BANDAI TCG+

Management Manual

Updated 2023/10/30

Updated contents

BANDAI
CARD GAMES

Contents

Actions on the Day of the Event

① Application Deadline

First set the application deadline.

1. 1. Click on "My Events" at the top of the event management page.

2. Click on the event to hold, then "Detail"
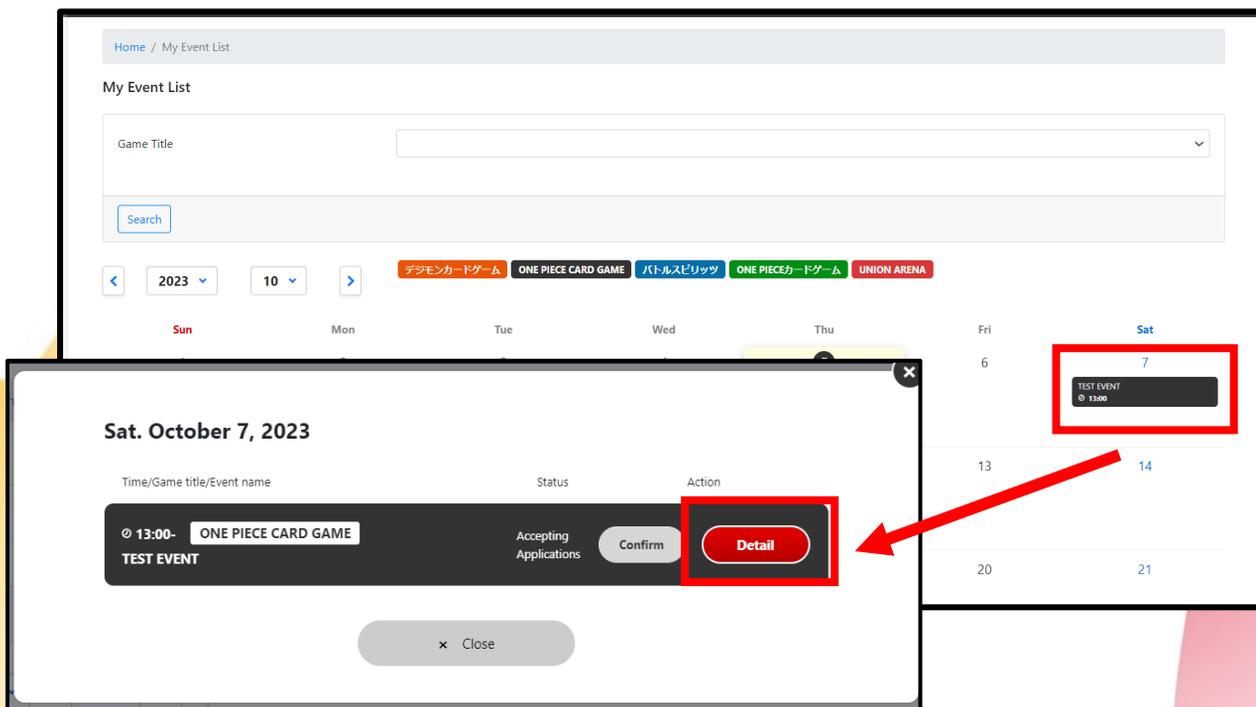
3. Click the "Registration Cutoff" button.
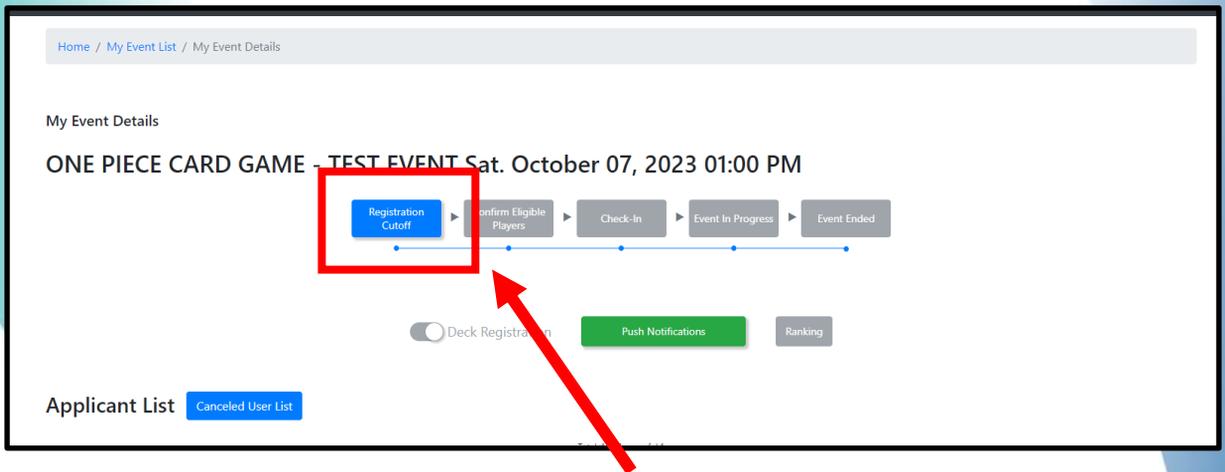
4. Click on "Execute" to finalize the cutoff.
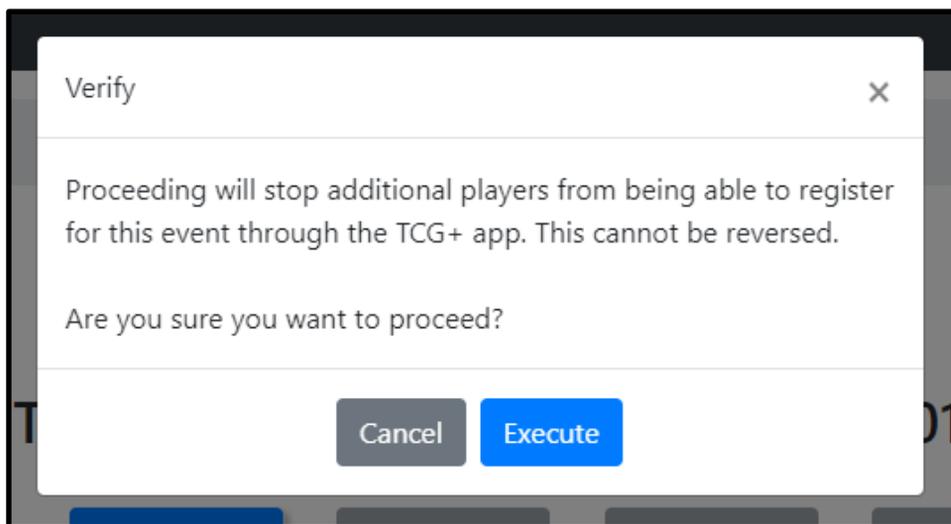
Verify ✕

Proceeding will stop additional players from being able to register for this event through the TCG+ app. This cannot be reversed.

Are you sure you want to proceed?

Cancel   Execute

Participating user priority

HIGH

Successful pre-registrants

Wait-listed pre-registrants

Not pre-registered day-of participants

LOW
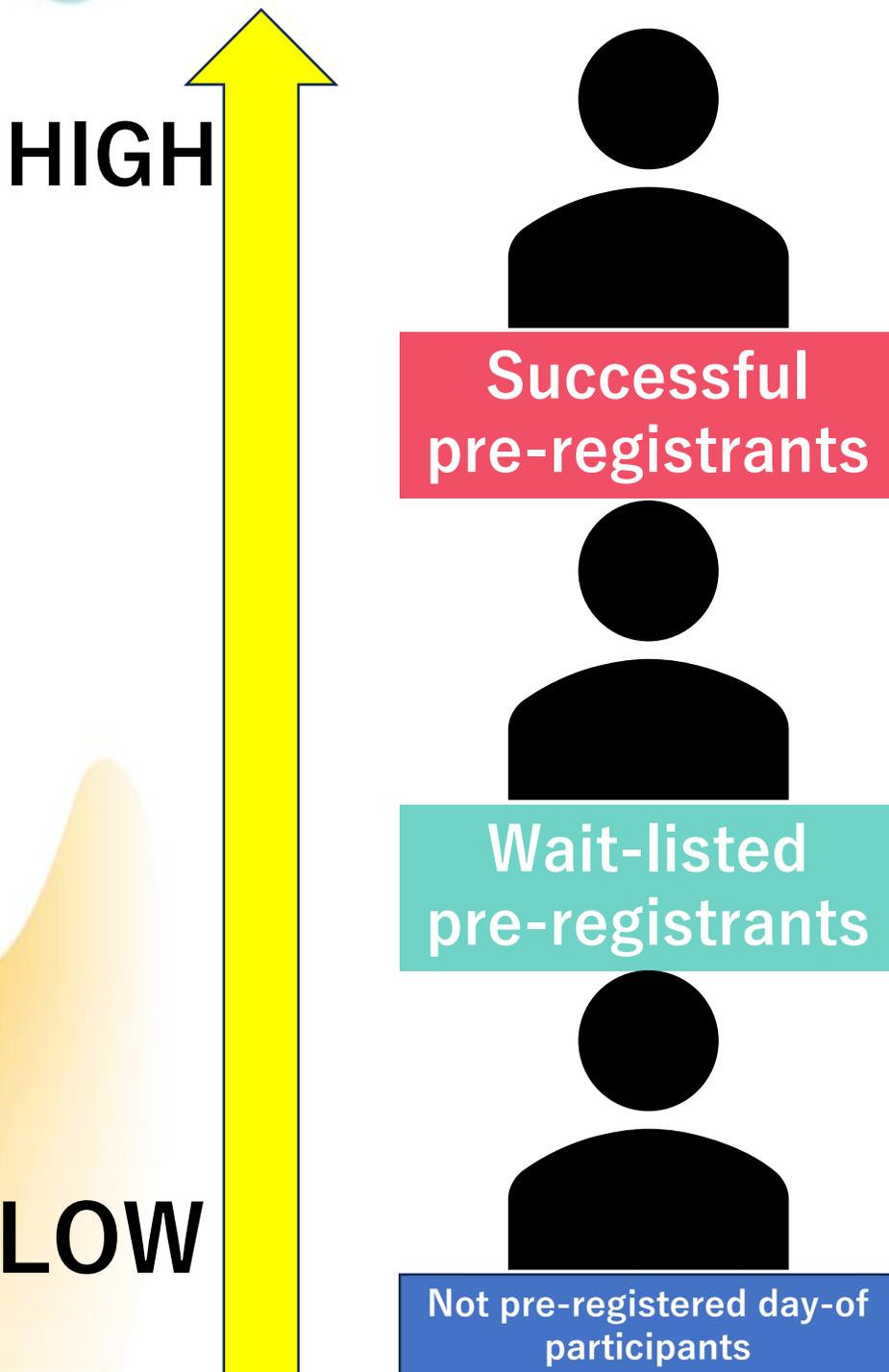
② Participant check-in

「Perform check-in for "Selected" and "Waiting list" users.
。
*Perform check-in for both "Selected" and "Waiting list users
*After all selected participants have checked in and there are still empty spaces remaining in the number of participants, users waitlisted can participate if selected.

1. Click on "Check-In"

2. Click on "Location-Based Check-In" then change the check-in status to "Applications Open"
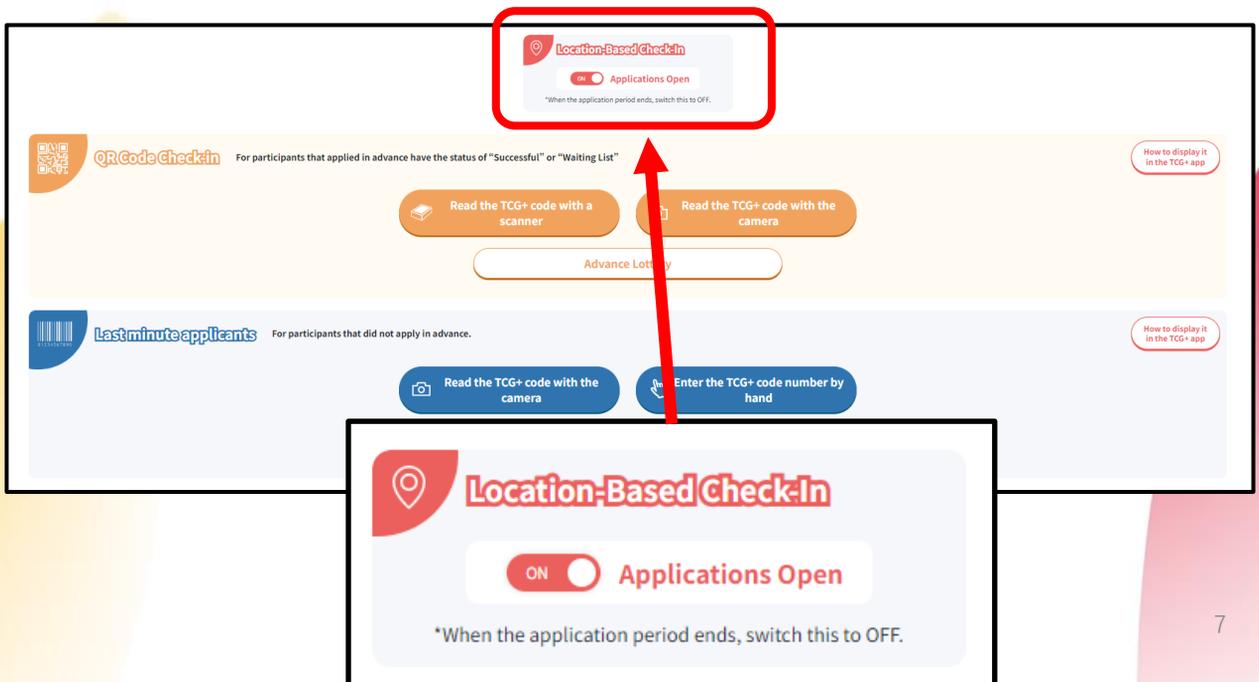
3. Perform check-in for "Successful" and "Waiting List"
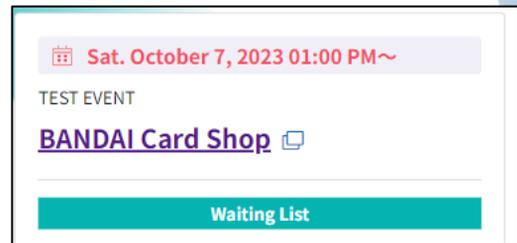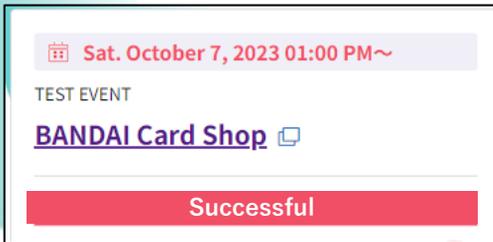
The following three methods are available for user check-in.

◆ **Check-in with location data**

◆ **Check-in with 2D code**

◆ **When check-in with location data/2D code isn't possible**

◆ Location-Based Check-In

1. Check-in with location data is performed by the user. The user taps "My Events" > "Details" for the desired event > " Location-Based Check-In " on TCG+.
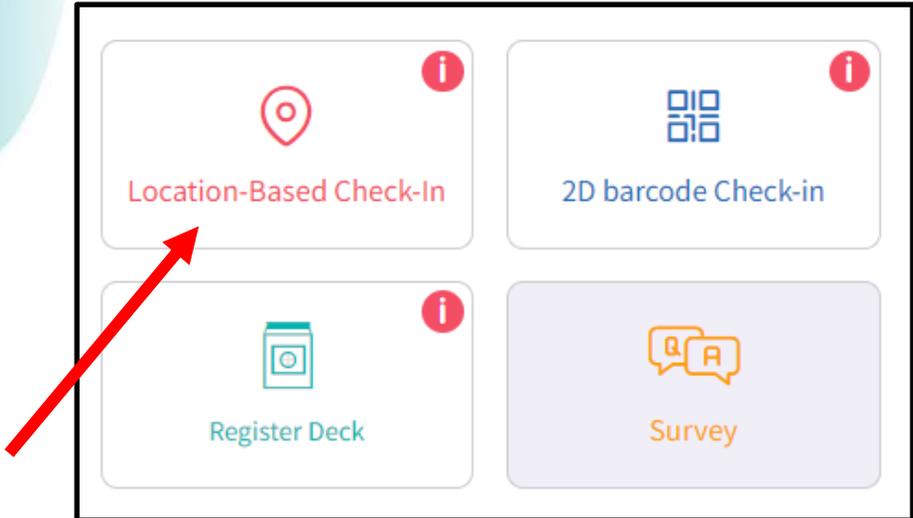
2. Check the participating user list on the event management screen, and check-in will be complete if the participant's status is "Successful + Checked-In"
*When checking "Status" on the event management screen, first refresh your browser.

◆ Check-in with 2D code

1. The 2D code will be shown in the app on the participant's device.
To display the 2D code, the user can tap "My Events" > "Details" for the desired event > "2D barcode Check-In"
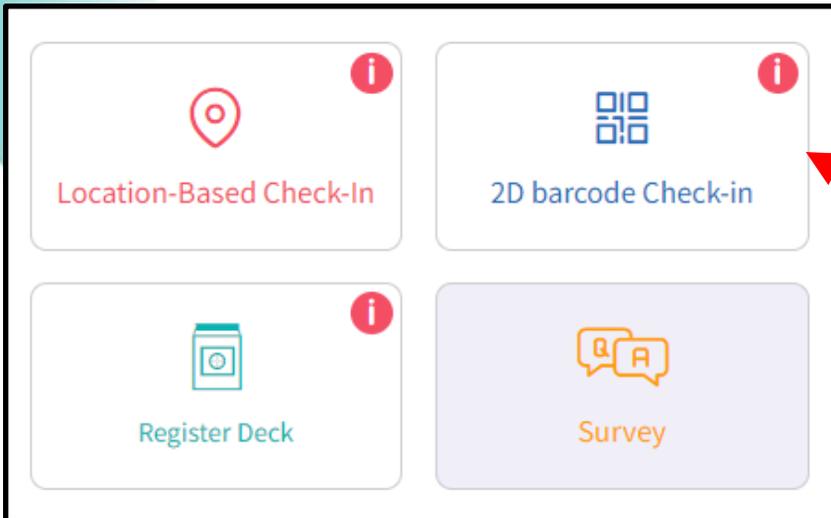
2. . Click on " Read the TCG+ code with the camera " at the top of the event management page.
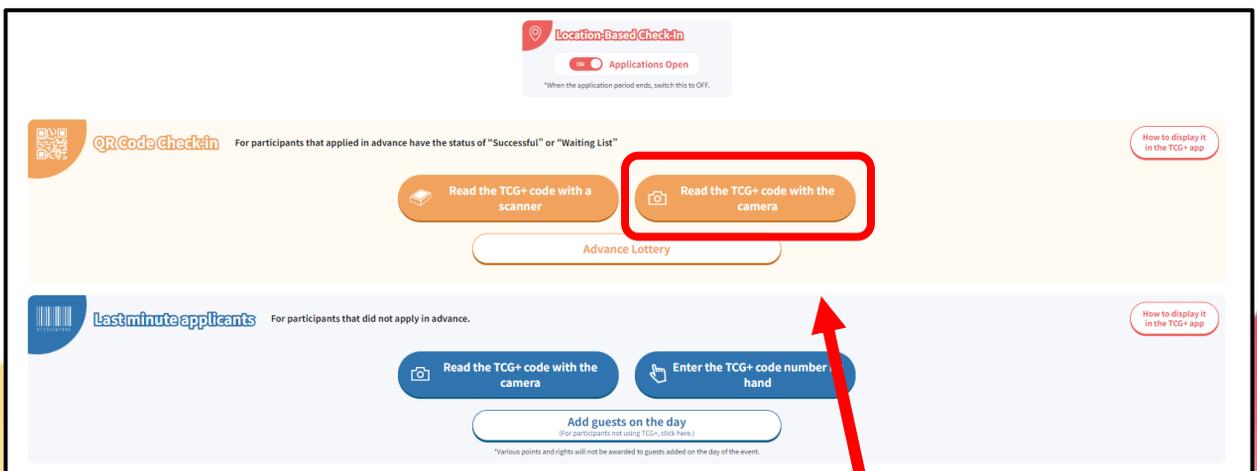
3. Click on "Scan w/ PC camera"
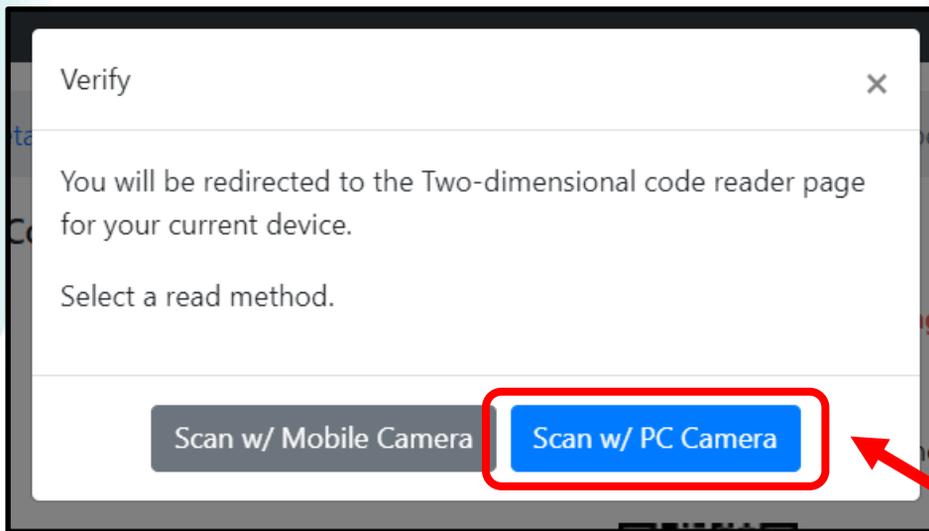
4. Scan the 2D code with the device's camera.
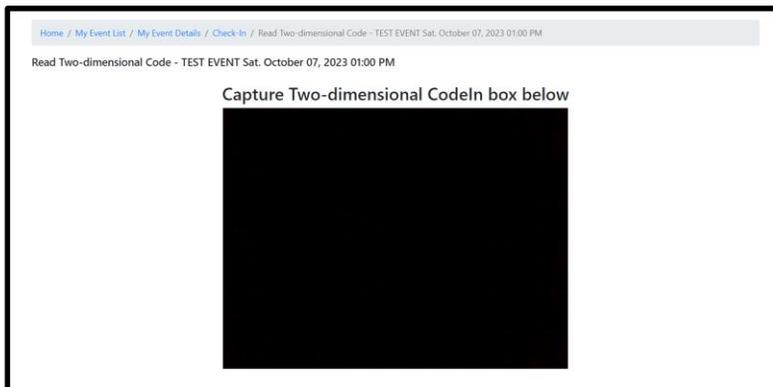
5. Click on "Perform Check-in" to finalize the check-in.
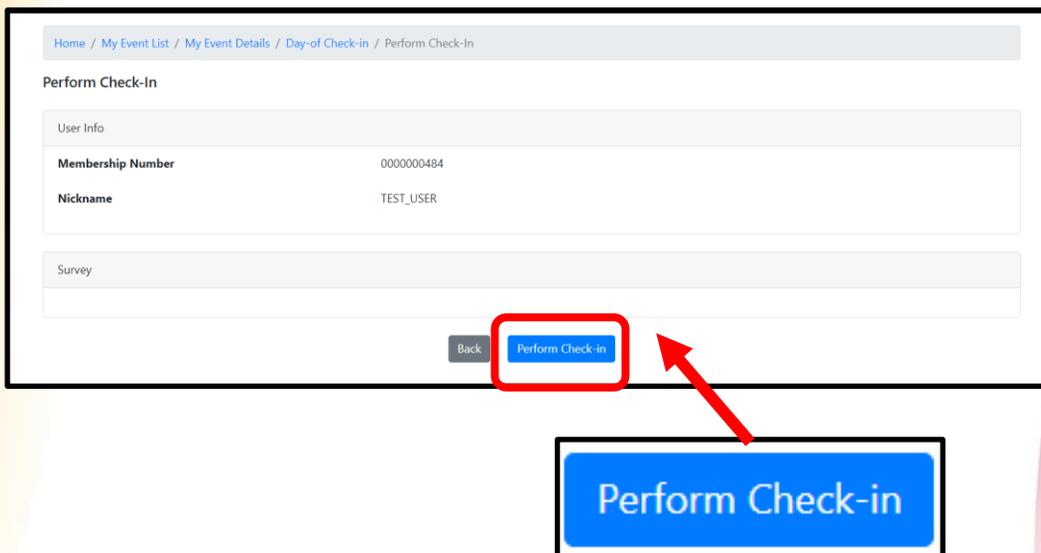
◆ When check-in with location data/2D code isn't possible

Check-in can be performed using the following method if check-in is not available using position data or 2D code.

1. Have the participant show their member number.
*The "Membership No." can be shown by tapping "Others" > "Profile" in the app on the user's device.
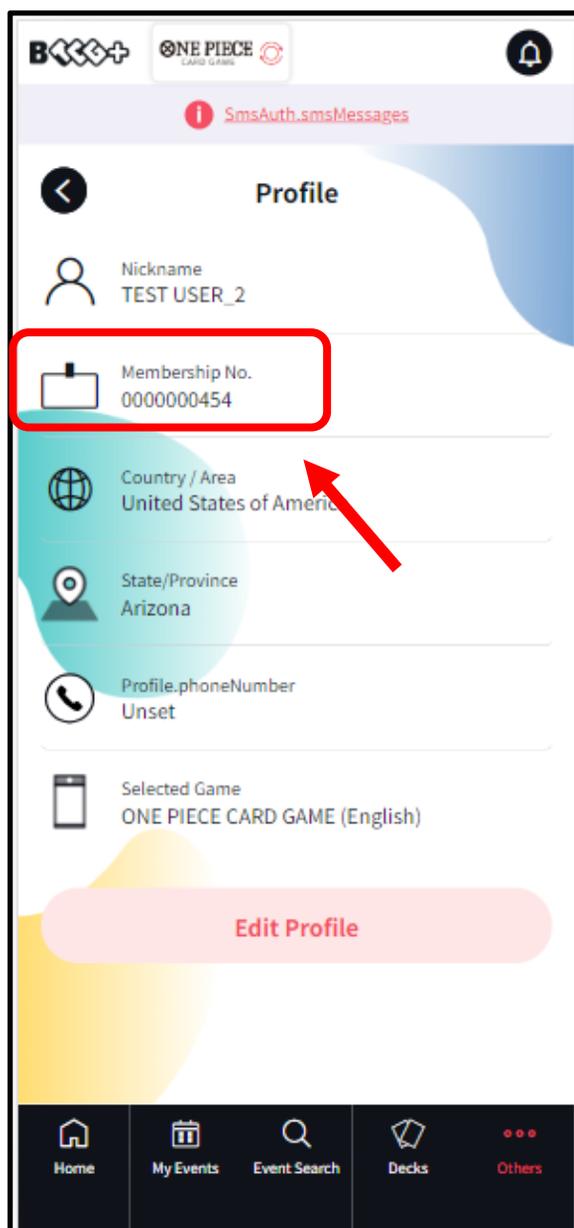
2. Enter the "membership Number" on the "Applicant List" on the management screen and confirm that "Successful" or "Waiting list" is shown for the corresponding user.

3. Once it is shown, click on the corresponding user.
*The user may have changed their player name since the time of application. Be sure to search by member number.

4. Click on "Post-Change" and if the event status for the corresponding user is "Successful," choose " Successful + Checked-In."
If the status is "Waiting List" choose "Waiting list + Checked-in," then click on "Change" to finalize the change.

4952466	A	0000000484	TEST_USER

Reserve Table

QuestionnaireResult

Edit

Memo

Edit

Match Result

Round	Table	Match Result	Outco

Applied
Successful
Waiting list
Unsuccessful
Cancelled
Successful + Checked-in
Waiting list + Checked-in
Absent from the event
Advance Successful
Participating in Tournament
Dropped

Status

Current	Successful		Post-Change	

Change

Retire by user

Change

③Moving "Waiting list" users up in the queue

If the number of "Successful + Checked-In" users is less than the total number of users for the event, start moving "Waiting list + Checked-in " users up in the queue.
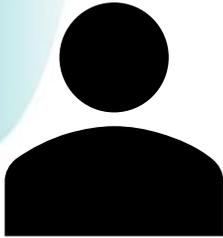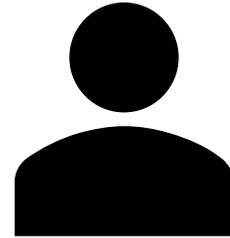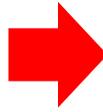
Waiting List		Successful

Random selection will be made from "Waiting list + Checked-in" users.

1. Click on "Advance Lottery."
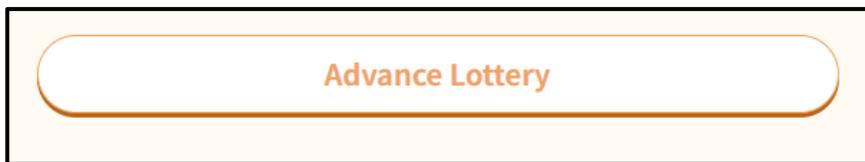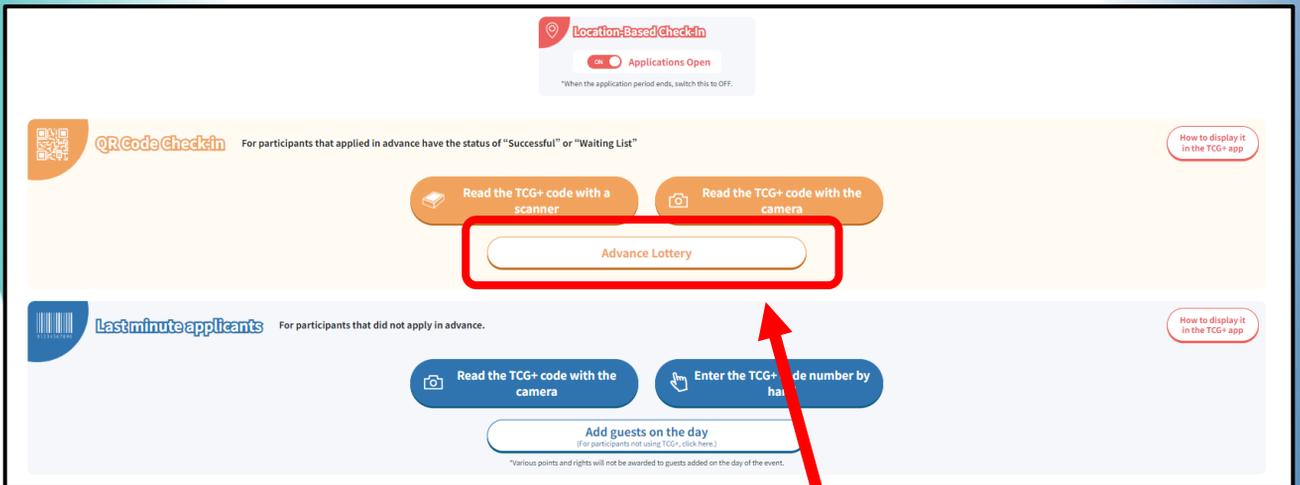
2. Enter the total number of users to select for " Waiting List Lottery Winner No. Settings," then click on "Conduct Lottery."
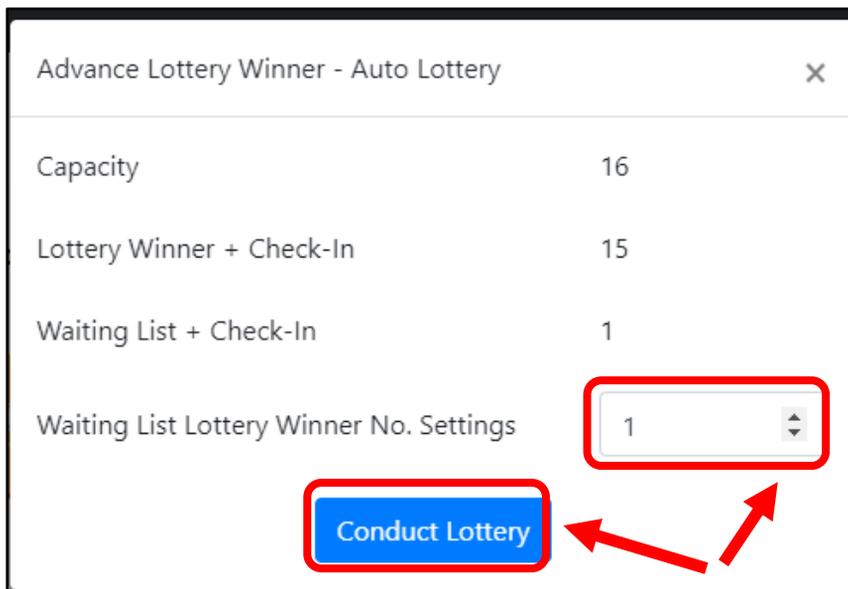
*For " Waiting List Lottery Winner No. Settings," set a number that doesn't exceed the total number of users after factoring in the number of " Successful + Checked-In " users.

Example: If the total number of users is 16 and the number of " Successful + Checked-In " users is 15, set "Waiting list" to 1.

3. The specified number of users will be selected from among the "Waiting list + Checked-in " users. This completes the user selection procedures.

Advance Successful:1

Applicant List

Total::16   Successful + Checked-in:15   Advance Successful:1

CSV Export   CSV Import

Membership Number	Player Name	Status	Waiting List No.	Memo	Register Deck	Team Name	Reserved Table
0000000454	TEST USER_2	Successful + Checked-in			Not registered		
0000000484	TEST_USER	Advance Successful			Not registered		

④ Reception for people wishing to participate

If there are still empty spaces in the total number of event participants after all "Waiting list" users have been selected in the queue, users who haven't applied through TCG+ can participate.
Or if you haven't accepted applications through TCG+ in the first place, you can press the "Check-In" button and perform one of the following procedures for user participation reception.

The following two procedures are available for walk-in users who haven't applied.
*The event management may determine the priority for walk-in users who haven't applied.

◆ If a person wishing to participate is a TCG+ user

◆ If a person wishing to participate isn't a TCG+ user

◆ If a person wishing to participate is a TCG+ user

*When a user participates through TCG+, they will receive various points and event participation entitlements.

1. Have the user show the "Day of event reception barcode" on the TCG+ app on their device.
*The "Day of event reception barcode" can be shown in the TCG+ app by tapping "Others"

2. Click on "Read the TCG+ code with the camera" at the top of the event management page.

3. Click on "Scan w/PC camera"
*If your PC doesn't have a camera, refer to step 6.

4. Use your camera to scan the barcode shown by the user.

5. Click on "Perform Check-in" to finalize the check-in.

Home / My Event List / My Event Details / Day-of Check-in / Perform Check-In

Perform Check-In

User Info

Membership Number   0000000484

Nickname   TEST_USER

Survey

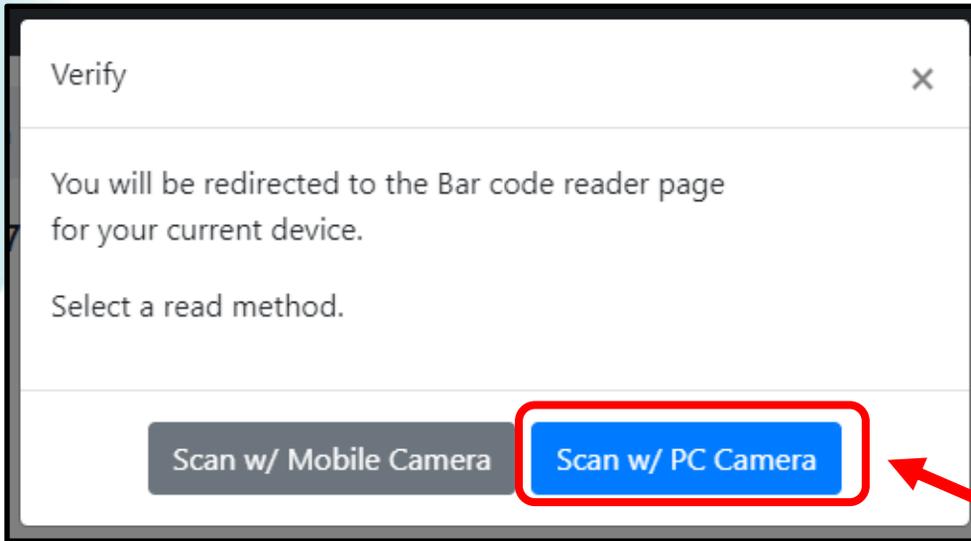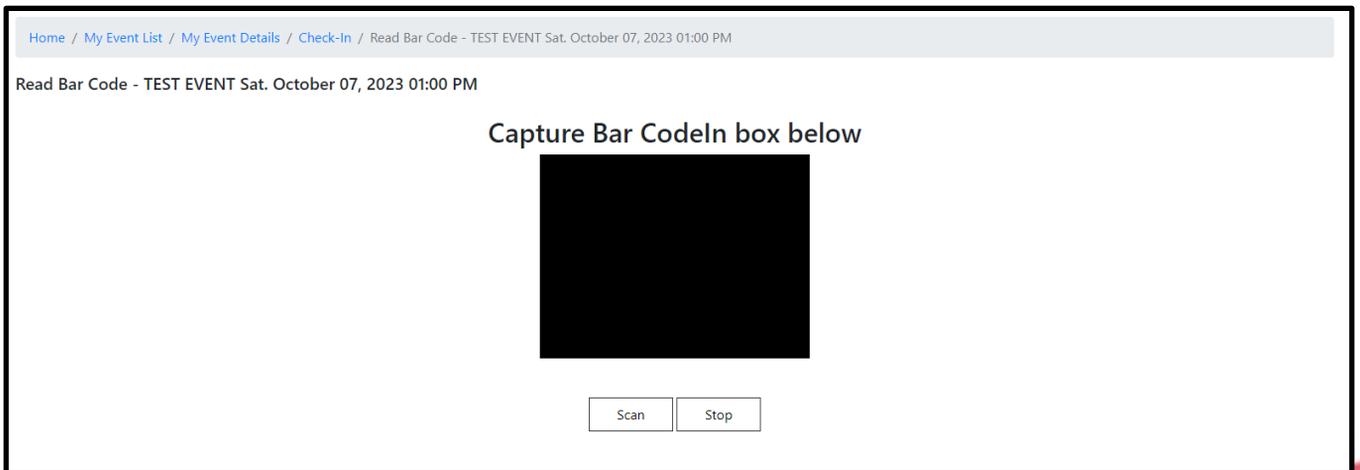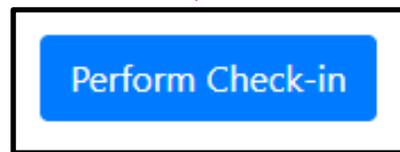Back   Perform Check-in

Perform Check-in

6. If your PC doesn't have a camera, click on "Enter the TCG+ code number by hand"
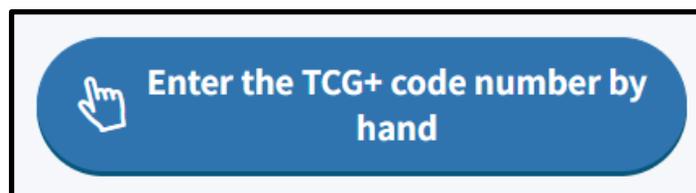
Location-Based Check-In

ON   Applications Open

*When the application period ends, switch this to OFF.

QR Code Check-in   For participants that applied in advance have the status of "Successful" or "Waiting List"

How to display it in the TCG+ app

Read the TCG+ code with a scanner

Read the TCG+ code with the camera
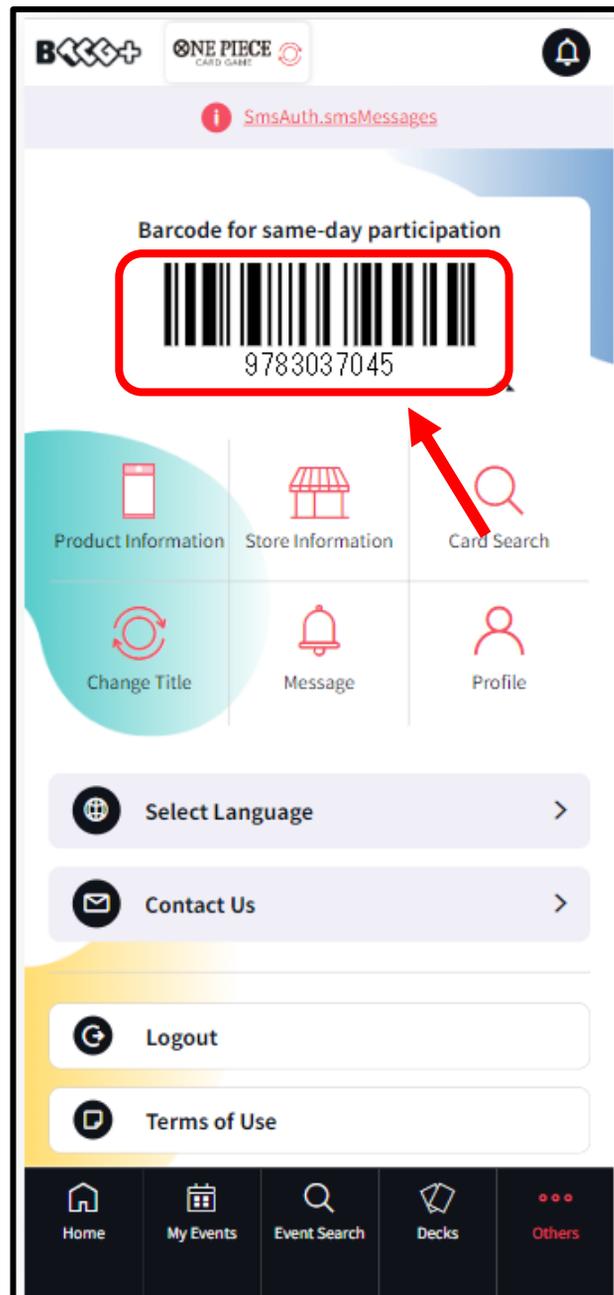
Advance Lottery

Last minute applicants   For participants that did not apply in advance

How to display it in the TCG+ app

Read the TCG+ code with the camera

Enter the TCG+ code number by hand

Add guests on the day
(For participants not using TCG+, click here.)

*Various points and rights will not be awarded to guests added on the day of the event.

Enter the TCG+ code number by hand

7. Enter the 10-digit number of the user's displayed barcode, then click on "read" to finalize reception.

Please enter the check-in barcode(Please enter the barcode number on the other page)

Check-in barcode

read

BCCG+   ⊗NE PIECE
         CARD GAME

ⓘ SmsAuth.smsMessages

Barcode for same-day participation

9783037045

Product Information   Store Information   Card Search

Change Title   Message   Profile

🌐 Select Language   >

✉ Contact Us   >

Ⓖ Logout

🄿 Terms of Use

Home   My Events   Event Search   Decks   Others

◆ If a person wishing to participate isn't a TCG+ user

A user can participate in the event as a guest.
*Guests can't recieve battle notifications on TCG+, therefore their battle pairings and other information must be notified verbally or by other means.
*Guests don't receive various points and event participation entitlements.

## 1. Click on "Add guests on the day (For participants not using TCG+, click here)"
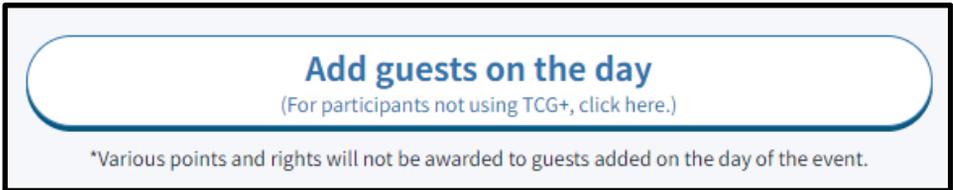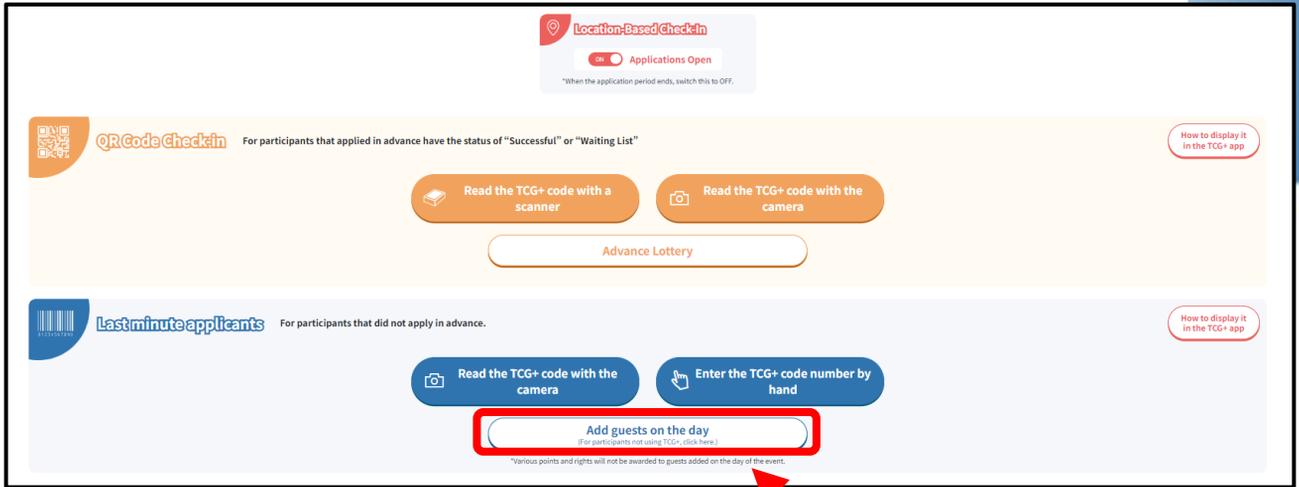
2. Obtain the desired registration name from the user, enter it, then click on "Register" to complete the guest user addition.
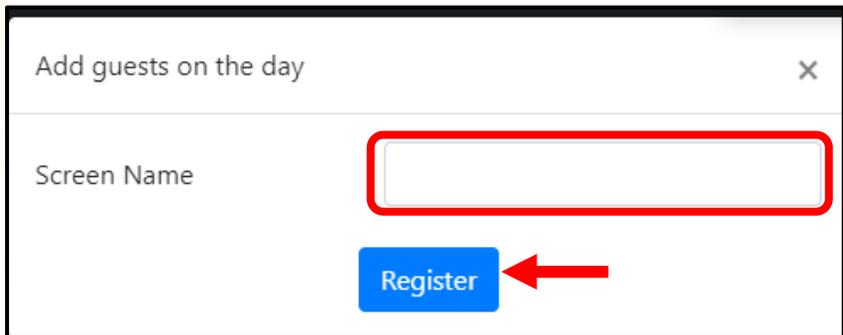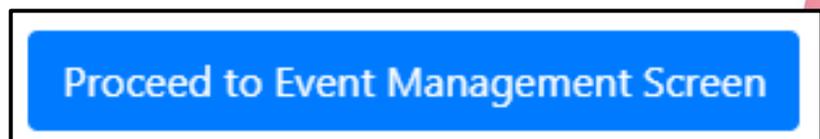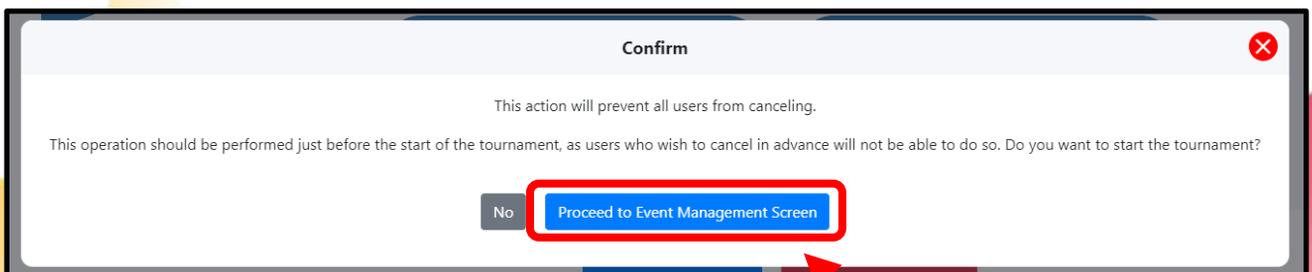
⑤ Generating battle pairings

After participant reception is complete, generate battle pairings and start the battles.

1. Click on "Go to Event Organization" at the top of the ev[ent]
management page.
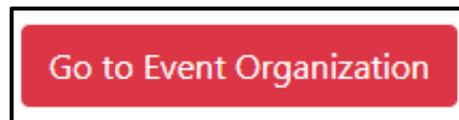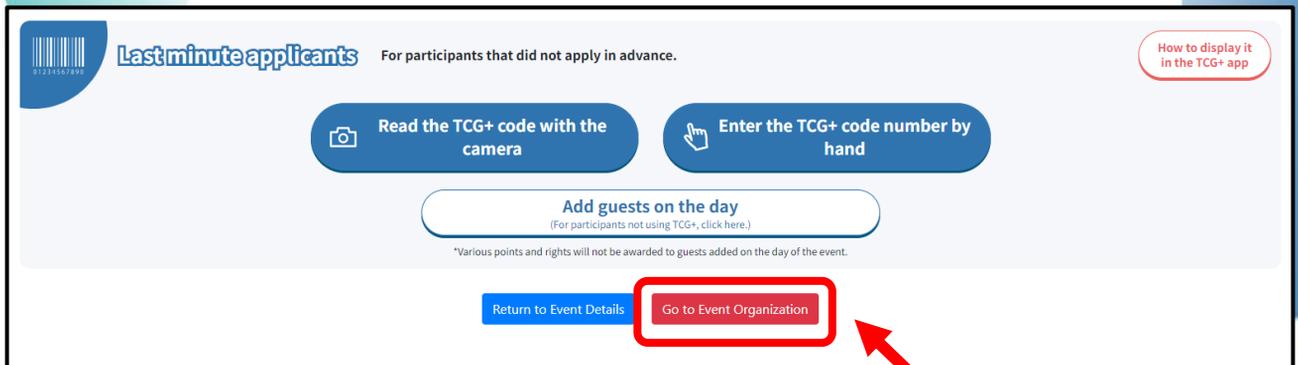
2. Click on "Proceed to Event Management Screen"

*Once this action is performed, all users will no longer be able to cancel. Be sure to perfom this action immediately before the tournament starts. Otherwise, users won't be able to cancel before the event even if desired.

3. Click on "Create Pairing(s)" to create temporary battle pairings.

4. Click on " Confirm pairing(s) " > " Execute " to finalize the temporary battle pairings.

⑥ Start of battles

Once the battle pairings are finalized, provide the battle pairings to the participants and start the battles.

1. Click on " Pairing Push Notification(s) " to notify the participants of the battle pairings.

2. Once the notifications are sent, the table numbers will be sent to the participants' devices.
Have the participants move to their respective table numbers, then start the battles once all participants have seated at their tables.
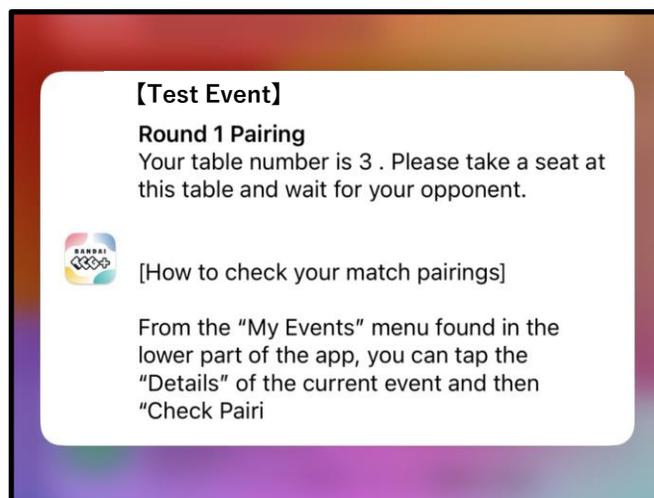
⑦ Entering battle results

In principle, the participants enter their battle results. The winner enters the battle result, then the results are registered after being verified by the loser.

1. From the "My Event" menu at the bottom of the application, find the event you are participating in and tap "Details".
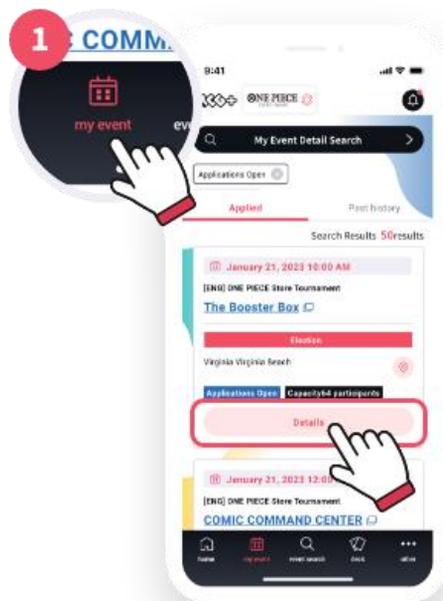
2. Tap "Matchups", then "Register Results"
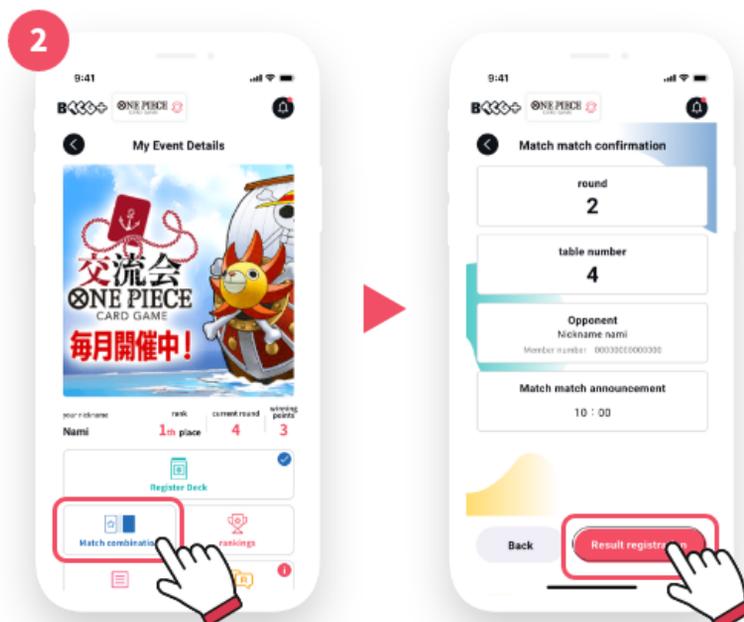
3. Enter the result of the match and tap "Confirm"

4. Your opponent will receive a confirmation of the result.
When "Accept the result" is tapped, the registration is complete.

5. The battle results entered by participants can be checked at the top of the event management page. To check, click on "Update to Newest State"

Actions		Match Result Round No.:1

Real-Time Connection Mode Disconnect **Update to Newest State**

Pairing Push Notification(s)

Fix the result of the matchup and proceed to the next round

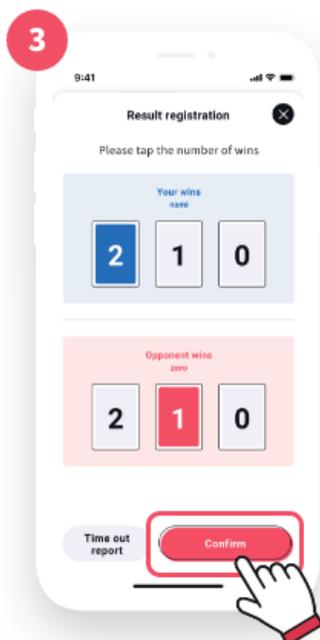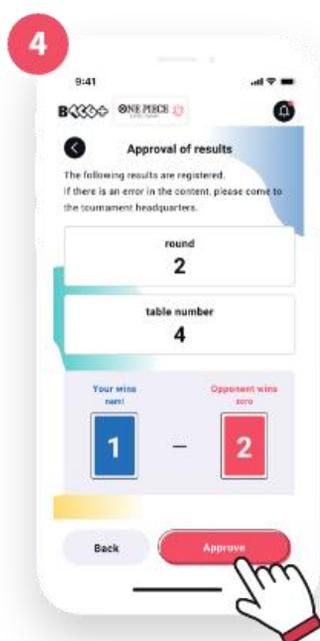| Table Search | Team Search | User Search | Point Search |

Other Actions

Match Table:3 Unconfirmed Table:0 Confirmed Table:0

Discard Pairing(s)

Day-of Check-in

☑ Overall Status ☑ In a Match ☑ Unapproved ☑ Approved

Multiple Input

Table No.

Update to Newest State

6. If "Match Table" and "Unconfirmed Table" are 0, it means that all battles have completed.

Actions		Match Result Round No.:1

Real-Time Connection Mode Disconnected **Update to Newest State**

Pairing Push Notification(s)

Fix the result of the matchup and proceed to the next round

| Table Search | Team Search | User Search | Point Search |

Other Actions

Match Table:3 Unconfirmed Table:0 Confirmed Table:0

Discard Pairing(s)

Day-of Check-in

☑ Overall Status ☑ In a Match ☑ Unapproved ☑ Approved

Multiple Input

| Table No. | Approved | Player 1 | Points | Score | Player 2 | Points | Discard |

Match Table:0 Unconfirmed Table:0 Confirmed Table:3

7. Once all the battle results have been registered, click on " Fix the result of the matchup and proceed to the next round " to finalize the registered battle results. This completes the actions for the first round.

Actions

Pairing Push Notification(s)

Fix the result of the matchup and proceed to the next round

Other Actions

Discard Pairing(s)

Day-of Check-in

Match Result Round No.:1

Real-Time Connection Mode Disconnected | Update to Newest State

Table Search   Team Search   User Search   Point Search

Match Table:0   Unconfirmed Table:0   Confirmed Table:3

☑ Overall Status ☑ In a Match ☑ Unapproved ☑ Approved   Multiple Input

Fix the result of the matchup and proceed to the next round

⑧ Start of next round

To proceed to the next round, repeat the steps from "⑤ Generating battle pairings" to "⑦ Entering battle results"

⑨ End of event

After all battles have ended, perform the procedures for the end of the event.

*Make sure to correctly perform the procedures for the end of the event, otherwise the participants won't receive the various entitlements and points.

*The procedures for the end of the event are performed similarly when the number of participants is 0 to 1.
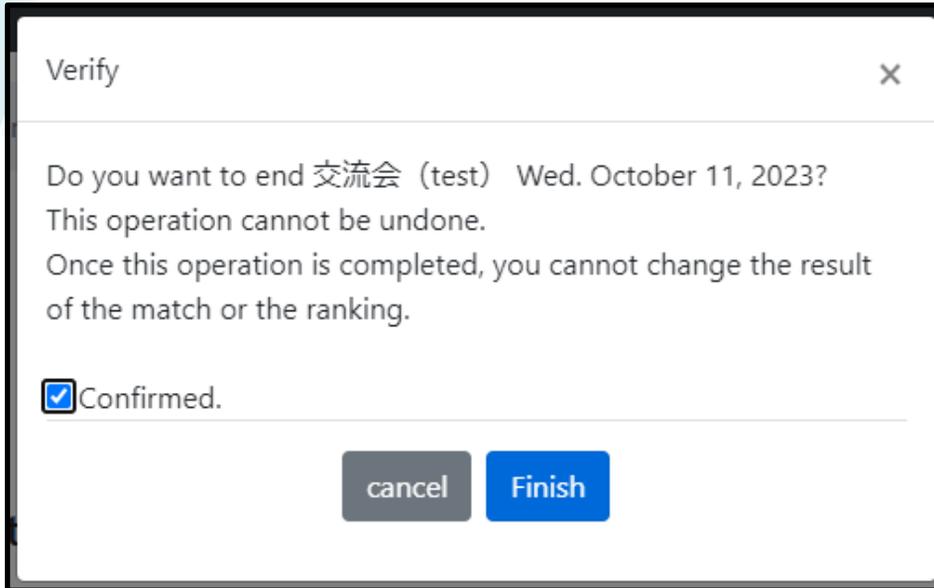
1. Confirm that all battle results for the final round have been entered, then click on " Finalize the results of the match and end the event "
*Make absolutely sure that all battle results have been entered before clicking.
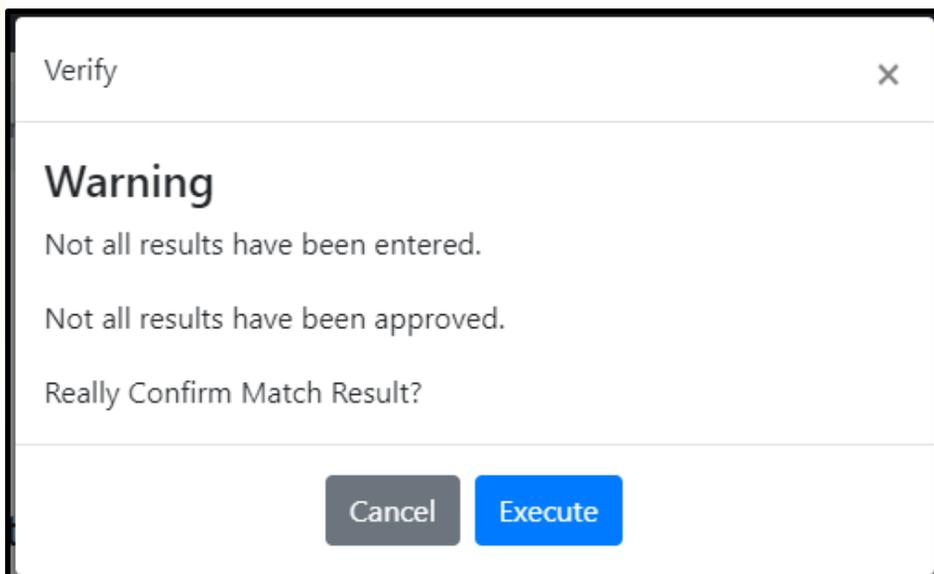
2. Check the "Confirmed" checkbox, the click on "Finish"

*Make absolutely sure that all battle results have been entered before pressing.

Verify   ✕

Do you want to end 交流会（test）Wed. October 11, 2023?
This operation cannot be undone.
Once this operation is completed, you cannot change the result of the match or the ranking.

☑ Confirmed.

cancel   Finish

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*If all battle results haven't been entered or if battle results haven't been verified, the following screen will display. In such cases, click on " Cancel," make sure all battle results have been entered, then click on " Finalize the results of the match and end the event " again.

* When there are 0 to 1 participants, click on " Execute "

Verify   ✕

Warning

Not all results have been entered.

Not all results have been approved.

Really Confirm Match Result?

Cancel   Execute

Notes

Before the event starts

● Participant status changes

● 0 to 1 participants

● Changing battle pairing formats

● Changing the starting table number

● Sending a message to a participant

● When @@@ number is shown in a username

● Participant status changes

The user status can be changed manually at the top of the management page.

*In principle, the participant status should only be changed in exceptional circumstances, such as when the participant can't check in themselves.

1. Click on the desired user name in the user list at the bottom of the management page.

2. Click on "Post-Change," select the desired status to change, then click on "Change" to end.

● 0 to 1 participants

The procedures for the end of the event must also be performed when the number of participants is 0 to 1.

When the number of participants is 1, perform participant reception according to steps "② Participant check-in" through "④ Reception for people wishing to participate"

1. Click on "Event In Progress"

2. Click on "Start the tournament"

3. Click on "Finalize the results of the match and end the event"

4. Click on "Finalize"

5. Depending on the event, a report on the event may be required after the event has ended. "Event report" will be displayed if a report is required for an event. Click on "Event report"

My Event Details

ONE PIECE CARD GAME - TEST EVENT Sun. November 05, 2023 01:00 PM

| Registration Cutoff | Confirm Eligible Players | Check-In | Event In Progress | Event Ended |

Please press after check-in is complete.

Event Report

Deck Registration   Push Notifications   Ranking

Event Report

6. Enter each field, then click on "Event Report"

Event Report - TEST EVENT Sun. November 05, 2023 01:00 PM

Ranking

Free comment. If you have any comments about ONE PIECE, please share your comments. *

Event Report   Ranking

● Changing battle pairing formats

（Changing from Swiss draw to single elimination, etc.）

1. Click on "Event in Progress"

My Event Details

ONE PIECE CARD GAME - TEST EVENT Sun. November 12, 2023 01:00 PM

Registration Cutoff ▶ Confirm Eligible Players ▶ Check-In ▶ **Event In Progress** ▶ Event Ended

Please press after check-in is complete.

Event Report

◯ Deck Registration   **Push Notifications**   Ranking

2. Click on "Tournament Format" and select the desired format.

Options

Tournament Format

swiss draw ⌄

swiss draw
single elimination
double elimination
triple elimination

3. Click on "Create Pairing(s)" to generate battle pairings in the new pairing format.

【Details on tournament form】

◆ Swiss draw
Pairings occur for each round of battles regardless of the number of losses.
The ranking is structured as follows: "number of wins" > "win ratio of battle opponent" > "win ratio of battle opponent's battle opponent"

◆ Swiss draw (single elimination)
A participant with 1 loss won't be paired in subsequent rounds.
The rankings are the same as in Swiss draw.

◆ Swiss draw (double elimination)
A participant with 2 losses won't be paired in subsequent rounds.
The rankings are the same as in Swiss draw.

◆ Swiss draw (triple elimination)
A participant with 3 losses won't be paired in subsequent rounds.
The rankings are the same as in Swiss draw.

● Changing the starting table number

1. Click on "Event In Progress"

My Event Details

ONE PIECE CARD GAME - TEST EVENT Sun. November 12, 2023 01:00 PM

Registration Cutoff ▶ Confirm Eligible Players ▶ Check-In ▶ Event In Progress ▶ Event Ended

Please press after check-in is complete.

Event Report

Deck Registration   Push Notifications   Ranking

2. Enter a single-byte number for the desired starting table number in "Starting Table No."

Actions

Create Pairing(s)

Day-of Check-in

Options

Tournament Format

swiss draw

Starting Table No.

1

Match Point Order

Tentative Pairing List - Round No.:1

Table No.	Membership Number	User Name	Points	Discard
		No pairings exist.		

⇅ Manually Add Pairing

Users Without Pairings

Block	Membership Number	User Name	Retire
	GUEST99999	guest1	×
	GUEST99999	guest2	×
	GUEST99999	guest3	×
	GUEST99999	guest4	×

Starting Table No.

51

3. Click on "Create Pairing(s)" to generate battle pairings starting with the entered starting table number.
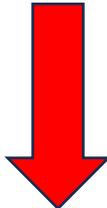
Table No.	Membership Number	User Name	Points	Discard
51	GUEST99999	guest8	0	×
	GUEST99999	guest4	0	
52	GUEST99999	guest1	0	×
	GUEST99999	guest6	0	
53	GUEST99999	guest3	0	×
	GUEST99999	guest2	0	
54	GUEST99999	guest5	0	×
	GUEST99999	guest7	0	

● Sending a message to a participant

1. Check the status of the user who will be receiving the message in the user list at the bottom of the management page.

Participating in Tournament

2. Click "Push Notifications"

Push Notifications

3. For "Notification Target," set the status checked in step 1, then enter text in "Notification Title" and "Notification Body"

Push Notification

Notification Target
- ☐ Applied ☐ Successful
- ☐ Waiting list ☐ Unsuccessful
- ☐ Successful + Checked-in
- ☐ Waiting list + Checked-in
- ☐ Absent from the event
- ☐ Advance Successful
- ☐ Participating in Tournament
- ☐ Dropped

Select All Statuses

Notification Title
> Notification Title

Notification Body
> Notification Body

Push

4. Click on "Push" to send the message.

●When @@@ number is shown in a username

If another user has the same name, "@@@ number" will be added after the registered user name for identification purposes.

	Membership Number	Player Name	Status	Waiting List No.	Memo	Register Deck	Team Name
	0000000484	TEST_USER	Participating in Tournament			Not registered	
	GUEST99999	TEST_USER@@@1	Participating in Tournament			Not registered	

Applicant List Canceled User List

Total::8 Participating in Tournament:8

Check all — Push Notifications to Selected User — CSV Export — CSV Import

0000000484	TEST_USER
GUEST99999	TEST_USER@@@1

Notes

After the event starts

● Entering/changing battle results

● People wishing to participate after the event has started

● Withdrawal requests from participants

● Return of excess souvenirs and prizes

● Entering/changing battle results

1. Click on the desired battle pairing to enter/change on the management page.

2. Change the number of wins, then click on "Submit Results" to finalize the battle result correction.

● People wishing to participate after the event has started

Methods vary depending on whether or not a person wishing to participate has applied in advance on TCG+. The following three methods may be used depending on the situation.

◆If a person wishing to participate has applied in advance

◆ If a person wishing to participate hasn't applied in advance（has TCG+）

◆ If a person wishing to participate hasn't applied in advance（doesn't have TCG+）

◆If a person wishing to participate has applied in advance

1. Click on the person wishing to participate in the user list at the bottom of the management page.

2. Select "Participating in Tournament" from "Post-Change," then click on "Change" to add the person wishing to participate to the event.
The added particpant will be paired in a battle the next round.

◆If a person wishing to participate hasn't applied in advance (has TCG+)

1. Click on "Day-of Check-in" at the lower left of the page.

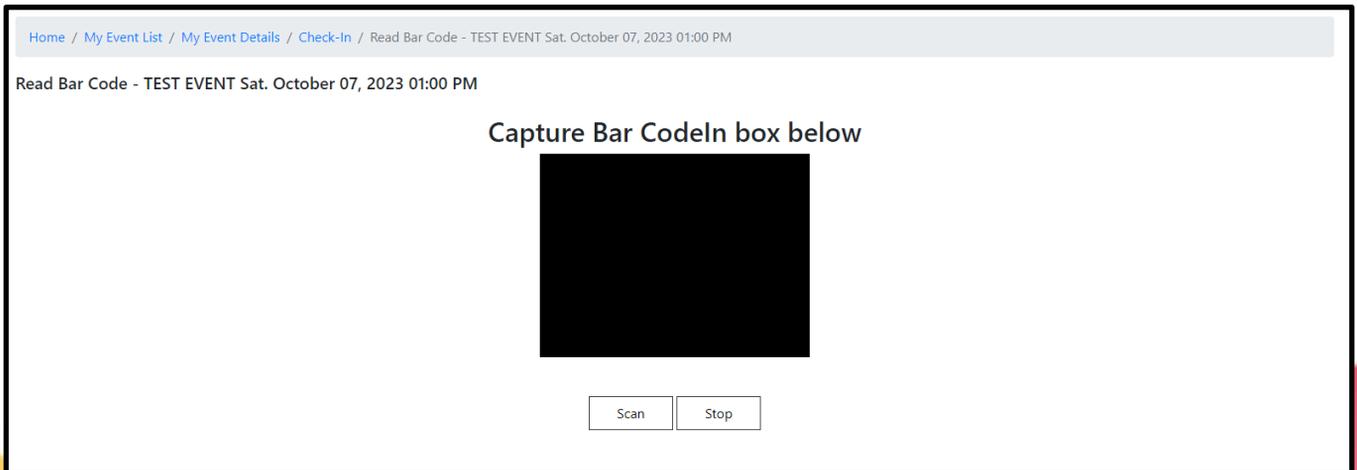## 2. Click on "Read the TCG+ code with the camera"

3. Click on "Scan w/PC camera"

***If your PC doesn't have a camera, refer to step 6.**

4. Use your camera to scan the barcode shown by the user.

5. Click on "Perform Check-in" to finalize the check-in.

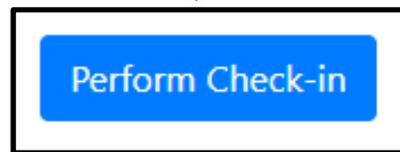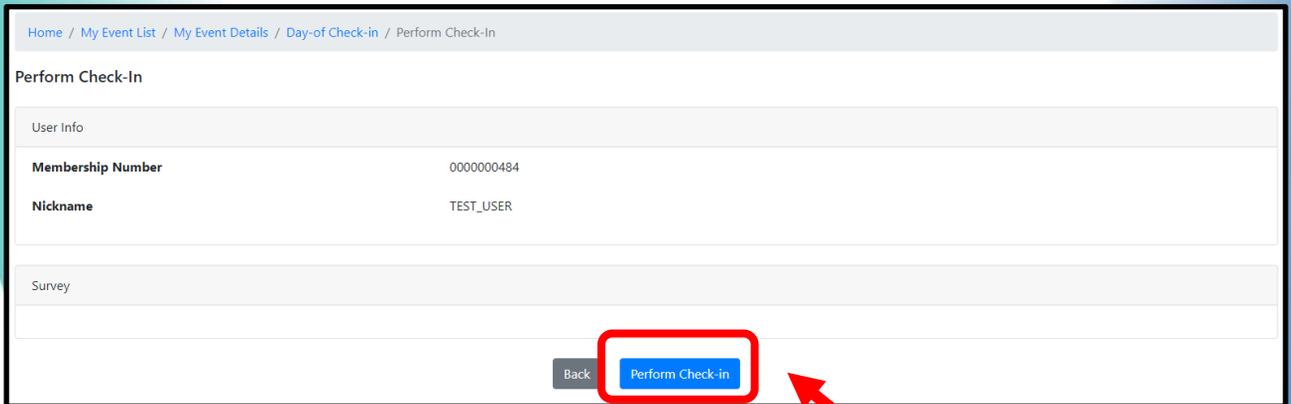Home / My Event List / My Event Details / Day-of Check-in / Perform Check-In

Perform Check-In

User Info

Membership Number　　　　　　　0000000484

Nickname　　　　　　　　　　　TEST_USER

Survey

Back　　Perform Check-in

Perform Check-in

6. If your PC doesn't have a camera, click on " Enter the TCG+ code number by hand"

Location-Based Check-In

ON　Applications Open

*When the application period ends, switch this to OFF.

QR Code Check-in　For participants that applied in advance have the status of "Successful" or "Waiting List"

How to display it in the TCG+ app

Read the TCG+ code with a scanner　　Read the TCG+ code with the camera

Advance Lottery

Last minute applicants　For participants that did not apply in advance

How to display it in the TCG+ app

Read the TCG+ code with the camera　　Enter the TCG+ code number by hand

Add guests on the day
(For participants not using TCG+, click here.)

*Various points and rights will not be awarded to guests added on the day of the event.

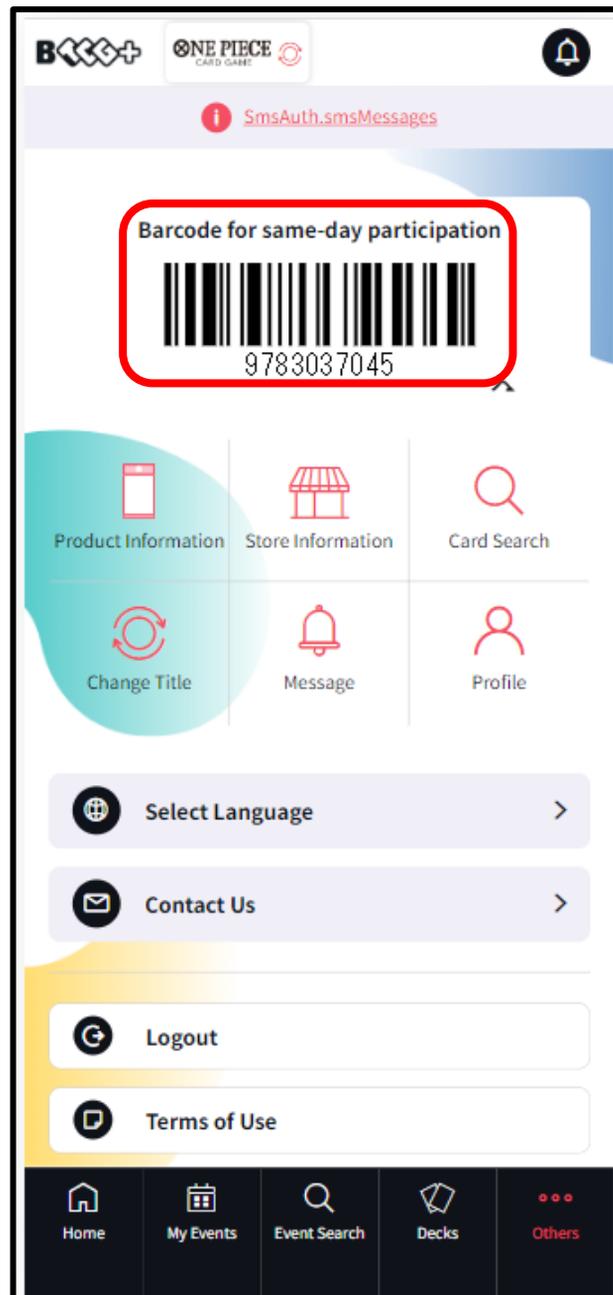Enter the TCG+ code number by hand

7. Enter the 10-digit number of the user's displayed barcode, then click on "Read" to finalize reception.

Please enter the check-in barcode(Please enter the barcode number on the other page)

Check-in barcode

read

◆ If a person wishing to participate hasn't applied in advance（doesn't have TCG+）

1. Click on "Day-of Check-in" at the lower left of the page.

2. Click "Add guests on the day（For participants not using TCG+, click here）"

3. Obtain the desired registration name from the user, enter it, then click on "Register" to complete the user addition. 。
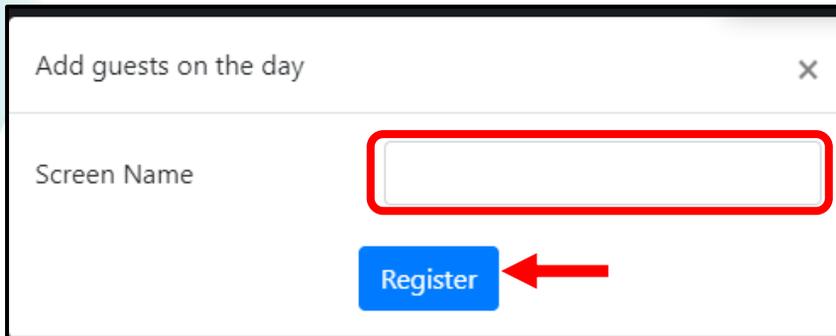
Add guests on the day ✕

Screen Name [   ]

[Register] ⬅

*Participants added as guests can't recieve battle notifications on TCG+, therefore their battle pairings and other information must be notified verbally or by other means.
*When a user participates as a guest, they won't receive various points and event participation entitlements.

● Withdrawal requests from participants

In principle, the withdrawal procedures are performed on the participant's device.

◆ They tap "My Events" > "Details" button for the current event > "Retire" > "Retire" to complete the withdrawal procedures.
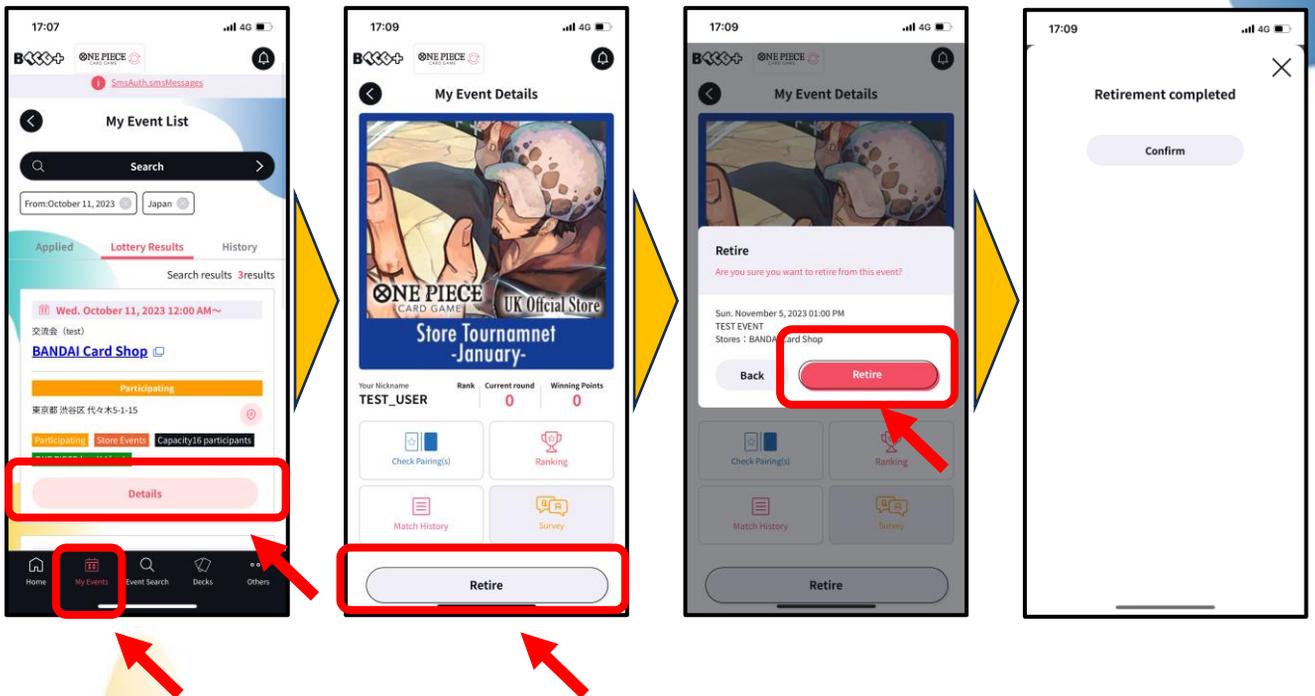
◆ In addition, the withdrawal procedures can be performed by event management using the following procedure
1. Click on the name of the user to withdraw in the user list at the bottom of the management page.

2. Click on "Retire by user"

3. Click on "Execute"

Confirm

This operation cannot be undone.

Are you sure you want to perform this operation?

Cancel   Execute