

GUIDE TO RUNNING DEMO TOURNAMENTS

Tournament Size: 6 new players 2 experienced players. Where the numbers are greater, multiply the stock needed as necessary.

What you will need:

- 1 Starter Box
- 1 Demo Kit
- 1 Tournament Kit (optional)

Terminology:

NP = New players who have little/no experience of the game.

Mentors = Players who have a lot more experience in the game (at least 6 months of competitive play)

Table Layout:

Each table run will have 3 NP and 1 mentor as a standard (otherwise work according to normal tournament seating, except that one mentor must be at each table – although they do not necessarily play in the game).

Pre-event

Be sure to advertise the event well beforehand and get a hard-working player or two to drum up interest, as well as getting in contact with and informing potential players. That way you will have an idea of how many new players will try the game out, and how many mentors you will need.

It will also be a good idea to prep your mentors and your NP beforehand.

Mentors can be shown a rather good article written by Dave Z (Atom Weaver)

http://www.thelasombra.com/vtes_demo_commandments.txt

I've also written an article that is good for NP to have beforehand.

http://www.thelasombra.com/Vals_Guide_to_VTES.pdf

Try and run the event alongside a major tournament or other gaming event in order to increase the numbers of spectators who may just get interested in the game by watching the other people learn the game. I also suggest getting hold of the event organizer and telling them of your plans and ask them to spread the word, if possible. It is usually critical to get hold of people in charge of any local tertiary education institution's role-playing/card-gaming/war-gaming society, and let them ask for and find new potential players that are willing to try the game at a very low or no cost, and be able to go home with a playable deck.

I suggest either asking White Wolf support (currently Oscar Garza III) and/or taking in a small extra fee in other tournaments held throughout the year in order to make this a completely free-of-charge tournament. This will dramatically improve your chances of getting new players interested, and once they're hooked, they'll amaze you with the amount of stock some of them will buy up in a short span of time.

Organization:

Start early in the morning with a couple of rounds of demo games for the new NP. This will run from 9:30 - 11:30. It will usually be a good idea to start this before the actual main events are run at the tournament.

If you are using new demo kits, then the mentors will go through the preset game with the NP with an open crypt and hand (explaining the rules as they go along). A big feature which I always ask to be pointed out is hand replenishment – it takes a while for NP to learn to draw whenever they play a card. If you have the option, and do not want to spend money on the demo decks, then get a script from the net (<http://www.white-wolf.com/vtes/downloads/VTES%20Demo%20Game%20Script.doc>), and build your own decks with the same/ similar cards.

Experienced players should be invited to come along and help out. Remind them that the more players you have the more fun and varied your games will be (not to mention greater prizes at tournaments).

After a run through of the scripted play, let the NP have their own mini-game, with the mentors walking around and helping them out. Start them off on less pool, like 15/20. This game doesn't need to be completed, but they need to get a good few rounds in to get a decent grasp of the game.

At the end of this time, let each of the NP get a preconstructed deck to play with (randomly selected) – the mentor will use the left-over decks (if there are any available). If you have tournament kits, then hand out the promo cards as well to the new players.

Everyone will then get an hour break in order to get whatever food/drink they want, and look through their precon decks, ask questions about the cards and rules etc.

Then their demo tournament should start at 12:30 and run all the way through until 16:00. As they will be new to the game, expect that they will need a whole lot of extra time. This demo tournament should consist of only 1 round of play, and prizes are determined by GW and highest VP tallies.

If possible, use left-over starter decks as prizes. If there are none left-over, and you have a tournament kit, use the boosters supplied in there instead. Otherwise, ensure beforehand that you have at least a booster to offer as a prize. The mentor's will not have access to the prize for the NP's tournament, but should be allowed to take the deck they used home with them.

Of course, if rules do get complex, and when it's possible, the experienced players involved on other tables, the official tournament judge/s or other players should be asked to please help out.

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