

DRAGON BALL Sparking! ZERO - THE DRAMATIC SHOWDOWN - Online Qualifier tournaments!

The Online Qualifiers will be open online tournaments for players residing in the appropriate country/states for the appropriate region events. Tournaments listings will be hosted on the website <https://start.gg/> ("**Start.gg**"). Tournament operations and communication between Players and Tournament Group will happen over the communication platform Discord ("**Discord**"). Players will link their Discord account upon registration of applicable tournaments. Players are expected to be present in appropriate Discord communication channel(s) while the tournament that they are participating in is in play.

ISSUES LINKING DISCORD FOR REGISTRATION

If you are having issues linking to Discord server for registration, please check that you have created/logged into your Start.gg profile first and that you are using the same Discord user account (#0000) that you are trying to link. Check that you are not logged into multiple Discord user accounts between app Discord and web browser Discord.

REGION ASSIGN

Please go to the region-assign channel and react with appropriate number emote to join your appropriate region event channels.

ELIGIBILITY

How to participate • Online qualifiers will be open to residents of the appropriate region event. • You must register in advance to participate in this tournament. Please read the terms and conditions before registration. • Communication during the event will be through the event Discord (Discord invite will be during signup). ***Age limit*** • This tournament is open to individuals who are 16 years or older on the date of registration. ***Check in*** • Check in will be happening on the Discord and will be starting one (1) hour before the online tournament starts.

RULES & REGULATION

Game • DRAGON BALL Sparking! ZERO

Platform • PlayStation 5

Tournament Format • Best of 3 games (First to 2 wins), Single Elimination.

Mode • DP Battle (15 Points). • Players can freely pick their team of characters they want with the limit of 15 DP for the whole team. • Winner of a game must stay with the same characters for the next consecutive game in a set. • Loser of a game may change characters. • Items not allowed.

Stage Selection • Player 1 will choose the stage for the first game. Player 2 will choose the stage for the second game. If a match goes to a third game, the stage will be chosen as Planet Namek.

Time Limit • 600 seconds

HOW TO CREATE A MATCH

From the "Main Menu," go to

Battle & Training > Battle > Online > Player Match > Create Room

Please use the following settings:

- Rank: No Limit
- Battle Rules: DP Battle (15 Points)
- Time: 600
- Participants: 2
- Private Slots: 1
- Reflect Ability Items: Off

You will be able to match with each other using either direct invites with PSN names or sharing of the Room ID (xxx-xxx-xxx).

CONNECTIVITY

For best match connectivity, Players must be using a wired internet connection to the modem that connects a Player's home network to the wider Internet. Any derivative thereof that uses a wireless signal, or repurposes a wireless signal to a "wired" connection, for a Player's internet connection to the wider Internet cannot be used.

[PLAYSTATION] Players should make sure their network connections are NAT1 or NAT2. Players can check their connection status by going to "Settings > Network > View Connection Status" on their PlayStation console. Players whose network connections are NAT3 may be unable to properly match with other Players and may be subject to forfeiture of any Match Set in which they are unable to match with the opponent.

TOURNAMENT CHECK IN

Tournament Check-In will be happening in the check-in channel starting at least one (1)

hour before start time on day of tournament. Please have the following information ready:

Start.gg Name: n8nmonster

PSN Name: N8NMONSTER

Location: CA

UPDATED NICKNAME

A Tournament Admin will update your nickname with this information so that it will be easier for communication during the Tournament.

Example updated nickname:

n8nmonster PSN N8NMONSTER CA

When matching with an opponent, you can create a private room and direct invite with PSN or sharing of the Room ID.

DISCORD CHANNELS

There will be "pool" and "results" channels. Please chat in your appropriate "pool" channels for matchmaking and "results" channel for reporting results of your matches. Players are expected to be present and responsive in appropriate Discord communication channel(s) while participating in the event.

STARTING MATCHES

Please do not start your matches until a Tournament Admin lets you know. They will be calling matches by round, starting with Round 1. **Missing Players.** Players must be present at the call time for their matches. Players that are missing and unresponsive to play within ten (10) minutes of this call time are subject to match forfeiture (disqualified) so we can continue forward with the remainder of the event. **Match Disruptions.** If a Player intentionally or accidentally pauses a Match by either pressing the "Options" button or disconnecting a controller, the Player that caused the pause is subject to forfeiture of the current round of the Match. If a Match Disruption occurs that is out of control of the Players, such as action of an outside Player's un-desynced controller, a Game software crash, or console hardware failure making the Players unable to continue a Match, the Tournament Group shall order to restart the Match. **Button Binds.** Sequence mapping is banned. A Player may not program functions on a

controller using methods outside the basic functions of the Game, including, but not limited to, programmable and turbo controllers. **Any Issues.** Alert a Tournament Admin so that we may evaluate and help resolve.

REPORTING SCORES

Players do not need to use Start.gg's check-in or reporting features; We will update Start.gg for you. Please report your match results in your appropriate "pool results" channel. In that channel, please tag yourself, your opponent, and the match score.

Example: @Machine beat @n8nmonster 2-1

A Tournament Admin will react with a thumbs up to let you know that the result has been recorded.

STREAM MATCHES

We will let you know if your match will be featured on stream. If it will be on stream, please be on standby and do not play the match. A Tournament Admin will send you an invite to join the stream lobby and let you know when to start your match.

PRIZING

Nine (9) winners from Online Qualifiers will advance to participate in the **DRAGON BALL Sparking! ZERO - THE DRAMATIC SHOWDOWN - GRAND FINALS** ("Grand Finals") event, happening at **DRAGON BALL GAMES BATTLE HOUR 2025** in Los Angeles, CA USA from 18-19th January 2025. Battle Hour Qualifiers will be held at **DRAGON BALL GAMES BATTLE HOUR 2025** to fill the remainder slots for a total of sixteen (16) Players to participate in the **Grand Finals. Online Qualifier Accommodations.** Each winner from Online Qualifiers will be provided with flight, hotel (3 nights), and food allowance accommodations for one (1) person from 17-20th January 2025 to go to **DRAGON BALL GAMES BATTLE HOUR 2025**. Winners from Online Qualifiers will be responsible for obtaining their own VISA to go to the USA. If a winner from Online Qualifiers is unable to obtain this a month before the trip, they will be disqualified. **Use of Image.** Please note, for Players that are qualified for the **Grand Finals**, their image (picture and video) will be used as the event will be streamed online.

ENTRY CONDITIONS

a) Players that meet the Eligibility Criteria can join the Tournament by registering to enter a Tournament by such means of registration as specified by the Tournament Group. As between the Tournament Group and Player, the Tournament Group retains all right, title, and interest in any materials or content submitted or provided by a Player, to the extent permitted by applicable law. Players can find more information regarding the Tournament by visiting the Tournament Website.

b) By registering or otherwise participating in the Tournament, each Player (and guardians of any minor Player) confirms that such Player meets the Eligibility Criteria and has read, understands, and agrees to abide by these Rules and all other applicable terms and conditions described or referenced herein. Any internet access required to register must be obtained by each Player, at no cost to the Tournament Group.

c) Tournament Group reserves the right to disqualify any Player for any reason, including but not limited to any belief or suspicion that the Player provided forged, altered, or falsified information, that the Player failed to comply with these Rules, or that the Player's participation may harm the reputations of the Tournament or the Tournament Group. All Player participation is subject to verification.

d) All Players are expected to exhibit good sportsmanship, honesty, and fair play, and maintain respect for the Tournament, Tournament Group, and all staff and members thereof, as well as other Players and spectators. Any Players behaving inappropriately, or not competing in compliance with these Rules, as determined at the discretion of the Tournament Group, are subject to immediate disqualification from future Matches, participation in future Tournament events, and forfeiture of potential Prizes. Behavior that is considered to be inappropriate includes, but not limited to, the following:

i. Cheating, colluding with other Players, hacking, using exploits, or any other behavior aimed at obtaining an unfair advantage or disrupting the operation of Tournaments.

ii. Impersonating any person or entity, including any Tournament Group officials, admins, hosts, employees, or agents, or falsely stating or otherwise misrepresenting your affiliation with a person or entity.

iii. Harassing, threatening, embarrassing, bullying, intimidating, excessively shouting, using vulgar language, or engaging in hate speech or making statements about race, ethnicity, gender, heritage, sexual orientation, religion, disability, or politics, or using offensive or defamatory usernames or personas.

iv. Transmitting or facilitating distribution of content that is offensive, harmful, abusive, racially or ethnically offensive, vulgar, sexually explicit, defamatory,

invasive of personal privacy, infringes on intellectual property rights or publicity rights, or is objectionable, including wearing or using any apparel, accessories, or equipment that violates the foregoing.

v. Violence, threats of violence, or any activity that is immoral, unethical, disgraceful, or contrary to common standards of decency.

vi. Intentionally disconnecting or quitting during play, except as otherwise requested by the Tournament Group.

vii. Promoting or encouraging any illegal activity, including hacking.

viii. Engaging in political speech, including in the Player's online gamer tag or screen name, in a way that may be deemed inappropriate by the Tournament Group.

ix. Engaging in any other behavior deemed by the Tournament Group to be inappropriate or otherwise tampers with gameplay and operation of Tournament events.

FORCE MAJEURE

Each Player acknowledges and agrees that the Tournament Group will not be liable or responsible to such Player, nor be deemed to have defaulted under or breached these Rules, for any failure or delay in fulfilling or performing any obligation under this Agreement, when and to the extent such failure or delay is caused by results from: (a) acts of God; (b) flood, fire, earthquake or explosion; (c) war, invasion, hostilities (whether war is declared), terrorist threats or acts, riot or other civil unrest; (d) government order or law; (e) severe impact of the COVID-19 pandemic or any future epidemic with similarly severe impacts on regional or global economy, industry, and travel; and (f) actions, embargoes, blockades, declarations of national or regional emergency, or other acts of governmental authority that commence after the Effective Date of this Agreement (each, a ***“Force Majeure Event”***).

ADDITIONAL TOURNAMENT RULES

In addition to abiding by these Rules, Players must agree to abide by any reasonable additional rules that conform to the spirit of and do not conflict with these Rules, as announced in advance and applied by the Tournament Group. In the event that any terms or conditions contained in any such additional rules are inconsistent or conflict with these Rules, the terms and conditions of these Rules will control over the terms of such additional rules.