



**enXross AWARD 2025**  
**Application Guidelines (U.S. & Canada Edition)**



July 2025

enXross 3rd / enXross AWARD 2025 Management office

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## Message from Tokyo Dome Corporation

Since opening in 1937 as Korakuen Stadium, our field has witnessed  
– the world home-run record fall when Sadaharu Oh hit No.756 in 1977,  
– and, more recently, Shohei Ohtani’s towering blast during the 2023 World Baseball Classic.

From legendary games to concerts by Michael Jackson and Madonna, Tokyo Dome has long been a global stage for moments that move millions.

Reborn in 1988 as Tokyo Dome, Japan’s first all-weather multipurpose stadium, our 55,000-seat venue now anchors Tokyo Dome City, a full-scale entertainment district in the heart of the capital.

What’s next?

Imagine the cheers in this arena amplified by AI, web3 and XR. Imagine ideas that blur the line between physical and digital becoming tomorrow’s live experiences.

To turn that vision into reality we created “enXross” — a co-creation program where technology and entertainment intersect.

The enXross AWARD 2025 invites creators, engineers, and entrepreneurs from around the world to submit their most daring business ideas. Winners will not only receive cash prizes but may also demonstrate their ideas for implementation in Tokyo Dome City, participate in the community, and be matched with experts.

Bring your game, your sport, your music, your story. Step onto our stage and let’s craft the future of entertainment together.

Tokyo Dome Corporation New Business Development Dept.  
May 2025

About Tokyo Dome Group:

<https://www.tokyo-dome.jp/english/upload/ebd27eedd3cbeadf4fc4020b3be5307b.pdf>

## Subjects and Categories of Applications

The organizer (Tokyo Dome Corporation) will hold the business idea contest “enXross AWARD 2025 (hereinafter referred to as” the Contest “)” as a co-located project of “enXross 3rd”, the flagship event of the enXross project and to be held on September 29, 2025 (Monday).

### Call for Entries – Entertainment × Technology

We invite breakthrough business ideas, products, and technologies that leverage cutting-edge innovation to transform the guest experience at Tokyo Dome City (TDC).

Your concept should embody the spirit of “Entertainment × Technology” and be capable of turning TDC into a global Entertainment-Tech hub whose impact ultimately scales to Location-Based Entertainment (LBE) venues across Japan and around the world.

### Core (but not exclusive) technology domains

Domain	Examples & Nuances
AI	Generative models, computer vision, real-time audio / speech, autonomous agents, predictive analytics, etc.
web3	web3 Blockchain, token-economy, NFTs, DAO governance, decentralized identity, on-chain ticketing, and more.
XR / Spatial Computing	AR, VR, MR, volumetric capture, 360° spatial audio, headset-free holography, immersive haptics, etc.

Use any additional enablers that best fit your vision, Digital Twins, VPS & precise geolocation, Edge / Cloud + 5G/6G, robotics, or novel sensors. The toolset is entirely up to you.

### What we are looking for

- Originality & Impact – experiences no visitor has felt before, with clear differentiation from existing LBE or “entertainment-tech” offerings.
- Scalability & Sustainability – concepts that can roll out beyond TDC to other cities, cultures, and partner venues.
- Technical Feasibility – a realistic pathway to deployment, including resources, timeline, and risk mitigation.
- Passion & Expertise – a team whose passion for entertainment and expertise in technology converge to deliver a compelling story stakeholders can rally behind.

Bring your passion and expertise together, and craft an entertainment future the world has yet to imagine. We look forward to discovering how your idea will light up Tokyo Dome City—and the global stage beyond.

## 2. Eligibility

Applicants must meet the eligibility requirements specified below.

In this contest, “individual” in the category of affiliation refers to “a team of one or more people” organized independently of the company or school to which the representative or team member belongs.

### Eligibility Items

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In principle, applicants who satisfy all the following items are eligible to apply.

- (1) Entries to this contest must be self-recommended. Recommendations by others will not be accepted.
- (2) If some or all the entrants fall under the category of “minors” according to the regulations of the country or region in which they reside, it is assumed that they have obtained the consent of their parents or guardians.
- (3) The name and content of the submitted idea, as well as the applicant's team name, name, affiliation, profile picture, photograph, etc., must be appropriate for public release across various media channels.
- (4) Business names are allowed. If the applicant is an “individual” not affiliated with a company or school, he/she is not required to disclose his/her affiliation.  
Profile images and photos from social media accounts may be used.
- (5) Individuals or groups with an interest in or knowledge of the combination of “entertainment” and “the latest technology” as represented by AI, web3, and XR. In particular, the team must demonstrate the technical feasibility of implementing the submitted idea in the future.
- (6) Participate in the “Final Judging” to be held on September 29, 2025 (Monday) at TDC (Theater G Rosso is planned).  
However, if it is deemed difficult to participate on-site due to social conditions, natural disasters, infectious diseases, accidents, or other unforeseeable force majeure in and around the venue or the applicant's place of residence, the organizer may, upon consultation with the applicant, allow online participation in the final judging session.  
In principle, no postponement of participation in the presentation and judging will be permitted even in the event of the above-mentioned event on the part of the entrant.
- (7) The applicant must be able to receive the prize money in Japanese yen at the time of the award or have an account to receive money transfers from Japan. The Secretariat will not accept requests for remittance in cryptographic assets.
- (8) The applicant must not belong to or be involved with antisocial forces.
- (9) Be able to respond in good faith to communications from the organizer and Secretariat staff in the operation of the Competition.


### 3. How to Apply

Applications are processed in two stages:

- (1) Pre-Entry – a simple registration indicating your intent to apply.
- (2) Business-Idea Submission – the full proposal for judging.

Both stages must be completed online via the dedicated Google Forms linked to the official enXross website. Information and files uploaded in Stage 2 will be used as the evaluation materials for the 1st Round (document screening). You are free to refine and upgrade your idea after Pre-Entry or the 1st Round for presentation in later rounds.

#### ★Registration Links

Pre-Entry Form	<a href="https://forms.gle/2PqQ5ofHZXidbo5H6">https://forms.gle/2PqQ5ofHZXidbo5H6</a> 
Business-Idea Submission Form	The link to this form will be emailed ONLY to those who have completed the Pre-Entry Form. No idea details are required at Pre-Entry, so please feel free to register even if you are still considering participation.

#### Exclusive Process for Teams Seeking to Use the Members-Only Coworking Space “enXross DAO”

Teams that wish to obtain workspace in “enXross DAO”—the members-only coworking hub that the organizers will open inside Tokyo Dome City (see Section 15)—must complete a preliminary interview with the space owner and operator, Tokyo Dome Corporation / New Business Office, and, where applicable, with overseas partner organizations.

- Eligibility for interview Teams that pass the 1st-round screening and have indicated a desire to move into enXross DAO.
- Format & duration As a rule, the interview is conducted online via a web-conferencing platform and lasts no longer than one hour.
- Teams including minors If any team member is under the age of 18, a parent or legal guardian may be required to attend the interview.

## 4. Timeline for Applications & Screening

The key deadlines and event dates for this competition are listed below. Unless otherwise noted, all times are stated in Japan Standard Time (JST / UTC +9). Please calculate the time difference between Japan and your own location in advance. If your submission misses a deadline because of a time-zone miscalculation, the Management Office will not be able to grant an extension or accept late materials.

### Key Dates & Deadlines (all times = JST / UTC +9)

Phase	Schedule
<b>Pre-Entry Window</b>	30 May 2025 (Thu) – 25 Jul 2025 (Fri) 13:00
<b>Business-Idea Submission Window</b>	30 May 2025 (Thu) – 28 Jul 2025 (Mon) 17:00 (The URL for this form is e-mailed only to teams that have completed Pre-Entry.)
<b>Announcement of results of 1st round (document screening)</b>	4 Aug 2025 (Mon) 13:00
<b>Upload Window for 2nd round Materials (video presentation, etc.)</b>	4 Aug 2025 (Mon) 13:00 – 18 Aug 2025 (Mon) 17:00
<b>Announcement of results of 2nd round (presentation video screening)</b>	28 Aug 2025 (Thu) 13:00
<b>Press Release: Finalist Announcement</b>	8 Sep 2025 (Mon) 16:00
<b>Preliminary meeting with prospective users of enXross DAO</b>	4 Aug 2025 (Mon) to 28 Aug 2025 (Thu) One-hour interviews using online conference system
<b>Tech Rehearsal – Final Round (Presentation &amp; Q&amp;A)</b>	29 Sep 2025 (Mon) morning–afternoon
<b>Final Round (Presentation &amp; Q&amp;A)</b>	29 Sep 2025 (Mon) late afternoon
<b>Judging-Panel Deliberation</b>	29 Sep 2025 (Mon) late afternoon
<b>Award Ceremony</b>	29 Sep 2025 (Mon) late afternoon – 21:00
<b>Official Results Press Release</b>	On or after 30 Sep 2025 (Tue)

### Important Notes

- Domestic vs. U.S. / Canada Qualifiers  
Applications are processed in two logistical streams:  
(1) Tokyo Dome Domestic Qualifier (Japan-based entries) – organized by Tokyo Dome Corporation.  
(2) U.S. / Canada Qualifier (overseas entries) – run in cooperation with our global partners.
- Both streams are evaluated under the same criteria; the split exists only for operational convenience.
- Missed Deadlines  
If a 1st-round qualifier fails to upload its 2nd-round video by the stated deadline, the entry will be deemed withdrawn—regardless of prior notice.
- Schedule Changes  
All dates above are the plan at the time of release. Minor adjustments may occur to accommodate the screening process; any changes will be announced promptly.
- Remember to convert JST to your own time zone—late submissions caused by time-zone errors cannot be accepted.

## 5. Grand Final (29 Sept 2025, Theatre G-ROSSO, Tokyo Dome City)

A face-to-face Grand Final (live pitch + Q&A) will be held on Monday, 29 September 2025.

### Travel to Japan (Finalists)

Item	Policy
<b>Air tickets</b>	<p>Applicants are required to arrange round-trip economy class airfare for a maximum of two people per finalist team by themselves.</p> <ul style="list-style-type: none"> <li>The cost of airfare will be reimbursed later. Payment will be made by DigitalBlast Consulting, Inc., which oversees enXross 3rd's secretariat.</li> <li>After booking your flight, please submit your e-ticket/receipt PDF to the Secretariat by 18:00 JST on October 10, 2025.</li> <li>The airfare will be settled in Japanese yen by bank transfer later (converted at the rate of the day of payment). The organizer will bear the bank transfer fee, and the participant will bear the receiving bank's fee.</li> <li>If you upgrade your class of service, you will be asked to pay the difference up to the Economy class equivalent. Please prepare a receipt showing the difference.</li> </ul>
<b>Arrival schedule</b>	Choose a flight that allows check-in at Tokyo Dome City (on-site) on Sat 27 Sep 2025.
<b>About Lodging</b>	<p>As with airfare, finalists must make their own reservations and arrange their own accommodations.</p> <p>No accommodation is specified, but the organizer will pay for the accommodation expenses to be settled later within the following range.</p> <ul style="list-style-type: none"> <li>Three nights' accommodation from check-in on Saturday, September 27 to check-out on Tuesday, September 30</li> <li>The maximum amount of accommodation expenses is 50,000 Japanese yen for the total of three nights. If the finalists exceed the upper limit, the difference will be paid by the finalists themselves.</li> <li>The number of finalists is limited to two people per team, as in the case of airline tickets.</li> </ul> <p>As with airline tickets, a PDF of the receipt must be submitted to the Secretariat by 18:00 (Japan time) on October 10, 2025. The scheduled payment date is November 30, but the payment date may be delayed in case of procedural delays, such as when information required for the transfer is not submitted by the due date.</p>
<b>Final Round (Presentation &amp; Q&amp;A) timetable</b>	<p>Mon 29 Sep 2025.</p> <p>Morning: Equipment Rehearsal (must attend)</p> <p>Afternoon - Evening: Final Judging</p> <p>Evening: Awards Ceremony</p> <p>Finalists will be notified of the detailed timeline.</p>
<b>Visa &amp; entry</b>	<p>Participants are responsible for obtaining any required visa.</p> <p>The organizer provides invitation / participation letters and general guidance only; visa fees, proxy services, and negotiations with embassies/consulates are not supported.</p> <p>If a visa is denied and the team cannot enter Japan, finalist status may be revoked.</p>
<b>Other expenses</b>	Local transport (airport ↔ hotel), meals, travel insurance, and any personal expenses are borne by the participants. The organizer assumes no liability for illness, accidents, etc. Travel insurance is strongly recommended.
<b>Cancellation</b>	<p>If a participant cancels participation for personal reasons, the cancellation fee shall be borne by the participant.</p> <p>However, in case of unavoidable circumstances, such as flight cancellation due to bad weather, we will discuss the matter separately.</p>





## Presentation Requirements for the Grand Final

Topic	Requirement
<b>Mandatory file submission</b>	<ul style="list-style-type: none"> <li>Deadline: Fri 19 Sep 2025 16:00 JST</li> </ul> Upload a PowerPoint file (.pptx) and any video/demo (.mp4) via the form that will be specified by the Secretariat.
<b>Simultaneous interpretation</b>	Live Japanese ↔ English interpretation will be provided. Timely submission is essential; interpreters must preview all content to ensure accuracy.
<b>Equipment policy</b>	Slides/videos are projected from the organizer's operator PC only. No personal laptops may be connected; submit all media in the formats above.
<b>File formats</b>	<ul style="list-style-type: none"> <li>Slides: PowerPoint 16:9 (.pptx)</li> <li>Videos/Demos: H.264 .mp4 (Full HD recommended; audio = stereo 48 kHz; 16:9)</li> </ul>
<b>No live web demos</b>	To avoid network risk and keep the program on time, live web browsing or cloud-app sharing is prohibited. Convert any live content to video (.mp4) or static images embedded in your slides.
<b>Final checks</b>	The Secretariat will verify playback. If issues are found, you will be contacted by Wed 24 Sep; corrected files must be re-submitted within 48 hours. <ul style="list-style-type: none"> <li>On-site tech rehearsal: Mon 29 Sep (noon).</li> </ul>
<b>Compliance</b>	Failure to meet these requirements may disrupt interpretation or projection and could negatively affect judging. Please adhere strictly to the deadlines and formats.

## 6. Judging Panel

Approximately 4 – 5 judges from Japan and overseas will be appointed from the technology and entertainment sectors. The panel is assembled with diversity in region, gender, and expertise (DE&I) to ensure U.S. / Canada teams have equal evaluation opportunities.

The definitive list of judges will be published on the official website once confirmed.

## 7. Evaluation Methodology

All entries are reviewed under the following criteria and process.

### Key Evaluation Axes

Axis	What we look for
(1) <b>Global Brilliance</b> (Social Impact × Novelty)	<ol style="list-style-type: none"> <li>1. Originality – How new or unique is the idea for the current Entertainment-Tech and Location-Based Entertainment (LBE) industries? Clear differentiation from existing services/products and a compelling new value proposition are required.</li> <li>2. Societal Impact – If implemented, how wide and deep would its influence be on society and industry? We emphasize the potential to transform entertainment experiences and create new value on a global scale.</li> </ol>
(2) <b>Scalable &amp; Sustainable Business</b> (Scale × Feasibility × Durability)	<ol style="list-style-type: none"> <li>1. Scalability – How easily can the idea be adapted or rolled out to other markets, LBE venues, or targets? We seek enXross-originated services/products/technologies that scale.</li> <li>2. Feasibility – Beyond appeal, is there a credible path to implementation? Action plans, resource assumptions, and solutions to technical hurdles are assessed.</li> <li>3. Sustainability – Once launched, can it keep generating profit and strengthen TDC's competitive edge long-term? We judge whether the idea can continue to grow and adapt amid competitors, technological shifts, and market changes.</li> </ol>
(3) <b>Execution-Ready Team</b> (Communication × Trust)	<ol style="list-style-type: none"> <li>1. Vision – A clear, shared value proposition and future picture that resonates with the target audience, conveyed with passion and resolve.</li> <li>2. Management – Project-management ability, optimal resource allocation, intra-team synergy, and high-quality communication that make the team a strong co-creation partner.</li> <li>3. Knowledge – Deep insight into business practices, markets, and cutting-edge tech. Possession of specialized skills or experience to overcome foreseeable obstacles.</li> </ol>
(4) <b>Excitement &amp; Storytelling</b> (Narrative × Enthusiasm)	<ol style="list-style-type: none"> <li>1. We honor not only technical or business superiority but also the story and passion behind the venture. Does the proposal inspire excitement and empathy so that stakeholders want to support it, and will it spark memorable emotional experiences for future TDC guests?</li> </ol>

### Notes

- Scoring weights are confidential.
- A prize category may be declared No Award if no entry meets the required standard.
- If an entry shows exceptional originality or impact overall, the jury may compensate for shortcomings in other criteria.

## Evaluation Stages, Materials & Methods

Stage	Schedule / Evaluation Method Expected Teams Advancing
1st round (document screening)	<p>Late July – Early August 2025</p> <ul style="list-style-type: none"> <li>The judging panel scores the text fields and attachments submitted through the “Business Idea Submission Form.”</li> </ul> <p>≈ 20 – 30 teams worldwide</p>
2nd round (presentation video screening)	<p>Late August – Early September 2025</p> <ul style="list-style-type: none"> <li>Judges score the pitch video each team uploads.</li> <li>Format: up to 6 minutes, .mp4, recorded by the applicants themselves via an online meeting tool (Zoom, etc.).</li> <li>Elaborate visual effects will not earn extra points; assessment focuses on the idea’s quality plus the presenter’s energy and skill.</li> </ul> <p>≈ 10 team’s total (about five from the Tokyo-Dome bracket and five from the Overseas bracket)</p>
Final Round (Presentation & Q&A)	<p>29 September 2025 (Mon.) – live at Theatre G-Rosso (TDC)</p> <ul style="list-style-type: none"> <li>Teams present on stage using the venue screen, followed by Q&amp;A with the judges.</li> <li>Awards are decided from the scoring results plus jury deliberation.</li> <li>The session will be archived later the official enXross YouTube channel.</li> <li>Exception: the Audience Choice Award is determined by real-time voting of in-person attendees.</li> </ul> <p>Number of prize-winning teams as listed in Section 10 (Award Menu).</p>

## 8. Publication of Entries & Judging Results

This contest will disclose information about the submitted ideas, teams, and results as follows.

### Public Announcement of Finalists

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Entries that pass the Second Round and advance to the on-site Final are designated “Finalists.”

In early September the organizer will release, through official press releases, website and social media, the items below for each Finalist team:

- (1) Team name
- (2) Project / idea title
- (3) Brief description of the idea
- (4) Representative image(s) of the idea
- (5) Name, affiliation and position of each team member
- (6) Profile image of each member (head-shot photo or avatar)

By applying, all teams irrevocably consent to this disclosure.

If a member wishes to appear under a business name / alias, indicate this when submitting the Second-Round pitch video.

### Information on Non-Finalist Entries

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- No individual data (team name, idea title, etc.) from non-finalist entries will be published at this time.
- Aggregate statistics (e.g., number of entries by country, technology field) may be released.

### Applicants' Own Disclosure of Results

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- To maximize publicity impact, all official announcements (e.g., list of finalists, award results) follow a coordinated release schedule set by the organizer.
- Applicants must not reveal—publicly or private information about screening results (their own or others') before the organizer's official announcement.  
Breach of this rule may lead to disqualification and/or exclusion from future enXross programs.
- Sharing your preparation process on social media is welcome, as is posting after the organizer's release.

Example posts (permitted):

- “Our team is on an idea sprint for the Tokyo Dome-hosted enXross AWARD!”
- “We’ve been selected as an enXross AWARD finalist! Aiming for that ¥3 million grand prize—come cheer us on at Tokyo Dome City on 29 Sept! (link to official press release)”

## 9. Award Ceremony

The results decided through the Final Presentation and subsequent Jury deliberation will be announced and honored the same day at an Award Ceremony held in Theatre G-Rosso, Tokyo Dome City—the same venue as the Final Round.

As with the Final, a recording of the ceremony will later be made available as an archived video on the official enXross YouTube channel.

(Reference: footage from previous editions)



## 10. Award Categories (Prize Money & Benefits)

After the Final Round, the organizer convinces the Jury to consolidate scores, discuss the presentations, and make recommendations. Winners are then determined and announced.

The planned award line-up is as follows (subject to change).

### Award Line-up (Prize Money & Benefits)

Award	# of Winners	Prize / Benefits Outline
Grand Prize	1	<b>JPY 3,000,000 (excl. tax) + certificate &amp; trophy</b>
		Conferring on the proposal judged best overall by the jury in accordance with the contest's objectives and evaluation criteria.
Excellence Prize	1	<b>JPY 300,000 (excl. tax) + certificate &amp; trophy</b>
		Awarded to the entry deemed second-best, directly following the Grand Prize winner.
Merit Prize	2	<b>JPY 100,000 (excl. tax) + certificate &amp; trophy</b>
		Presented to proposals ranked immediately after the Excellence Prize.
Partner Special Prize	Several	<b>To be announced (benefits offered at the discretion of sponsoring / supporting organizations)</b>
		Sponsors or supporters that endorse the contest and the enXross DAO concept may select winners based on their own criteria. This prize may overlap with other awards.
Audience Special Prize	1	<b>To be announced (e.g., vouchers for TDC facilities &amp; comparable benefits) + certificate &amp; trophy</b>
		Determined by live audience voting at the Final Round. This prize may overlap with other awards.
Tokyo Dome Prize	-	<b>Right to use the enXross DAO co-working space</b>
		Usage rights for finalists who wish to reside in the newly established members-only co-working space inside TDC. (Details to be arranged separately.)

### Payment & Logistics Notes

- The prize money will be paid by Digital Blast Consulting, Inc., the contest secretariat. Deposits are targeted for late November 2025, after completion of administrative procedures.
- Even for team entries, prize money is remitted to a single designated bank account; no split payments will be made.
- For remittances to overseas accounts, the amount received is the yen-converted value based on the bank's exchange rate on the transfer date.
- Certificates and trophies will be shipped after the ceremony, once the team's name has been engraved.
- Regardless of the above, the organizer reserves the right to create additional special prizes for teams demonstrating outstanding originality.



## 11. Participation Benefits

Below is a summary of the benefits that teams may gain by entering this contest, as well as the support the organizer can offer. Please use these points when considering your application.

**(1) Potential collaboration with the organizer (Tokyo Dome Corporation)**

- By taking part, you open avenues for joint projects with Tokyo Dome Corporation.
- Highly rated ideas may lead to hands-on involvement with assets deployed inside Tokyo Dome City (TDC).
- In fact, the Grand-Prize teams of both the 2023 and 2024 contests are already engaged in PoC and development work aimed at service rollout.

**(2) Collaboration with sponsors and supporting organizations**

- If a sponsor discovers an idea or team they wish to partner with—and the applicant also wishes to proceed—both parties can begin concrete, bilateral discussions toward commercialization.

**(3) Technical growth**

- Competing alongside like-minded tech talents gives you the chance to build projects with new technologies and tools.
- Collaboration and feedback from other participants and experts will raise your technical level while providing hands-on experience in solving real-world problems.

**(4) Prizes and prize money**

- Outstanding ideas are rewarded with cash prizes and other awards. Do not miss the chance to earn recognition and funding.

**(5) Global inspiration**

- Entrants come from diverse backgrounds worldwide.
- Exposure to different cultures and viewpoints broadens horizons rarely reached in day-to-day work or R&D, sparking creativity and innovative inspiration for future endeavors.

**(6) Networking opportunities**

- The contest provides valuable opportunities to interact with industry professionals, entrepreneurs, and fellow contestants.
- You can discover new business partners or joint-development prospects while sharing knowledge and experience for mutual growth.

**(7) Media exposure**

- Participation offers a platform to showcase the creativity and expertise demonstrated in your work or research.
- Coverage by various media outlets and related organizations can bring attention to you and your team's activities.

**(8) Access to a members-only co-working space**

- Teams presenting exceptional ideas will be granted use of “enXross DAO,” a new co-working space to be opened inside TDC.
- This provides a stage for co-creation and experimentation, positioning you as a pioneer driving the next wave of “entertainment tech.”
- The facility plans to host networking events and community programs designed to generate fresh synergies and inspiration.

## 12. Important Notices

Applicants must satisfy all the conditions below and agree to them in full.

If an applicant refuses to comply—or if any statement is later found to be untrue—the organizer reserves the right to suspend screening or revoke an award.

### (1) Originality of the Submission

- Plagiarism or infringement of third-party ideas or intellectual property is strictly forbidden at every stage of this contest.
- If your proposal relates to IP or activities owned by your employer/organization, you must obtain prior approval.
- Submissions identical (or substantially similar) to ideas that have already won prizes in other contests may be disqualified on the grounds of lack of novelty.

### (2) Understanding of Confidentiality

- All rights to the submitted content remain with the applicant. However, judges, sponsors, or organizers may already be studying similar business models; if you need absolute secrecy, please refrain from applying.
- To business-matching, sponsors and supporting bodies may review submissions even after the selection and award announcements.

### (3) Prerequisites for Advancing in the Selection Process

To ensure smooth operation you must:

- Express a positive willingness to attend meetings, mixers and other contest-related events.
- Submit the Round-Two presentation video by the stated deadline.
- Appear in person for the on-site presentation at the Final Round.
- If chosen as a Finalist, consent to public disclosure—via the official website and other media—of your name (a business name is acceptable), affiliation, and the title & abstract of your idea.
- If any team member is a minor, obtain parental/guardian consent and submit the organizer's consent form together with the Round-Two video.
- Refrain from disclosing selection results before the Secretariat makes them public.
- Make no enquiries regarding the reasons behind the judging or results.

### (4) Post-Application Surveys

To strengthen future enXross projects, applicants may be asked—at application time, upon contest completion and for up to roughly two years thereafter—to answer follow-up surveys (e.g., start-up status). Your cooperation is appreciated.

### (5) No Negotiations with Judges or Sponsors

Applicants may not contact judges or sponsor companies—directly or indirectly—to seek influence over screening or awards.

### (6) Prohibition of Misconduct

“Misconduct” refers to any act that violates applicable laws, regulations, or generally accepted business ethics. All such acts are strictly prohibited throughout the contest.

## 13. Copyright of Submitted Ideas

The copyright policy for ideas submitted to this contest is as follows.

### (1) Ownership of Copyright

All copyrights and related rights (including, but not limited to, the rights set forth in Articles 27 and 28 of the Japanese Copyright Act) in and to every deliverable submitted to this contest—ideas, proposals, documents, videos, images, source code, and any other materials—shall remain the exclusive property of the entrant (or the entrant team).

- Entrants are responsible for ensuring that their submissions do not violate the policies of their employer or academic institution and, where necessary, for obtaining prior consent from such organizations.

### (2) License to the Organizer / Secretariat (for publicity purposes)

For the purposes of judging, publicity, record-keeping, and the preparation of contest reports, entrants grant Tokyo Dome Corporation (the Organizer) and the Contest Secretariat a non-exclusive, royalty-free license to copy, publicly transmit, translate, and otherwise use the submitted materials.

- Media in scope:  
Official websites, press releases, social-media channels, archival videos, and any other promotional outlets.
- Scope of disclosure:  
For teams selected as Finalists or above, the contest will, in principle, publish the idea title, summary, team name, entrant name (business names allowed), and affiliation.

### (3) Handling During Implementation / PoC Phase for Prize Winners

If a Grand Prize, Excellence Prize, or other top-tier prize winner proceeds to collaboration, PoC (Proof of Concept), or commercialization with the Organizer or other contest stakeholders, the parties will negotiate and conclude appropriate agreements—joint-development, license, non-disclosure (NDA), etc.—to specify intellectual-property ownership, revenue sharing, and responsibilities.

- Nothing in these rules obliges entrants to waive their existing copyrights; any transfer, joint application, or further licensing of rights shall be affected only by mutual agreement.

### (4) Warranty of non-infringement

Entrants warrant that their submissions do not infringe any third-party copyrights, patents, trademarks, or other rights. Should a dispute arise, the entrant shall resolve it at the entrant's sole responsibility and expense.

### (5) Governing Law and Jurisdiction

These Application Guidelines, contest rules, and related documents—and all rights and obligations arising between entrants and the Organizer—shall be governed by, and construed in accordance with, the laws of Japan.

- Any dispute arising out of or in connection with this contest between an entrant and the Organizer shall be submitted to the Tokyo District Court as the court of exclusive agreed jurisdiction in the first instance.
- Even if an entrant resides or is located outside Japan, the entrant is deemed to have consented to the above governing-law and jurisdiction provisions.

## 14. About the Members-Only Coworking Space “enXross DAO” (reference information)

Tokyo Dome City (TDC) plans to open a members-only coworking space called “enXross DAO” inside MEETS PORT—the gateway building to the complex (3 min. on foot from JR Suidōbashi Station East Exit / near Toei Mita-line Suidōbashi Station Exit A2).

While the physical office will serve as the core of an in-person community, enXross DAO also envisions a permanent online community. By giving tech-driven start-ups, device makers and developers—who are both innovators and early adopters—a base for promoting their services and products, co-creating businesses, and building networks, the facility will accelerate the enXross project’s immediate goal of establishing TDC as a new “mecca” for entertainment-tech.

### (1) Target Users

- Tech start-ups whose missions align with the aims of the enXross project
  - Includes any top-prize teams in this contest that wish to use the space
- Content creators, engineers, device developers, and other individuals or entities whose businesses are compatible with TDC’s assets

### (2) Usage Fee

In principle, free of charge

- A modest operations fee (e.g., for OA equipment and infrastructure) may be set on an annual or monthly basis.

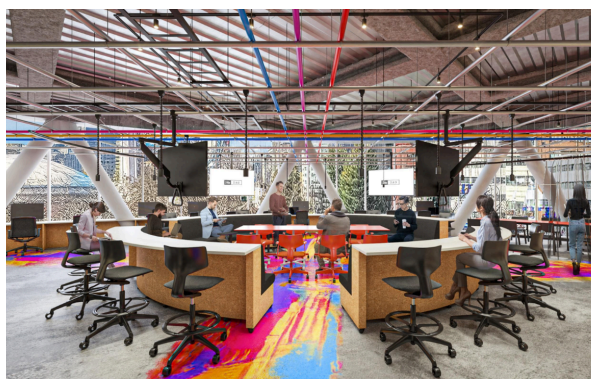
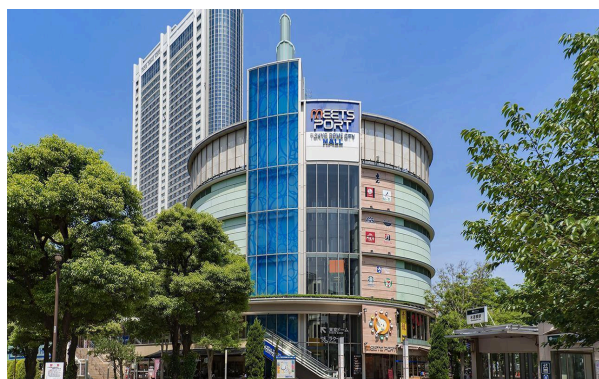
### (3) Usage Period

Planned term: 1 year (Dec 2025 – Nov 2026, tentative)

- Extension may be discussed and agreed on by both parties.

### (4) Notes

- Small-scale events will be held regularly in the office to foster community engagement.
- An accelerator program is also being planned; details will be shared with interested parties once finalized.



\*This image is a conceptual rendering created at the design planning stage and may differ from the final appearance of the office.

## 16. Contact for Inquiries About This Contest

Tokyo Dome Corporation – enXross 3rd / enXross DAO Management office  
Contacts: Akagi / Yoshida / Takenaka / Nishihara / Takahashi

Inquiry form: <https://forms.gle/Mv4H5KnKJWvJre8n6>



