

# Force of Will 2017 World Grand Prix

## Official Event Information Sheet

### Deck

### Construction

-For the constructed portions of the WGP, each WGP competitor must use cards only from the Lapis and Reiya clusters in order to compete in this event. Force of Will will provide each player with a playset of each of the Reiya Cluster starter decks and of Ancient Nights upon successful check in prior to the WGP.

-Each competitor must build a legal New Frontiers Constructed Deck. Each competitor must build a Deck with a number of non-J/ruler, non-magic stone cards from 40 to 60, and a Magic Stone Deck with a number of Magic Stones from 10 to 20, observing the Standard Construction deck rules.

-Each WGP competitor must fill out their tournament decklist to present to the tournament staff on Day 1. This decklist sheet must be filled out before Day 1 events begin.

### Tournament and Hotel Location

Both the hotel lodgings for sponsored players and the event hall where the tournament will be held, are the same building, the Maple Inn Makuhari in Chiba, Japan. (<http://mapleinn.co.jp/>)

Rooms will be assigned by Force of Will. Some players may be paired in rooms with other players as necessary. Only sponsored players will have rooms in the hotel. Rooms at the Maple Inn Makuhari will not be available to non-sponsored players, or family/friends of sponsored players (The hotel will be booked solid), it is advised that these people secure other lodgings as early as they are able.

Check in is from Friday, September 22nd, 2017 at 2:00 PM. You must check out by 10:00 AM on Monday, September 25th, 2017. This schedule cannot be altered in anyway. If you wish to stay longer than this allotted time, you will need to secure your own lodgings.

The closest station to the hotel and event hall is the Makuharihongo Station. The hotel is directly southwest of the station, by only a few minutes.

(see map below for directions)

### Day 0 - Friday 2017/09/22

#### **Mandatory Registration (All Players) and Hotel Check In (Sponsored Players)**

#### **2:00pm – Registration Begins**

All players must bring proof of identity to register. Upon successful registration the player will receive a badge indicating their status as a registered player. From that point onward the badge will be used as proof of legal entry into the WGP and its various sub-events. You must wear this badge at all times you are attending any WGP events.

Players under the age of 18 may have their parent(s) or legal guardian(s) attend events with them so long as they do not provide any interference or outside assistance. Players over the age of 18 may not bring any guests to any WGP events. People who are not players or the parents/guardians of players

under the age of 18 will be removed should they enter without permission.

### **Day 1 - Saturday 2017/09/23**

#### **Tournament Format:**

Rounds 1~4: New Frontiers

Rounds 5~7: Draft. Force of Will provides cards and players may not use outside cards.

\*Number of rounds subject to change

**8:30am - Player Meeting and Pairings**  
**9:00am - Tournament Starts**

Competitors present their tournament decklists.

There will be a number of Swiss Rounds based on the overall number of competitors.

At the end of Day 1 Swiss Rounds, the TOP 8 players advance to Day 2 Single Elimination Playoff.

Sponsored and non-sponsored players must bring their badges in order to enter. If they do not have the proper identification they will be denied entry.

Players will receive a complimentary lunch.

### **Day 2 for Top 8 - Sunday 2017/09/24**

**Tournament Format:** New Frontiers Constructed Deck, Single Elimination Playoff (Each TOP 8 competitor of the Day 2 Single Elimination Playoff may **NOT** change their Day 1 Deck).

**9:30 - Player Meeting for Top 8**

**10:00am - Top 8 Final Rounds Begin**

Single Elimination Playoff TOP 8 will be concluded in three rounds.

Prizes for the Top 8 to be announced at a later date.

### **Day 2 for non-Top 8 (Loser's Bracket) - Sunday 2017/09/24**

**Tournament Format:** Loser's Bracket is a Sealed event, single elimination. Force of Will provides cards and players may not use outside cards.

**8:30 - Player Meeting and Pairings**

**9:30 - Tournament Starts**

God Packs must be replaced with standard packs.

Prizes:

8th - 5th: 1 Booster Box of Ancient Nights

4th - 3rd: 2 Booster Boxes of Ancient Nights and a WGP 2018 non-sponsored invite.

2nd: 3 Booster Boxes of Ancient Nights and a WGP 2018 non-sponsored invite.

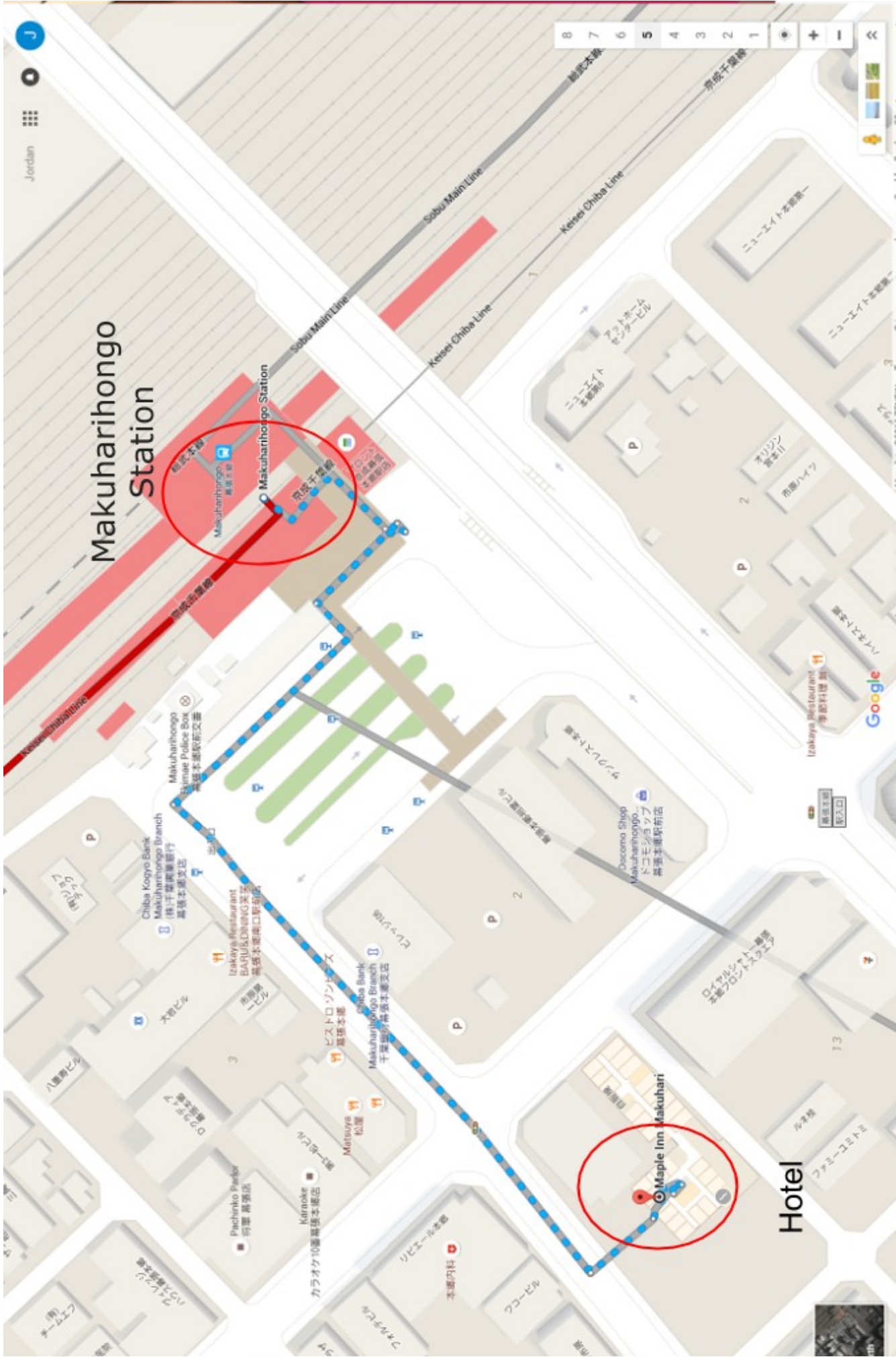
1st: 6 Booster Boxes of Ancient Nights and a WGP 2018 sponsored

invite.

**Any time** - Any player not in the Top 8 or Loser's Bracket may participate in the free 8 person drafts at an open table. These events begin whenever a table assembles eight people. The draft is single elimination, and the first place winner receives a booster box of Ancient Nights.

**Day 3 - Monday 2017/09/25**

Sponsored players will have to check out of the hotel and return to the airport at a time of their choosing, based on when the hotel requires checkout and the time of their flight back to their home country.



Makuharithongo Station

Hotel

Makuharithongo Station

Maple Inn Makuhari

Jordan

8 7 6 5 4 3 2 1



# Directions from Narita Airport

## Narita International Airport

Head to the Airport Terminal 2 Station

## Airport Terminal 2 Station

Take the Keisei Line (be sure to ride an express 特急 train for a quicker ride).  
It should be nine stops until you arrive at Keisei-Tsudanuma Station.

 **Keisei Line** □ □ Keisei-Ueno

41 min (9 stops)

## Keisei-Tsudanuma Station

You will need to change trains at this station. Change to the Keisei-Chiba line. It should take you right to Makuharihongo Station.

 **Keisei-Chiba Line** □ □ Chiharadai

2 min (non-stop) · Platform 3,4

## Makuharihongo Station

From this station follow this included map, heading south west to reach the Maple Inn Makuhari.

 Walk

About 5 min , 350 m



# Directions from Haneda Airport

## Haneda Airport

Walk from the airport gate to Haneda-Airport Daiichi-Terminal

## Haneda-Airport Daiichi-Terminal

At the terminal board the Haneda-Airport Limousine Bus bound for JR-Tsudanumaeki.

 Haneda-Airport Limousine Bus  JR-Tsudanumaeki

55 min (2 stops)

## JR-Tsudanumaeki



From JR-Tsudanumaeki you will need to walk over to the Tsudanuma Station. The station is located nearby and there should be signs to guide you.

 Walk

About 1 min

## Tsudanuma Station

At the Tsudanuma Station board the Chuo-Sobu Line (be sure to board the local train 各停. Express trains 特急 will not make the stop.

 Chuo-Sobu Line(Local)  Chiba

3 min (non-stop)

## Makuharihongo Station

After arriving at Makuharihongo Station, head south west, as the map dictates to reach the Maple Inn Makuhari.

 Walk

About 6 min , 400 m

## Player Conduct

If you are travelling to Japan from another country you will need a passport

to legally enter the nation of Japan. If you do not own a passport, you must apply for one well in advance of your travel date. Force of Will is not responsible for your inability to attend due to lack of passport.

Some countries require you to apply for a travel visa to legally enter Japan. Do not wait to apply for this once you have secured an invite. Force of Will is not responsible for your inability to attend due to lack of travel visa.

Players with sponsored invitations (hotel room provided by Force of Will) may not share their rooms with anyone who does not have their name registered to that room. If you are caught violating this you may not only suffer penalties related to Force of Will, but you may also be charged by the hotel as you are breaking their rules as well.

Players may not loiter around other players during any of the competitive events of the WGP, even if players are friends. Doing so may place parties involved under suspicion of cheating and may result in penalties.

If a player is discovered to be conducting themselves in a way that is disrespectful to Japan, Force of Will, other players, or any other person, Force of Will reserves the right to strip them of their invitation to the WGP and hotel room, depending on the situation. Force of Will is a game that respects all people and will not tolerate physical or verbal abuse, or any other such similar disruptive behavior.

Remember that while you are here, you are a representative of your country and how you conduct yourself reflects how the Japanese populace will view your country.

Should you run afoul of the legal system in Japan and find yourself detained or arrested, Force of Will is not required to assist you in any manner. The police of this country are some of the kindest you'll ever find, as long as you abide by common sense and don't break any laws, you'll be fine.

As a visitor to this country you will need to carry your proof of legal entry with you at all times. In most cases this is your passport with the proper stamp and paperwork from customs. While in nearly all cases you will never be asked for it, it is best to keep it on your person whenever you are out.

The legal drinking age in Japan is 20, regardless of what the drinking age is in your home country. If you are not twenty years of age, you may not lawfully purchase or consume alcohol in Japan.

Remember that drug laws are likely different in Japan than your home country. Certain medicines allowed in your home country may be illegal here. Please research this subject on your own before entering the country. Drug laws are very strict in Japan and no recreational substances are legal here.

The Japanese are typically not a loud people in public. As such, public noisiness, particularly after nightfall, is discouraged. Loitering in a public area and engaging in loud disruptive conversation reflects poorly on all foreign visitors to Japan and in extreme cases may result in an undesirable altercation. That doesn't mean you can't get loud and wild with friends, just make sure it's in a private area; your hotel room, a karaoke room, and so on.

## Contact Information

-If you have any questions not related to sponsored player flights and sponsored player hotel rooms (we will contact you) prior to embarking on your trip, contact Force of Will at [fowinquiry@gmail.com](mailto:fowinquiry@gmail.com)

-If, while en route to the hotel, you encounter a serious issue, contact Jordan (Force of Will staff) at 080-6227-9257. This is only to be used in the most dire of situations. If you find yourself confused about where to go from your current location it would be quicker and more reliable to consult a station employee or police officer. Many of them understand basic English, but even if they don't as long as you can provide the name of the station where you want to go, they should be able to point you in the right direction.