



ITALIAN TOUR 2024

AIMS, GOALS AND GUIDELINES

Italian Tour 2024 aims to consolidate the collective and coordinated activity of VTES Italy, with the goal of keeping competitive tournament activity alive through a unified approach not strictly tied to the size, location or activity of any individual city community. Tournaments organised under this umbrella are called Tour Stages.

The freedom to organise local city tournaments remains guaranteed, provided they respect the dates of the Tour Stages and avoid scheduling conflicts.

Tour Stages have a fixed participation fee of **€10**.

The prince of the host city is responsible for:

- finding a suitable venue for the tournament;
- creating the event on the VTES Tournament Manager portal <http://bcncrisis.com/>, specifying whether the tournament is proxy-legal or not, and relying on the cooperation of the other princes to promote the event and encourage registrations from players in their respective city communities;
- indicating the chosen payment method, which is organised and communicated on a case-by-case basis by the princes group;
- determining, based on the number of participants, whether a dedicated judging team will be used or whether the multi-judge system will be adopted.

By default, and unless otherwise decided, Tour Stages consist of **2 preliminary rounds + a Final**.

PARTICIPATION, FINALIST AND WINNER PRIZES

All tour stages follow the same prize structure:

- Participants and non-playing organiser: 2–3 promo cards (drawn from available stock);
- Finalists: 5 vouchers worth €20 each, provided by Kraken Nest;
- Winner: 1 deck chosen from available Kickstarter sets (supplied by Card Game Geek), 1 playmat by Kraken Nest.

JUDGING

As agreed, the multi-judge system is preferred; a dedicated judge is only used for the so-called awkward player counts identified in advance (11, 16, 21, 26, 31). The judge will be either the stage organiser or a volunteer.

TOUR 2024 STANDINGS

The tour standings are based on the following calculation applied at each Stage:

$$[(\text{number_of_players} / 10) \times (\text{VP} + 1)] + (\text{GW} \times X)$$

where X = (if number_of_players < 20: 15; if number_of_players > 20 and < 30: 10; else: 5)

In addition, the Stage winner is guaranteed a fixed bonus coefficient of **25**.

The system was designed to:

- reward participation;
- acknowledge the importance of Game Wins (GW) in smaller tournaments;
- give credit to the tournament winner.

The final standings are compiled by summing the results of all individual stages, adding VP and GW. The top 5 finishers receive the following prizes:

Place	Prize
1st place	1 Anthology Berlin + 1 deck from new 2024 releases
2nd place	1 new 2024 release + 2 New Blood
3rd place	Echoes of Gehenna + 1 New Blood
4th place	Echoes of Gehenna
5th place	Echoes of Gehenna

There is also a parallel **attendance leaderboard** to reward the most regular participants: the top three finishers in this ranking (excluding those already in the overall top ten) will receive the following prizes:

Place	Prize
1st place	4x .44 Magnum FA + crypt sleeves + pool bag GP Milan
2nd place	4x .44 Magnum FA + crypt sleeves
3rd place	4x .44 Magnum FA + 2 promo cards of choice (new sets)