I wanted to share my thoughts on Vault Tour and official formats.

It's clear to me that Archon Alliance is not as popular as was hoped when it was announced. After more than three years of vault tours (VTs) the format gets less than 20% of VT attendees. It's also seen as a way for players to get into the prizing without having to do much other than sit down and play some games. In some cases at past VTs they need not win in order to finish in the top eight.

Archon Alliance as a format has had a chance and has not found its audience. I suggest an alternation to the VT and Championship progression format for 2027. I think this would allow for more "true" sealed games (which is the heart of KeyForge) while also allowing those who enjoy Alliance to engage in it.

There are currently three Championship formats – Archon, Archon Alliance, and Sealed Alliance. I suggest dropping Archon Alliance and replacing it with Sealed – One of Three. VT schedules could feature Sealed – One of Three (open three and pick one complete deck to play – no alliance building). Saturday could then feature Archon alongside Sealed Alliance (as we know it today).

This would allow several points of player choice and agency. Almost every single KeyForge player LOVES playing non-alliance sealed because it's probably what brought them to the game in the first place. The Sealed - One of Three would allow the game to recognize and reward it. As for the choice between Archon or Sealed Alliance, a large share of the community is NOT very competitive and so while they play in Archon they don't expect to win very much. For those who feel that why Sealed Alliance would present a way for them to play more KeyForge in a more balanced way. As it stands, to truly compete in Archon Alliance one needs to do a lot of work BEFORE the VT to construct their deck. The Sealed Alliance option versus Archon doesn't have that requirement.

Switching out Archon Alliance for Sealed – One of Three and adjusting VTs you are allowing players to have a "true" sealed experience in Sealed – One of Three, you are allowing Archon players to test their mettle against the best players and decks, and through Sealed Alliance you are allowing players the chance to be competitive and creative without the burden of "building" decks before hand (something that makes my KeyForge player skin crawl).

Thanks for considering my feedback.

Tobin Lopes

-tpl