



ASCENT

MANILA

Event Guide

January 3rd - January 4th, 2025

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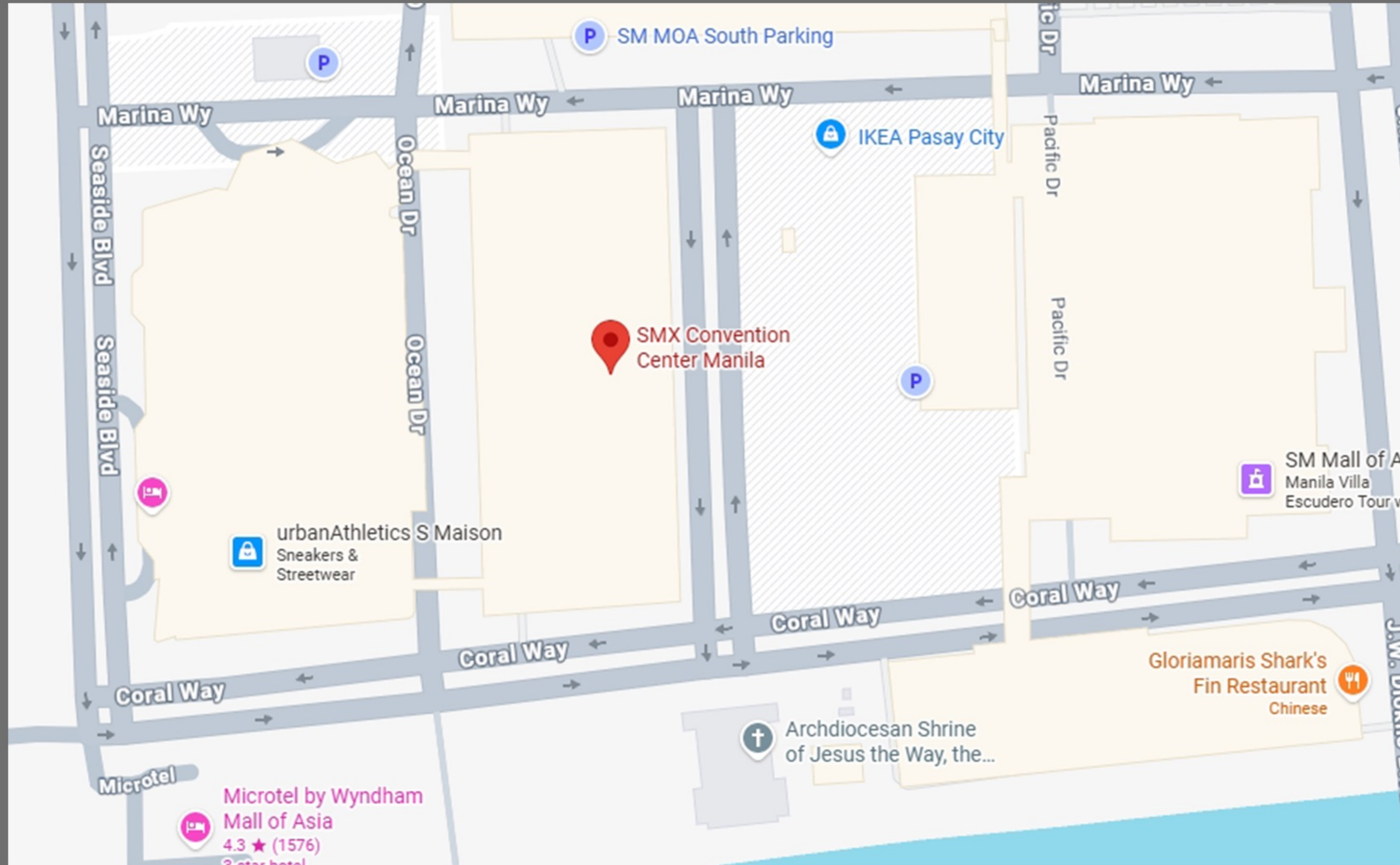
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Venue Access

SMX Convention Center Manila

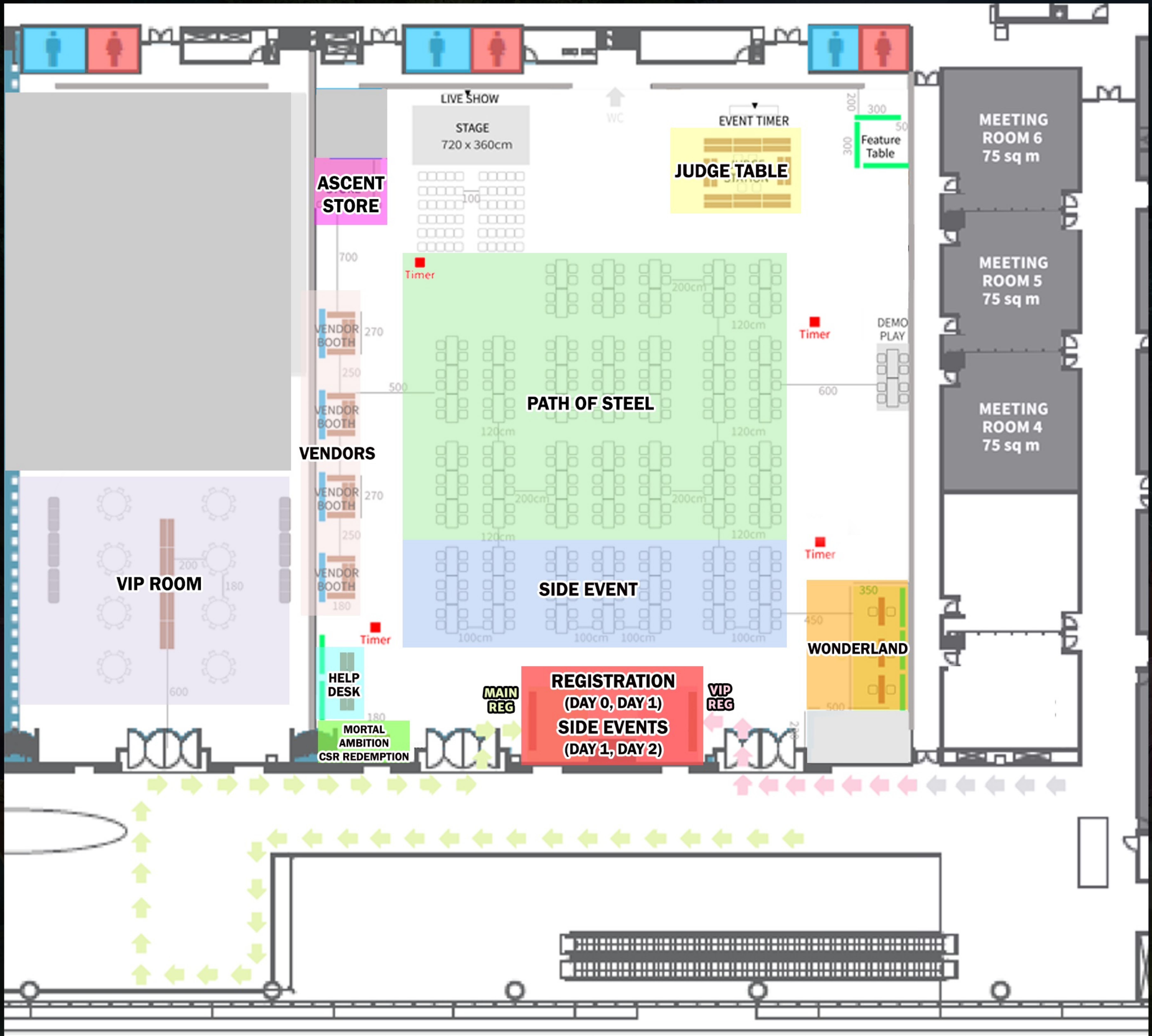
Seashell Lane Pasay City, NCR 1300 Philippines



Venue Information

SMX Convention Center Manila

Seashell Lane Pasay City, NCR 1300 Philippines



Important Venue Policies

- No outside food or drink permitted.

Day 0 Activities

Trade Night

Join us for an official Grand Archive trade night for all your buying, trading, and selling needs! Bring your binders, connect with the community, and find the missing pieces in your collection!

[Main Hall] 3:00 PM – 7:00 PM

Early Registration

Want one less thing to worry about on game day? Take advantage of early registration on Day 0! At registration, please provide:

- your Eventbrite ticket QR CODE
- your Omnidex ID #

REMINDER FOR STEEL PARTICIPANTS

Your registration is not fully complete until you submit your decklist on Omnidex (due by 9:45 AM on Saturday).

[Main Hall] 3:00 PM – 7:00 PM

Event Schedule

Day 1 (Saturday)

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

9:00 AM Registration STARTS

- GENERAL / CHAMPION [Main Line]
- VIP [VIP Line]

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

9:30 AM Broadcast STARTS

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



Grand Archive TCG

@gatcg · 6.69K subscribers · 90 videos

9:45 AM Registration ENDS Decklist Submissions DUE

9:50 AM Path/Steel Player Meeting

10:00 AM Path/Steel Round 1 START

2:00 PM Lunch Break (After Round 3)

ESTIMATED
LUNCH TIME.
ACTUAL START
TIME MAY VARY.

2:00 PM VIP LUNCH SERVICE START

Buffet service. Badge required. [VIP LOUNGE]

3:00 PM Path/Steel Round 4 START

HOURS OF OPERATION

9:00 AM - 9:00 PM Help Desk
(Lost & Found)

9:00 AM - 9:00 PM Ascent Store
Vendors

9:00 AM - 11:00 AM Mortal Ambition
CSR Redemption
Event

9:30 AM - 9:00 PM VIP LOUNGE

11:00 AM - 10:00 PM Side Events

12:00 PM - 8:00 PM Demos

12:00 AM - 8:00 PM Wonderland

12:00 PM - CLOSE I Scrubbed Out
of Steel Sign-up
(Side Events)

5:00 PM Side Event
Sign ups
END

LATE BADGE PICK-UP

Checking in AFTER 9:45 AM?

Please report to the [Help Desk] to obtain your admissions package.

PLEASE NOTE: Late entry to Path/Steel can only be granted while Round 1 is still in progress.

Late entrants will start in Round 2 with a Round 1 loss.

Event Schedule

Day 2 (Sunday)

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

8:30 AM Path/Steel D2 check-in **START**
Broadcast **STARTS**

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



Grand Archive TCG

@gatcg · 6.69K subscribers · 90 videos

9:00 AM Path/Steel D2 check-in **ENDS**

9:20 AM Path/Steel D2 Player Meeting

9:25 AM Path/Steel D2 Round 1 **START**

11:00 AM I Scrubbed Out of Steel Round 1 **START**

1:00 PM Lunch Break
(After Round 3)

ESTIMATED
LUNCH TIME.
ACTUAL START
TIME MAY VARY.

1:00 PM VIP LUNCH SERVICE **START**

Buffet service. Badge required. [VIP LOUNGE]

2:00 PM Path/Steel Round 4 **START**

3:30 PM Path/Steel TOP 8 **START**

6:00 PM Grand Finals
(Actual start time may vary)

Followed by Closing Ceremony

HOURS OF OPERATION

9:00 AM - 9:00 PM Help Desk
(Lost & Found)

9:00 AM - 9:00 PM Ascent Store
Vendors

9:00 AM - 11:00 AM Mortal Ambition
CSR Redemption
Event

9:30 AM - 9:00 PM VIP LOUNGE

11:00 AM - 10:00 PM Side Events

12:00 PM - 8:00 PM Demos

12:00 PM - 8:00 PM Wonderland

5:00 PM Side Event
Sign ups
END



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 log in to eventbrite.com and **DOWNLOAD** your ticket.

STEP 1 - Badge Pick-Up

General / Champion Tier

VIP Tier

[Main Hall - Main Line]

[Main Hall - VIP Line]

STEP 2 - Tournament Check-In

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

Path/Steel

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

Participants are ALSO required to submit their decklist on Omidex by 9:45 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.



**GRAND
ARCHIVE**

Path/Steel Information

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

Day 1: There will be 8 swiss rounds on Day 1. At the end of Day 1, all players with less than 16 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 8:30 AM - 9:00 AM to present their decks for deck checks. Any player who arrives after the allotted time will automatically receive a game loss. After each deck check is complete, the judge team will collect the deck and hold it until the beginning of the first round.

Event continues with 4 more swiss rounds. Upon the conclusion of Round 12, 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 12, players will be rewarded with 50 Ascent Store Tickets per match win.

Feature Match Policies

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.

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 Vault IE: Grand Crusader's Ring, Spirits, etc.
- 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
- 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



Kaze, Spirit of Wind Prize Card
(prize for top 8 players | stamp shown will be the city location)

1st Place **\$3,000 USD**

- Kaze Spirit of Wind (Manila) #1 + 1st Place Trophy
- x6 Dawn of Ashes (1st Edition) Booster Boxes
- x6 Phantom Monarchs (1st Edition) Booster Boxes
- An invite to The Gauntlet 2026 at Worlds Singapore

2nd Place **\$1,500 USD**

- Kaze, Spirit of Wind (Manila) #2 + 2nd Place Trophy
- x3 Dawn of Ashes (1st Edition) Booster Boxes
- x3 Phantom Monarchs (1st Edition) Booster Boxes

3rd - 4th Place **\$750 USD**

- Kaze, Spirit of Wind (Manila) #3 + 3rd Place Trophy
- IF 4th: Kaze, Spirit of Wind (Manila) #4
- x2 Dawn of Ashes (1st Edition) Booster Boxes
- x2 Phantom Monarchs (1st Edition) Booster Boxes

5th - 8th Place **\$500 USD**

- Kaze, Spirit of Wind (Manila) #5 - #8
- x1 Dawn of Ashes (1st Edition) Booster Box
- x1 Phantom Monarchs (1st Edition) Booster Box

9th - 16th Place **\$250 USD**

Day 2 Rewards

(Minimum 32 Players)

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

Side Events

CONSTRUCTED

ON DEMAND

Entry: 1 Side Event Ticket (PHP 1,200)

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

SATURDAY Seating begins at 11:00 AM **SUNDAY** Seating begins at 11:00 AM

Availability subject to change based on seating and TO capacity.

Entry: 1 Side Event Ticket (PHP 1,200)

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

SIGN UPS END AT 5:00 PM DAILY

Beginner Experiences

LEARN TO PLAY

SATURDAY 12:00 PM – 8:00 PM **SUNDAY** 12:00 PM – 8:00 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 (PHP 1,200). 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

SIGN UPS END AT 5:00 PM DAILY

Scrubbed Out Event

I SCRUBBED OUT OF STEEL - CONSTRUCTED

DAY 1 Registration: 12:00 PM – CLOSE **DAY 2 Registration:** 9:30 AM – 10:30 AM

R1 Start: 11:00 AM (DAY 2)

128 Player Cap

Entry: 2 Side Event Tickets (PHP 2,400) – Can be purchased during Registration.

Participation Prize: 3 event packs

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

Format: BO3 (60 min), Swiss

65 players or less = 6 rounds

66 players or more = 7 rounds

1st place: 64 Event Packs
Merlin, Brilliant Vestige Jumbo Card

2nd place: 48 Event Packs

3rd place: 24 Event Packs

4th place – 8th place: 12 Event Packs



Mortal Ambition CSR Redemption

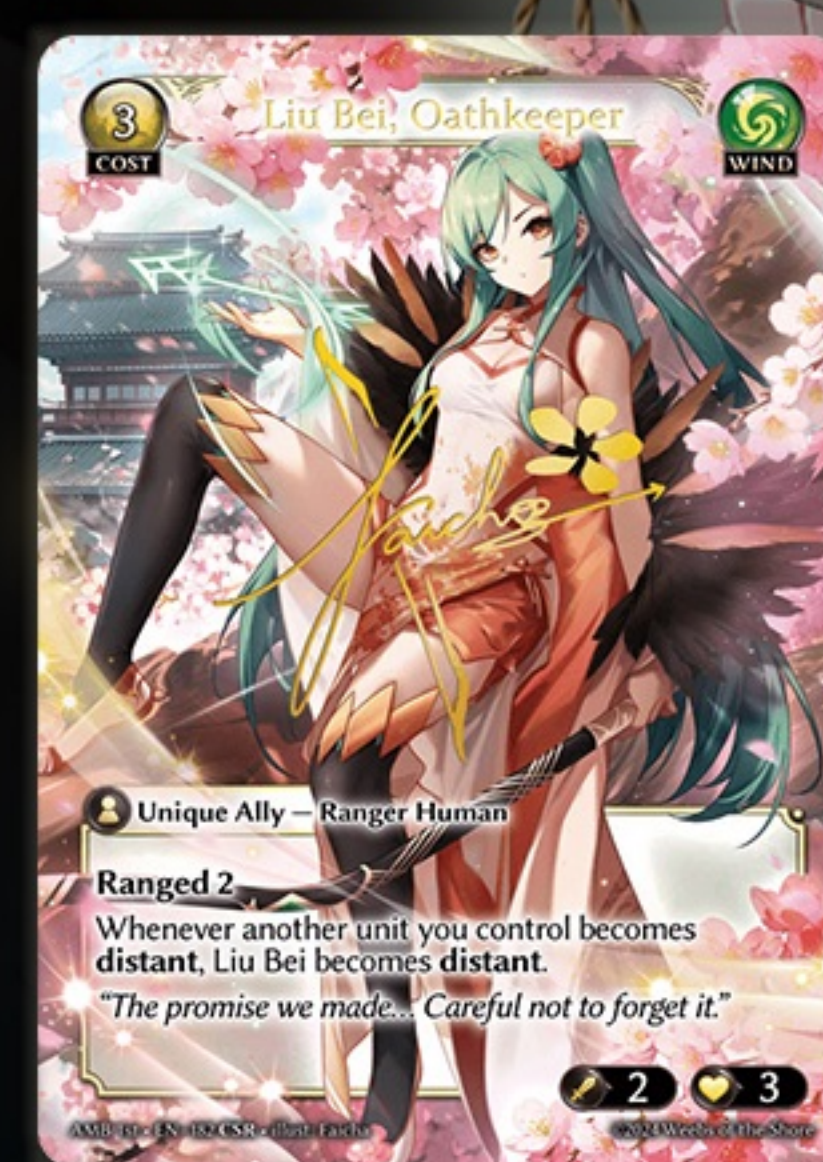
SATURDAY 9:00 AM - 11:00 AM **SUNDAY** 9:00 AM - 11:00 AM

In this redemption event, participating players may submit any two eligible Mortal Ambition First Edition CSRs to the event staff in exchange for the exclusive Fluffy Shopkeep CPR (while supplies last).

All cards collected by event staff will not be redistributed.

In order ensure fair distribution of promotional cards, each person is allowed 1 redemption per queueing in line for the redemption service.

CSRs Eligible for Redemption:



Ascent Store Catalog

CARDS

SP3 Booster Box PHP 2,400 or 350 tickets

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

Merlin, Brilliant Vestige

Limit 1

Merlin Re:Collection PHP 2,900 or 500 tickets

SLEEVES

Dragon Shield Sleeves 150 tickets

Diana, Moonpiercer
Ciel, Mirage's Grave



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

PLAYMATS

Champion Playmats 400 tickets

Daily Limit 1

Alice, Golden Queen (CUR)
Alice, Phantom Monarch (CUR)
Alice, Whim's Monarch
Alice, Phantom Monarch
Merlin, Memorite Vassal
Merlin, Amethyst's Glow
Merlin, Brilliant Vestige

Merch Playmats PHP 3,000 or 400 tickets

Daily Limit 1

Topsy Decree
Abnegation
Chamber of Reflections
Ashen Riffle
Conniving Plans (PR)
Smoke Bombs (PR)
Heavenly Guide (PR)

Ascent Store Catalog

DECK BOXES

Compact Deck Box PHP 2,300 or 400 tickets

Daily Limit 1

Snow White, Weiss Queen



Double Deck Box PHP 3,000 or 500 tickets

Limit 1

Alice, Phantom Monarch (CUR)



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

Wonderland



In Wonderland, games are never just games. You're invited to take a seat at the tea party table and turn over your destiny—will the Ace reveal itself first, or will the Joker cause a bit of mischief? Memory becomes part of the adventure as well. Cards flutter and hide across the table, and only the most attentive players can uncover the little secrets of the Looking-Glass Land. In this fairytale-like game, laughter and surprises are waiting to be revealed.



Playmat



Acrylic pendant

Closing Ceremony

Join us as we celebrate our competitors and victors! The developers will also be presenting additional announcements with exclusive previews!

