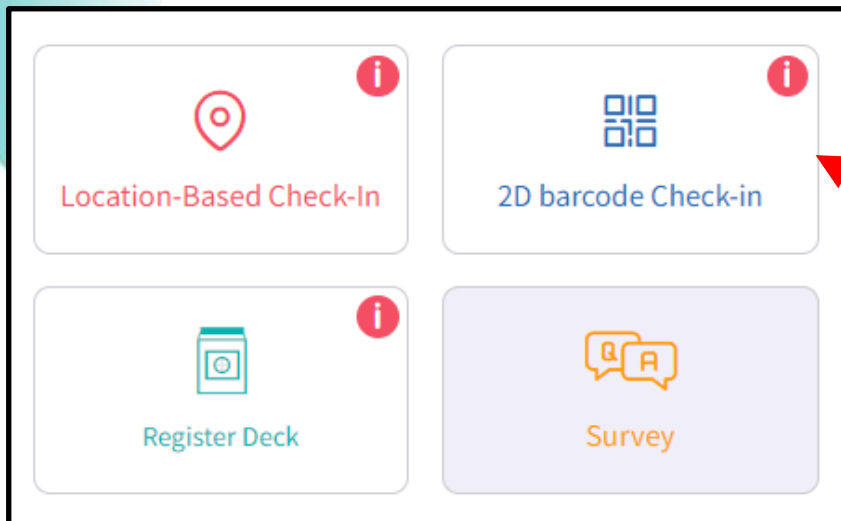
| Applicant List | | | | | | | |
|--|-------------|-------------------------|------------------|------|----------------|-----------|----------------|
| Total:2 Successful:1 Successful + Checked-in:1 | | | | | | | |
| Membership Number | Player Name | Status | Waiting List No. | Memo | Register Deck | Team Name | Reserved Table |
| 0000000454 | TEST USER_2 | Successful + Checked-in | | | Not registered | | |

| | | |
|------------|-------------|-------------------------|
| 0000000454 | TEST USER_2 | Successful + Checked-in |
|------------|-------------|-------------------------|

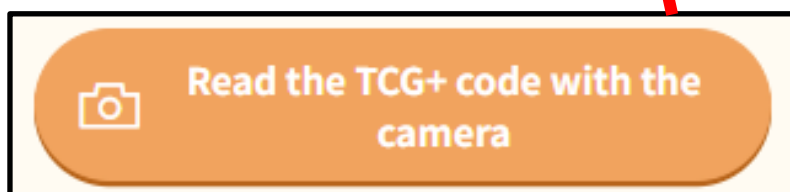
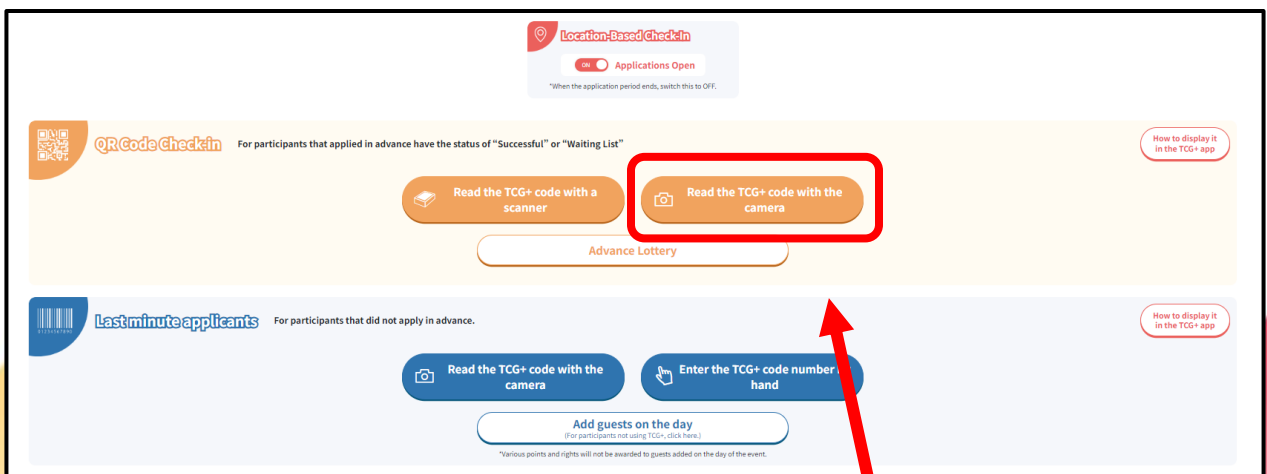
◆ Check-in with 2D code

1. The 2D code will be shown in the app on the participant's device.

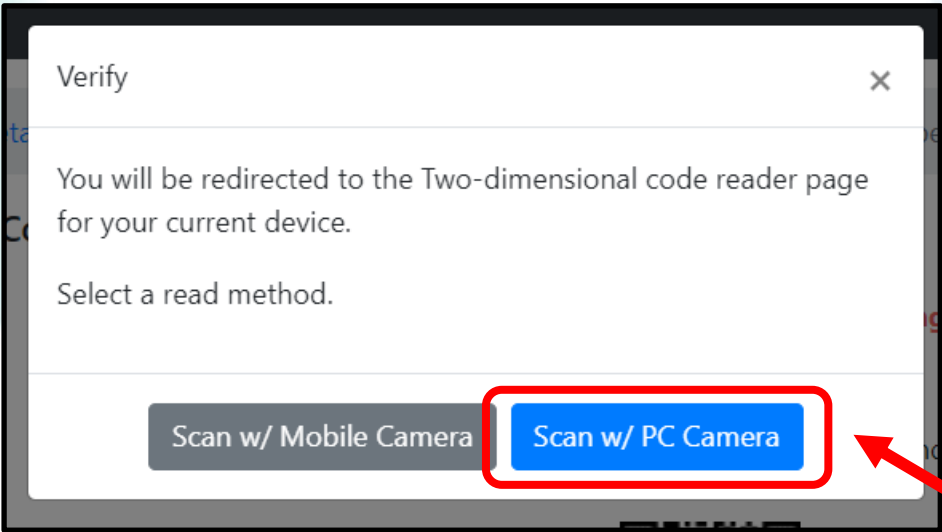
To display the 2D code, the user can tap "My Events" > "Details" for the desired event > "2D barcode Check-In"



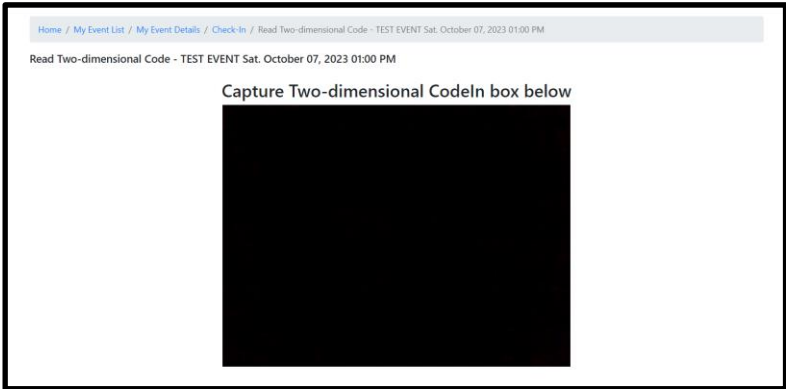
2. . Click on " Read the TCG+ code with the camera " at the top of the event management page.



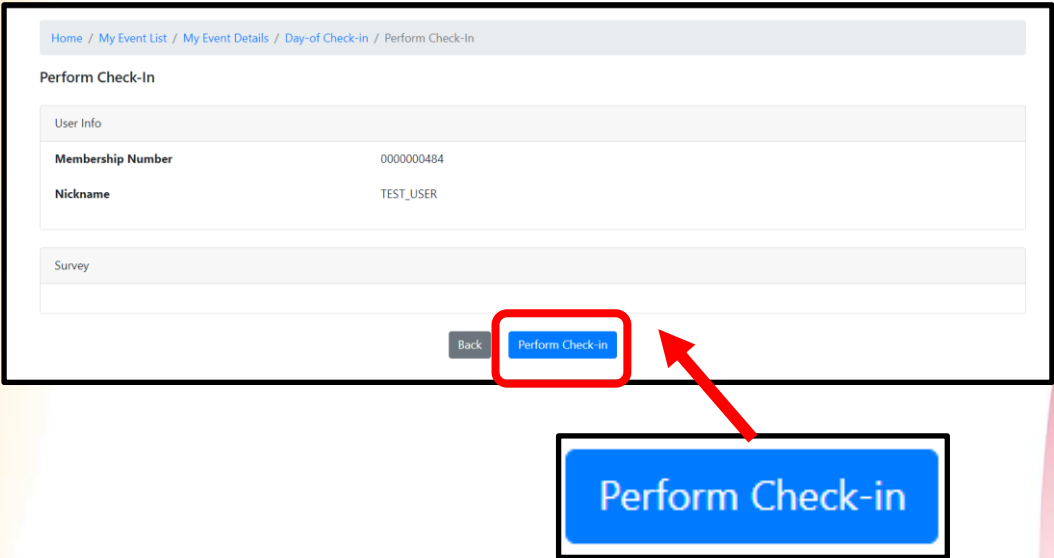
3. Click on "Scan w/ PC camera"



4. Scan the 2D code with the device's camera.



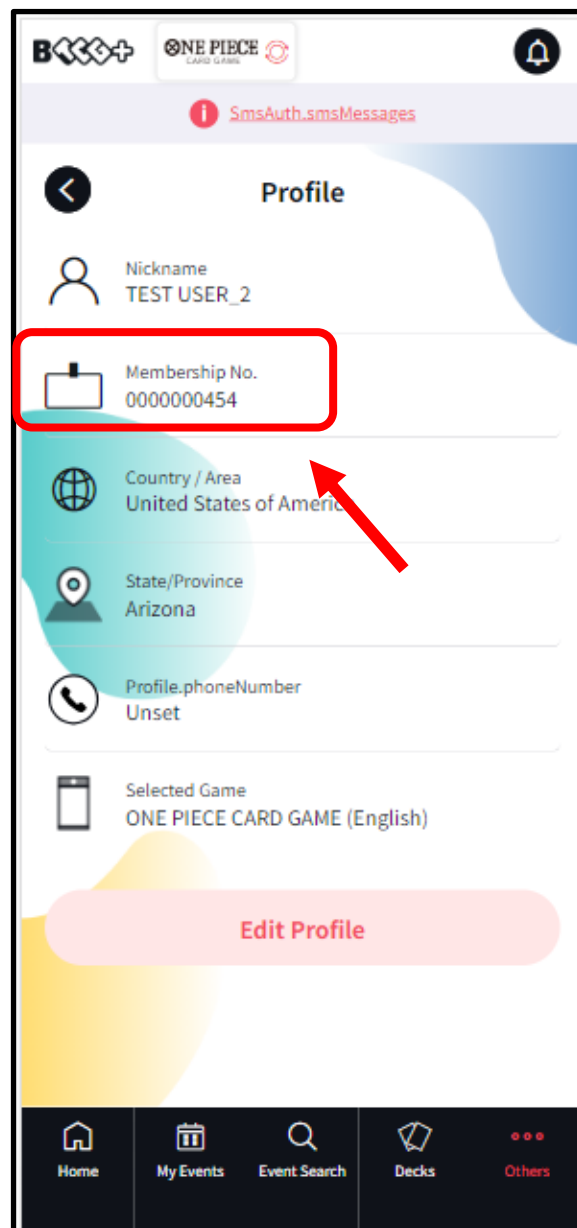
5. Click on "Perform Check-in" to finalize the check-in.



◆ When check-in with location data/2D code isn't possible

Check-in can be performed using the following method if check-in is not available using position data or 2D code.

1. Have the participant show their member number.
*The "Membership No." can be shown by tapping "Others" > "Profile" in the app on the user's device.



2. Enter the “membership Number” on the “Applicant List” on the management screen and confirm that “Successful” or "Waiting list" is shown for the corresponding user.

Registration Cutoff

Confirm Eligible Players

Check-in

Event in Progress

Event Ended

Please press after check-in is complete.

Deck Registration

Push Notifications

Ranking

Applicant List

Canceled User List

Total:2 Successful:1 Successful + Checked-in:1

Check all

Push Notifications to Selected User

CSV Export

CSV Import

| Membership Number | Player Name | Status | Waiting List No. | Memo | Register Deck | Team Name |
|--------------------------|----------------------|----------------------|-------------------------|------|----------------------|----------------------|
| <input type="checkbox"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> | 0000000454 | TEST_USER | Successful + Checked-in | | Not registered | |
| <input type="checkbox"/> | 0000000484 | TEST_USER | Successful | | Not registered | |

3. Once it is shown, click on the corresponding user.
***The user may have changed their player name since the time of application. Be sure to search by member number.**

Registration Cutoff

Confirm Eligible Players

Check-in

Event in Progress

Event Ended

Please press after check-in is complete.

Deck Registration

Push Notifications

Ranking

Applicant List

Canceled User List

Total:2 Successful:1 Successful + Checked-in:1

Check all

Push Notifications to Selected User

CSV Export

CSV Import

| Membership Number | Player Name | Status | Waiting List No. | Memo | Register Deck | Team Name |
|--------------------------|----------------------|----------------------|-------------------------|------|----------------------|----------------------|
| <input type="checkbox"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> | 0000000454 | TEST_USER_2 | Successful + Checked-in | | Not registered | |
| <input type="checkbox"/> | 0000000484 | TEST_USER | Successful | | Not registered | |

4. Click on "Post-Change" and if the event status for the corresponding user is "Successful," choose " Successful + Checked-In."

If the status is "Waiting List" choose "Waiting list + Checked-in," then click on "Change" to finalize the change.

4952466A0000000484TEST_USER

Reserve Table

QuestionnaireResult

Edit

Memo

Edit

Match Result

| Round | Table | Match Result | Outcome |
|-------|-------|--------------|---------|
| | | | |

Status

Current

Successful

Post-Change

Change

Retire by user

Applied

Successful

Waiting list

Unsuccessful

Cancelled

Successful + Checked-in

Waiting list + Checked-in

Absent from the event

Advance Successful

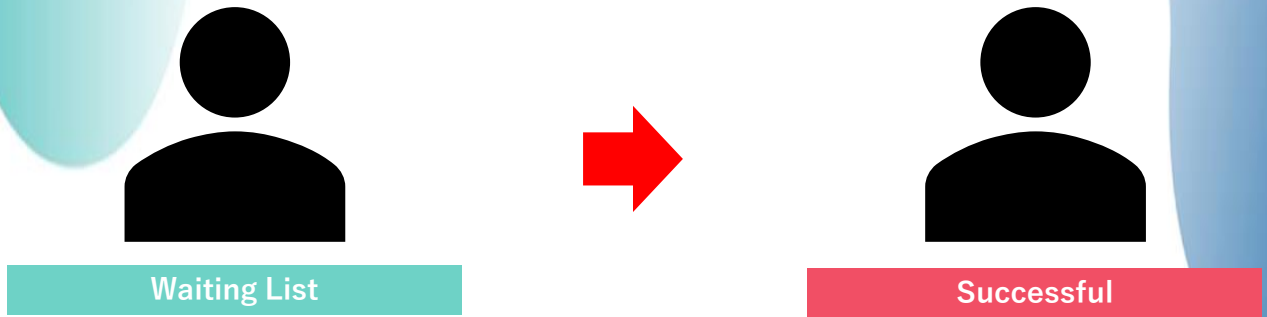
Participating in Tournament

Dropped

Change

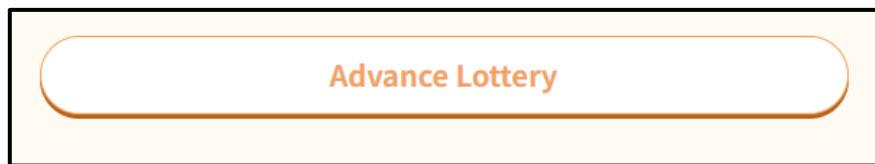
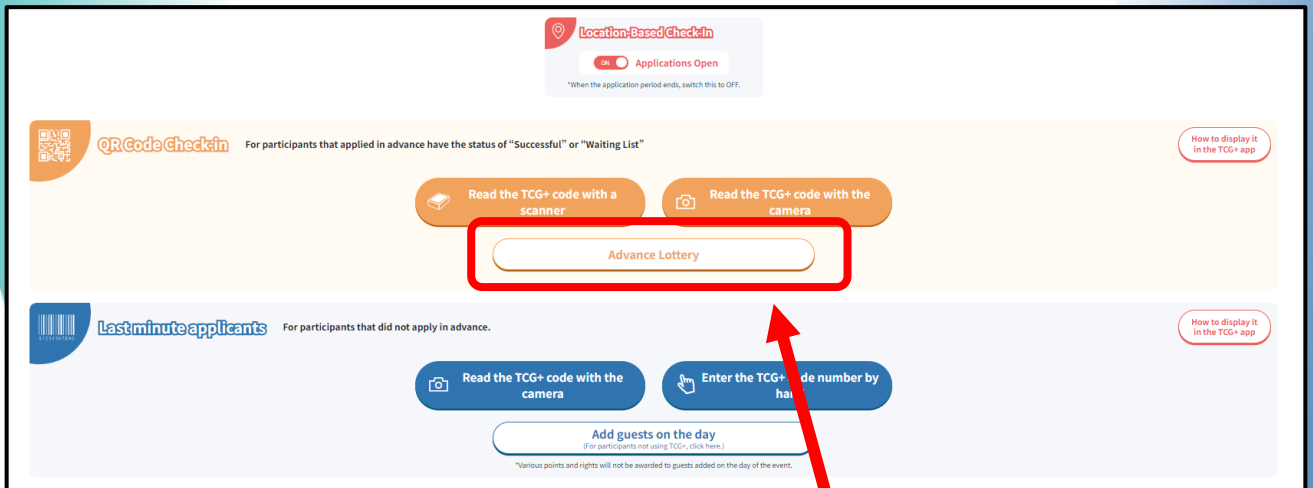
③ Moving "Waiting list" users up in the queue

If the number of "Successful + Checked-In" users is less than the total number of users for the event, start moving "Waiting list + Checked-in " users up in the queue.

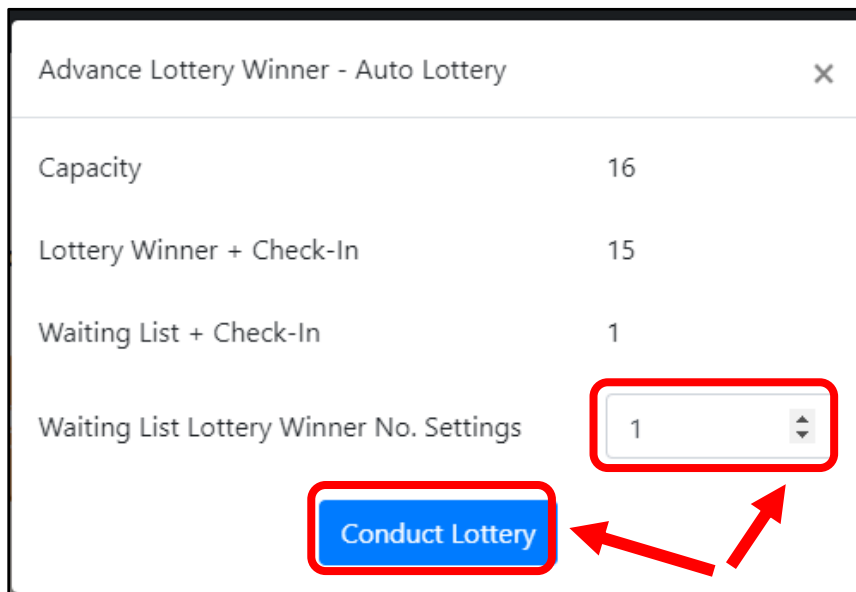


Random selection will be made from "Waiting list + Checked-in" users.

1. Click on "Advance Lottery."



2. Enter the total number of users to select for "Waiting List Lottery Winner No. Settings," then click on "Conduct Lottery."



***For "Waiting List Lottery Winner No. Settings," set a number that doesn't exceed the total number of users after factoring in the number of "Successful + Checked-In" users.**

Example: If the total number of users is 16 and the number of "Successful + Checked-In" users is 15, set "Waiting list" to 1.

3. The specified number of users will be selected from among the "Waiting list + Checked-in " users. This completes the user selection procedures.

Advance Successful:1

| | | | | | | | |
|--|----------------------|-------------------------|----------------------|------|----------------------|----------------------|----------------|
| Applicant List | | | | | | | |
| Total:16 Successful + Checked-in:15 Advance Successful:1 | | | | | | | |
| <div>CSV Export CSV Import</div> | | | | | | | |
| Membership Number | Player Name | Status | Waiting List No. | Memo | Register Deck | Team Name | Reserved Table |
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | | <input type="text"/> | <input type="text"/> | |
| 0000000454 | TEST_USER_2 | Successful + Checked-in | | | Not registered | | |
| 0000000484 | TEST_USER | Advance Successful | | | Not registered | | |

④ Reception for people wishing to participate

If there are still empty spaces in the total number of event participants after all "Waiting list" users have been selected in the queue, users who haven't applied through TCG+ can participate.

Or if you haven't accepted applications through TCG+ in the first place, you can press the "Check-In" button and perform one of the following procedures for user participation reception.

Home / My Event List / My Event Details

My Event Details

ONE PIECE CARD GAME - TEST EVENT Sat. October 07, 2023 01:00 PM

Registration Cutoff → Confirm Eligible Players → **Check-In** → Event In Progress → Event Ended

Deck Registration Push Notifications Ranking

Applicant List Canceled User List

Total:1 Successful:1

☐ Check all Push Notifications to Selected User CSV Export CSV Import

| Membership Number | Player Name | Status | Waiting List No. | Memo | Register Deck | Team Name |
|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

The following two procedures are available for walk-in users who haven't applied.

*The event management may determine the priority for walk-in users who haven't applied.

◆ If a person wishing to participate is a TCG+ user

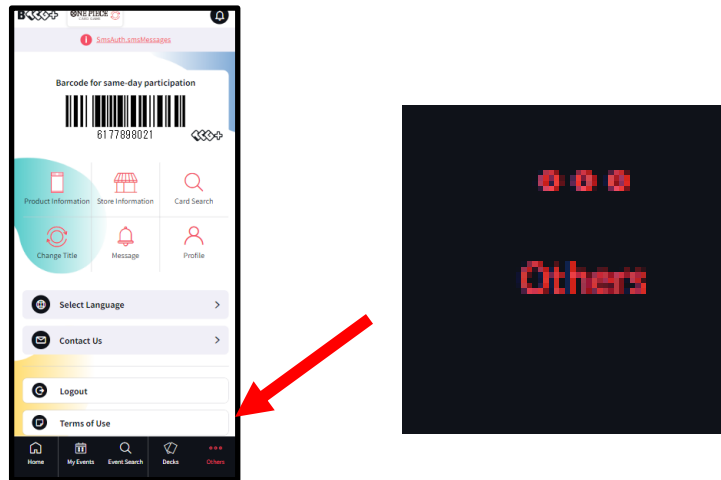
◆ If a person wishing to participate isn't a TCG+ user

◆ If a person wishing to participate is a TCG+ user

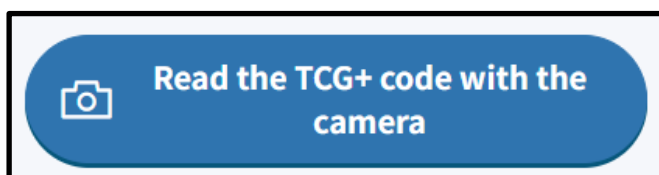
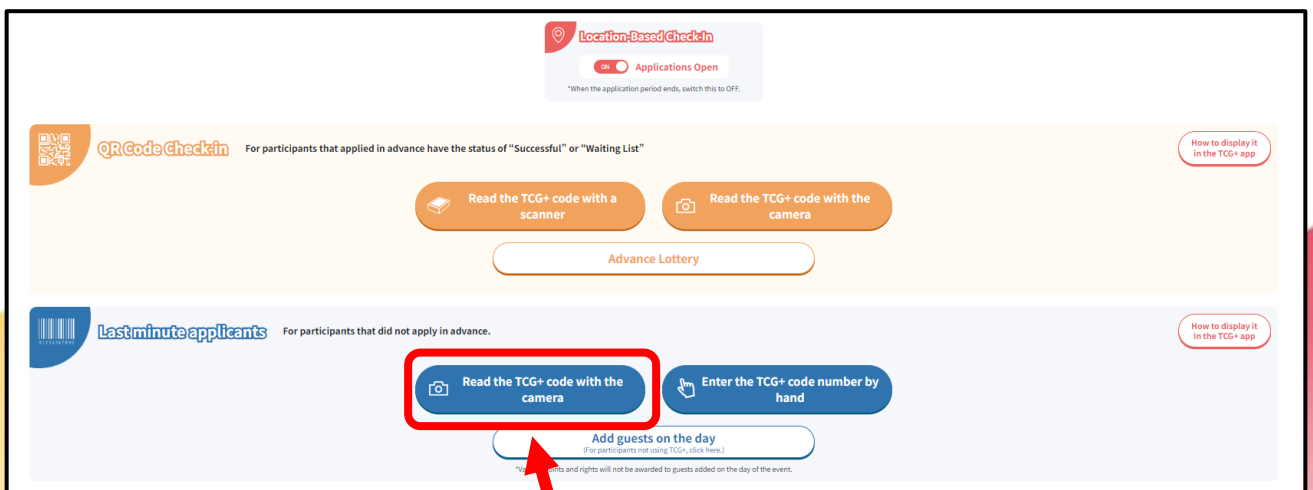
***When a user participates through TCG+, they will receive various points and event participation entitlements.**

1. Have the user show the "Day of event reception barcode" on the TCG+ app on their device.

***The "Day of event reception barcode" can be shown in the TCG+ app by tapping "Others"**

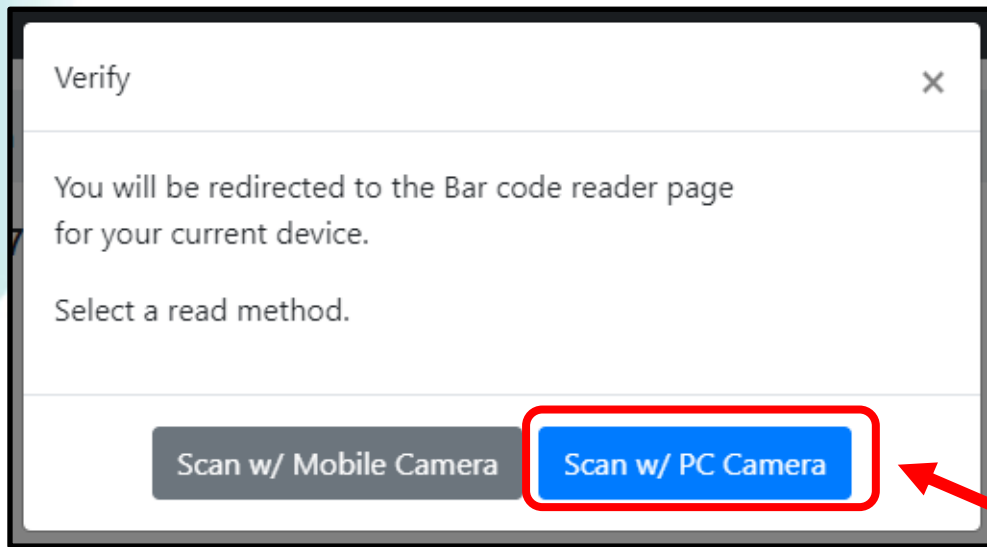


2. Click on "Read the TCG+ code with the camera" at the top of the event management page.

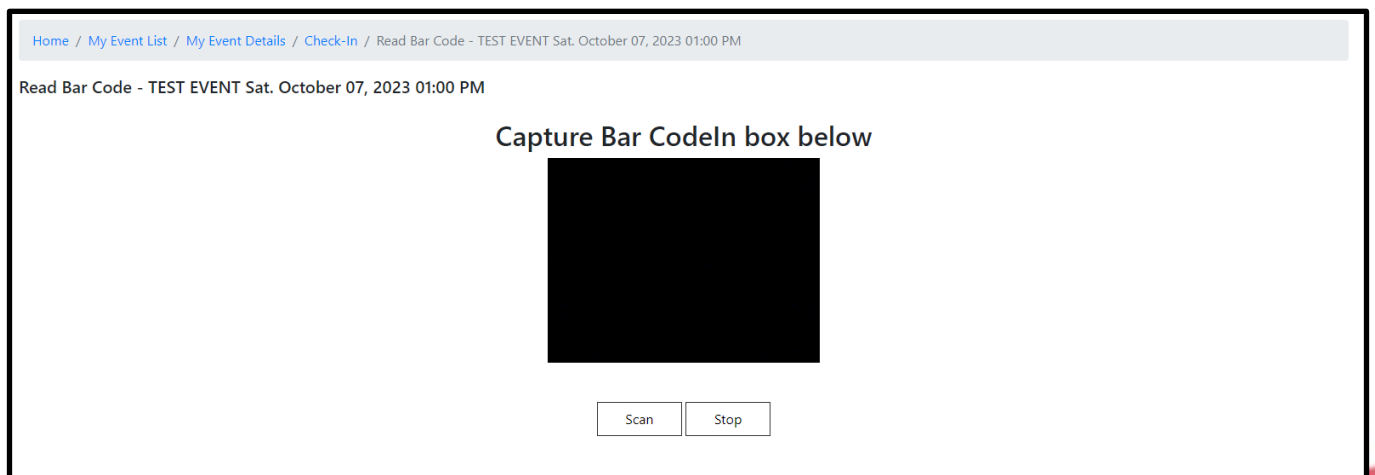


3. Click on "Scan w/PC camera"

***If your PC doesn't have a camera, refer to step 6.**



4. Use your camera to scan the barcode shown by the user.



5. Click on "Perform Check-in" to finalize the check-in.

[Home](#) / [My Event List](#) / [My Event Details](#) / [Day-of Check-in](#) / Perform Check-In

Perform Check-In

User Info

Membership Number

0000000484

Nickname

TEST_USER

Survey

Back

Perform Check-in

Perform Check-in

6. If your PC doesn't have a camera, click on "Enter the TCG+ code number by hand"

Location-Based Check-In

ON

Applications Open

*When the application period ends, switch this to OFF.

QR Code Check-in

For participants that applied in advance have the status of "Successful" or "Waiting List"

Read the TCG+ code with a scanner

Read the TCG+ code with the camera

Advance Lottery

Last minute applicants

For participants that did not apply in advance.

Read the TCG+ code with the camera

Enter the TCG+ code number by hand

Add guests on the day

(For participants not using TCG+, click here.)

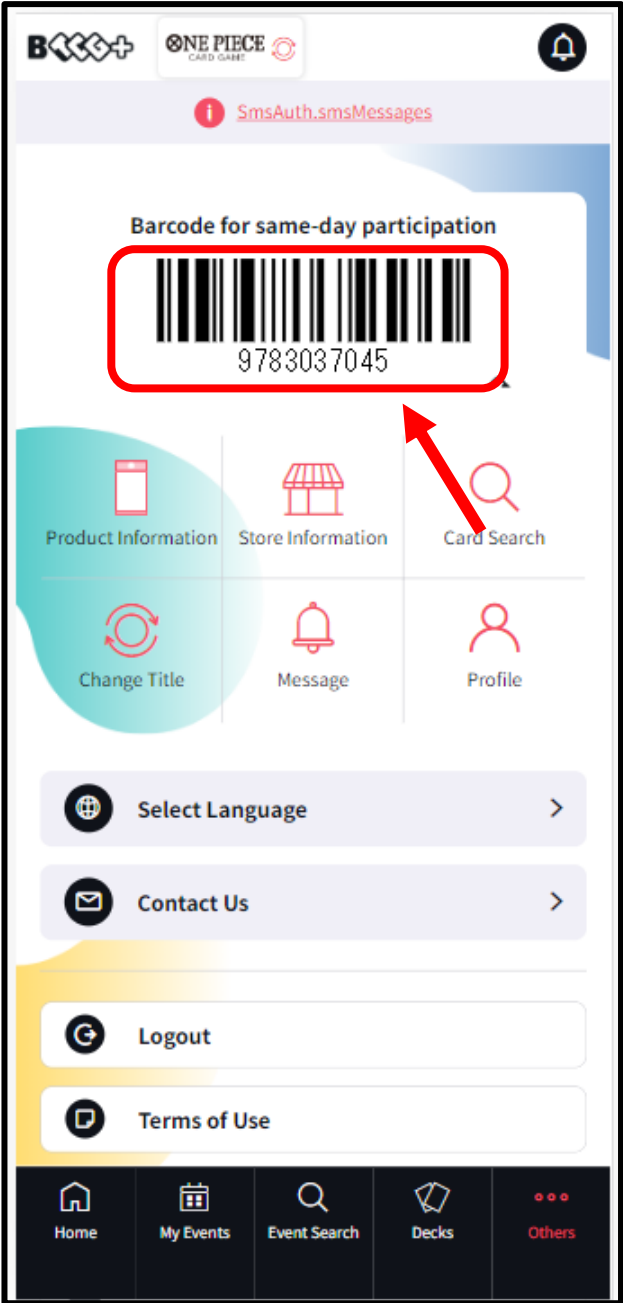
*Various points and rights will not be awarded to guests added on the day of the event.

Enter the TCG+ code number by hand

7. Enter the 10-digit number of the user's displayed barcode, then click on “read” to finalize reception.

Please enter the check-in barcode(Please enter the barcode number on the other page)

read



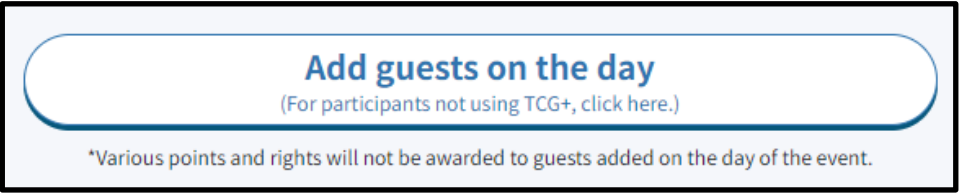
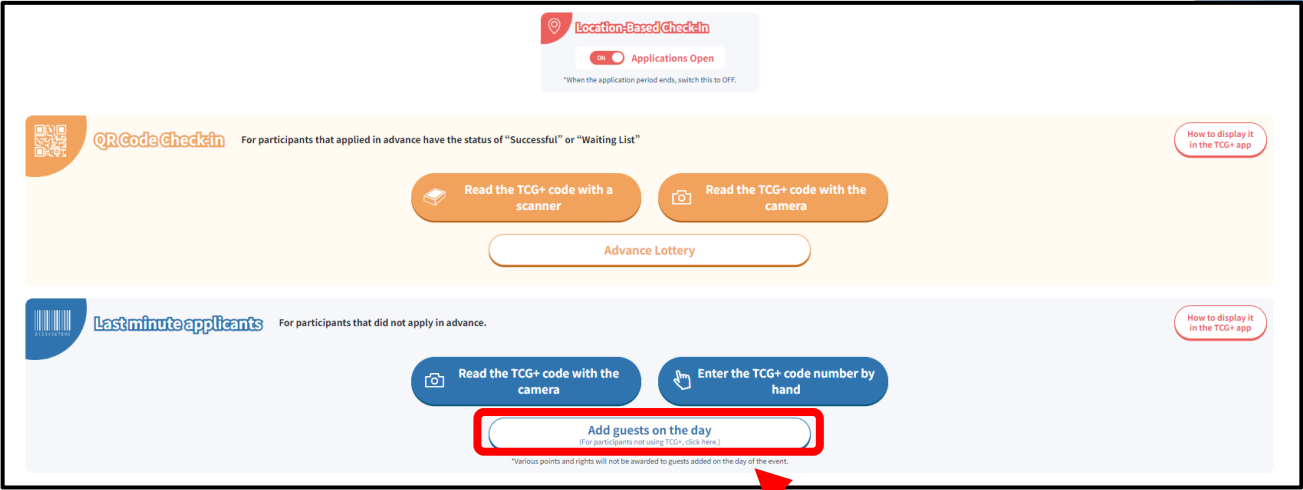
◆ If a person wishing to participate isn't a TCG+ user

A user can participate in the event as a guest.

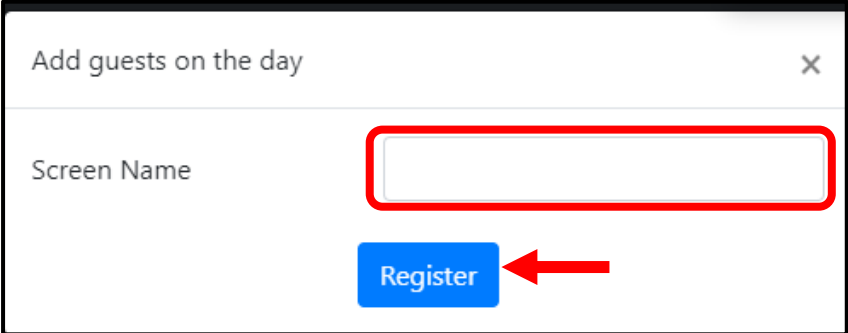
***Guests can't receive battle notifications on TCG+, therefore their match pairings and other information must be notified verbally or by other means.**

***Guests don't receive various points and event participation entitlements.**

1. Click on "Add guests on the day (For participants not using TCG+, click here)"



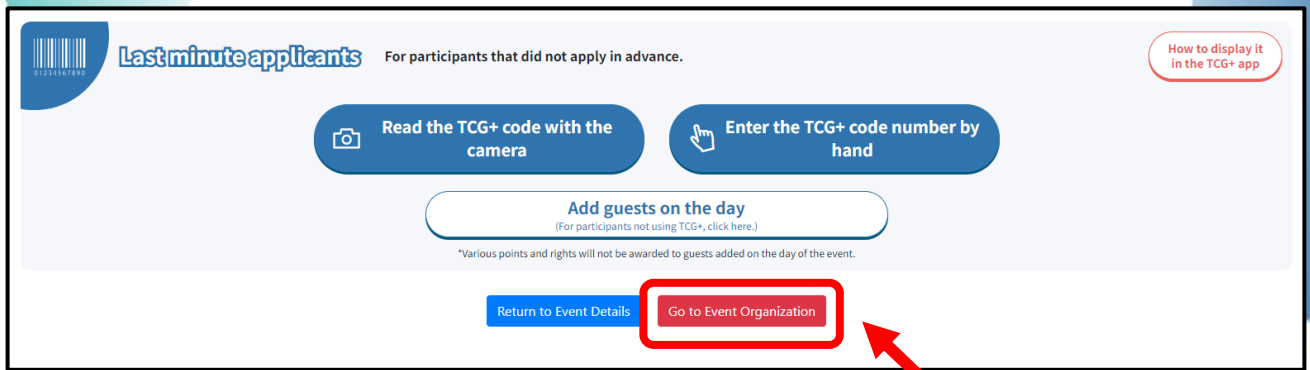
2. Obtain the desired registration name from the user, enter it, then click on "Register" to complete the guest user addition.



⑤ Create Pairing(S)

After participant reception is complete, generate match pairings and start the battles.

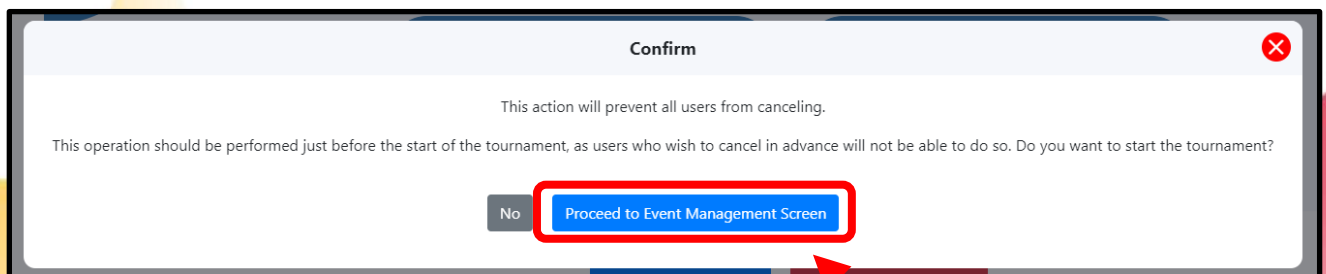
1. Click on “Go to Event Organization” at the top of the event management page.



Go to Event Organization

2. Click on “Proceed to Event Management Screen”

***Once this action is performed, all users will no longer be able to cancel. Be sure to perform this action immediately before the tournament starts. Otherwise, users won't be able to cancel before the event even if desired.**



Proceed to Event Management Screen

3. Click on “Create Pairing(s)” to create temporary match pairings.

RankingPrevious Round List

Finalize the results of the match and end the event

Actions

Create Pairing(s)

Day-of Check-in

Options

Tournament Format

swiss draw

Starting Table No.

1

Tentative Pairing List - Round No.:1

| Table No. | Membership Number | User Name | Points | Discard |
|--------------------|-------------------|-----------|--------|---------|
| No pairings exist. | | | | |

Manually Add Pairing

Users Without Pairings

| Block | Membership Number | User Name | Retire |
|-------|-------------------|-----------|--------|
| | GUEST99999 | guest1 | x |
| | GUEST99999 | guest2 | x |

Create Pairing(s)

4. Click on " Confirm pairing(s) " > " Execute " to finalize the temporary match pairings.

RankingPrevious Round List

Finalize the results of the match and end the event

Actions

Confirm Pairing(s)

Day-of Check-in

Other Actions

Discard Pairing(s)

Tentative Pairing List - Round No.:1

| Table No. | Membership Number | User Name | Points | Discard |
|-----------|-------------------|-----------|--------|---------|
| 1 | GUEST99999 | guest2 | 0 | x |
| | GUEST99999 | guest1 | 0 | |
| 2 | GUEST99999 | guest3 | 0 | x |
| | GUEST99999 | guest4 | 0 | |

Confirm Pairing(s)

Verify

This operation can't be undone.
Are you sure?

Cancel

Execute

⑥ Start of 1st round

Once the match pairings are finalized, provide the match pairings to the participants and start the battles.

1. Click on " Pairing Push Notification(s) " to notify the participants of the match pairings.

The screenshot shows a web interface for 'Match Result Round No.:1'. At the top, there are navigation tabs: 'Print Result Sheets', 'Print Pairings', 'Ranking', and 'Previous Round List'. A red button in the top right corner says 'Finalize the results of the match and end the event'. On the left, under 'Actions', the 'Pairing Push Notification(s)' button is highlighted with a red box. Below it is a button 'Fix the result of the matchup and proceed to the next round'. Under 'Other Actions', there are buttons for 'Discard Pairing(s)' and 'Day-of Check-in'. On the right, there are buttons for 'Preparing Real-Time Connection Mode' and 'Update to Newest State'. Below these are search fields for 'Team Search', 'User Search', and 'Point Search'. At the bottom, there are tabs for 'Match Table', 'Unconfirmed Table:0', and 'Confirmed Table:1'. A red arrow points from the highlighted 'Pairing Push Notification(s)' button to a larger green button at the bottom right, which also displays 'Pairing Push Notification(s)'.

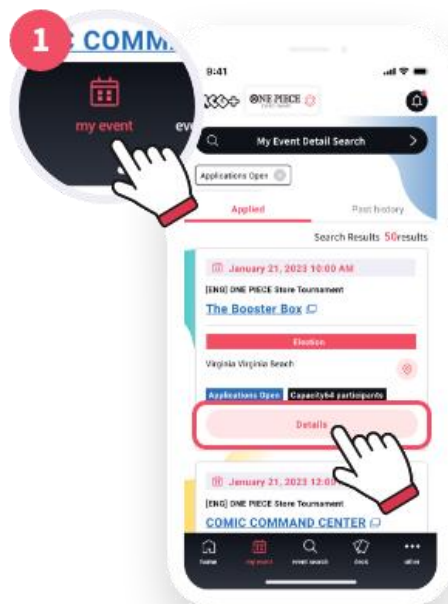
2. Once the notifications are sent, the table numbers will be sent to the participants' devices. Have the participants move to their respective table numbers, then start the battles once all participants have seated at their tables.

The screenshot shows a mobile app notification titled '【Test Event】 Round 1 Pairing'. The text reads: 'Your table number is 3 . Please take a seat at this table and wait for your opponent.' Below this is a small logo and a link '[How to check your match pairings]'. At the bottom, it says: 'From the "My Events" menu found in the lower part of the app, you can tap the "Details" of the current event and then "Check Pairi'.

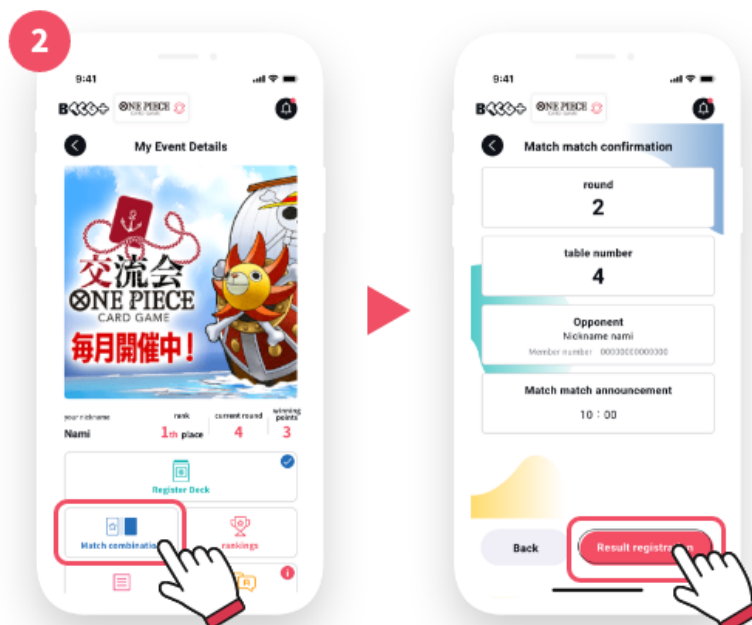
⑦ Entering Match Results

In principle, the participants enter their Match Results. The winner enters the battle result, then the results are registered after being verified by the loser.

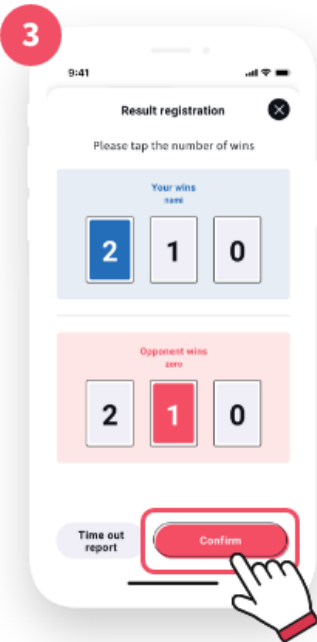
1. From the "My Event" menu at the bottom of the application, find the event you are participating in and tap "Details".



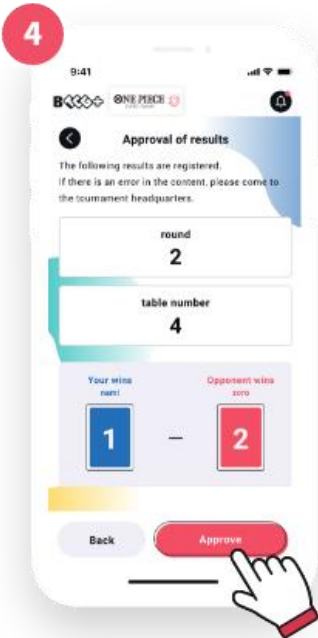
2. Tap "Matchups", then "Register Results"



3. Enter the result of the match and tap "Confirm"



4. Your opponent will receive a confirmation of the result.
When "Accept the result" is tapped, the registration is complete.



5. The Match Results entered by participants can be checked at the top of the event management page. To check, click on “Update to Newest State”

Actions

Pairing Push Notification(s)

Fix the result of the matchup and proceed to the next round

Other Actions

Discard Pairing(s)

Day-of Check-in

Match Result Round No.:1

Real-Time Connection Mode Disconnected

Update to Newest State

Table Search

Team Search

User Search

Point Search

Match Table:3 Unconfirmed Table:0 Confirmed Table:0

Overall Status

In a Match

Unapproved

Approved

Multiple Input

Table No.

Update to Newest State

6. If “Match Table” and “Unconfirmed Table” are 0, it means that all battles have completed.

Actions

Pairing Push Notification(s)

Fix the result of the matchup and proceed to the next round

Other Actions

Discard Pairing(s)

Day-of Check-in

Match Result Round No.:1

Real-Time Connection Mode Disconnected

Update to Newest State

Table Search

Team Search

User Search

Point Search

Match Table:3 Unconfirmed Table:0 Confirmed Table:0

Overall Status

In a Match

Unapproved

Approved

Multiple Input

Table No.

Approved

Player 1

Points

Score

Player 2

Points

Discard

Match Table:0 Unconfirmed Table:0 Confirmed Table:3

7. Once all the Match Results have been registered, click on " Fix the result of the matchup and proceed to the next round " to finalize the registered Match Results. This completes the actions for the first round.

The screenshot shows the 'Match Result Round No.:1' interface. On the left, under 'Actions', there is a green button 'Pairing Push Notification(s)' and a blue button 'Fix the result of the matchup and proceed to the next round' which is highlighted with a red box. Below these are 'Other Actions' including 'Discard Pairing(s)' and 'Day-of Check-in'. The main area shows 'Real-Time Connection Mode Disconnected' and an 'Update to Newest State' button. There are search fields for 'Table Search', 'Team Search', 'User Search', and 'Point Search'. Below these are statistics: 'Match Table:0', 'Unconfirmed Table:0', and 'Confirmed Table:3'. At the bottom, there are checkboxes for 'Overall Status', 'In a Match', 'Unapproved', and 'Approved', along with a 'Multiple Input' button. A large blue button at the bottom of the interface contains the text 'Fix the result of the matchup and proceed to the next round', with a red arrow pointing to it from the button in the sidebar.

⑧ Start of next round

To proceed to the next round, repeat the steps from "⑤ Create Pairing(S)" to "⑦ Entering Match Results"

⑨ End of event

After all battles have ended, perform the procedures for the end of the event.

*Make sure to correctly perform the procedures for the end of the event, otherwise the participants won't receive the various entitlements and points.

*The procedures for the end of the event are performed similarly when the number of participants is 0 to 1.

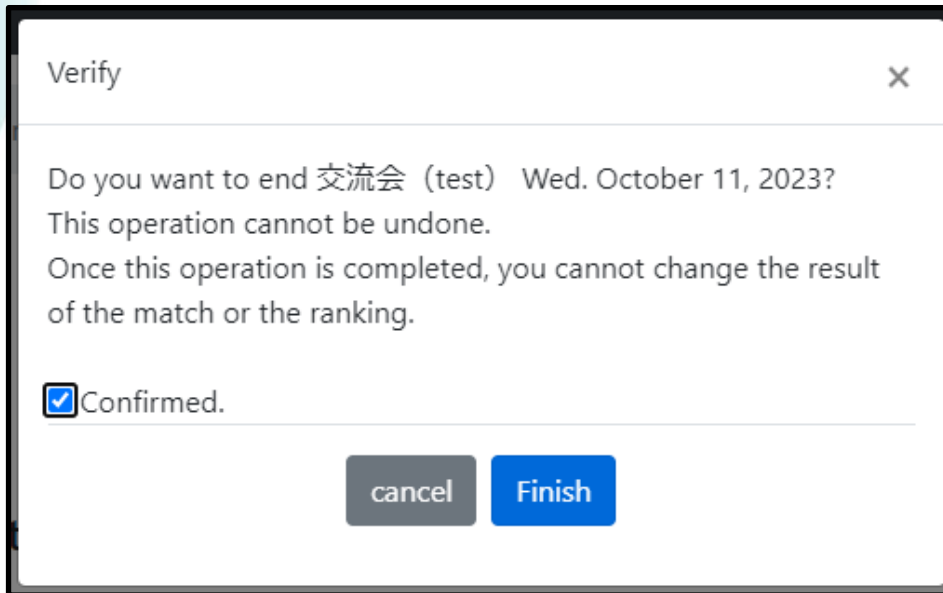
1. Confirm that all Match Results for the final round have been entered, then click on " Finalize the results of the match and end the event "

***Make absolutely sure that all Match Results have been entered before clicking.**

The screenshot shows the 'Match Result Round No.:1' interface. At the top, there are buttons for 'Print Result Sheets', 'Print Pairings', 'Ranking', and 'Previous Round List'. On the right, a red box highlights the button 'Finalize the results of the match and end the event'. A red arrow points from a larger red box at the bottom, which contains the text 'Finalize the results of the match and end the event', to the highlighted button. The main interface includes a 'Real-Time Connection Mode Disconnected' status bar with an 'Update to Newest State' button. Below this are search fields for 'Table Search', 'Team Search', 'Player Search', and 'Point Search'. At the bottom, it shows 'Match Table:0', 'Unconfirmed Table:0', and 'Confirmed Table:3'. There is also a 'Multiple Input' button.

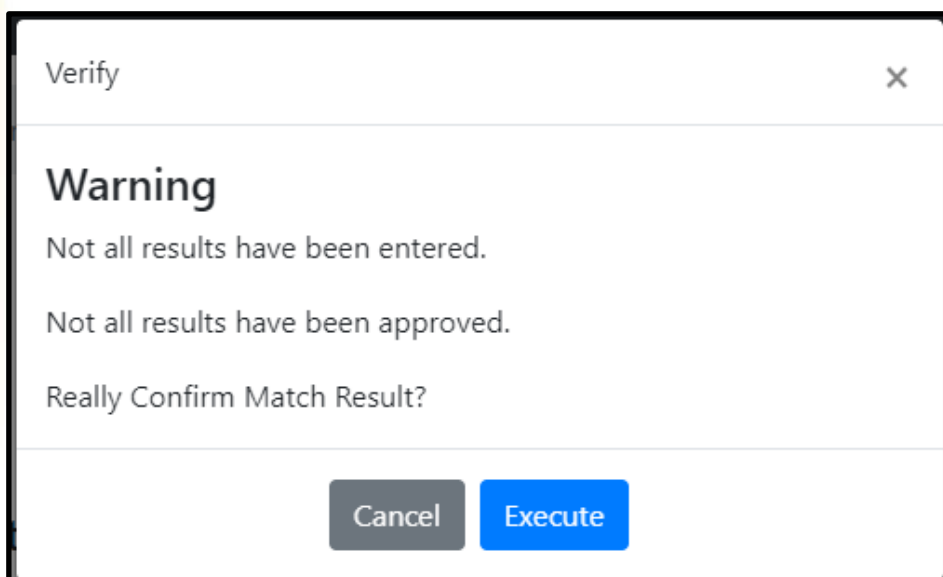
2. Check the "Confirmed" checkbox, then click on "Finish"

***Make absolutely sure that all Match Results have been entered before pressing.**



***If all Match Results haven't been entered or if Match Results haven't been verified, the following screen will display. In such cases, click on "Cancel," make sure all Match Results have been entered, then click on "Finalize the results of the match and end the event" again.**

*** When there are 0 to 1 participants, click on "Execute"**



Notes

Before the event starts

- Participant status changes
- 0 to 1 participants
- Changing match pairing formats
- Changing the starting table number
- Sending a message to a participant
- When @@@ number is shown in a username

● Participant status changes

The user status can be changed manually at the top of the management page.

***In principle, the participant status should only be changed in exceptional circumstances, such as when the participant can't check in themselves.**

1. Click on the desired user name in the user list at the bottom of the management page.

The screenshot shows the 'Applicant List' section of a management interface. At the top, there's a progress bar with stages: Registration Cutoff, Confirm Eligible Players, Check-In, Event In Progress, and Event Ended. Below this are buttons for 'Deck Registration', 'Push Notifications', and 'Ranking'. The main table lists participants with columns for Membership Number, Player Name, Status, Waiting List No., Memo, Register Deck, and Team Name. The first row, 'TEST_USER_2' with status 'Successful', is highlighted with a red box. A red arrow points to the 'TEST_USER_2' name in the Player Name column.

| Membership Number | Player Name | Status | Waiting List No. | Memo | Register Deck | Team Name |
|-------------------|-------------|-----------------------------|------------------|------|----------------|-----------|
| 0000000454 | TEST_USER_2 | Successful | | | Not registered | |
| GUEST99999 | guest1 | Participating in Tournament | | | Not registered | |
| GUEST99999 | guest2 | Participating in Tournament | | | Not registered | |
| GUEST99999 | guest3 | Participating in Tournament | | | Not registered | |
| GUEST99999 | guest4 | Participating in Tournament | | | Not registered | |
| GUEST99999 | guest5 | Participating in Tournament | | | Not registered | |
| 0000000484 | TEST_USER | Participating in Tournament | | | Not registered | |

2. Click on "Post-Change," select the desired status to change, then click on "Change" to end.

The screenshot shows a 'Post-Change' dropdown menu with the following options: Applied, Successful, Waiting list, Unsuccessful, Cancelled, Successful + Checked-in, Waiting list + Checked-in, Absent from the event, Advance Successful, Participating in Tournament, and Dropped. The 'Dropped' option is currently selected. Below the dropdown is a 'Change' button, which is highlighted with a red box and a red arrow. There is also a 'Retire by user' button.

● 0 to 1 participants

The procedures for the end of the event must also be performed when the number of participants is 0 to 1.

When the number of participants is 1, perform participant reception according to steps "② Participant check-in" through "④ Reception for people wishing to participate"

1. Click on "Event In Progress"

Home / My Event List / My Event Details

My Event Details

ONE PIECE CARD GAME - TEST EVENT Sat. October 07, 2023 01:00 PM

Registration Cutoff → Confirm Eligible Players → Check-In → **Event In Progress** → Event Ended

☐ Deck Registration

Applicant List

Total:1 Successful:1

☐ Check all

| Membership Number | Player Name | Status | Waiting List No. | Memo | Register Deck | Team Name |
|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

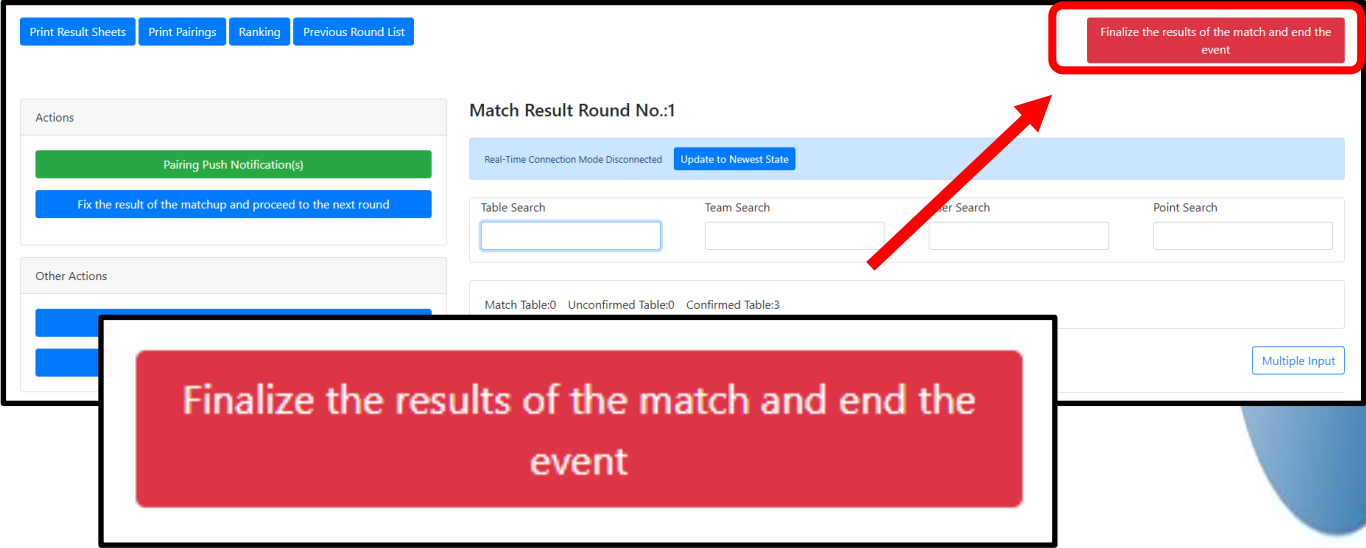
2. Click on "Start the tournament"

Confirm

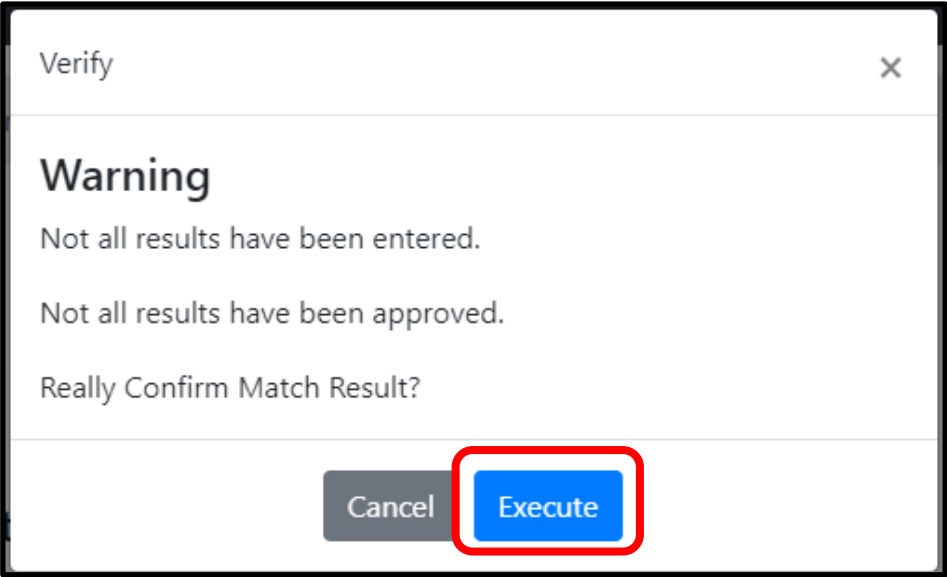
This action will prevent all users from canceling.

This operation should be performed just before the start of the tournament, as users who wish to cancel in advance will not be able to do so. Do you want to start the tournament?

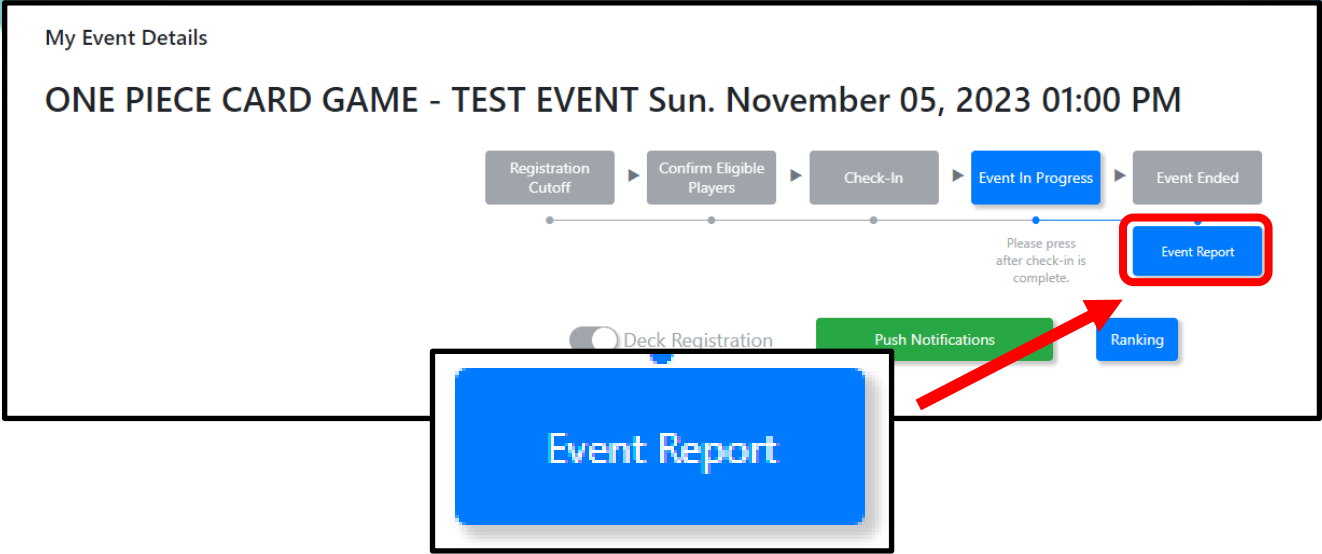
3. Click on "Finalize the results of the match and end the event"



4. Click on "Finalize"



5. Depending on the event, a report on the event may be required after the event has ended. "Event report" will be displayed if a report is required for an event. Click on "Event report"



6. Enter each field, then click on “Event Report”

Event Report - TEST EVENT Sun. November 05, 2023 01:00 PM

Ranking

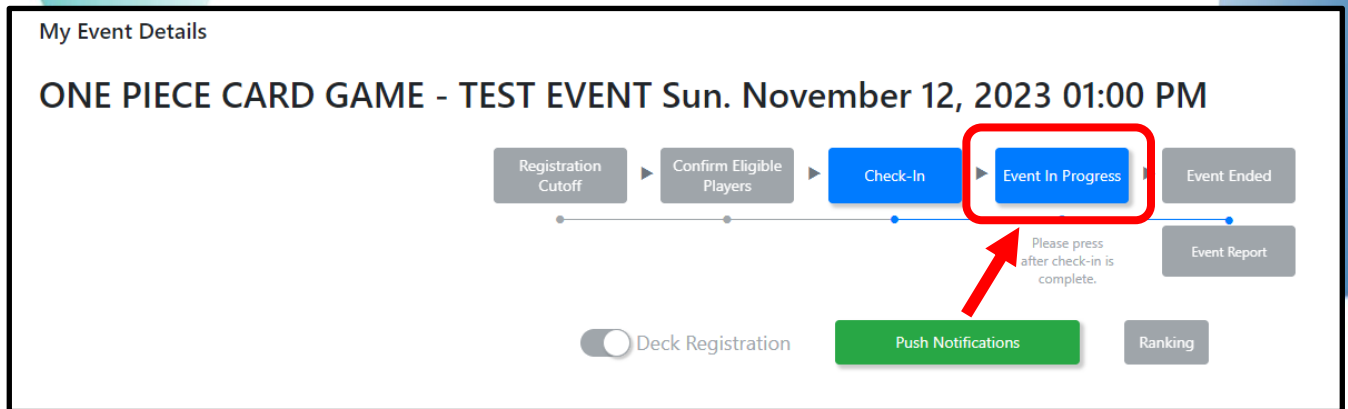
Free comment. If you have any comments about ONE PIECE, please share your comments. *

Event Report Ranking

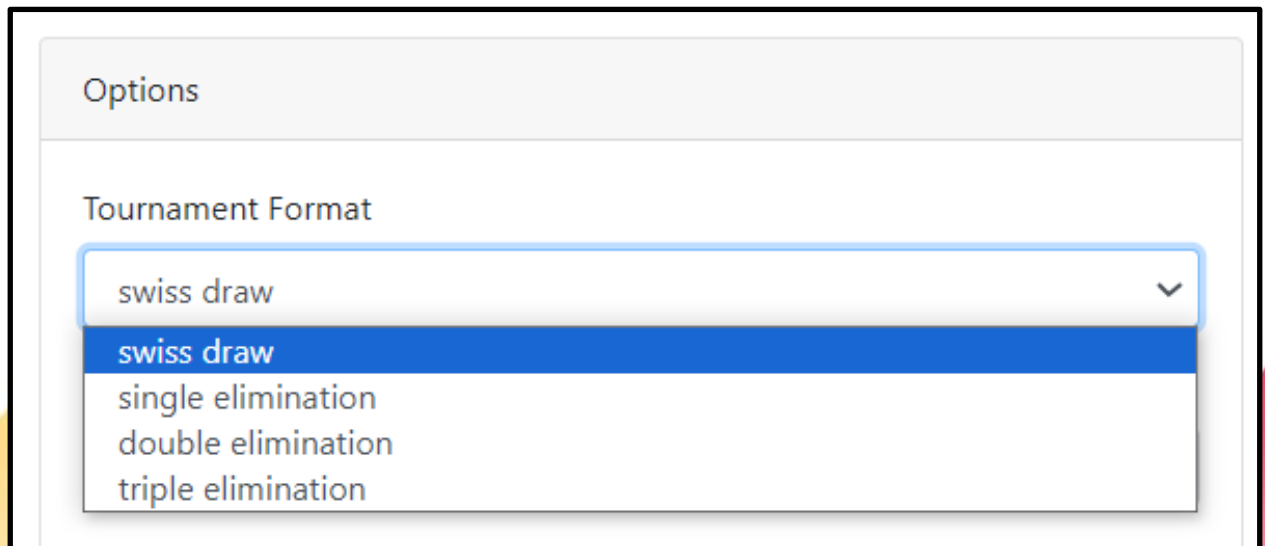
● Changing match pairing formats

(Changing from Swiss draw to single elimination, etc.)

1. Click on "Event in Progress"



2. Click on "Tournament Format" and select the desired format.



3. Click on “Create Pairing(s)” to generate match pairings in the new pairing format.

Ranking

Previous Round List

Finalize the results of the match and end the event

Actions

Create Pairing(s)

Day-of Check-in

Options

Tournament Format

swiss draw

Starting Table No.

1

Tentative Pairing List - Round No.:1

| Table No. | Membership Number | User Name | Points | Discard |
|--------------------|-------------------|-----------|--------|---------|
| No pairings exist. | | | | |

Manually Add Pairing

Users Without Pairings

| Block | Membership Number | User Name | Retire |
|-------|-------------------|-----------|--------|
| | GUEST99999 | guest1 | x |
| | GUEST99999 | guest2 | x |

Create Pairing(s)

【Details on tournament form】

◆ **Swiss draw**

Pairings occur for each round of battles regardless of the number of losses. The ranking is structured as follows: "number of wins" > "win ratio of battle opponent" > "win ratio of battle opponent's battle opponent"

◆ **Swiss draw (single elimination)**

A participant with 1 loss won't be paired in subsequent rounds. The rankings are the same as in Swiss draw.

◆ **Swiss draw (double elimination)**

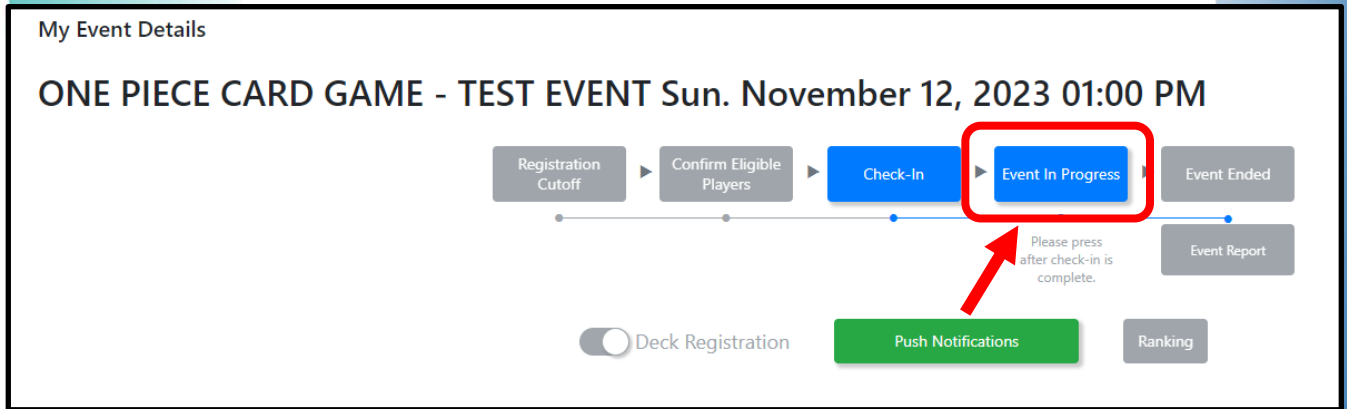
A participant with 2 losses won't be paired in subsequent rounds. The rankings are the same as in Swiss draw.

◆ **Swiss draw (triple elimination)**

A participant with 3 losses won't be paired in subsequent rounds. The rankings are the same as in Swiss draw.

● Changing the starting table number

1. Click on "Event In Progress"



2. Enter a single-byte number for the desired starting table number in "Starting Table No."

Actions

Create Pairing(s)

Day of Check-in

Options

Tournament Format

Swiss draw

Starting Table No.

1

Match Point Order

Tentative Pairing List - Round No.:1

| Table No. | Membership Number | User Name | Points | Discard |
|--------------------|-------------------|-----------|--------|---------|
| No pairings exist. | | | | |

Manually Add Pairing

Users Without Pairings

| Block | Membership Number | User Name | Retire |
|-------|-------------------|-----------|--------|
| | GUEST99999 | guest1 | x |
| | GUEST99999 | guest2 | x |
| | GUEST99999 | guest3 | x |
| | GUEST99999 | guest4 | x |

Starting Table No.

51

3. Click on “Create Pairing(s)” to generate match pairings starting with the entered starting table number.

RankingPrevious Round List

Finalize the results of the match and end the event

Actions

Create Pairing(s)

Day-of Check-in

Options

Tournament Format

swiss draw

Starting Table No.

1

Tentative Pairing List - Round No.:1

| Table No. | Membership Number | User Name | Points | Discard |
|--------------------|-------------------|-----------|--------|---------|
| No pairings exist. | | | | |

Manually Add Pairing

Users Without Pairings

| Block | Membership Number | User Name | Retire |
|-------|-------------------|-----------|--------|
| | GUEST99999 | guest1 | x |
| | GUEST99999 | guest2 | x |

Create Pairing(s)

| Table No. | Membership Number | User Name | Points | Discard |
|-----------|-------------------|-----------|--------|---------|
| 51 | GUEST99999 | guest8 | 0 | x |
| | GUEST99999 | guest4 | 0 | |
| 52 | GUEST99999 | guest1 | 0 | x |
| | GUEST99999 | guest6 | 0 | |
| 53 | GUEST99999 | guest3 | 0 | x |
| | GUEST99999 | guest2 | 0 | |
| 54 | GUEST99999 | guest5 | 0 | x |
| | GUEST99999 | guest7 | 0 | |

● Sending a message to a participant

1. Check the status of the user who will be receiving the message in the user list at the bottom of the management page.

Applicant List [Canceled User List](#)

Total:1 Participating in Tournament1

☐ Check all [Push Notifications to Selected User](#) [CSV Export](#) [CSV Import](#)

| Membership Number | Player Name | Status | Waiting List No. | Memo | Register Deck | Team Name |
|-------------------------------------|----------------------|-----------------------------|----------------------|------|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | | <input type="text"/> | <input type="text"/> |
| <input type="checkbox"/> 0000000484 | TEST_USER | Participating in Tournament | | | Not registered | |

Participating in Tournament

2. Click “Push Notifications”

ONE PIECE CARD GAME - TEST EVENT Sun. November 05, 2023 01:00 PM

Registration Cutoff ▶ Confirm Eligible Players ▶ Check-In ▶ Event In Progress ▶ Event Ended

Please press after check-in is complete. [Event Report](#)

☐ Deck Registration [Push Notifications](#) [Ranking](#)

Push Notifications

3. For “Notification Target,” set the status checked in step 1, then enter text in “Notification Title” and “Notification Body”

Push Notification

Notification Target

☐ Applied

☐ Successful

☐ Waiting list

☐ Unsuccessful

☐ Successful + Checked-in

☐ Waiting list + Checked-in

☐ Absent from the event

☐ Advance Successful

☐ Participating in Tournament

☐ Dropped

Select All Statuses

Notification Title

Notification Title

Notification Body

Notification Body

Push

4. Click on “Push” to send the message.

●When @@@ number is shown in a username

If another user has the same name, "@@@ number" will be added after the registered user name for identification purposes.

Applicant List Canceled User List

Total:8 Participating in Tournament:8

☐ Check all Push Notifications to Selected User CSV Export CSV Import

| Membership Number | Player Name | Status | Waiting List No. | Memo | Register Deck | Team Name |
|-------------------------------------|---------------|-----------------------------|------------------|------|----------------|-----------|
| <input type="checkbox"/> 0000000484 | TEST_USER | Participating in Tournament | | | Not registered | |
| <input type="checkbox"/> GUEST99999 | TEST_USER@@@1 | Participating in Tournament | | | Not registered | |

| | |
|------------|---------------|
| 0000000484 | TEST_USER |
| GUEST99999 | TEST_USER@@@1 |

Notes

After the event starts

- Entering/changing Match Results
- People wishing to participate after the event has started
- Retire requests from participants

● Entering/changing Match Results

1. Click on the desired match pairing to enter/change on the management page.

Event Organization - TEST EVENT Sun. November 12, 2023

[Print Result Sheets](#) [Print Pairings](#) [Ranking](#) [Previous Round List](#)

[Finalize the results of the match and end the event](#)

Actions

[Pairing Push Notification\(s\)](#)

[Fix the result of the matchup and proceed to the next round](#)

Other Actions

[Discard Pairing\(s\)](#)

[Day-of Check-in](#)

Match Result Round No.:1

[Preparing Real-Time Connection Mode](#) [Update to Newest State](#)

Table Search Team Search User Search Point Search

Match Table:4 Unconfirmed Table:0 Confirmed Table:0

☒ Overall Status ☒ In a Match ☒ Unapproved ☒ Approved [Multiple Input](#)

| Table No. | Approved | Player 1 | Points | Score | Player 2 | Points | Discard |
|-----------|------------|-------------------|--------|-------|-------------------|--------|---------|
| 1 | In a Match | GUEST99999 guest2 | 0 | -- | GUEST99999 guest7 | 0 | x |
| 2 | In a Match | GUEST99999 guest1 | 0 | -- | GUEST99999 guest3 | 0 | x |

2. Change the number of wins, then click on “Submit Results” to finalize the battle result correction.

Table No. 1

Table No. 1

GUEST99999 guest2

1

GUEST99999 guest7

0

☐ Dropped ☐ Dropped

[Close](#) [Submit Results](#)

[Submit Results](#)

● People wishing to participate after the event has started

Methods vary depending on whether or not a person wishing to participate has applied in advance on TCG+. The following three methods may be used depending on the situation.

◆ If a person wishing to participate has applied in advance

◆ If a person wishing to participate hasn't applied in advance (has TCG+)

◆ If a person wishing to participate hasn't applied in advance (doesn't have TCG+)

◆If a person wishing to participate has applied in advance

1. Click on the person wishing to participate in the user list at the bottom of the management page.

The screenshot displays the tournament management interface. At the top, a progress bar shows the stages: Registration Closed, Confirm Eligible Players, Check-in, Event In Progress, and Event Ended. Below this, there are buttons for 'Deck Registration', 'Push Notifications', and 'Ranking'. The main section is titled 'Applicant List' with a 'Canceled User List' link. A table lists applicants with columns for Membership Number, Player Name, Status, Waiting List No., Memo, Register Deck, and Team Name. The first row, 'TEST_USER_2' with status 'Successful', is highlighted with a red box. A red arrow points to the 'Status' column of the second row, 'guest1', which has a status of 'Participating in Tournament'. Other rows include 'guest2' through 'guest5' (all 'Participating in Tournament') and 'TEST_USER' (status 'Participating in Tournament').

| Membership Number | Player Name | Status | Waiting List No. | Memo | Register Deck | Team Name |
|-------------------|-------------|-----------------------------|------------------|------|----------------|-----------|
| 0000000454 | TEST_USER_2 | Successful | | | Not registered | |
| GUEST99999 | guest1 | Participating in Tournament | | | Not registered | |
| GUEST99999 | guest2 | Participating in Tournament | | | Not registered | |
| GUEST99999 | guest3 | Participating in Tournament | | | Not registered | |
| GUEST99999 | guest4 | Participating in Tournament | | | Not registered | |
| GUEST99999 | guest5 | Participating in Tournament | | | Not registered | |
| 0000000484 | TEST_USER | Participating in Tournament | | | Not registered | |

2. Select "Participating in Tournament" from "Post-Change," then click on "Change" to add the person wishing to participate to the event.
The added participant will be paired in a battle the next round.

The screenshot shows a 'Post-Change' dropdown menu. The menu is open, displaying a list of options: Applied, Successful, Waiting list, Unsuccessful, Cancelled, Successful + Checked-in, Waiting list + Checked-in, Absent from the event, Advance Successful, Participating in Tournament (highlighted in blue), and Dropped. Below the dropdown, there is a 'Change' button (highlighted with a red box and a red arrow) and a 'Retire by user' button.

◆ If a person wishing to participate hasn't applied in advance (has TCG+)

1. Click on "Day-of Check-in" at the lower left of the page.

Event Organization - TEST EVENT Sun. November 12, 2023

Print Result Sheets Print Pairings Ranking Previous Round List

Finalize the results of the match and end the event

Actions

Pairing Push Notification(s)

Fix the result of the matchup and proceed to the next round

Other Actions

Discard Pairing(s)

Day-of Check-in

Match Result Round No.:1

Preparing Real-Time Connection Mode Update to Newest State

Table Search Team Search User Search Point Search

Match Table:4 Unconfirmed Table:0 Confirmed Table:0

Overall Status ☒ In a Match ☒ Unapproved ☒ Approved Multiple Input

| Table No. | Approved | Player 1 | Points | Score | Player 2 | Points | Discard |
|-----------|------------|------------|--------|-------|----------|------------|------------|
| 1 | In a Match | GUEST99999 | guest2 | 0 | -- | GUEST99999 | guest7 0 x |

Day-of Check-in

2. Click on "Read the TCG+ code with the camera"

Location-Based Check-in

Applications Open

*When the application period ends, switch this to OFF.

QR Code Check-in For participants that applied in advance have the status of "Successful" or "Waiting List"

How to display it in the TCG+ app

Read the TCG+ code with a scanner

Read the TCG+ code with the camera

Advance Lottery

Lastminute applicants For participants that did not apply in advance.

How to display it in the TCG+ app

Read the TCG+ code with the camera

Enter the TCG+ code number by hand

Add guests on the day (For participants not using TCG+, click here.)

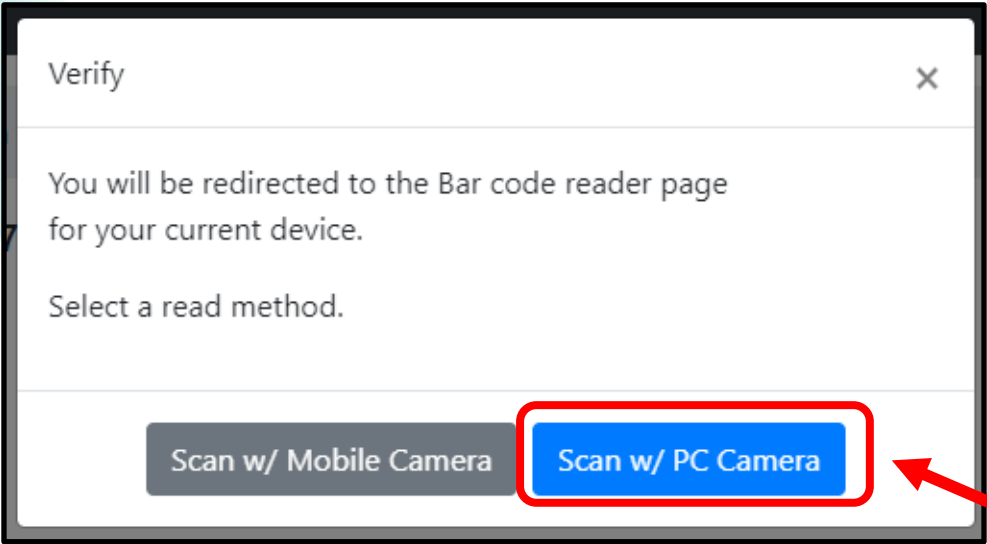
*Various points and rights will not be awarded to guests added on the day of the event.



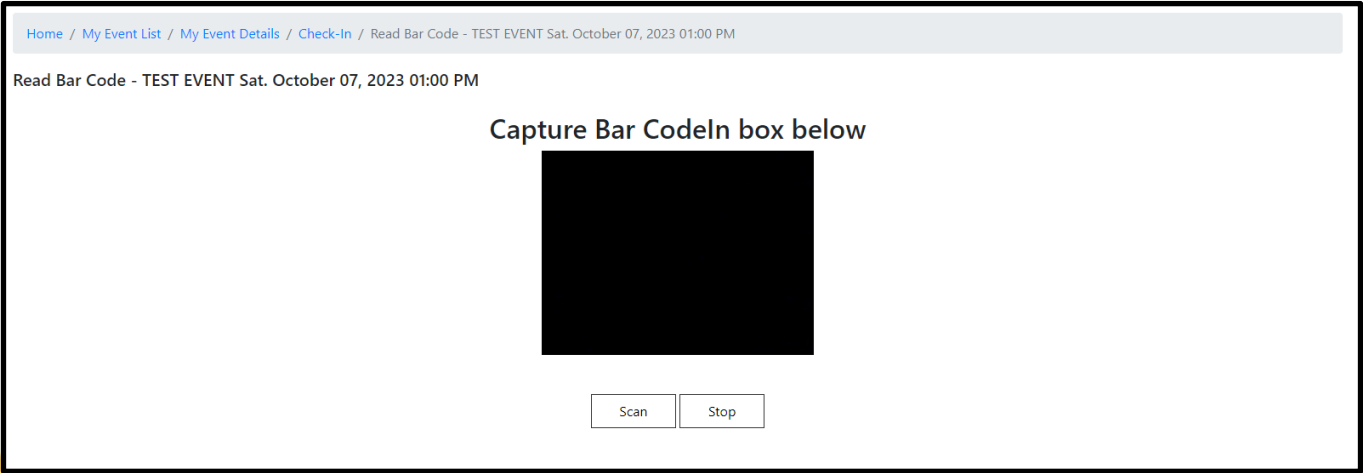
Read the TCG+ code with the camera

3. Click on "Scan w/PC camera"

***If your PC doesn't have a camera, refer to step 6.**



4. Use your camera to scan the barcode shown by the user.



5. Click on “Perform Check-in” to finalize the check-in.

[Home](#) / [My Event List](#) / [My Event Details](#) / [Day-of Check-in](#) / Perform Check-In

Perform Check-In

User Info

| | |
|-------------------|------------|
| Membership Number | 0000000484 |
| Nickname | TEST_USER |

Survey

Back

Perform Check-in

Perform Check-in

6. If your PC doesn't have a camera, click on " Enter the TCG+ code number by hand"

Location-Based Check-In

ON Applications Open

*When the application period ends, switch this to OFF.

QR Code Check-in

For participants that applied in advance have the status of "Successful" or "Waiting List"

Read the TCG+ code with a scanner

Read the TCG+ code with the camera

Advance Lottery

How to display it in the TCG+ app

Last minute applicants

For participants that did not apply in advance.

Read the TCG+ code with the camera

Enter the TCG+ code number by hand

Add guests on the day
(For participants not using TCG+ click here.)

*Various points and rights will not be awarded to guests added on the day of the event.

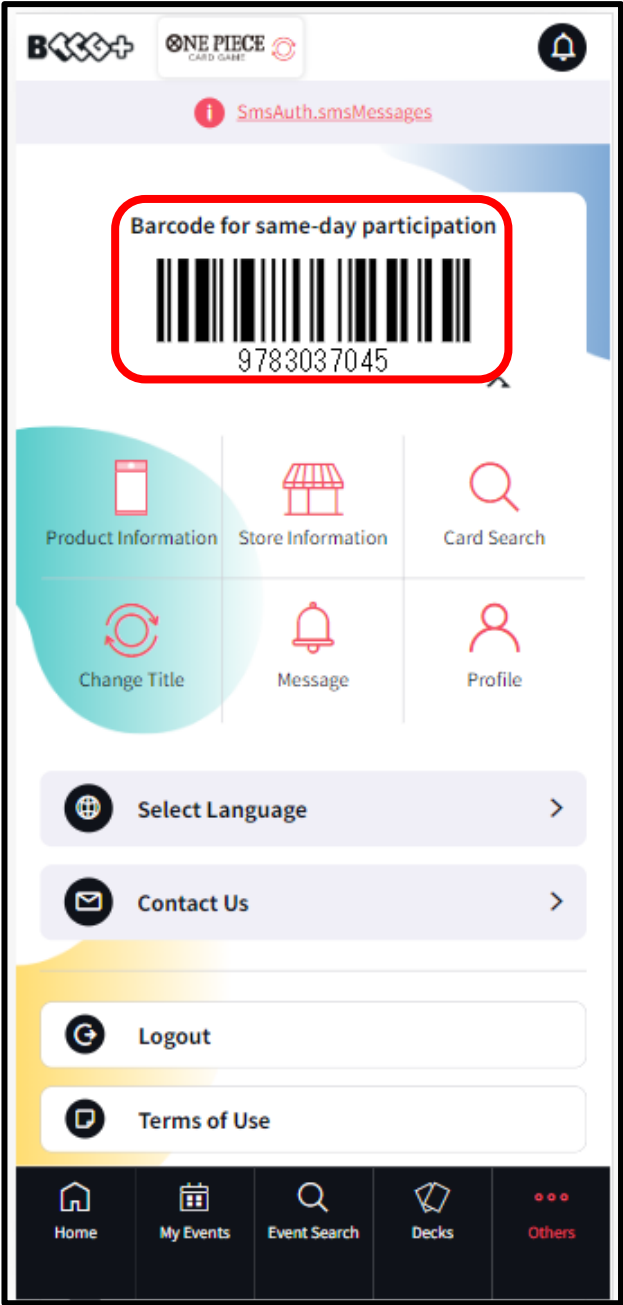
How to display it in the TCG+ app

Enter the TCG+ code number by hand

7. Enter the 10-digit number of the user's displayed barcode, then click on “Read” to finalize reception.

Please enter the check-in barcode(Please enter the barcode number on the other page)

read



◆ If a person wishing to participate hasn't applied in advance (doesn't have TCG+)

1. Click on "Day-of Check-in" at the lower left of the page.

Event Organization - TEST EVENT Sun. November 12, 2023

Print Result Sheets Print Pairings Ranking Previous Round List

Finalize the results of the match and end the event

Actions

Pairing Push Notification(s)

Fix the result of the matchup and proceed to the next round

Other Actions

Discard Pairing(s)

Day-of Check-in

Match Result Round No.:1

Preparing Real-Time Connection Mode Update to Newest State

Table Search Team Search User Search Point Search

Match Table:4 Unconfirmed Table:0 Confirmed Table:0

☒ Overall Status ☒ In a Match ☒ Unapproved ☒ Approved Multiple Input

| Table No. | Approved | Player 1 | Points | Score | Player 2 | Points | Discard | | |
|-----------|------------|------------|--------|-------|----------|------------|---------|---|---|
| 1 | In a Match | GUEST99999 | guest2 | 0 | - | GUEST99999 | guest7 | 0 | x |

Day-of Check-in

2. Click "Add guests on the day (For participants not using TCG+, click here)"

Location-Based Check-in

Applications Open

*When the application period ends, switch this to OFF.

QR Code Check-in For participants that applied in advance have the status of "Successful" or "Waiting List"

How to display it in the TCG+ app

Read the TCG+ code with a scanner

Read the TCG+ code with the camera

Advance Lottery

Last minute applicants For participants that did not apply in advance.

How to display it in the TCG+ app

Read the TCG+ code with the camera

Enter the TCG+ code number by hand

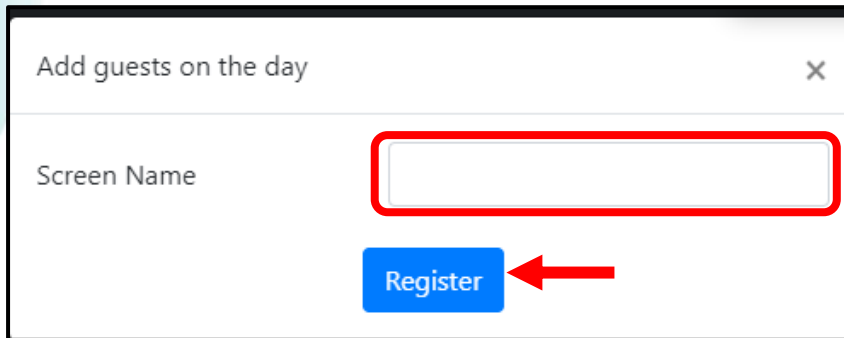
Add guests on the day
(For participants not using TCG+, click here.)

*Various points and rights will not be awarded to guests added on the day of the event.

Add guests on the day
(For participants not using TCG+, click here.)

*Various points and rights will not be awarded to guests added on the day of the event.

3. Obtain the desired registration name from the user, enter it, then click on "Register" to complete the user addition. 。



Add guests on the day ×

Screen Name

Register ←

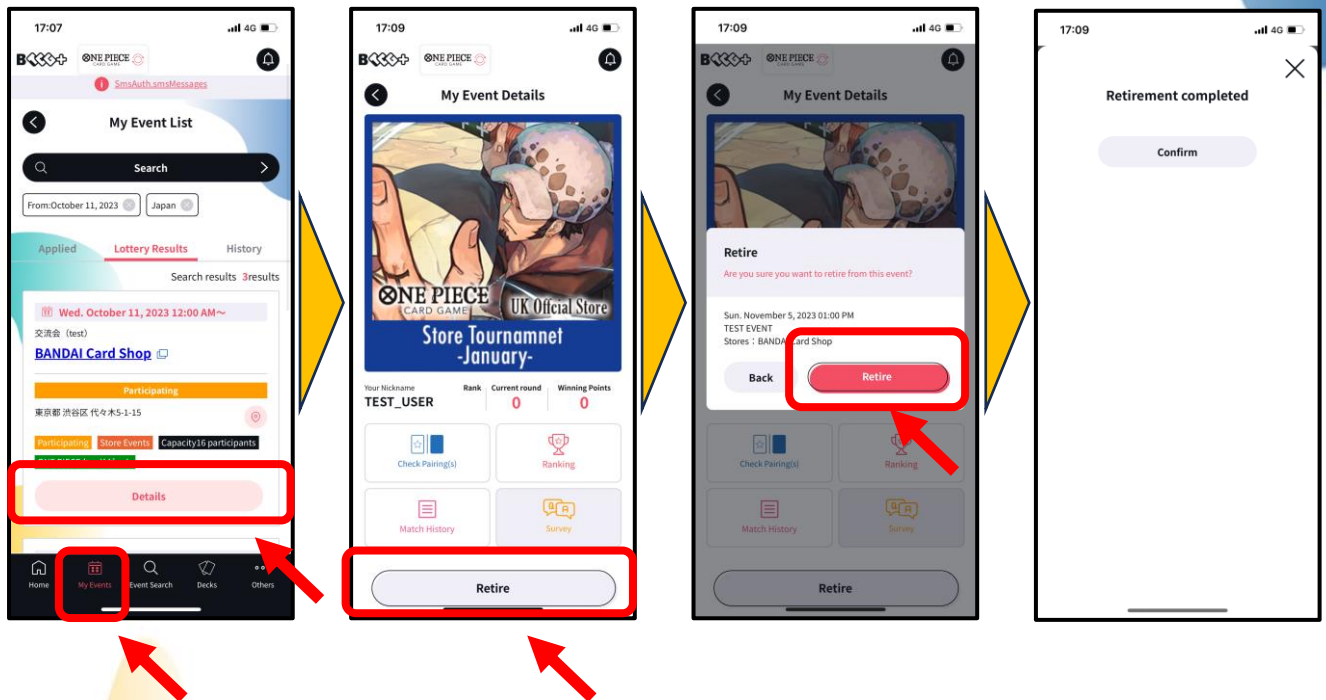
***Participants added as guests can't receive battle notifications on TCG+, therefore their match pairings and other information must be notified verbally or by other means.**

***When a user participates as a guest, they won't receive various points and event participation entitlements.**

● Retire requests from participants

In principle, the retire procedures are performed on the participant's device.

◆ They tap "My Events" > "Details" button for the current event > "Retire" > "Retire" to complete the Retire procedures.



◆ In addition, the retire procedures can be performed by event management using the following procedure

1. Click on the name of the user to withdraw in the user list at the bottom of the management page.

Registration Cutoff

Confirm Eligible Players

Check-in

Event In Progress

Event Ended

Please press after check-in is complete.

Deck Registration

Push Notifications

Ranking

Applicant List

Canceled User List

Total: 7 Successful: 1 Participating in Tournament: 6

Check all

Push Notifications to Selected User

CSV Export

CSV Import

| Membership Number | Player Name | Status | Waiting List No. | Memo | Register Deck | Team Name |
|-------------------------------------|-------------|-----------------------------|------------------|------|----------------|-----------|
| <input type="checkbox"/> 0000000454 | TEST_USER_2 | Successful | | | Not registered | |
| <input type="checkbox"/> GUEST99999 | guest1 | Participating in Tournament | | | Not registered | |
| <input type="checkbox"/> GUEST99999 | guest2 | Participating in Tournament | | | Not registered | |
| <input type="checkbox"/> GUEST99999 | guest3 | Participating in Tournament | | | Not registered | |
| <input type="checkbox"/> GUEST99999 | guest4 | Participating in Tournament | | | Not registered | |
| <input type="checkbox"/> GUEST99999 | guest5 | Participating in Tournament | | | Not registered | |
| <input type="checkbox"/> 0000000484 | TEST_USER | Participating in Tournament | | | Not registered | |

2. Click on "Retire by user"

Memo

Edit

Match Result

| Round | Table | Match Result | Outcome | Win Points |
|-------|-------|--------------|---------|------------|
|-------|-------|--------------|---------|------------|

Status

Current

Participating in Tournament

Post-Change

Change

Retire by user

Retire by user

3. Click on “Execute”

Confirm

This operation cannot be undone.

Are you sure you want to perform this operation?

CancelExecute