

OSAKA

Event Guide

October 31st - November 1st, 2026

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GRAND ARCHIVE

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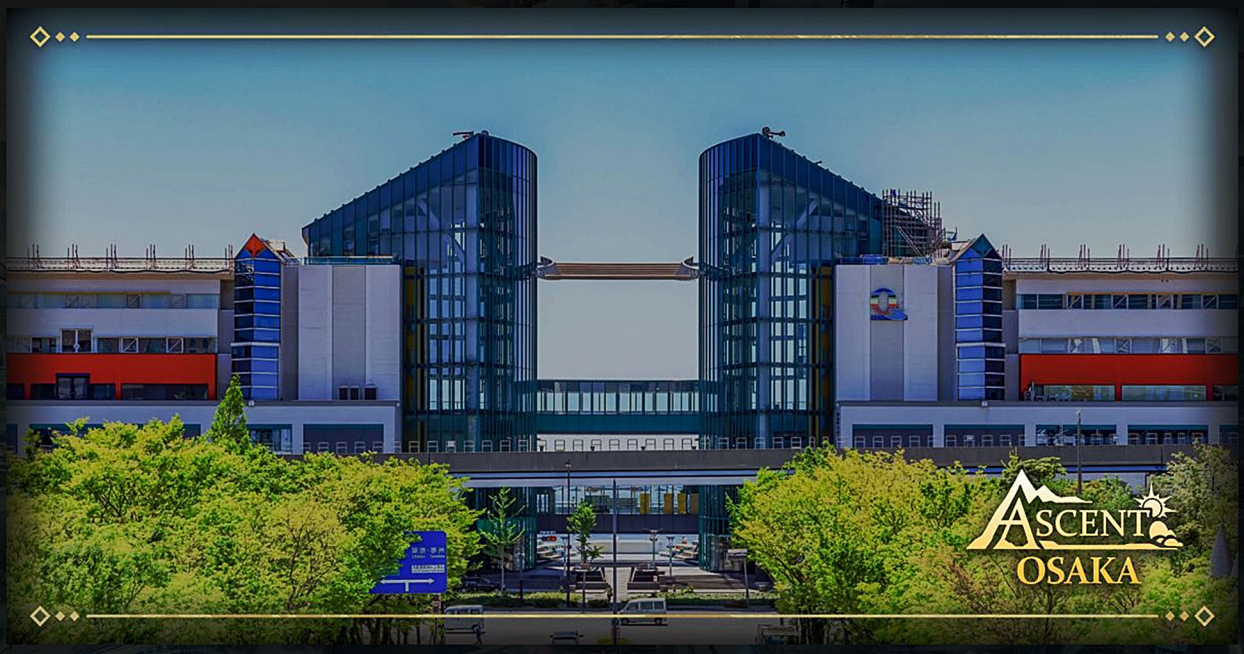
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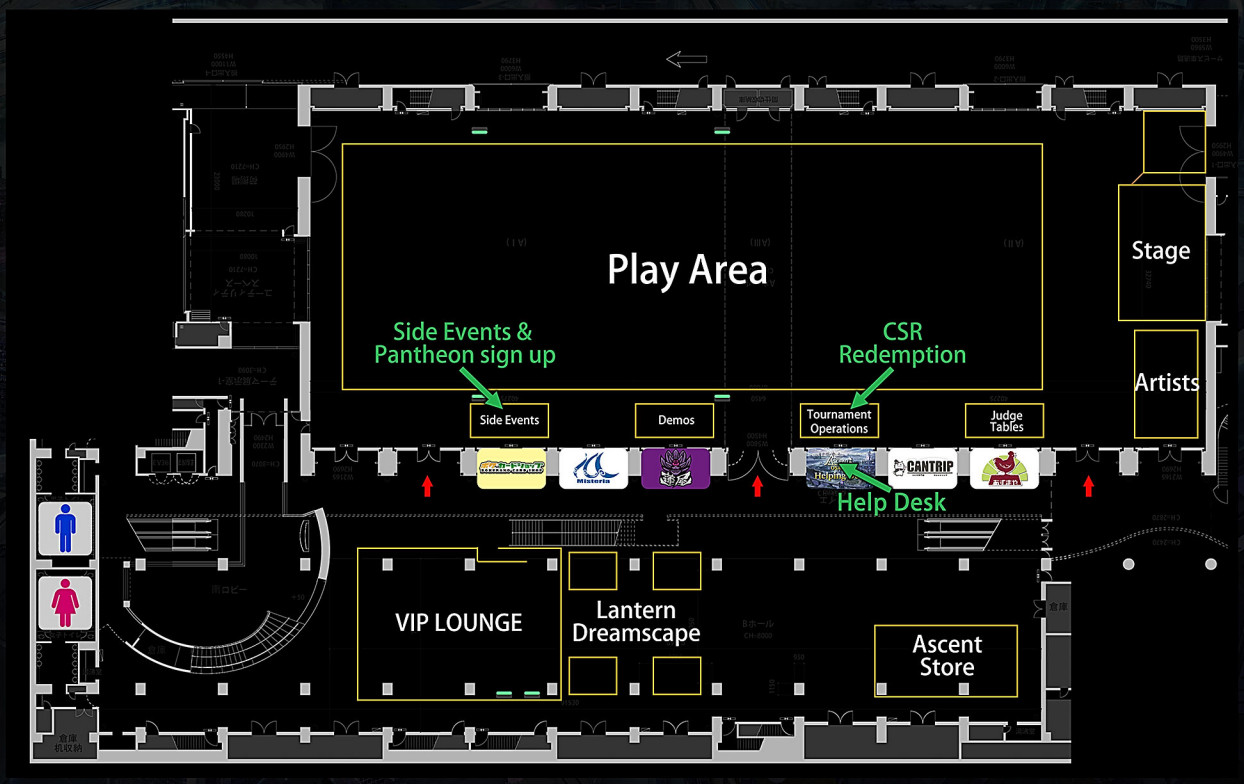
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Venue Details

Asia Pacific Trade Center
2 Chome-1-10 Nankokita, Suminoe Ward, Osaka, 559-0034, Japan





Important Venue Policies

- No outside food or drink permitted.
- Luggage storage area attached to Ascent Store.

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Trading and Selling Policy

By entering the Ascent Osaka 2026 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 Osaka 2026!

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Day 0 Schedule

Early Registration

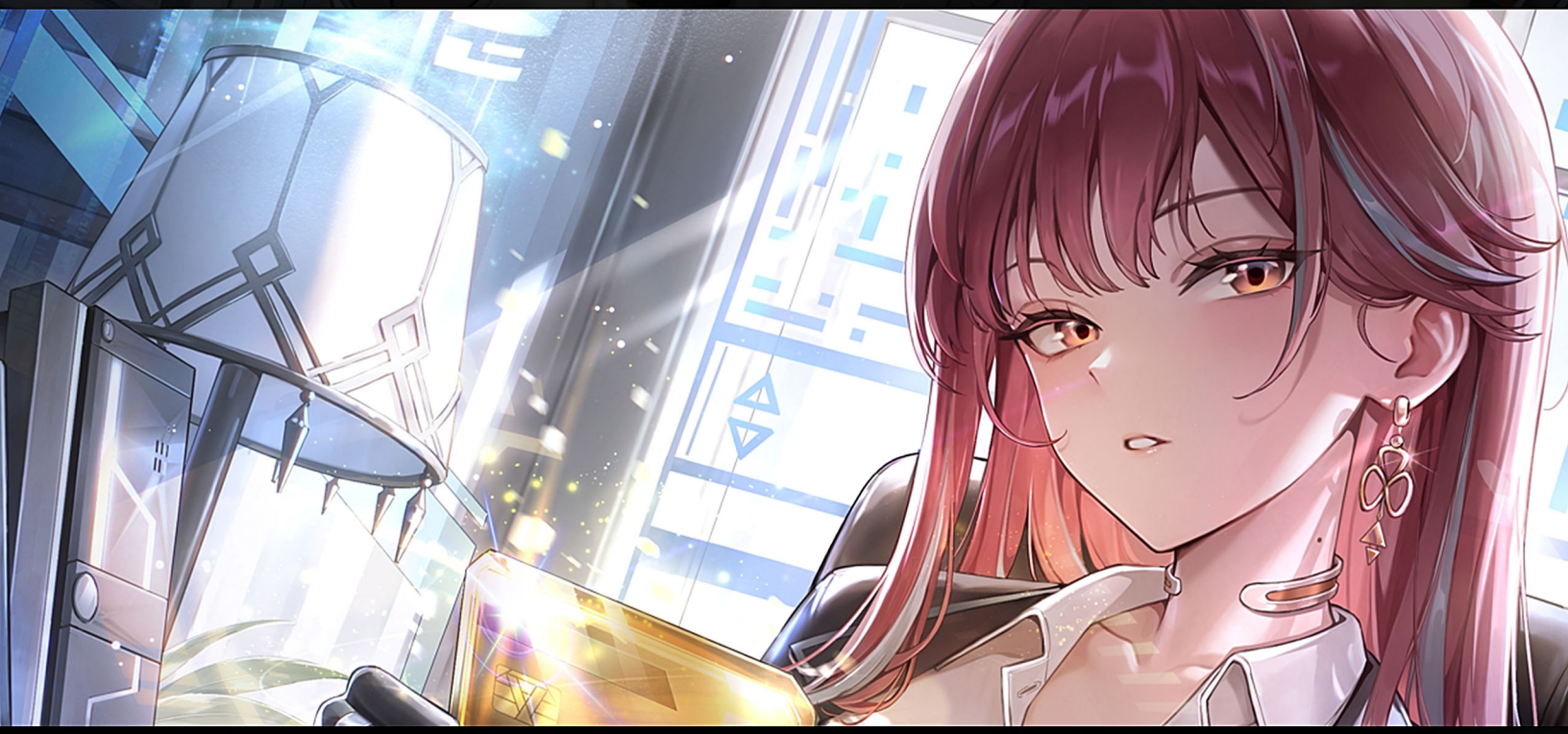
Want one less thing to worry about on game day? Take advantage of early registration on Day 0! At registration, please provide:

- 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 9:50 AM on Saturday).

[Hall A] 5:00 PM – 9:00 PM



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Day 1 Schedule
(Saturday)

8:00 AM **Registration STARTS**
- Gold [Ascent Store]
- Platinum [Ascent Store]
- Diamond/VIP [Ascent Store]

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

9:30 AM **Broadcast STARTS**
youtube.com/@gatcg

9:30 AM **Registration ENDS**

9:50 AM **Decklist Submissions DUE**

9:50 AM **Path of Steel Player Meeting**

10:00 AM **Path of Steel Round 1 STARTS**

VIP MEAL SERVICE

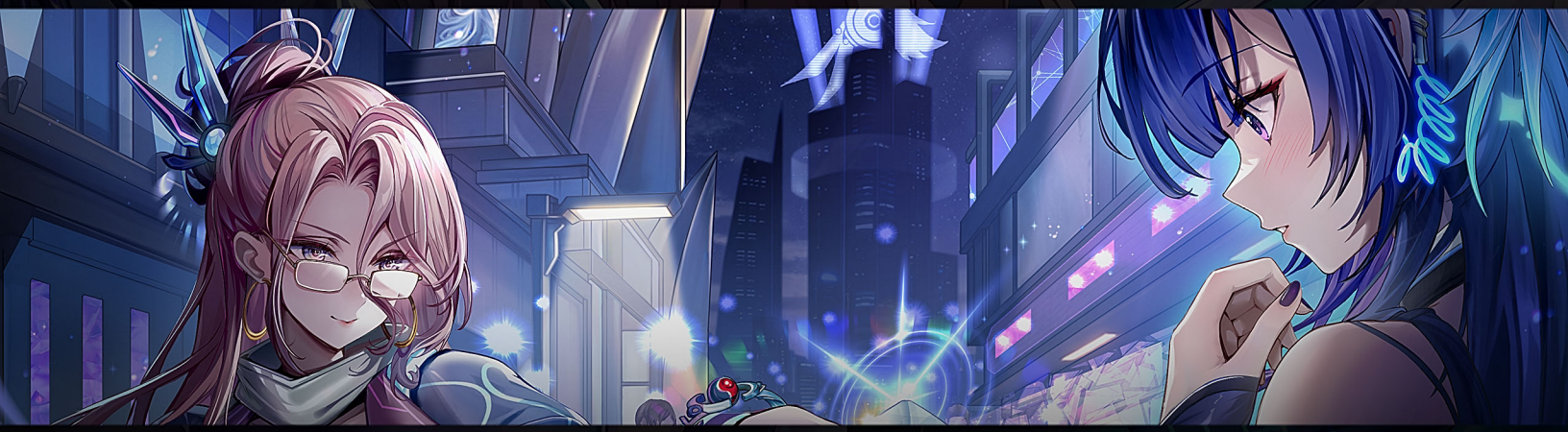
12:00 PM Lunch Service
5:00 PM Dinner Service
Badge required. [VIP LOUNGE]

LATE BADGE PICK-UP

For check-in after 9:30 AM, please collect your admissions package at the [Help desk].

HOURS OF OPERATION

8:00 AM – CLOSE	Main Hall
8:00 AM – CLOSE	Vendors Open
8:00 AM – CLOSE	Help Desk (Lost & Found)
8:00 AM – 9:00 PM	VIP Lounge
9:00 AM – 3:00 PM	Guest Artists *Individual artists may choose to remain open after 3:00 PM. Booth availability may vary.*
10:00 AM – 6:00 PM	Ascent Store
10:00 AM – 9:00 PM	Pantheon *Sign up by 6:00 PM at the latest.*
12:00 PM – 9:00 PM	Lantern Dreamscape
1:00 PM – 6:00 PM	Demos
2:00 PM – 9:00 PM	Side Event *Sign up by 6:00 PM at the latest.*
7:30 PM – 8:30 PM	Distorted Reflections CSR Redemption



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Day 2 Schedule
(Sunday)

8:00 AM **Path of Steel Day 2 check-in**
[Main Hall - Judge Tables]

8:30 AM **Path of Steel Day 2 check-in ENDS**

8:30 AM **Broadcast STARTS**
youtube.com/@gatcg

9:00 AM **Path of Steel Round 10 STARTS**

3:30 PM **Path of Steel Lunch Break**
(After Round 14)
Estimated time. Actual time may vary.

4:00 PM **Path of Steel Top Cut STARTS**

7:00 PM **Grand Finals**
Followed by the Closing Ceremony.

VIP MEAL SERVICE

12:00 PM Lunch Service
5:00 PM Dinner Service
Badge required. [VIP LOUNGE]

HOURS OF OPERATION

8:00 AM – 10:00 AM	Distorted Reflections CSR Redemption
8:00 AM – CLOSE	Main Hall
8:00 AM – CLOSE	Help Desk (Lost & Found)
8:00 AM – 8:00 PM	Vendors Open
8:00 AM – 7:00 PM	VIP Lounge
9:00 AM – 3:00 PM	Guest Artists *Individual artists may choose to remain open after 3:00 PM. Booth availability may vary.*
9:00 AM – 6:00 PM	Ascent Store
9:00 AM – 6:00 PM	Pantheon *Sign up by 3:00 PM at the latest.*
9:00 AM – 6:00 PM	Side Events *Sign up by 3:00 PM at the latest.*
9:00 AM – 6:00 PM	Demos
12:00 AM – 6:00 PM	Lantern Dreamscape

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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

Gold	Platinum	Diamond, VIP
[Ascent Store – Gold]	[Ascent Store – Platinum]	[Ascent Store – Diamond, VIP]

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 are listed below.

Path of Steel

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

Participants are ALSO required to submit their decklist on Omnidex by 9:50 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

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Path of Steel Information

Format: Standard

Round Time: 60 minutes + 5 minutes overtime (up to 3 turns), BO3

Day 1: There will be 9 Swiss rounds on Day 1. At the end of Day 1, all players with 18 points or more will qualify for Day 2.

> *All player decklists will be revealed Saturday evening after Day 2 placements are finalized.*

Day 2: All players qualified for Day 2 MUST check in between 8:00 AM – 8:30 AM to present their decks for deck checks. If any player arrives after the allotted time, they will automatically receive a game loss.

Event continues with 5 more Swiss rounds. After the final Swiss round, the Top 8 players will advance to a single-elimination playoff consisting of the quarterfinals, semifinals, bronze match, and grand final.

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

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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.

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 (i.e., 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.

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Path of Steel Prizing

ASCENT OSAKA

October 31st - November 1st, 2026

PATH OF STEEL

The competitive event for players of Grand Archive TCG

700 Player Limit

JPY1,525,000 Prize Pool

(Prize Pool does NOT come from ticket sales.)

Day 1

- Up to 9 rounds of Swiss

Day 2

- Swiss Top Cut based on score, 4 rounds of Swiss
- Top 8 players, single elim

Number of rounds vary based on player count



Miao, Spirit of Water (Osaka)

Prize for Top 8 players

1st Place — JPY450,000

- 1st Place Spirit Prize Card (Osaka) + 1st Place Trophy
- 6x Radiant Origins (1st Edition) Booster Boxes
- 6x .asphodel/paradise (1st Edition) Booster Boxes
- An Invite to The Gauntlet 2027 at Worlds 2027

2nd Place — JPY225,000

- 2nd Place Spirit Prize Card (Osaka) + 2nd Place Trophy
- 3x Radiant Origins (1st Edition) Booster Boxes
- 3x .asphodel/paradise (1st Edition) Booster Boxes

3rd - 4th Place — JPY115,000

- 3rd Place Spirit Prize Card (Osaka) + 3rd Place Trophy
  - IF 4th: 4th Place Spirit Prize Card (Osaka)
- 2x Radiant Origins (1st Edition) Booster Boxes
- 2x .asphodel/paradise (1st Edition) Booster Boxes

5th - 8th Place — JPY75,000

- 5th - 8th Place Spirit Prize Card (Osaka)
- 1x Radiant Origins (1st Edition) Booster Box
- 1x .asphodel/paradise (1st Edition) Booster Box

9th - 16th Place — JPY40,000

Day 2 Rewards

- PRD Season Ascent Day 2 Promo
  - PRD Season Ascent Day 2 Promo acts as 2027 Nationals Invite Card
- PRD Season Ascent Day 2 Playmat

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Side Events

CONSTRUCTED ON DEMAND

Entry: 1 Side Event ticket (JPY 3,000)

Participation comes with: 1 event pack

Additional Prizing:
3 wins = 700 Ascent Store tickets
2 wins = 200 Ascent Store tickets
1 win = 100 Ascent Store tickets

Players: Minimum 4 players
Format: 3 rounds (60 minutes) / BO3 Swiss

DRAFT ON DEMAND

Entry: 2 Side Event tickets (JPY 6,000)

Participation comes with: 1 draft pack, 4 PRD booster packs, 1 event pack

Additional Prizing:
3 wins = 1000 Ascent Store tickets
2 wins = 200 Ascent Store tickets
1 win = 100 Ascent Store tickets

Players: 4 player pods
Format: draft + deck build (60 minutes) / 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 cards maximum Main Deck = 30 cards minimum

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Side Events

CONSTRUCTED (3x Special)

Session 1 – Saturday		Session 2 – Sunday	
Registration	10:00 AM – 3:30 PM	**Registration**	8:00 AM – 9:30 AM
Round 1 starts	4:00 PM	**Round 1 starts**	10:00 AM

Entry: 2 Side Event tickets (JPY 6,000)

Participation Prize: 3 event packs

Additional Prizing:
3 wins = 2100 Ascent Store tickets
2 wins = 600 Ascent Store tickets
1 win = 300 Ascent Store tickets

Players: Minimum 8 players
Format: 3 rounds (60 minutes) / BO3 Swiss



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Side Events

LEARN TO PLAY

SATURDAY 1:00 PM – 6:00 PM **SUNDAY** 9:00 AM – 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 (JPY 3,000). Comes with a starter deck of your choice.

Participation Prize: Event pack + 50 Ascent Store tickets

Prizing: 50 Ascent Store tickets + 1 booster pack per win

Players: 4–8 player pods

Format: 3 Rounds (40 minutes) / BO1 Swiss



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Pantheon Battle Pass

Purchase your Pantheon Battle Pass at any time during the event to earn rewards based on your eligible play hours, including hours completed before purchase.

Pantheon Battle Passes cannot be upgraded and do not carry over to future events.







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Pantheon ON DEMAND

PANTHEON DECKBUILDING RULES

Material Deck: 12 card maximum (standard rules)
Main Deck: 60 card minimum (up to 1 copy per card)
Boons: 1 Lesser Boon, 1 Greater Boon

NOTE: Proxies are not allowed for Pantheon play.

Sign Ups: Check in at [Pantheon Sign Up] to get added to the Pantheon Omnidex event. Then, mark yourself as "Ready!" on Omnidex. When pairings are ready, an announcement will be made and your table number will be displayed on the Pantheon Pairing screens.

Match Reporting: Players must report their placement immediately after being eliminated from their pod.

- You may report your result to a roaming TO or at the [Pantheon Reporting] area.
- If all players in a pod finish at the same time, please proceed directly to [Pantheon Reporting] to submit your placements.

Players: 4 player pods

⏱️ **Maximum time earned for each game is 3 hours for the Pantheon Pass**

LEARN MORE ABOUT PANTHEON



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Ascent Store Catalog

CARDS

Booster Pack

TICKET 50

DTR New to Alter

$ JPY 7,500 Limit 1

Gentle Respite CPR

TICKET 4,000 Limit 1

*CPR has a population of 300, and will continuously appear at various Ascent Stores until fully distributed

Supporter Pack 4

$ JPY 7,500 Daily limit 8

Proxia Pack

TICKET 200 Limit 1

Re:Collection Deck

$ JPY 7,500 or TICKET 500 Daily limit 1

Merlin | Mordred | Diao Chan

Re:Collection Lite

$ JPY 5,500 or TICKET 300 Daily limit 1

Silvie | Tristan

3 x 3 Sheets

TICKET 1,500+ Limit 1

Uncut Sheets

TICKET 2,500+ Limit 1

Jumbo Card

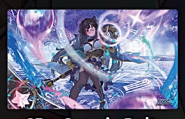
Lorraine, Arclight Saber

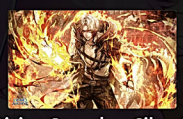
TICKET 8,000 Daily limit 1

PLAYMATS

Merchandise Playmats

$ JPY 7,500 or TICKET 400 Daily limit 1


SP4 Cosmic Bolt


Divine Comedy - Silenzio


Lorraine, Arclight Saber


PR Enfeebling Orb


PR Fluffy Shopkeep


PR Dungeon Guide

DECK BOXES

Compact Deck Boxes

$ JPY 6,000 or TICKET 400 Limit 1

VelTech Presidential Card | Piccarda | Forese

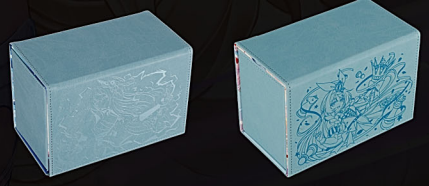
Avatar of Byakko | Avatar of Genbu | Avatar of Suzaku



Double Deck Box

$ JPY 7,500 or TICKET 500 Limit 1

Lorraine, Arclight Saber | Alice, Trifle's Royalty





SLEEVES

Dragon Shield Sleeves

$ JPY 3,300 or TICKET 200 Daily limit 1

Purchase Card required for each transaction. Limit 1 Purchase Card per transaction.

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

All sales are final. No refunds, returns, or exchanges.

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Ascent Store Catalog

COLLECTIBLES

Chibi Figures

$ JPY 10,500 or TICKET 700 Limit 1

Arisanna | Kongming | Silvie





Plushies

$ JPY 4,500 or TICKET 300 Limit 1 per design

Tristan | Guo Jia | Silvie

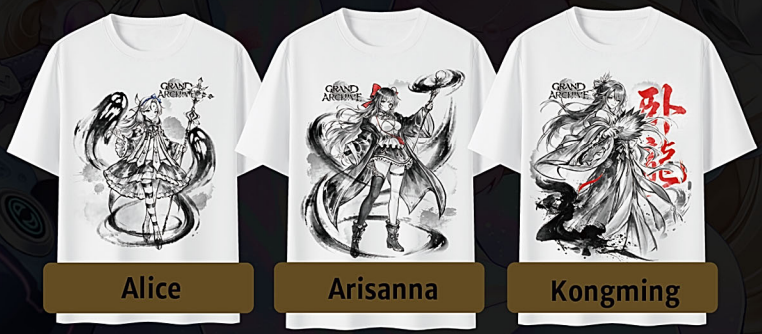




APPAREL

T-shirt

$ JPY 6,500 or TICKET 400 Limit 2



Alice | Arisanna | Kongming

Underland Jacket

$ JPY 13,000 or TICKET 800 Limit 1



Purchase Card required for each transaction. Limit 1 Purchase Card per transaction.

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

All sales are final. No refunds, returns, or exchanges.

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Distorted Reflections CSR Redemption

SATURDAY 7:30 PM – 8:30 PM **SUNDAY** 8:00 AM – 10:00 AM

In this redemption event, participating players may submit any two eligible Distorted Reflections First Edition CSRs to the event staff in exchange for the exclusive Angel Attendant CPR (while supplies last).

All cards collected by event staff will not be redistributed.

In order to ensure fair distribution of promotional cards, each person is allowed 1 redemption per queuing in line for the redemption service. Please present your Omnidex ID # at the time of redemption.

CSRs Eligible for Redemption:



















Guest Artists

Don’t miss this rare opportunity to meet the illustrators behind some of your favorite works! Each artist will offer exclusive signed playmats,available only at Ascent Osaka.

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



枋橋夜泊 (Fang)



十尾 (Juubi)

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Lantern Dreamscape



As night falls, the festival lights begin to glow, and lively stalls come to life.
At Ascent Osaka, three exciting festival stalls are waiting for you!
Immerse yourself in the lively atmosphere and embark on a night market adventure!

Follow the lantern lights and step into a world of dreams.
Join us for a night filled withlights, laughter, and unforgettable memories!
Show off your skillsand wit, complete the challenges, and claim a mysterious prize!



Badge



Acrylic Standee



Pocket Companion Acrylic Standee

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Closing Ceremony

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



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