



ASCENT

AKIHABARA

Event Guide

November 22nd - November 23rd, 2025

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Venue Access

Bellesalle Akihabara

3 Chome-12-8 Sumitomo Fudosan Akihabara Bldg. Chiyoda City, Tokyo 101-0021 Japan



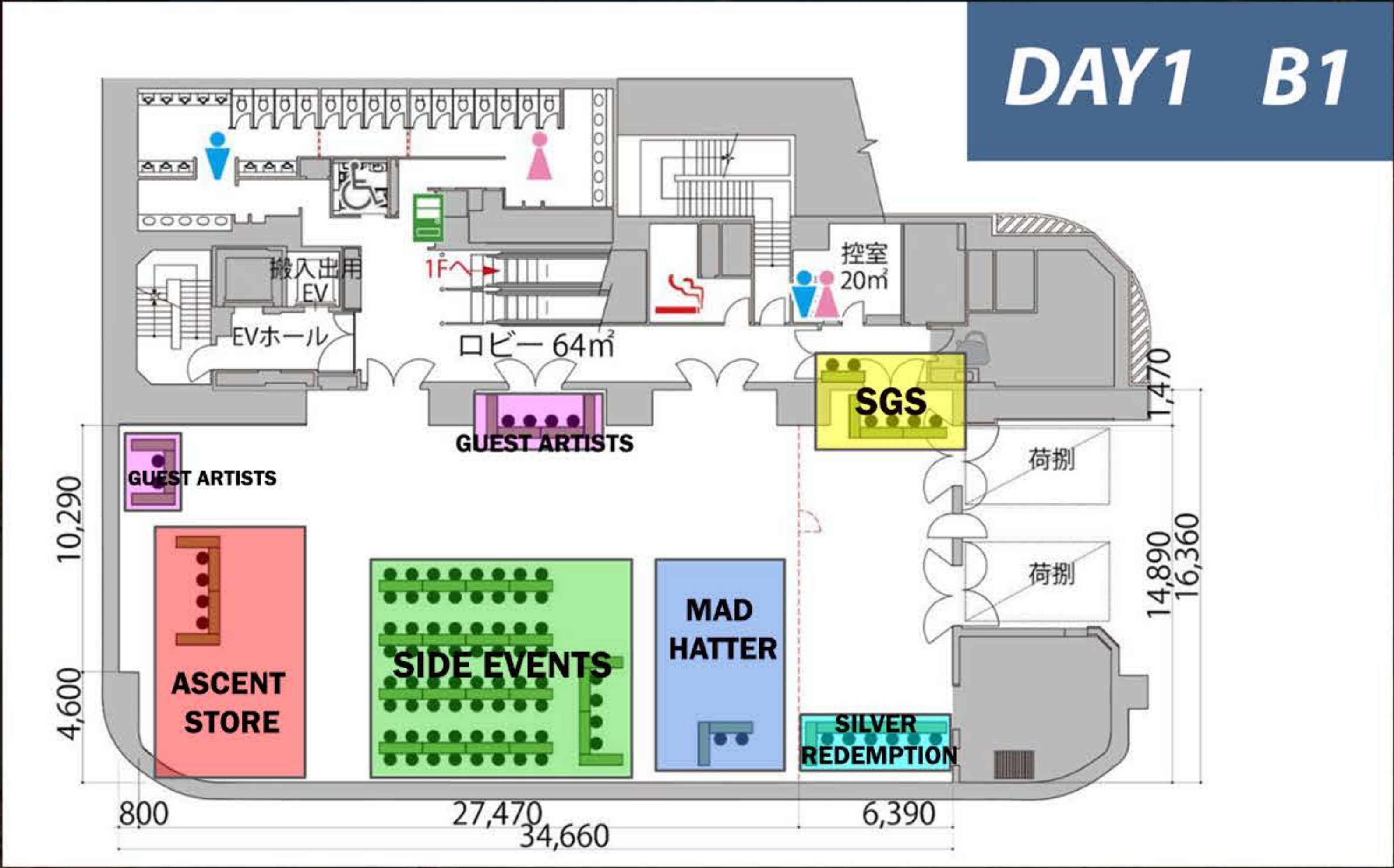
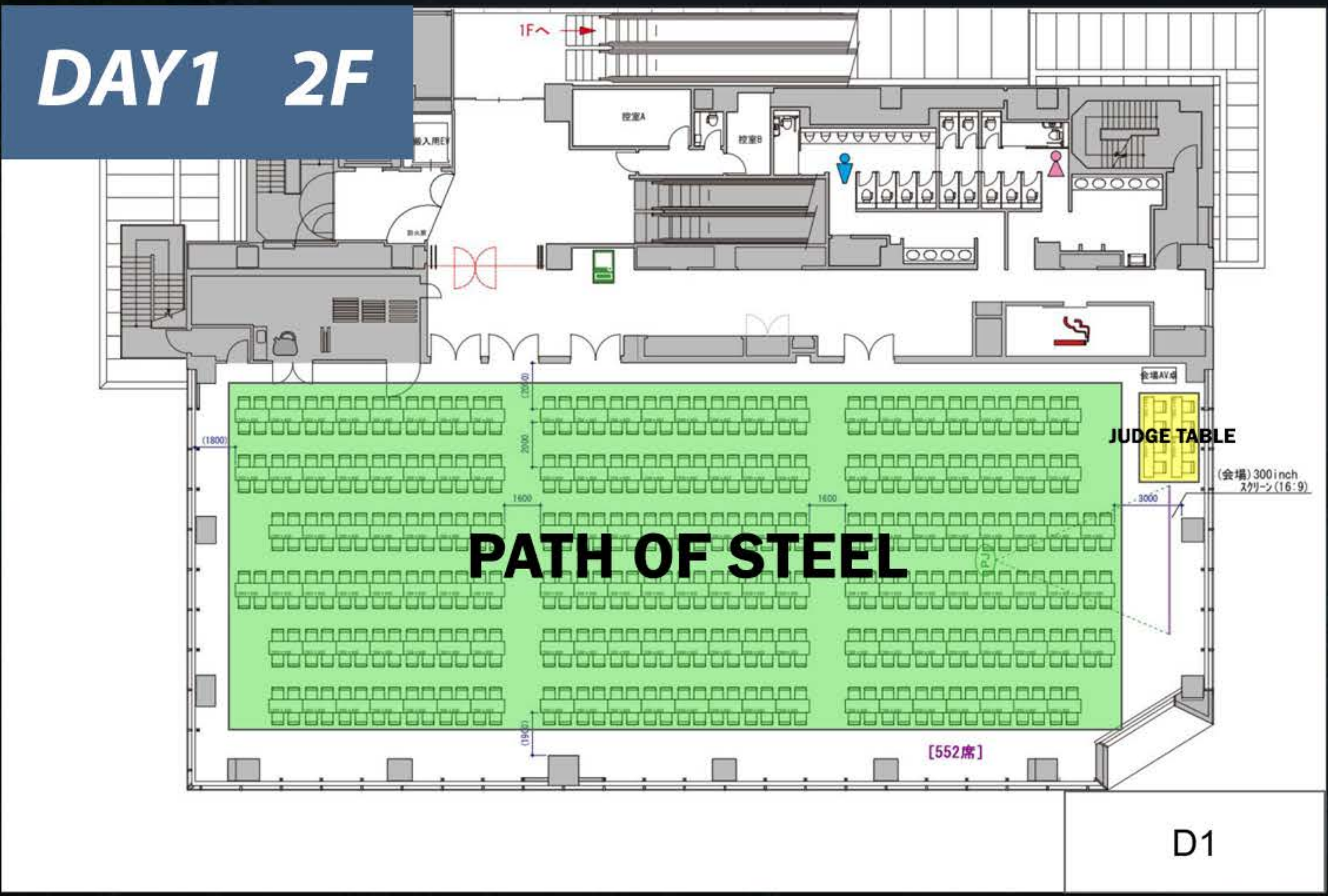
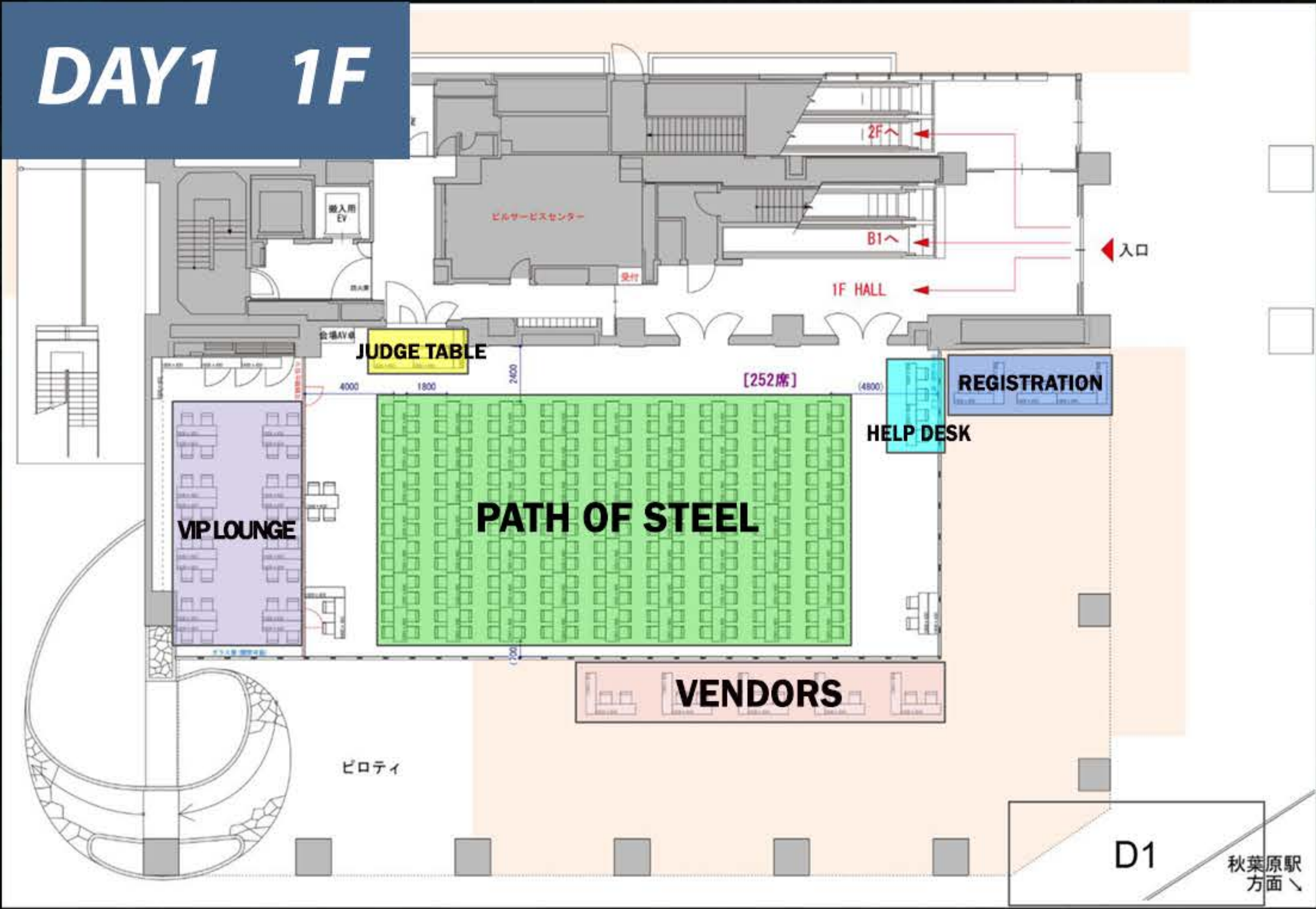
The venue is about a 7-minute walk from Akihabara Station on the JR line.



Venue Information

Bellesalle Akihabara

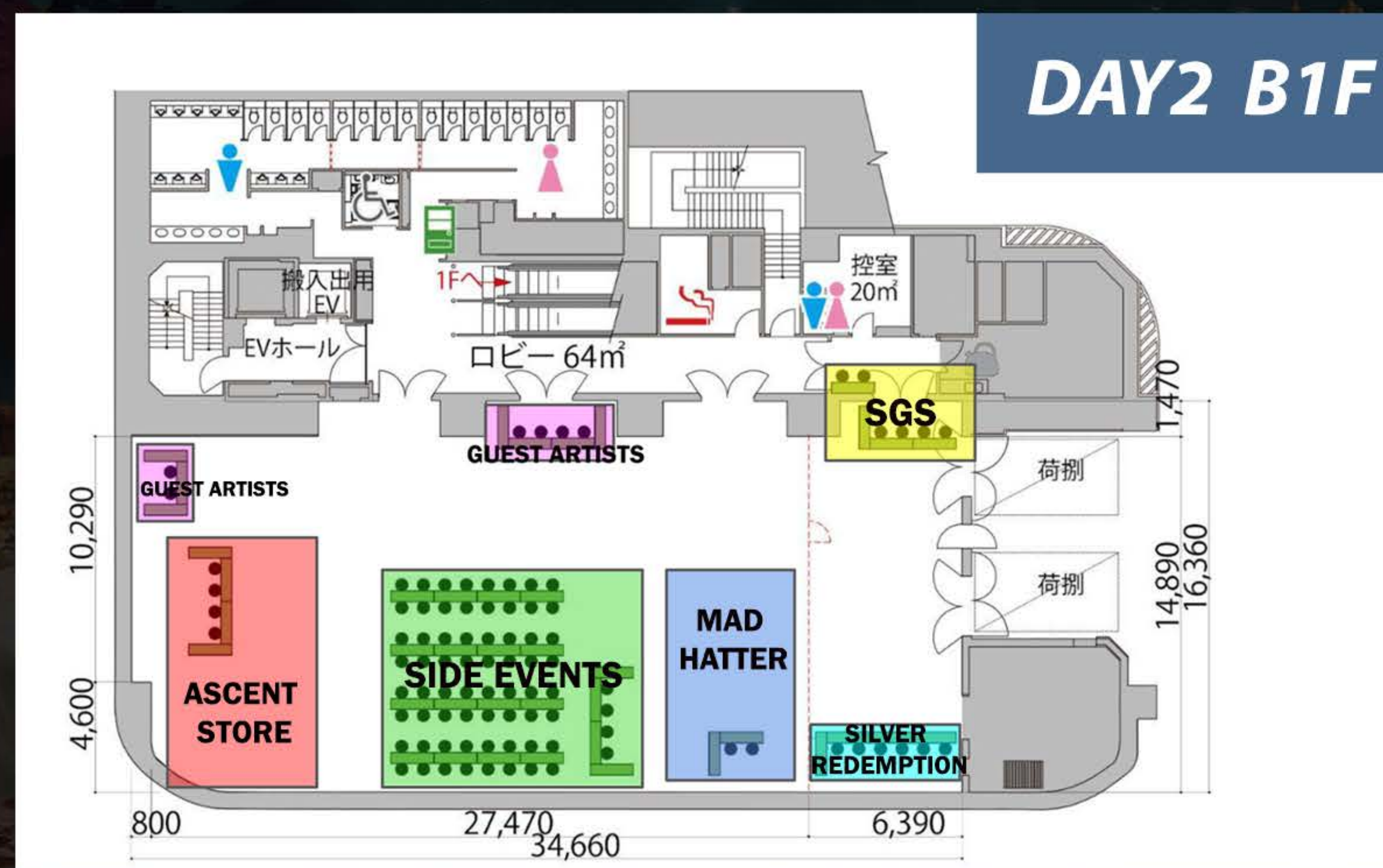
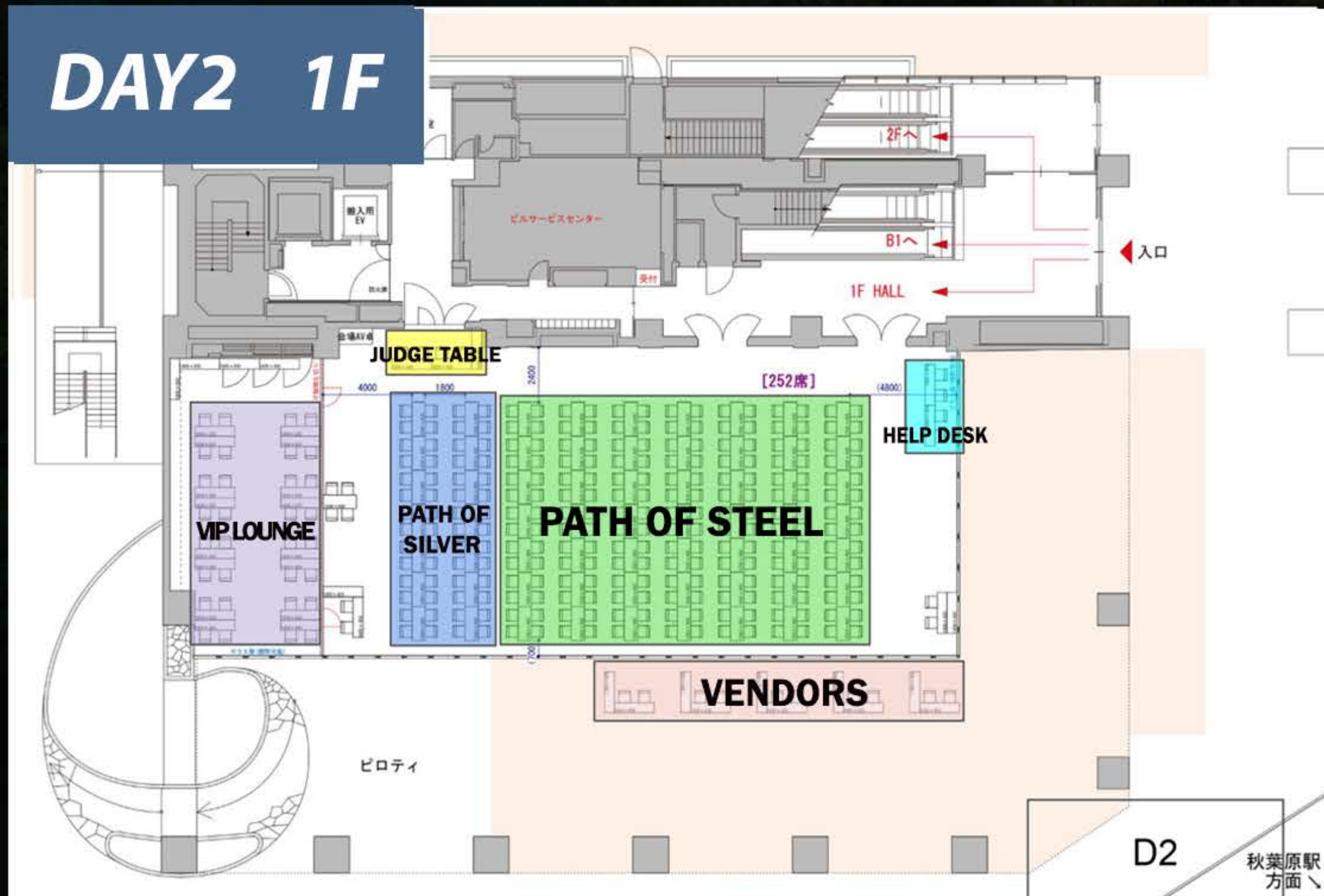
3 Chome-12-8 Sumitomo Fudosan Akihabara Bldg. Chiyoda City, Tokyo 101-0021 Japan



Venue Information

Bellesalle Akihabara

3 Chome-12-8 Sumitomo Fudosan Akihabara Bldg. Chiyoda City, Tokyo 101-0021 Japan



Trading and Selling Policy

By entering the Ascent Akihabara 2025 event premises, you agree to the following terms:

Due to laws surrounding the exchange of money in Japan, particularly around second-hand goods which include Trading Cards: buying and selling between attendees is strictly prohibited on event premises.

Failure to comply with these guidelines can result in removal from the venue and removal of your attendee badge, thus forfeiting your qualification into any of our main events and any associated prizing with no refunds.

Buy/Sell/Trade Guidelines:

- Cash trading and selling on event premises is strictly prohibited.
- Selling of goods on event premises are only permitted by the official Grand Archive TCG merchandise store, Ascent Store, and the official event vendors.
- Selling of any goods (trading cards, custom apparel, and other 3rd party accessories) between attendees is prohibited on the event premises.
- You may not exchange cash or digital currency of any kind between attendees in exchange for official Grand Archive TCG goods or other related services on the event premises.
- Please do not attempt to camp outside the immediate vicinity of the event premises in order to solicit a sale between attendees.
- Trading card-for-card amongst attendees is okay, however we reserve the right to tell you to cease trading activity.
- If we suspect anyone is engaged in any sort of commercial activity, we reserve the right to tell you to stop immediately.

Players must independently determine how to conduct trades in a way that respects the venue rules and does not violate Japanese law. We wish to host many more events in Japan and kindly ask for the cooperation of the Grand Archive community as a whole on this matter.

We apologize for any inconvenience and hope you still continue to enjoy your time at Ascent Akihabara!

Day 0 Activities

Early Registration

Skip the Saturday rush and check in on Day 0 between 3:00 PM and 7:30 PM to pick up your badge and the items included with your admission! When registering, please have your Eventbrite ticket QR code and Omnidex ID # ready. VIP ticket holders, please use the VIP-designated line to help speed up your check-in!

[Outdoor Plaza] 3:00 PM - 7:30 PM



World Premiere

Join us for the PTM World Premiere, featuring the Master Wall Community Challenge. Starting at 5:30 PM on Day 0, attendees can purchase up to one (1) Merlin Re:Collection and six (6) PTM Booster Packs. Open your packs, share your pulls on X using the official hashtag #GrandArchivePTM and watch the Master Wall update live on-site and through the official live stream! After Day 0, attendees can continue posting their pulls, with new highlights and updates shared periodically on the live stream.



[1F] 5:30 PM - 7:30 PM

Event Schedule

Day 1 (Saturday)

Times are subject to change and can be earlier or later than expected.

8:15 AM Registration STARTS

- GEN / CHAMP [Outdoor Plaza – Main Line]
- VIP [Outdoor Plaza – VIP Line]

Check in at the area corresponding to the highest ticket tier you own.

9:00 AM Broadcast START

Tune in to the stream by going to the official **Grand Archive TCG YouTube Channel!**



Grand Archive TCG

@gatcg · 6.69K subscribers · 90 videos

9:15 AM Registration ENDS

Decklist Submissions DUE

9:20 AM Path/Steel Player Meeting [1F, 2F]

9:30 AM Path/Steel Round 1 START [1F, 2F] Path/Silver START

11:30 AM VIP AFTERNOON SERVICE

5:00 PM VIP EVENING SERVICE

Buffet meal service. Badge required. [VIP LOUNGE]

10:00 PM Path/Silver Guessing ENDS

HOURS OF OPERATION

8:15 AM - CLOSE Help Desk
(Lost & Found)

8:30 AM - 7:30 PM VIP LOUNGE

8:30 AM - 7:30 PM Ascent Store
Vendors

8:15 AM - 7:30 PM Artist Booths

10:00 AM - 7:30 PM Silvie's Grading
Service

10:00 AM - 7:30 PM Silver Set
Redemptions

10:00 AM Side Events

10:00 AM - 4:00 PM Cosplay Contest
Sign-ups

11:00 - 7:00 PM Mad Hatter
Side Event

1:00 PM - 6:00 PM Demos

6:00 PM Side Event
Sign ups **END**

5:00 PM - CLOSE Cosplay Contest
Voting
(Side Events)

12:00 PM - 7:30 PM D2 Regional
Sign-up
(Side Events)

8:00 PM - CLOSE D2 Regional
Sign-up
(Help Desk)

Event Schedule

Day 2 (Sunday)

Times are subject to change and can be earlier or later than expected.

7:15 AM Path/Steel D2 check-in START [1F]

8:30 AM Broadcast START

Tune in to the stream by going to the official
Grand Archive TCG YouTube Channel!



Grand Archive TCG

@gatcg · 6.69K subscribers · 90 videos

8:45 AM Path/Steel D2 check-in ENDS [1F]

8:50 AM Path/Steel D2 Player Meeting [1F]

9:00 AM Path/Steel D2 Round 1 START [1F]
Regional Decklist Submissions DUE

9:20 AM Regional Player Meeting [2F]

9:30 AM Regional R1 START [2F]

11:30 AM VIP AFTERNOON SERVICE

Buffet meal service. Badge required. [VIP LOUNGE]

12:00 PM Path/Silver Collection Checks [1F]

5:00 PM VIP EVENING SERVICE

Buffet meal service. Badge required. [VIP LOUNGE]

4:30 PM Path/Steel D2 TOP CUT [1F]

7:00 PM Grand Finals
(Actual start time may vary)

Followed by Closing Ceremony

HOURS OF OPERATION

8:00 AM - 7:30 PM Help Desk
(Lost & Found)

8:00 AM - 8:00 PM Ascent Store
Vendors

8:00 AM - 8:00 PM Artist Booths

8:30 AM - 7:30 PM VIP LOUNGE

9:00 AM - 7:30 PM Silvie's Grading
Service

9:00 AM - 7:30 PM Silver Set
Redemptions

10:00 AM Side Events

11:00 AM - 7:00 PM Mad Hatter
Side Event

1:00 PM - 6:00 PM Demos

6:00 PM Side Event
Sign ups **END**

8:00 AM - 12:00 PM Cosplay Contest
Voting
(Side Events)

Registration

**REQUIRED FOR
REGISTRATION**

**EVENTBRITE TICKET
(WITH QR CODE)**

**OMNIDEX
ID #**

To access a QR code copy of your ticket, view your ticket on the Eventbrite app or **DOWNLOAD** the e-ticket included in your order confirmation email.

STEP 1 - Badge Pick-Up

General / Champion Tier

VIP Tier

[Outdoor Event Plaza - Main Line]

[Outdoor Event Plaza - VIP Line]

STEP 2 - Tournament Check-In

After you receive your badge, the Registration team will check you in for Path of Steel and/or Path of Silver accordingly. Details and additional requirements below.

Path/Steel

Provide your OMNI ID # to complete your Registration for Path/Steel.

Participants are ALSO required to submit their decklist on Omnindex by 9:15 AM on Saturday.

**FAILURE TO DO SO WILL RESULT IN A
ROUND 1 LOSS.**

- Click [HERE](#) to RSVP and access the "Submit your decklist" feature in advance.

Path/Silver

Those who complete Path/Steel Registration will be automatically registered for Path/Silver after Path/Steel Round 1 starts on Saturday.

If you are NOT competing in Path/Steel, you will be manually registered for Path/Silver by the Registration team. Please provide your Omnindex ID # to complete your Registration.



Path/Steel Information

Format: Standard **Round Time:** 60 minutes + 5 minutes overtime (up to 3 turns)

Day 1: There will be 9 swiss rounds on Day 1. At the end of Day 1, all players with less than 18 points will be dropped.

Decklists of the Day 2 players will be revealed Saturday evening after Day 2 placements are finalized.

Day 2: All players qualified for Day 2 **MUST** check in between 7:15 AM – 8:45 AM to present their decks for deck checks. Any player who arrives after the allotted time will automatically receive a game loss.

Event continues with 5 more swiss rounds. Upon the conclusion of Round 14, Day 2 and TOP 100 prizing will be distributed. The TOP 8 will then compete in three rounds of single-elimination.

For single elimination rounds, the higher seed player will choose the first turn player at the beginning of game 1 for that round.

For swiss rounds 1 to 14, players will be rewarded with 50 Ascent Store Tickets per match win.

Feature Match Policy

Prior to the start of a round, you may be invited to participate in the Ascent Feature Match, which is streamed on official Grand Archive TCG channels. Failure to appear for the feature match will result in a match loss for the round.

Participation in the Feature Match will be awarded with 1 Complimentary Event Pack and 100 Ascent Store Tickets.

Path/Steel Information

Feature Match Sleeve & Token Policy

What IS NOT allowed:

- Intellectual property (IP) that is not owned by Weebs of the Shore.
- Examples include video game characters, anime characters, logos, celebrities, etc.
- Proxies of Grand Archive Cards that are not in Proxia's Vault IE: Grand Crusader Ring, Spirits, etc.
- Exceptions are made for those who would like to proxy their prize card spirits, with the permission of their opponent; IE Aithne Spirit of Fire on top of their legal Spirit of Fire.
- Art that is deemed inappropriate; this will be handled case-by-case by the Producer.

What IS allowed:

- Blank/Solid Color Sleeves
- Grand Archive Official Sleeves
- Sleeves/Tokens that contain Fan Art of Grand Archive IP
- Official Art sleeves from Dragonshield that do not contain art from competitors
- Sleeves with IP that the player owns. Such as Team Logos, Store Sponsor sleeves, etc.
- Original Characters are allowed, but only to the original IP owner. You may not use sleeves that contain any IP that you do not own.

Path/Steel Prizing



Minthe, Spirit of Water Prize Card
(prize for top 8 players / stamp shown will be the city location)

1st Place **JP¥450000**

- Minthe, Spirit of Water (Akihabara) #1 + 1st Place Trophy
- x6 Dawn of Ashes (1st Edition) Booster Boxes
- x6 Distorted Reflections (1st Edition) Booster Boxes
- An invite to The Gauntlet 2026 at Worlds Singapore

2nd Place **JP¥225000**

- Minthe, Spirit of Water (Akihabara) #2 + 2nd Place Trophy
- x3 Dawn of Ashes (1st Edition) Booster Boxes
- x3 Distorted Reflections (1st Edition) Booster Boxes

3rd - 4th Place **JP¥115000**

- Minthe, Spirit of Water (Akihabara) #3 + 3rd Place Trophy
- IF 4TH: Minthe, Spirit of Water (Akihabara) #4
- x2 Dawn of Ashes (1st Edition) Booster Boxes
- x2 Distorted Reflections (1st Edition) Booster Boxes

5th - 8th Place **JP¥75000**

- Minthe, Spirit of Water (Akihabara) #5 - #8
- x1 Dawn of Ashes (1st Edition) Booster Box
- x1 Distorted Reflections (1st Edition) Booster Box

9th - 16th Place **JP¥38000**

Day 2 Rewards

- Ghost of Pendragon Ascent Day 2 Promo
- Ghost of Pendragon Ascent Day 2 Promo acts as 2026 Nationals Invite Card
- DTR Season Ascent Path of Steel Day 2 Playmat

Day 2 Regional

I SCRUBBED INTO REGIONALS

Registration: **SAT** 12:00 PM – 7:30 PM [Side Events] 8:00 PM – Close [Help Desk]

Round 1 Start: **SUN** 9:30 AM

500 Player Cap

Entry: 2 Side Event Tickets (¥6000) – Can be purchased during Registration.

Participation Prize: 1 sapphire pack, 1 metal token set

Prizes per win: 50 Ascent Store Tickets, 2 event packs

Format: Constructed, BO3 Swiss, 8 Rounds

1st place: Nationals Qualifier Card, Champion Mat, Finalist Mat
Alice, Golden Queen (CUR) Jumbo Card
FOIL Tariff Ring Promo
x6 Distorted Refections (1st Edition) Booster Boxes

2nd place: Nationals Qualifier Card, Finalist Mat
FOIL Tariff Ring Promo
x4 Distorted Refections (1st Edition) Booster Boxes

3rd place: Nationals Qualifier Card, Finalist Mat
FOIL Tariff Ring Promo
x3 Distorted Refections (1st Edition) Booster Boxes

4th place – 8th place: Nationals Qualifier Card, Finalist Mat
FOIL Tariff Ring Promo
x2 Distorted Refections (1st Edition) Booster Boxes

9th place – 16th place: Nationals Qualifier Card, Finalist Mat
FOIL Tariff Ring Promo
x1 Distorted Refections (1st Edition) Booster Boxes

17th place – 32nd place: Nationals Qualifier Card, Finalist Mat
FOIL Tariff Ring Promo
x12 Distorted Refections Booster Packs

33rd – 64th place: Nationals Qualifier Card, Finalist Mat
x6 Distorted Refections Booster Packs

*Additional Sapphire Packs, based on final player turnout, will be allocated to the TOP 16.
32 NON FOIL Tariff Ring Promos will be given away to Regional participants by lucky draw.*



Path of Silver - Collection Event

Participants will display a collection of 50 cards, which will be graded based on their thema scores. Collections are ranked based on their total thema score as well as their individual thema scores in the Ferocity, Grace, and Valor categories.

Submitting specific collections of cards can also unlock set bonuses, increasing your collection's overall score! **Set bonuses will be revealed on Saturday at 9:30 AM** via Omnindex. Certain sets will also include hidden cards that must be guessed by the community to be revealed. Each participant will start with 1 guess, gain 1 additional guess per hour, and can store up to 3 guesses. Each correct guess awards 1 Phantom Monarchs Booster Pack, redeemable at the [Silver Redemption] station. **Guessing will end on Saturday at 10:00 PM.**

Submissions are finalized at 9:00 AM on Sunday. The cards displayed on your dashboard at that time will be locked in as your final collection. Competitors who qualify for Top Thema or Top Overall consideration will be assigned a seat number for their collection check.

Collection checks take place on Sunday from 12:00 PM – 1:00 PM on [1F].

Competitors who are not assigned seats should stay nearby and listen for announcements, as they may be called to step in if a seated competitor drops from a category.

In case of a tie for top placing collections, tied participants will add cards from their personal collections until the tie is broken. Set bonuses are not applied to these cards. Competitors who tie, but do not place, will receive 3 FOIL Disenchant Promos as a reward.

Results will be posted at 4:00 PM by the [Help Desk]. Top 8 Overall and Thema winners will be awarded during the Closing Ceremony!



Path/Silver Prizing



Shira, Lost Spirit Prize Card
(prize for top 8 collections in overall score)

Active Thema Categories

Ferocity **Grace** **Valor**

(other categories do not have prizing for this event)

1st Place Overall Score

- Shira, Lost Spirit (Ascent Akihabara) #1 + 1st Place Trophy
- x6 Dawn of Ashes (1st Edition) Booster Boxes
- x6 Distorted Reflections (1st Edition) Booster Boxes

2nd Place Overall Score

- Shira, Lost Spirit (Ascent Akihabara) #2
- x3 Dawn of Ashes (1st Edition) Booster Boxes
- x3 Distorted Reflections (1st Edition) Booster Boxes

3rd - 8th Place Overall Score

- Shira, Lost Spirit (Ascent Akihabara) #3rd - 8th
- x1 Dawn of Ashes (1st Edition) Booster Boxes
- x1 Distorted Reflections (1st Edition) Booster Boxes

Top 8 for **Ferocity** · **Grace** · **Valor**

- CPR Ascent Akihabara 2025 Promo with Ferocity/Grace/Valor colored stamps

Path of Silver - Set Redemptions

Path of Silver – Set Redemptions returns! Complete your sets and exchange them for exciting prizes throughout the event.

Each participant will receive 6 sets of cards which can be submitted to obtain various rewards. Turn in as many or as few sets as you'd like, in any order. Missing a card to complete a set? Individual cards can be rerolled to help you complete a set. Each participant will start with 2 rerolls, gain 1 additional reroll per hour, and can store up to 4 rerolls.

To submit your cards, visit the Silver Redemption station in [B1]. There, staff will verify your submission(s) and stamp your approved set(s). Stamped cards may not be resubmitted. See below for the various redemption tiers and corresponding rewards!

Rewards will be distributed on a first come, first served basis while supplies last.

Stamp Sample



Tiers and Rewards

Set 1 (4 Cards)

Reward: 50 Silvie Tickets

Set 2 (4 Cards)

Reward: Acrylic Keychain

Set 3 (4 Cards)

Reward: Disenchant (Non-foil PR)

Set 4 (5 Cards)

Silvie's Grading Service Ticket

Set 5 (5 Cards)

Disenchant (Foil PR)

Set 6 (8 Cards)

Disenchant Playmat

Disenchant PR



Silvie's Grading Service

Silvie's back with her special Grading Service! Earn a grading ticket through the Path of Silver – Set Redemptions or purchase one at the Ascent Store for ¥2300 or 150 Ascent Store Tickets! Grading Service tickets purchased at the Ascent Store will be limited to 1 purchase per person, per day.

- Each service, Silvie will grade 1 card of your choice.
- Submissions must be standard sized cards.

Silvie reserves the right to refuse service at her own discretion. 



Cosplay Contest Information

COSPLAY RULES

Dust off your Beastbond Ears and join the fun! To enter the Cosplay Contest, report to the [Cosplay Contest] area to submit your entry from **10:00 AM – 4:00 PM on Saturday**. Your photo will be taken for the voting wall which attendees can reference to cast their vote from **5:00 PM Saturday to 12:00 PM on Sunday**. Voting tickets can be found in each goodie bag given out during registration. Please view the photo wall and place your vote at [Side Events]. Winners will be announced during the closing ceremony!

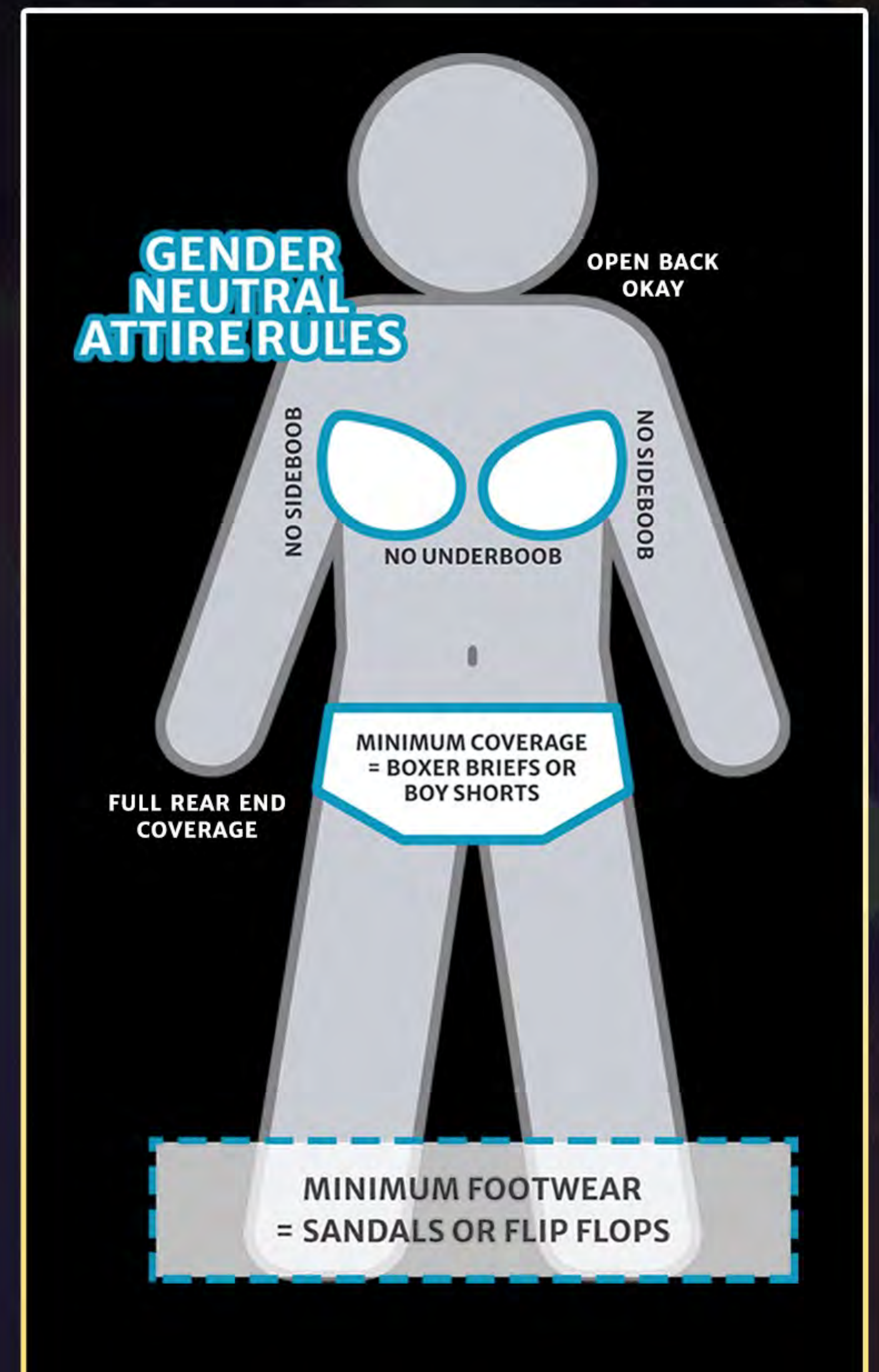
The **Cosplay Non-Foil Promo** will also be given to anyone who cosplays in accordance to our Cosplay Rules:

1. Your cosplay must comply with the dress code detailed in the image to the right and the requirements listed below.
2. Your cosplay must represent a character, creature, or concept—either fictional or non-fictional—and cannot represent yourself. At minimum, a judge must be able to recognize your cosplay for you to be eligible for the participation promo and/or entry to the Cosplay Contest. Cosplays unrelated to Grand Archive are allowed, but will not be eligible for entry to the Cosplay Contest.
3. Performances involving fire or ignition are strictly prohibited.

DRESS CODE

1. Sheer clothing must be at least 50 denier and follow the body coverage guidelines shown in the image above.
2. Costumes that reveal or outline genitalia will not be permitted.
3. Costumes with limited visibility are only allowed if you provide a handler to accompany you at all times. Handlers do not need a ticket to attend the event.
4. Large, bulky, or fur-lined suits must be properly ventilated.
5. All weapons and props must be inspected during Registration or the [Cosplay Contest] area. Approved weapons will be marked with an orange zip tie. The following items are banned: real firearms, functional bows or crossbows, projectile weapons, steel or hard metal weapons, and sharp weapons.

REMEMBER! Cosplay is not consent. Do not touch others without permission, and always ask before taking photos. Failure to follow these rules may result in being banned from the event. Additionally, please refrain from overly extreme role-playing. Cosplay is for all ages and sizes. Have fun!



Cosplay Contest Prizing



Peaceful Reunion CPR Prize Card

Audience Choice

Win the hearts of the Grand Archive community to TOP! Strike a pose and be featured on the Cosplay Voting Board, where attendees will select their favorite cosplay.

1st, 2nd, 3rd Place

- x1 Peaceful Reunion CPR

4th - 8th Place

- x1 Peaceful Reunion Foil

Side Events

CONSTRUCTED

ON DEMAND

Entry: 1 Side Event Ticket (¥3000)

Participation Prize: 2 event packs

Additional Prizing:

3 wins = 600 tickets

2 wins = 300 tickets

1 win = 100 tickets

Players: 8 player pods

Format: 3 rounds (60 minutes) / BO3 Swiss

DRAFT

ON DEMAND

SAT Seating begins at 10:00 AM **SUN** Seating begins at 10:00 AM

Availability subject to change based on seating and TO capacity.

Entry: 1 Side Event Ticket (¥3000)

Participation comes with: 1 draft pack, 3 AMB booster packs, 1 event pack

Additional Prizing:

3 wins = 600 tickets

2 wins = 300 tickets

1 win = 100 tickets

Players: 4 player or 8 player pods

Format: draft (3 packs) → deck build → 3 rounds (40 minutes) / BO1 Swiss

Build your deck using your drafted cards and cards from the DRAFT PACK you receive. Standard deck building rules apply with the modifications below:

Material Deck = 10 card maximum Main Deck = 30 card minimum

Beginner Experiences

LEARN TO PLAY

SATURDAY 1:00 PM – 6:00 PM **SUNDAY** 1:00 PM – 6:00 PM

Ask for a Demo to receive a curated learning experience! Players who refer a friend will also receive 100 Ascent Store tickets. Both players must be present to receive referral rewards.

Participation Prize: 100 Ascent Store tickets + 1 Free Demo Deck

STARTER DECK TOURNAMENTS ON DEMAND

Entry: 1 Side Event Ticket (¥3000). Comes with a starter deck of your choice.

Participation Prize: Event pack + 50 Ascent Store Tickets

Prizing: 50 Ascent Store Tickets + Booster pack per win

Players: 8–16 Player Pods

Format: 3 Rounds (40 minutes) / BO1 Swiss



Ascent Store Catalog

CARDS

SP3 Booster Box ¥4500

Daily Limit 3

Booster Pack 50 tickets

3 x 3 Sheet starts at 3,000 tickets

Limit 1

Uncut Sheet starts at 3,000 tickets

Limit 1

Jumbo Card 20,000 tickets

Alice, Golden Queen (CUR)

Limit 1

Merlin Re:Collection ¥7500

Limit 1

PTM Booster Pack 50 tickets

Limit 6

SLEEVES

Dragon Shield Sleeves 150 tickets

Diana, Moonpiercer
Ciel, Mirage's Grave

Daily Limit 1 per design



Daily limits reset each day;
all other limits apply for
the full event duration.

PLAYMATS

Champion Playmats 400 tickets

Limit 1 per design

CIEL



Loyal Valet

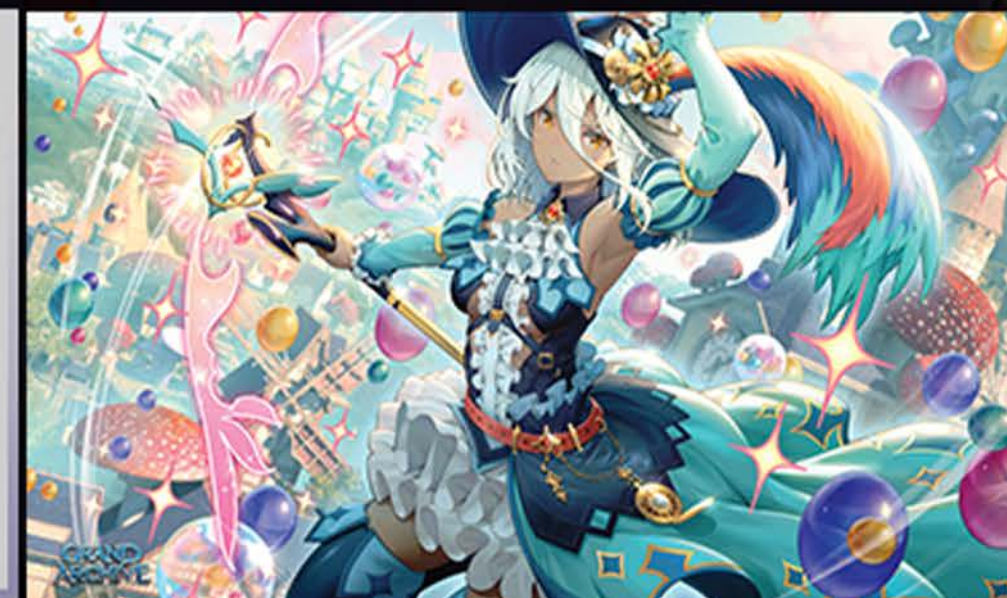


Omenbringer



Mirage's Grave

DIANA



Aether Dilettante



Judgment's Arrow



Moonpiercer

ALICE



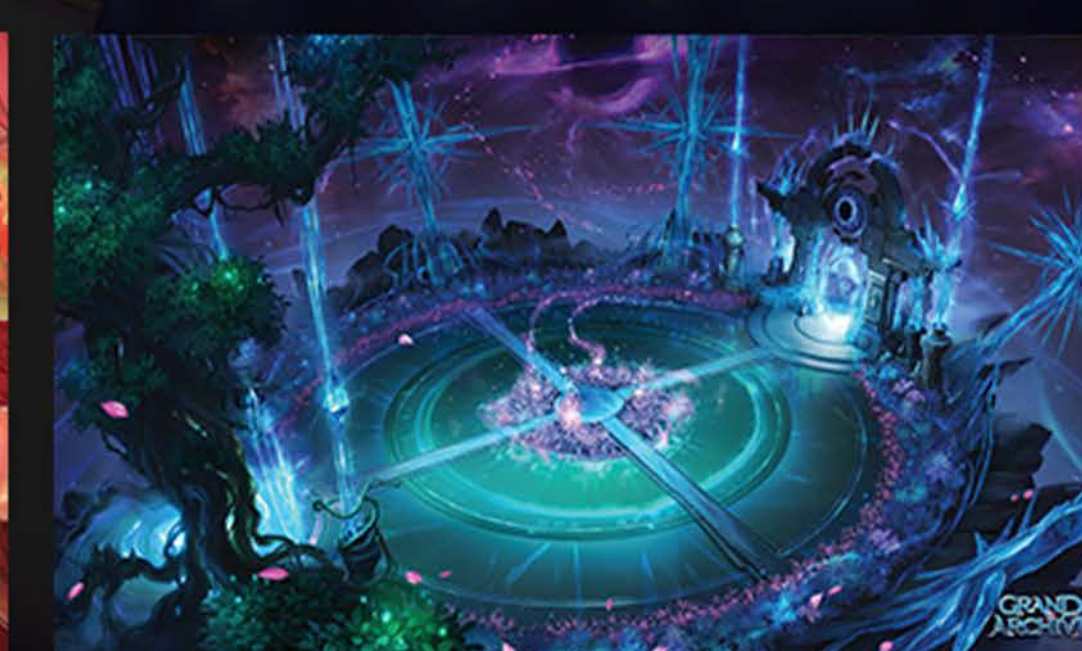
Golden Queen

Merch Playmats ¥7,500

Daily Limit 1



Ashen Riffle



Chamber of Reflections



Cheshire Cat



Chronowarp



Excalibur, Reflected Glass



Malevolent Vow



Profane Bindings



The Looking Glass

Ascent Store Catalog

DECK BOXES

Compact Deck Box ¥6000

Daily Limit 1

Spirelle, Schwartz Queen
Snow White, Weiss Queen



Double Deck Box ¥7500

Daily Limit 1

Alice, Phantom Monarch



ART

Acrylic Art Piece 3000 tickets

Limit 1

Alice, Golden Queen
The Looking Glass
Cheshire Cat
Fractured Memories

MISC

Grading Ticket 150 tickets / ¥2300

Daily Limit 1



MERCHANDISE

Figurines ¥10500

Daily Limit 1

Kongming
Silvie



Silvie Plush ¥4500

Daily Limit 1



Merlin Tote Bag 200 tickets

Limit 1



SILVER METAL COUNTERS 150 tickets / ¥2300

Limit 1



T-SHIRT ¥7500

Daily Limit 1

Alice
Diana



Daily limits reset each day;
all other limits apply for
the full event duration.

Guest Artists

Don't miss this rare opportunity to meet the illustrators behind some of your favorite works. Each artist will be selling an Akihabara exclusive, signed playmat that you can add to your prized collection!

Cash is strongly recommended, as credit card payments are accepted at the discretion of each artist.



DragonArt TaroTarou



DragonArt 白霜茶



十尾 (Juubi)

Mad Hatter Event



The Mad Hatter is hosting a delightfully mad tea party for the queens—
but the tea sets are all mixed up and hidden!

Step into the chaos and help him find the perfect combinations within a limited number of moves.
The quicker and smarter you solve it, the greater the treasures you'll win!



Playmat



Acrylic pendant

Closing Ceremony

Join us as we celebrate our competitors and victors for the World Championships, Path of Steel, Path of Silver, and the Cosplay Contest! The developers will also be presenting additional announcements with exclusive previews.

