

# Platform Guide

# Starcks

2025-2026 Season





## WHAT IS STARCKS

Starcks is a **football skill game platform** where you are not just a fan, but a real fantasy manager.

You can **buy, trade** and, above all, **play** with tokens representing your favourite players.

Every Skill Game is a strategic challenge: you field your team and experience their performance as if you were on the bench with them.

Build your Starcks Team, compete against other managers and take your passion to the next level.

All on one platform: Starcks





### **The \$STK is the official token of Starcks.**

It is the currency that allows you to enter the game, purchase players (SPT) and participate in all modes.

#### **What is it for?**

- Buying and trading SPTs (Star Player Tokens)
- Enter fantasy competitions
- Access exclusive events and content
- Participate in the platform's internal economy

#### **How many are there?**

Issuance is limited: hard cap set at 102 million \$STK.  
*No more tokens will ever be created.*

This makes the system:

- **Sustainable** → no inflation
- **Deflationary** → value may increase over time
- **Playable** but also strategic

#### **Why is this important?**

Those who play and actively participate have advantages: more tokens, more opportunities, more impact in the game.

With \$STK, you are part of the system, not just a user.



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## STAR PLAYER TOKEN

SPTs are the official player tokens.

They are assets for playing **THE GAME**, Starcks' competitive fantasy football game.

### How do they work?

Each SPT represents a real player. You can:

- Exchange them with \$STK and other users
- Field them in your line-up to score points in Starcks The Game

### How much are they worth?

At the time of their debut on the exchange, each player has:

- Hard cap of 10 million SPT
  - 5M to the community
  - 5M in the Star Algo reserve

Star Algo is the game's **scoring** and **burn** algorithm.

It burns SPTs based on the player's actual performance, making tokens rarer if the player plays well.

### Do SPTs expire?

**No.**

Once purchased, SPT remains yours for the entire career of the footballer... and beyond. It becomes part of your fantasy sports manager portfolio.

# THE PLATFORM



01

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## HOW TO USE THE PLATFORM

Here's how to get started with Starcks:

- 1** **Sign up easily:**  
*Create your account in seconds and access the platform*
- 2** **Deposit your funds:**  
*You can use a credit card to deposit funds into your wallet.*
- 3** **Explore the Exchange:**  
*Discover the current value of Star Token (\$STK) and monitor its movements.*
- 4** **Choose and buy:**  
*Choose how many tokens to buy. The price can be fixed or variable.*
- 5** **Confirm and Go:**  
*Once the transaction is confirmed, you will immediately receive your \$STK in your wallet.*

With these steps, you'll be ready to dive into the world of Starcks!

## 02

# HOW TO USE THE STARCKS EXCHANGE

## Buying on the Market:

Buying on the Market is simple and immediate.

Choose how many SPT you want and buy them immediately at the current market price, which is determined by the sale offers of other users at that moment.

It's the right choice when you want to buy your favourite player right away, without waiting.

A quick action, like a through ball: decide, click, and the token is yours.

Compra    Vendi    Ordini

Acquista  **GONZALEZ**  
Saldo: 0,00000GON

Seleziona il metodo di pagamento ▾

Paga con  **STAR TOKEN**  
Saldo: 0,88 STK

25%   50%   75%   Max

**3000**  
GON

↔

**Tipo ordine MARKET**

Prezzo medio per token 0,47692STK

Quantità stimata	Prezzo stimato	Totale parziale stimato
2.200,280GON	0,47200STK	1.038,53216STK
799,719GON	0,47277STK	378,08362STK

Prezzo Totale **1.430,781STK**

Prezzo Euro **27,17€**

Esegui Ordine 

## 02

# HOW TO USE THE STARCKS EXCHANGE

### Create an Order (Limit):

This move is more strategic.

Set the price you are willing to pay (to buy) or sell at in advance.

The order is not executed immediately, but remains active until someone on the market accepts that price.

This is the right option if you want to obtain an SPT at a lower price or sell at a higher value than the current one.

It takes patience, but it can give you a significant advantage if you read the market well.

The screenshot shows the 'Ordini' (Orders) tab of the Starcks Exchange interface. At the top, there are three tabs: 'Compra' (Buy), 'Vendi' (Sell), and 'Ordini' (Orders). Below the tabs, the user's profile is displayed: 'Acquista' (Buy) with a profile picture, 'GONZALEZ', and a balance of 'Saldo: 0,00000GON'. A dropdown menu for 'Seleziona il metodo di pagamento' (Select payment method) is open, showing 'Paga con' (Pay with) 'STAR TOKEN' with a balance of 'Saldo: 0,88 STK'. Below this, there are four buttons for order size: '25%', '50%', '75%', and 'Max'. A large input field contains the value '3000' with 'GON' below it. A slider below the input field is set to 'LIMIT'. The 'Prezzo per token' (Price per token) is shown as '(-18%)STK' with a value of '0,38704' in a red box, labeled 'best sell'. At the bottom, the 'Prezzo Totale' (Total Price) is '1.172,731STK' and the 'Prezzo Euro' (Price Euro) is '22,27€'. A green button labeled 'Esegui Ordine' (Execute Order) and an information icon 'i' are at the bottom right.

# 02

## HOW TO USE THE STARCKS EXCHANGE

### The Order Book:

This is your strategic ally.

Here you can see all buy and sell offers in real time.

It helps you understand how the market is moving and decide when to buy or sell.

Keeping an eye on the Order Book means playing with greater awareness and making better moves.

The screenshot shows a dark-themed 'Order Book' interface. It is divided into two main sections: 'Vendite' (Sales) and 'Acquisti' (Purchases). Each section has a table with two columns: 'Prezzo STK' (Price per share) and 'Quantità GON' (Quantity in GON). The 'Vendite' section lists prices from 0,58798 down to 0,47200. The 'Acquisti' section lists prices from 0,45027 down to 0,26848.

Vendite	
Prezzo STK	Quantità GON
0,58798	8.200,0000
0,58700	400,0000
0,48037	841,11303
0,48000	450,0000
0,47900	903,23582
0,47560	699,0000
0,47399	753,0000
0,47300	500,0000
0,47277	1.145,0000
0,47200	2.200,28000

Acquisti	
Prezzo STK	Quantità GON
0,45027	876,0000
0,45026	311,0000
0,41673	606,0000
0,41194	909,0000
0,34000	606,0000
0,31001	486,82001
0,31000	606,0000
0,30001	1.668,52002
0,30000	5.221,13002
0,26848	1.013,02998

## 03

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# STAR ALGO AND TOKEN BURNING

Starcks' algorithm, known as **StarAlgo**, is an innovative component that underpins the dynamics of player tokens.

### How the Algorithm Works



#### Performance Evaluation

At the end of each match, the algorithm evaluates the players' performance based on statistical data provided by the best providers. This score reflects how well or poorly the player has performed.



#### Impact on the Token

Based on the score obtained, the algorithm decides to proportionally decrease the amount of tokens available to that player. This process is known as "burn" (if the tokens decrease).



#### Burn Mechanism

If a player performs as expected, the algorithm can automatically "burn" a certain amount of their tokens. This means that the tokens are removed from circulation, reducing the total supply. The tokens are taken from a reserve of 5 million.

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## STARALGO AND TOKEN BURN



### Effect on Value

By reducing the number of available tokens (burn), the value of the remaining tokens may increase as they become rarer and potentially more desirable to platform users.



### Objective of the Algorithm

The main objective of StarAlgo is to link tokens to the actual performance of footballers, making the Starcks trading and gaming experience dynamic and closely connected to the real world of football. Starcks users therefore not only enjoy collecting tokens and using them in the Starcks game, but also become actively involved in the success of their favourite players.

Essentially, **STAR ALGO** with its burn mechanism helps to create a **lively and responsive virtual market**, where performance on the pitch has a direct and tangible impact on the Starcks world.

# 04

## WHAT IS LOCKING

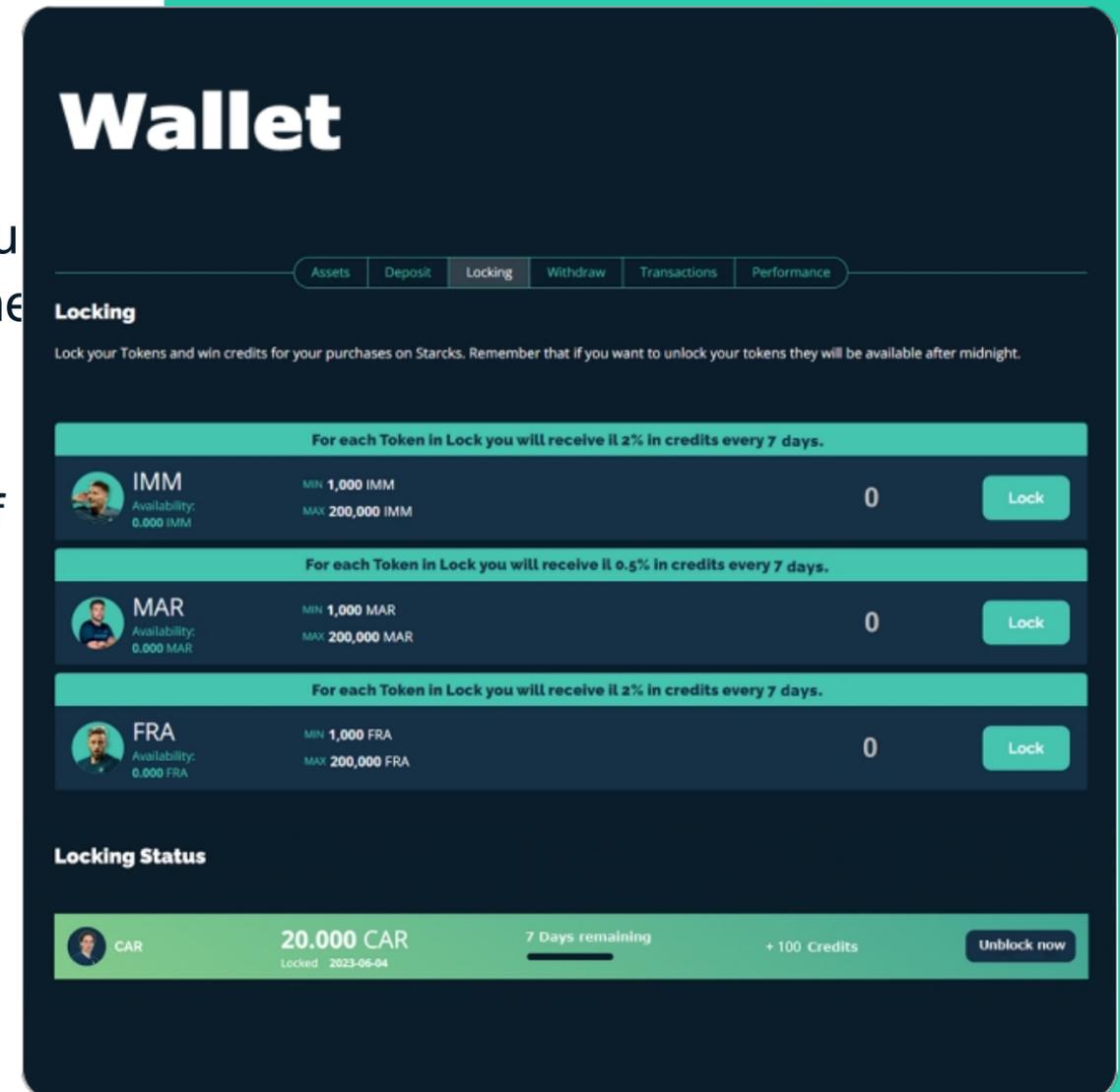
Locking is a wallet feature that allows you to 'freeze' a quantity of Star Player Tokens for a week.

It's like putting tokens in a **digital safe**: you cannot use, sell or exchange them during the lock period.

In return, you receive rewards in the form of credits.

Each credit is worth **£0.001** and you can spend them in **the Starcks Store**.

Locking tokens is beneficial if you want to earn while keeping your SPTs safe.



### Features of Locking



#### Passive Benefit

Locking allows you to get extra value from your tokens without doing anything; you simply keep them locked for a while and get credits in return.



#### Temporary Commitment

The commitment is only temporary, so after a week, your tokens are unlocked and you can decide whether to lock them again, use them in the game, or sell them.

In summary, locking is a way for Starcks users to set aside a portion of their tokens and receive a benefit in return, thereby increasing the overall value of their participation in the Starcks platform without having to be actively involved in gaming or trading.

# GUIDE: STARCKS LEAGUES

Starcks Leagues

**SFIDA I TUOI AMICI**  
**11 CAMPIONATI**  
**TI ASPETTANO**

<b>4</b>	<b>€ 34K</b>	<b>7</b>
Leghe private	Montepremi	Leghe pubbliche

Gioca 

01

## WHAT IS STARCK'S LEAGUES

### 1. Create or join a league

*Play with your friends or against other users*

### 2. Build your squad

*Choose your players from Serie A, Serie B, Premier League or La Liga*

### 3. Set your line-up

*Decide who to send onto the pitch*

### 4. Earn points from live performances

*The better your players perform, the more points you earn*

### 5. Win the league

*Climb the rankings day after day*



# 02

## HOW TO CREATE A LEAGUE

### 1. Create a new league

*From the platform or app, in just a few clicks*

### 2. Choose the leagues

*Serie A, Serie B, Premier League, Spanish La Liga*

### 3. Select the teams to include

*Include or exclude individual teams of your choice*

### 4. Choose the rounds and transfer market

*Decide how many match days the league will last (1-38) and the markets*

### 5. Set the stake and participants

*Choose the entry fee, minimum and maximum number*

### 6. Define the prize pool and winners

*Customise the total prize pool and who wins!*

### Step 2 - **Seleziona le squadre .**

Seleziona le squadre

Serie A Roma x Parma x Cagliari x Bologna x ...

<input type="checkbox"/> Genoa	<input checked="" type="checkbox"/> Parma	<input type="checkbox"/> Inter
<input checked="" type="checkbox"/> Roma	<input type="checkbox"/> Como	<input checked="" type="checkbox"/> Bologna
<input type="checkbox"/> Fiorentina	<input type="checkbox"/> Juventus	<input type="checkbox"/> Milan
<input type="checkbox"/> Atalanta	<input type="checkbox"/> Udinese	<input checked="" type="checkbox"/> Cagliari
<input type="checkbox"/> Lazio	<input checked="" type="checkbox"/> Venezia	<input type="checkbox"/> H. Verona
<input type="checkbox"/> Monza	<input checked="" type="checkbox"/> Torino	<input type="checkbox"/> Napoli

Deselect All Select All

Serie B

La Liga

# 03

## HOW TO CREATE A TEAM

### 1. Decide on your squad

You choose how many and which players to have in your squad

### 2. Auction or List

Complete your squad by participating in an auction or draft

### 3. Initial budget

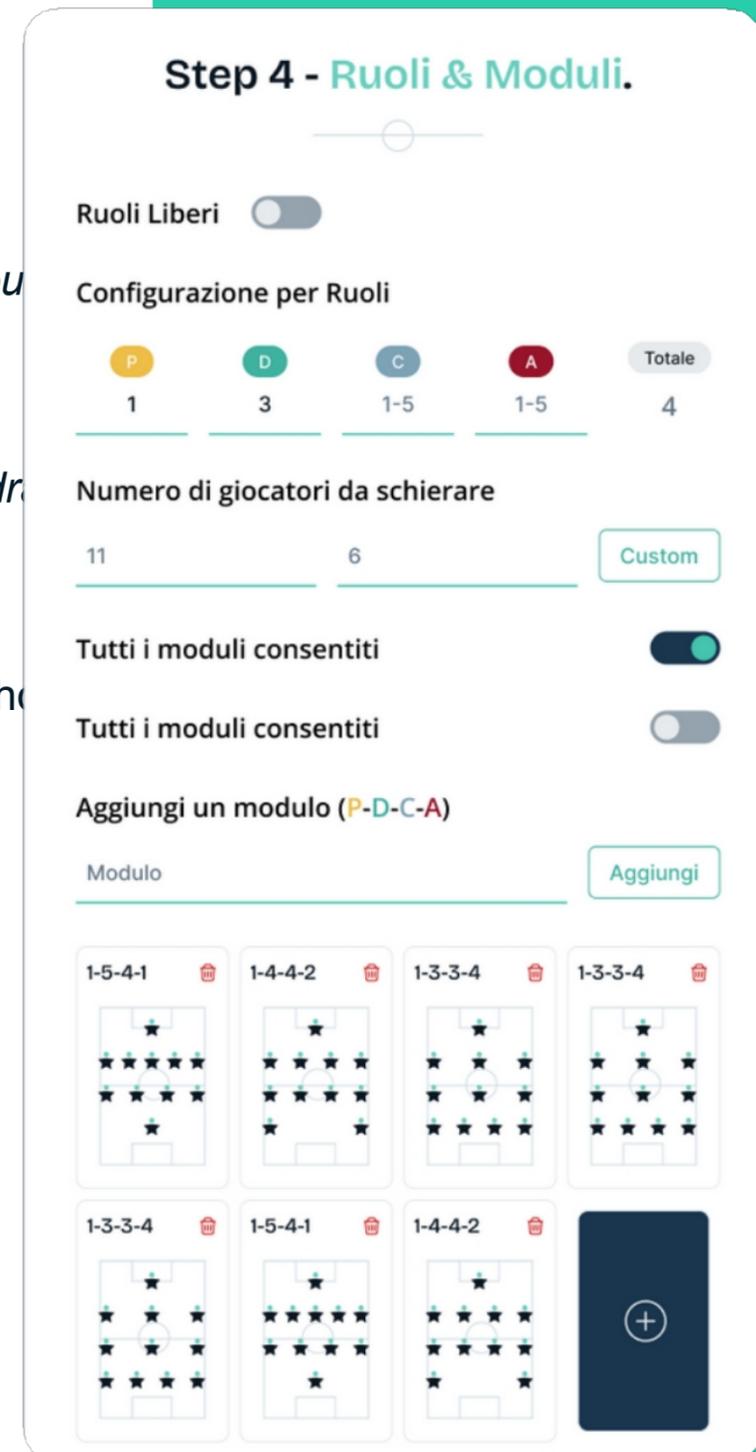
Admin sets the budget (the recommended amount is shown)

### 4. Field 1 to 11 players

You can decide how many players to field (you can also play FantaCalcetto)

### 5. Flexible formations

Perfect for fast leagues or for those who love strategy



04

## HOW TO SET UP YOUR FORMATION

### Set your formation

Choose the number of starters (from 1 to 11)

Each player earns points based on their statistical rating

Defence modifier (optional):

- Only activated with at least 4 defenders
- The goalkeeper and all defenders must be rated
- Bonus calculated on the Goalkeeper and the 3 best defenders



★ Starcks  
★ Starcks

SCHIERA LA TUA FORMAZIONE  
VINCI FANTASTICI PREMI.

05

## HOW THE MARKET WORKS

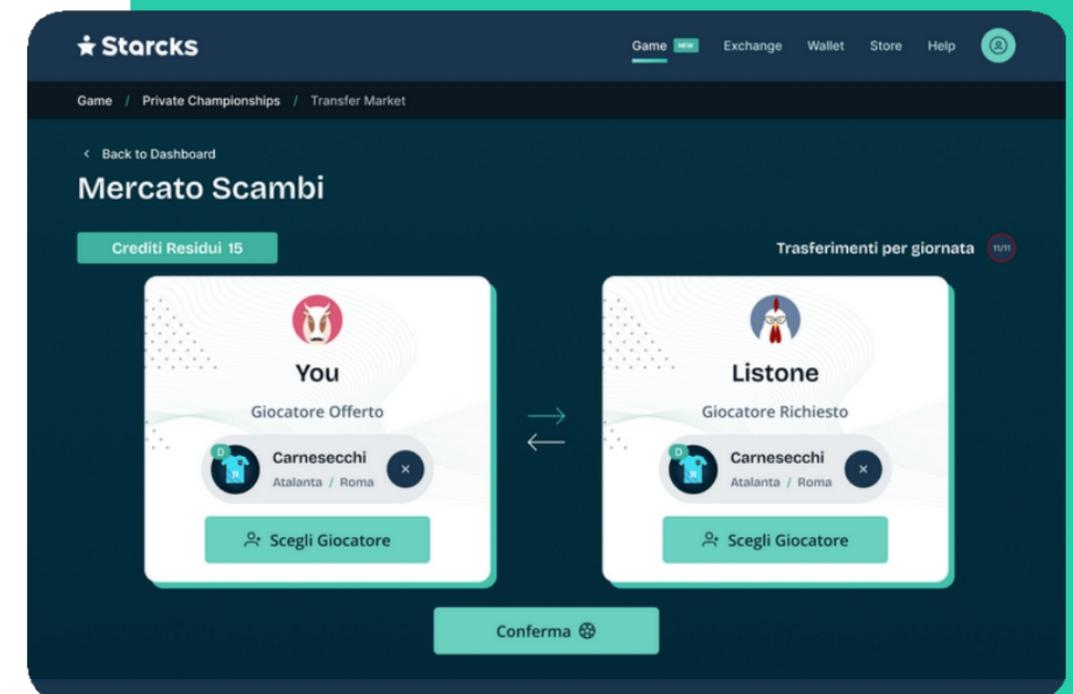
### 2 modes available:

**Auction** → Live or online, then upload the squad file

**Listone** → Fixed prices that change with actual performance

You can:

- Buy and sell players
- Make trades between participants
- Generate capital gains and losses



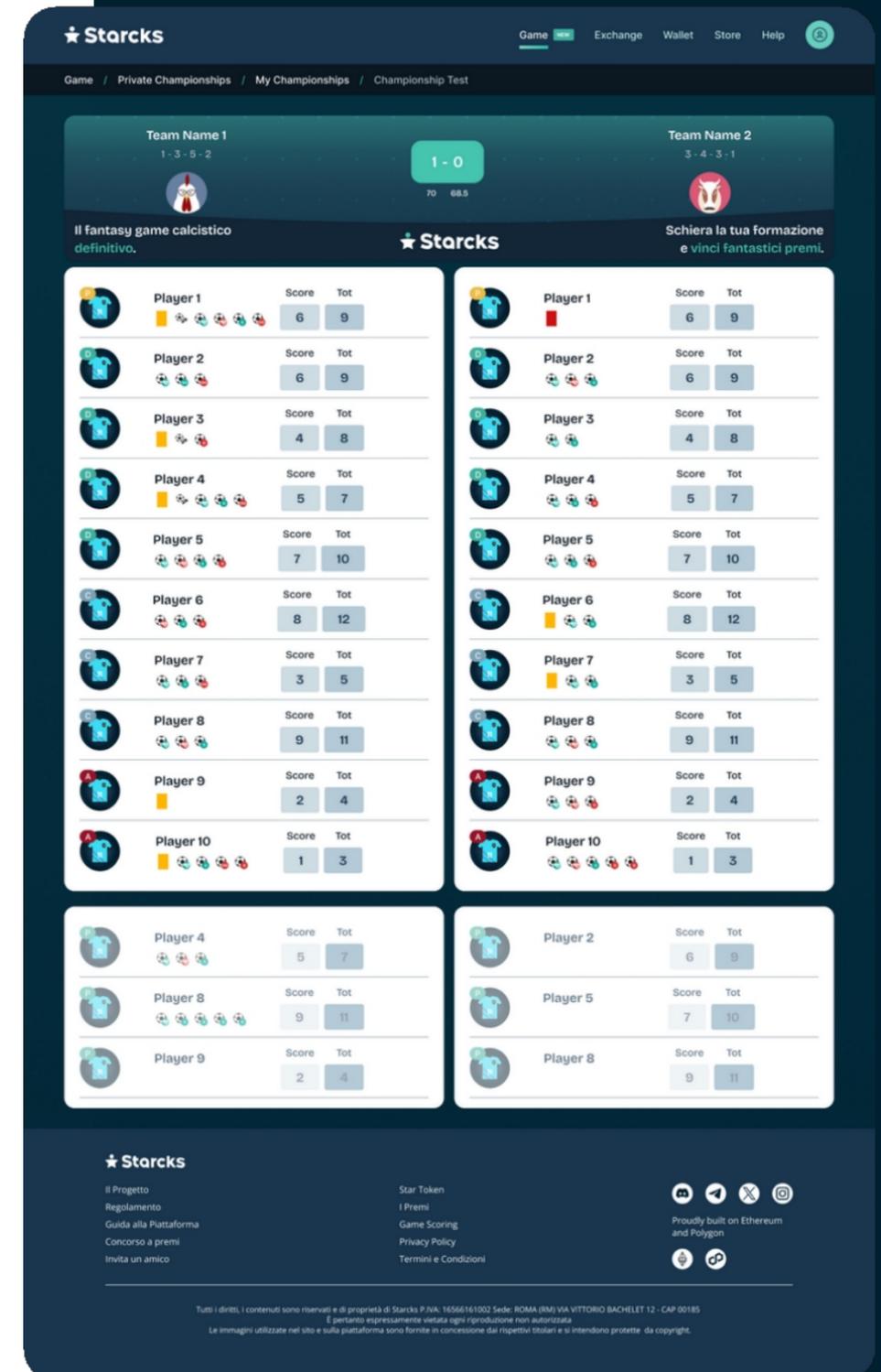
# 06

## VOTING SYSTEM

2 modes available:

100% statistical ratings, without journalists

- ☆ **StarAlgo** → Advanced and detailed, ideal for those who play Starcks The Game, in hundredths.
- **FantaAlgo** → Simple and easy to understand, ideal for fantasy football managers, in decimals.



# GUIDE: STARCKS THE GAME

Starcks **The Game**

**SFIDA LA COMMUNITY  
VINCI PREMI  
OGNI SETTIMANA**



**€ 100K**

Montepremi



**€ 2500**

Ogni settimana in palio



**€ 150K+**

Premi Già Vinti

Gioca 

01

# WHAT IS THE GAME

## 1. Build your team

*Purchase Starcks Players from the Starcks market*

## 2. Set your formation

*Decide who to send onto the pitch*

## 3. Sign up for weekly tournaments

*Challenge users in weekly tournaments and in the opening and closing season tournaments*

## 4. Earn points from live performances

*The better your players perform, the more points you earn*

## 5. Win tournaments

*Climb the seasonal rankings day after day and win weekly prizes*



01

# WHAT IS THE GAME

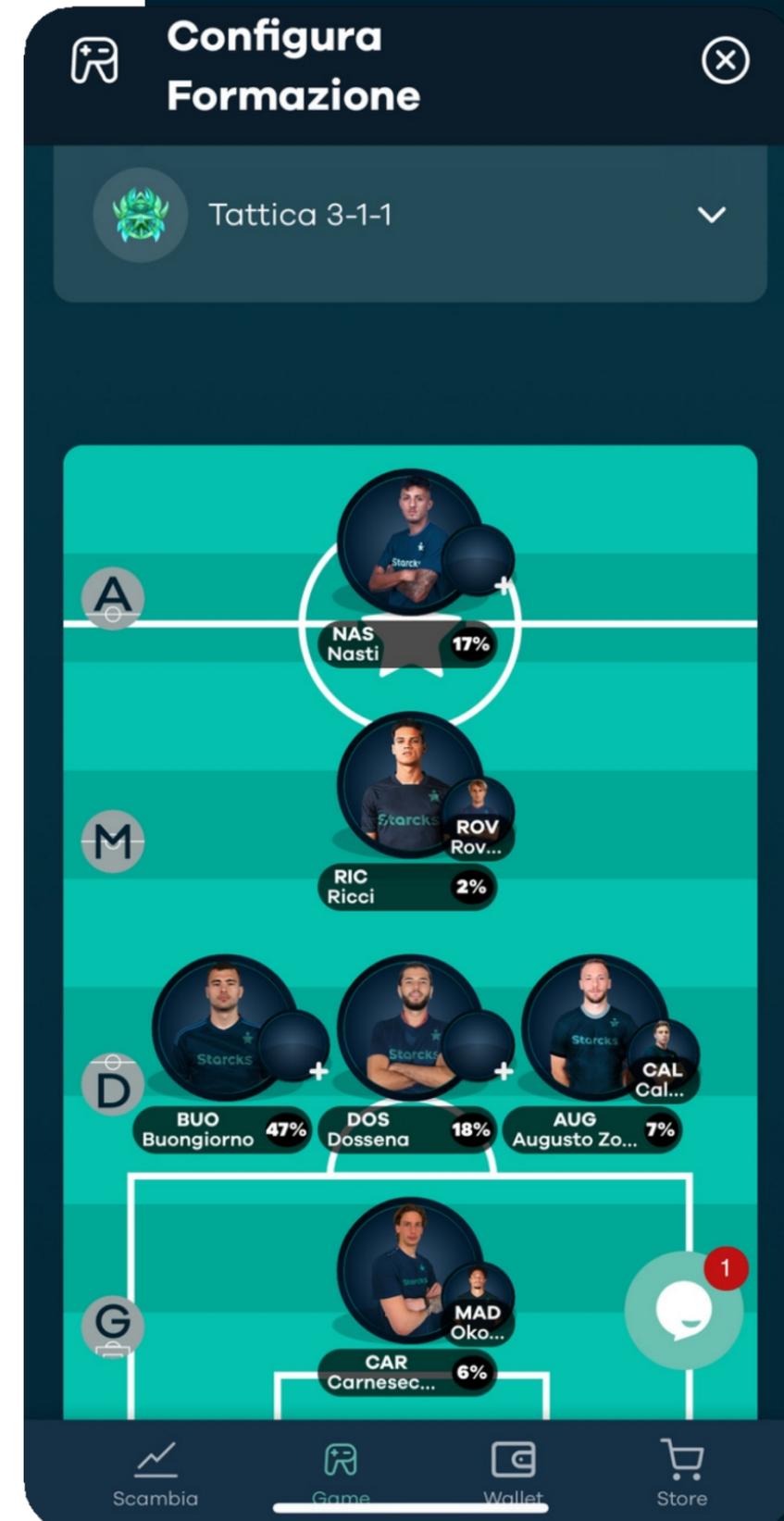
## Build your team

### Player Selection

Field a team of 6 players (5 + goalkeeper) by assigning each player a percentage to be allocated to the team.

### Multi-team competitions

You can field up to 5 teams, but all with different players.

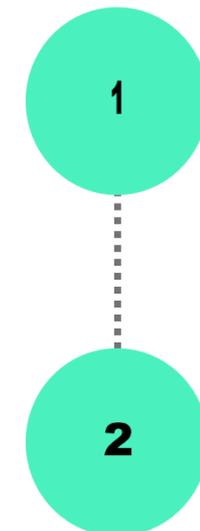


# 01

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## WHAT IS THE GAME

### The Starcks Single Score



#### **StarAlgo**

*Unlike traditional fantasy football scoring systems, Starcks Game uses a proprietary algorithm to determine player scores, using statistical parameters*

#### **Based on Real Statistics**

*Scores are not assigned using traditional subjective ratings, but are calculated based on players' actual performance on the pitch, taking into account a wide range of real match statistics.*

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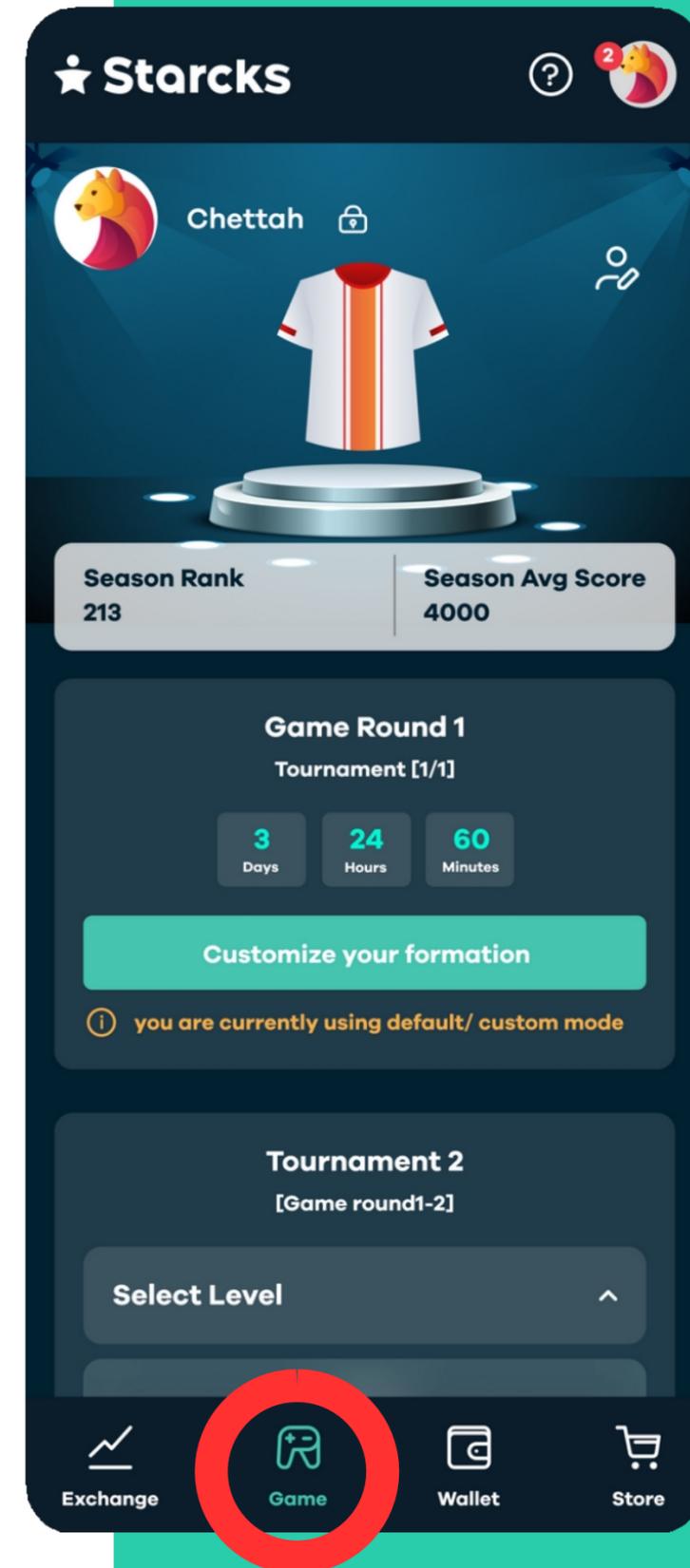
## WHAT IS THE GAME

### How to Participate

#### Access to the Game

Select **Starcks Game** in the GAMES section. Once inside, you can put together your ideal team, use your skills and challenge other users in exciting tournaments to win substantial prizes.

Starks Game is not just a fantasy football game; it is an adventure that combines a passion for football with strategy and competition, offering an engaging and rewarding experience for sports and digital gaming enthusiasts.



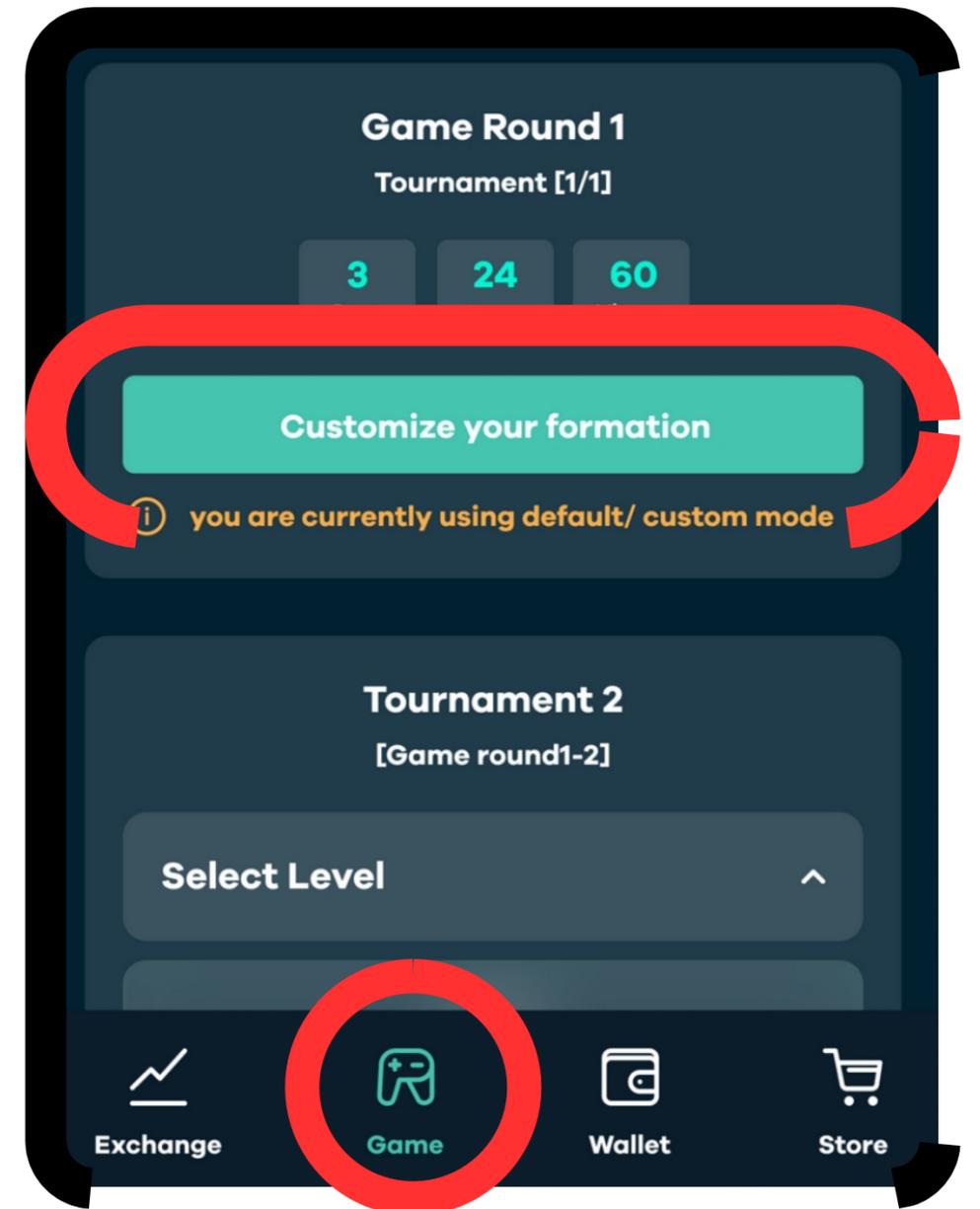
# 02

## HOW TO LINE UP THE LINE-UP

### 1. Access the Starcks Game Section

In the Starcks Game section, you will find the Enter Line-up option.

Click on it to start putting together your team.



# 02

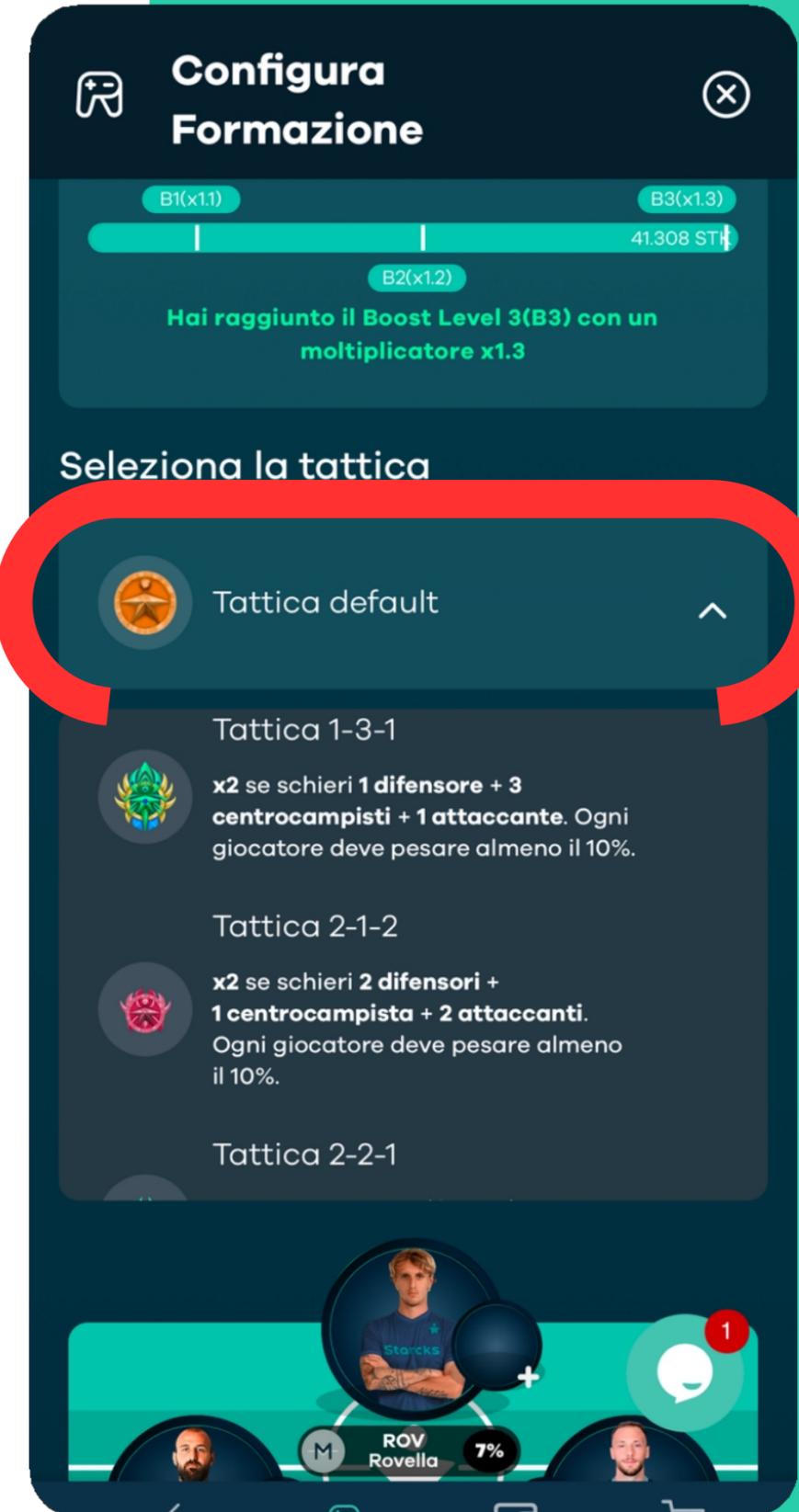
## HOW TO LINE UP THE FORMATION

### 2. Choose your tactics

Choose your tactics based on the players you have available

This tactic will give your formation a boost

Remember that to activate the tactic, each player must weigh at least 10% and the use of a goalkeeper is mandatory



## 02

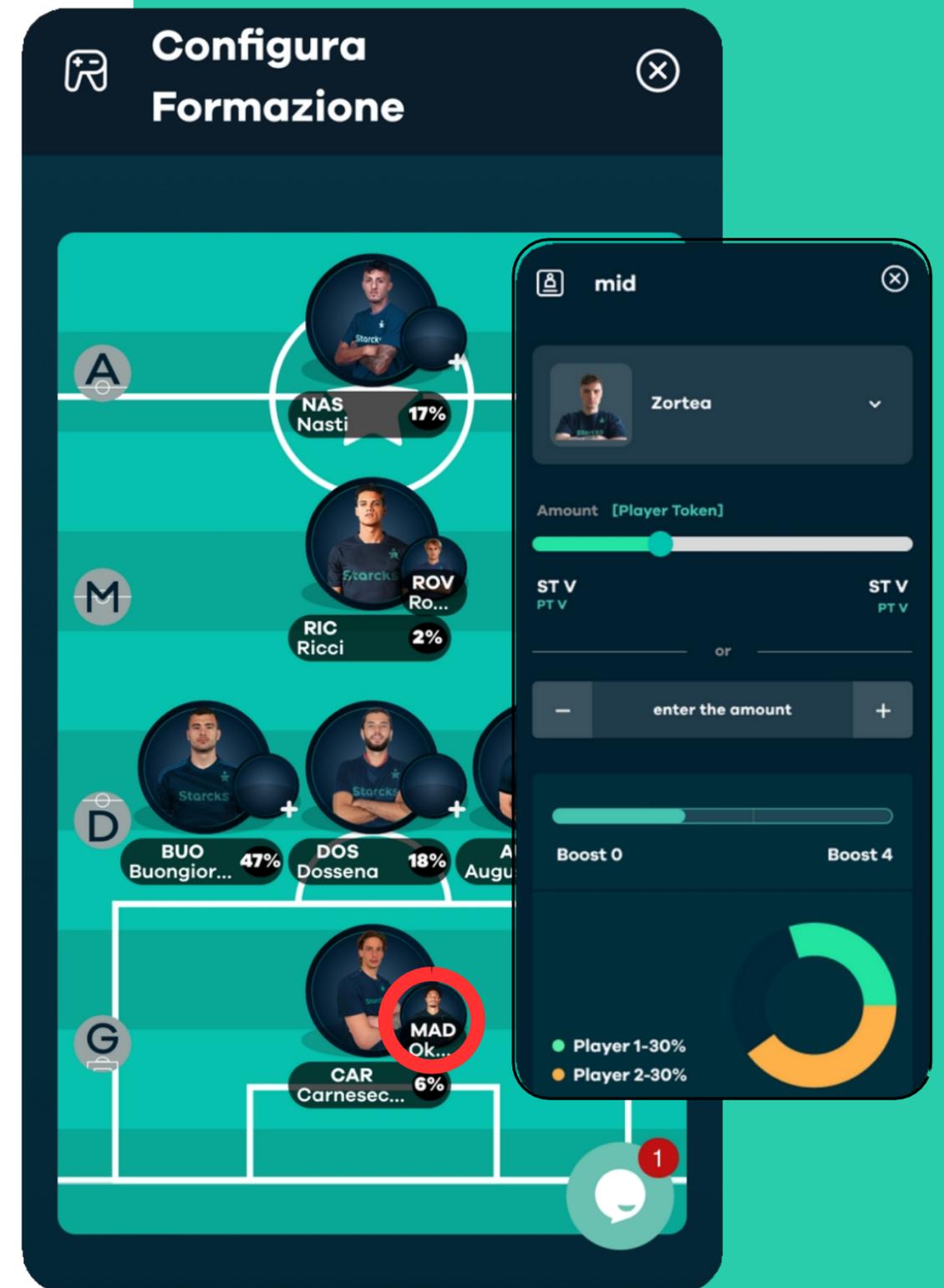
# HOW TO LINE UP YOUR TEAM

### 3. Create your formation

Select up to 5+1 Star Player Tokens.

Set the percentage for each player in the line-up.

This percentage will determine the weight that each player will have on your team's final score.



02

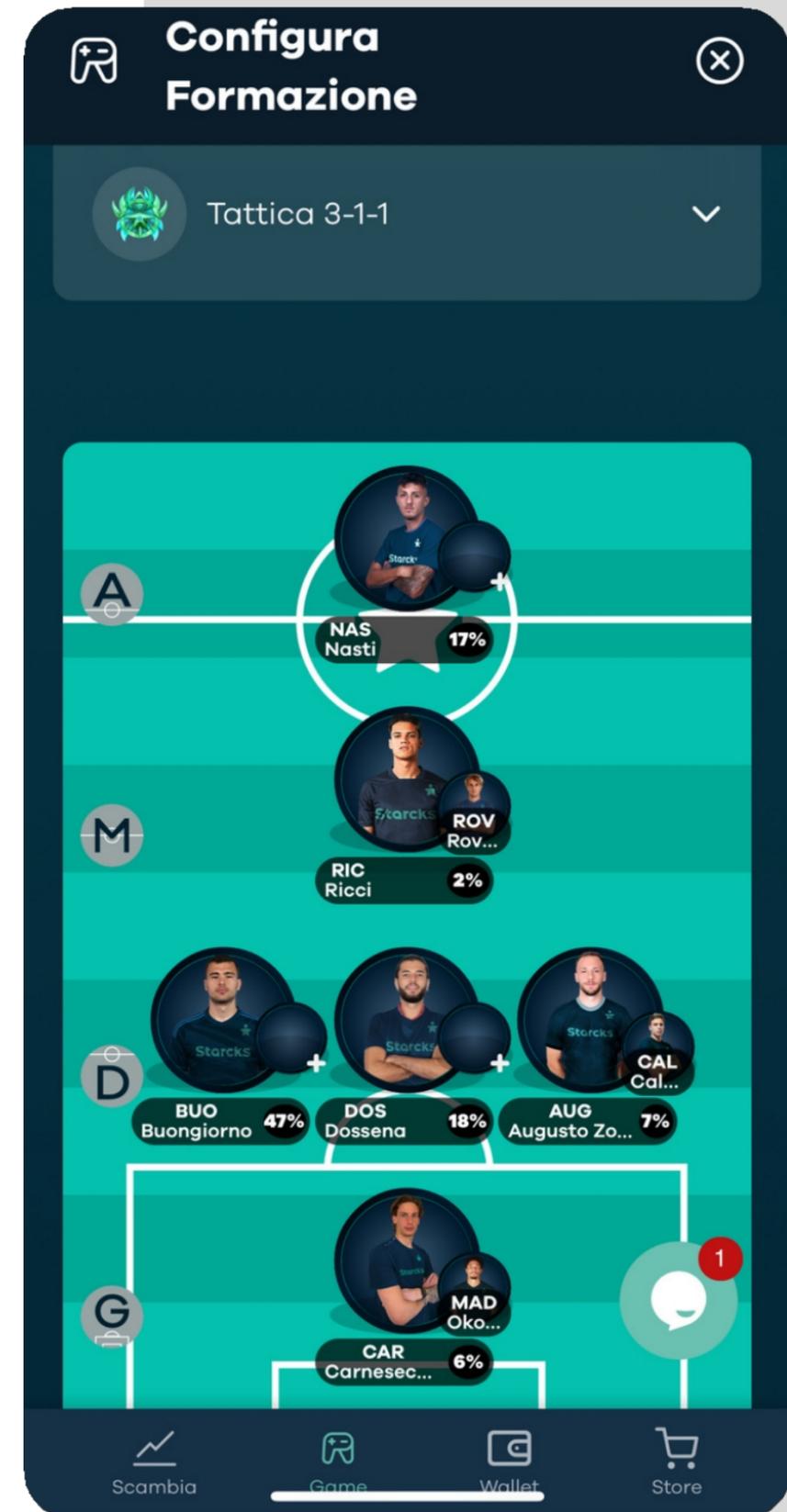
## HOW TO LINE UP YOUR TEAM

### 4. Line-up Requirements

Minimum value per player: **100 \$STK**.

This is essential in order to field a player in your formation.

Minimum Percentage to Use Tactics:  
**10%**



# 02

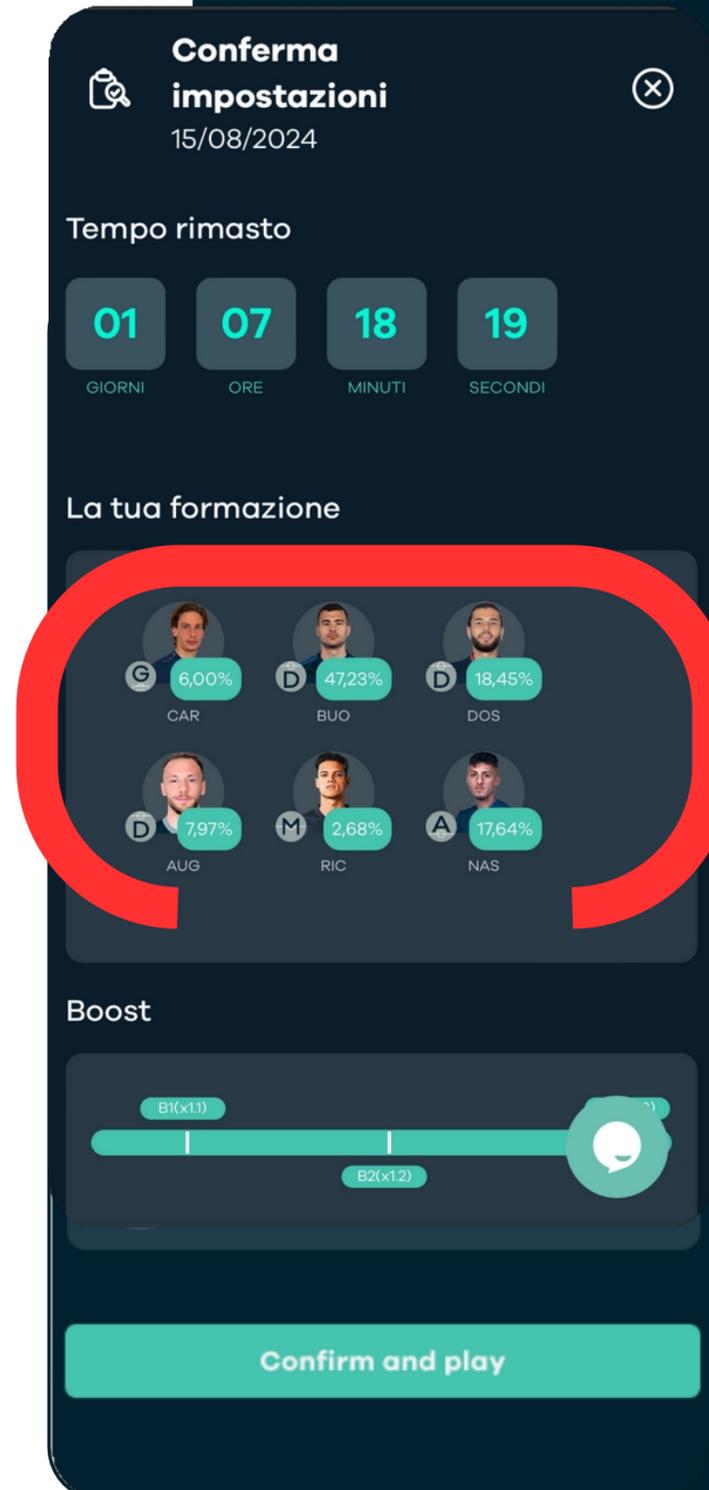
## HOW TO LINE UP YOUR TEAM

### 5. Confirm Your Formation

Do a final review of your formation to make sure everything is as you want it.

Once you are satisfied with your formation, confirm your selection.

Your team will now be lined up and ready to compete in Starcks' game challenges.



# 02

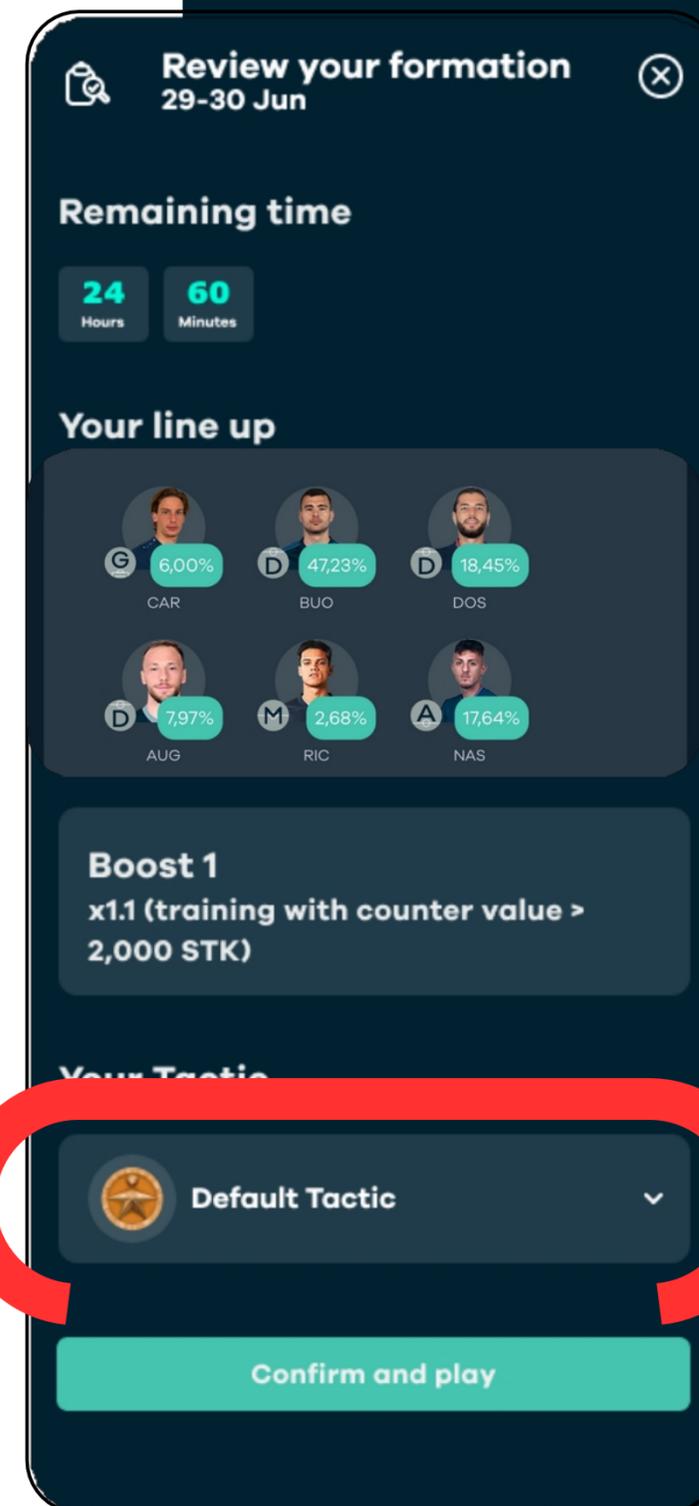
## HOW TO LINE UP THE FORMATION

### REMEMBER...

*The strategy behind choosing players and distributing the percentages of tokens deployed is crucial.*

*Every decision can affect your team's final score and your chances of winning prizes in the various Starcks Game competitions.*

*Good luck!*



# 03

## STAR ALGO

### PlayerScore

*BaseScore + AdjustedScore*

### BaseScore

*Calculated based on statistics that have a direct impact on the match (e.g. goals, decisive passes, red cards).*

### AdjustedScore

*Calculated based on complementary statistics that are valuable for evaluating a player's overall performance and impact on the match.*

### EXAMPLE

*An SPT with 2 goals, 1 assist and a red card will start at level 2 (70 points).*

*An SPT who receives a red card will start at level -1 (15 points).*

Level	BaseS
-3	0
-2	5
-1	15
0	35
1	60
2	70
3	80
4	90
5	100

\*25 if the player plays less than 2/3 of the match

0

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**BASE SCORE**

Type	Event	Role
Positive	Goal	Any
Positive	Assist	Any
Positive	Penalty Kick Won	Any
Positive	Penalty Kick Saved	Goalkeeper
Positive	Clean Sheet	Goalkeeper
Negative	Red Card	Any
Negative	Own goal	Any
Negative	Penalty kicks committed	Any
Negative	Penalty Kicks Missed	Any
Negative	3 Goals Conceded	Goalkeeper

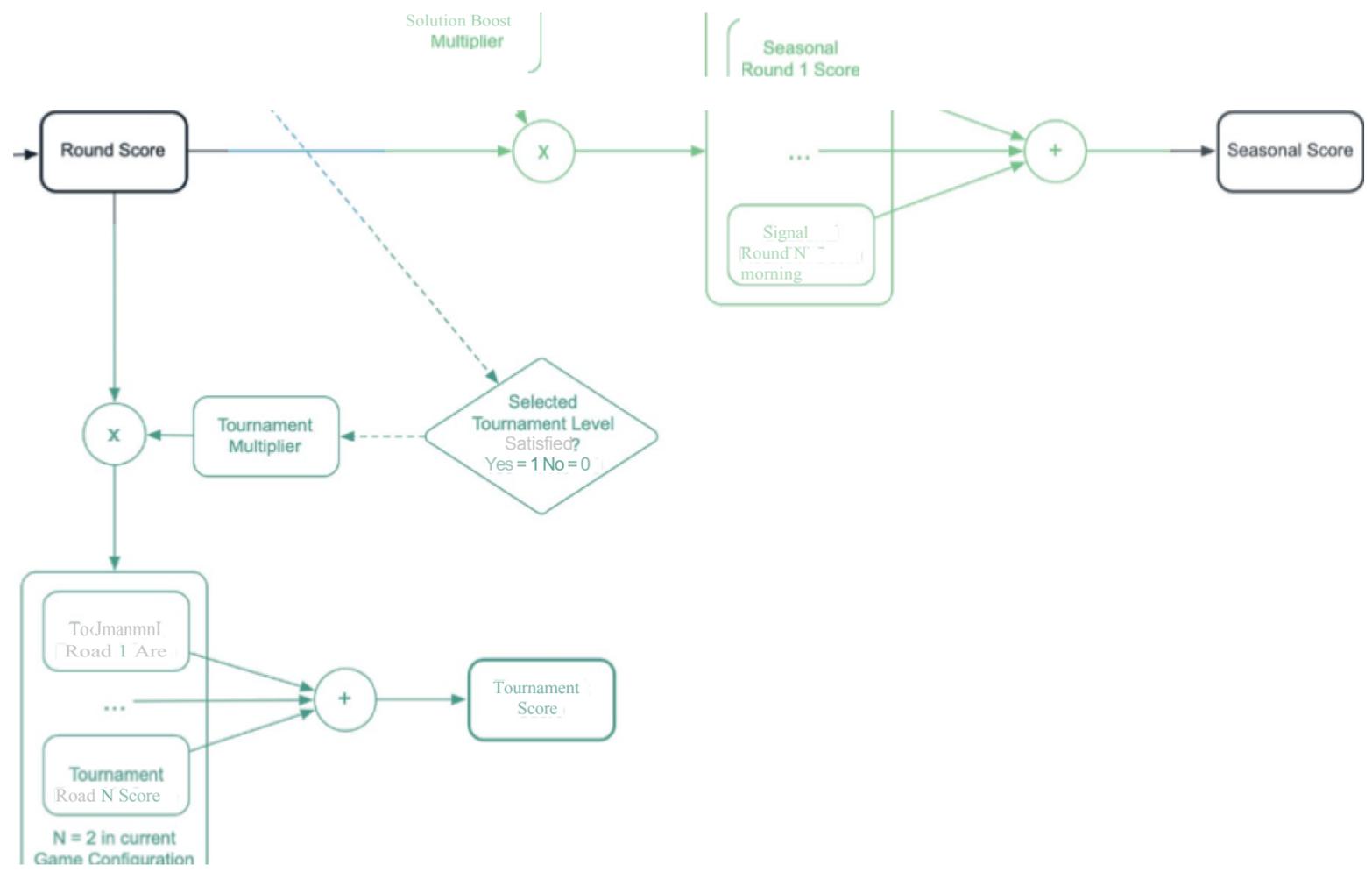
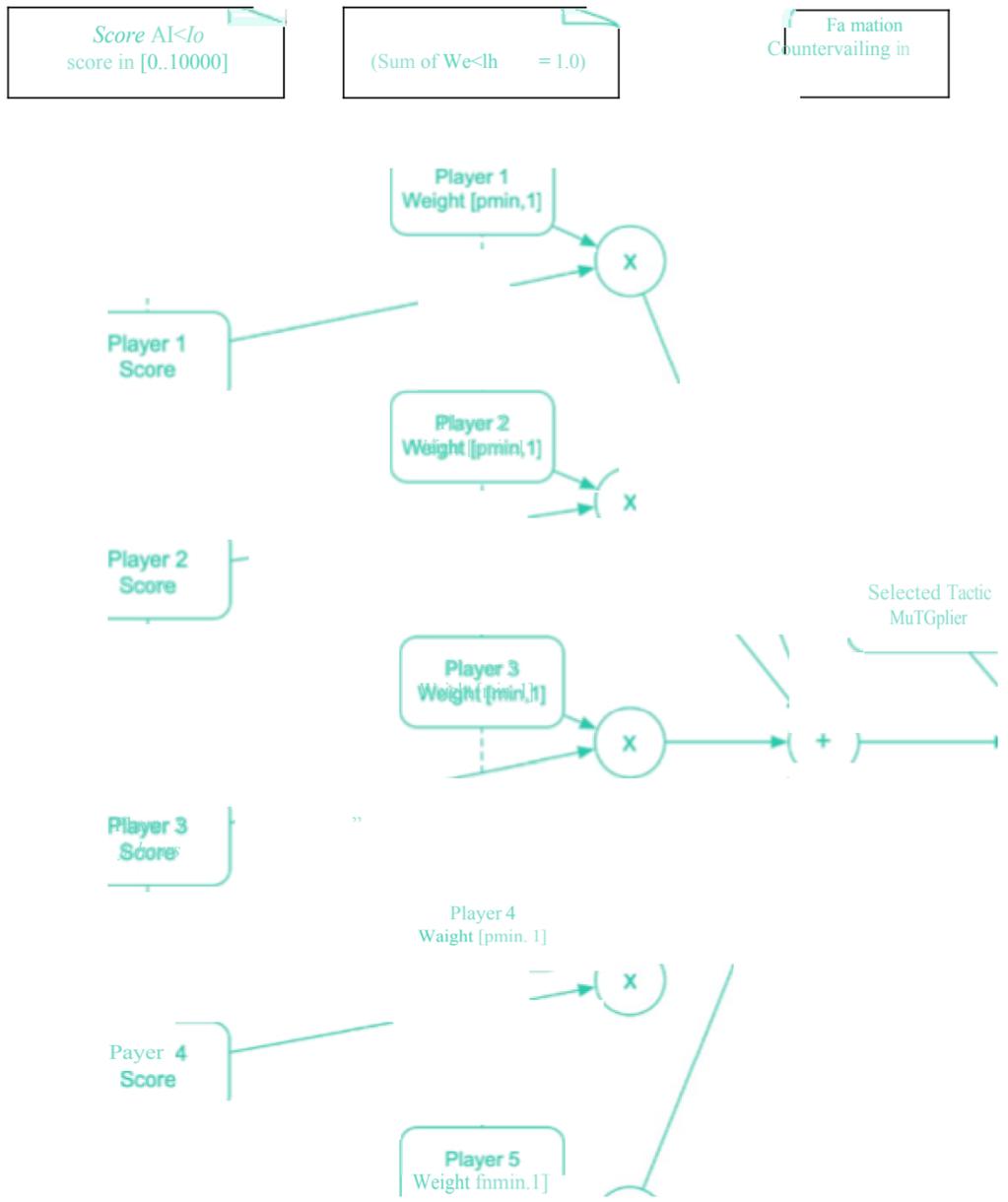
# 03

## Adjusted Score

Parameter	Scope	W Central Defender	W External Defender	W Midfielder	W Midfielder Attacker	W Attacker	W Goalkeeper	Base Score	
Goal (Goals)	Any player	0.00	0.00	0.00	0.00	0.00	0.00	POSITIVE	
Assists	Any player	0.0	0.00	0.00	0.00	0.00	0.00	POSITIVE	
Shots on target	Any player	3.0	3.0	2.0	2.0	2.00	5.00		
Shots missed (ShotsMissed)	Any player	-0.5	-0.50	-0.5	-0.5	-1.00	-0.50		
Big Chance Created	Any player	2.00	2.00	2.00	2.00	2.00	4.00		
Big Chance Missed	Any player	-2.00	-2.00	-2.0	-2.00	-2.00	-4.00		
Errors leading to Goal	Any player	-3.0	-3	-3	-3	-2.00	-5.00		
Clearance OffLine	Any player	4.00	4.00	4.00	4.00	5.00	0.00		
ShotsWoodwork	Any player	3.00	3.00	3.0	3.00	3.00	3.00		
Positive passes % (PassesAccurate)	Any player	0.05	0.05	0.05	0.05	0.06	0.05		
Chances created (PassesKey)	Any player	0.40	0.40	0.30	0.3	0.10	0.5		
Tackles lost (TacklesTot-TacklesWon)	Any player	-2.0	-2.0	-2	-2.0	-2.00	0		
Tackles won	Any player	3.00	3.00	3.0	3.0	3.00	0.00		
Aerial duels won (DuelsAerialWon)	Any player	0.80	0.80	0.8	0.80	1.00	0.00		
Duels won (DuelsWon)	Any player	1.50	1.50	1.0	1.00	1.00	0.00		
Duels Lost	Any player	-1.00	-1	-1	-1.00	-1.00	0.00		
Balls Dispossessed	Any player	-0.60	-0.60	-0.50	-0.5	-0.10	-0.30		
Long balls won	Any Player	0.3	0.3	0.5	0.5	0.6	0.1		
Balls intercepted (BallsIntercepted)	Any player	3.0	3.0	3.0	3.0	3.00	3.00		
Balls blocked	Any player	2.00	2.00	1.0	1.00	1.00	0.00		
Failed dribbles - ball lost (DribblesLost)	Any player	-0.5	-0.50	-0.5	-0.50	-0.50	-0.50		
Positive dribbles - ball retained (DribblesWon)	Any player	1.50	1.50	1.50	1.50	1.50	5.00		
Dribbles lost - ball not stolen (DribblesPast)	Any player	-0.5	-0.5	-1.0	-1.0	-1.00	-1.00		
Positive crosses # (CrossesAccurate)	Any player	0.5	1.00	0.5	0.5	0.50	0.20		
Fouls committed	Any player	-2.0	-2	-1	-1.0	-0.50	-1.00		
Fouls Drawn	Any Player	1.00	1.00	1.5	1.5	1.5	2.00		
Yellow cards	Any player	-3.0	-3	-3.0	-3.0	-3.00	-3.00		
Expulsion (Red Cards)	Any player	0.00	0.00	0.00	0.00	0.00	0.00	NEGATIVE	
Penalty kicks scored (PenKicksScored)	Any player	0.00	0.00	0.00	0.00	0.00	0.00		
Missed penalty kicks (PenKicksMissed)	Any player	0.00	0.00	0.00	0.00	0.00	0.00	NEGATIVE	
Penalty kicks won (PenKicksWon)	Any player	0	0.00	0.00	0.00	0.00	0.00	POSITIVE	
Penalty kicks committed (PenKicksCommitted)	Any player	0.00	0.00	0.00	0.00	0.00	0.00	NEGATIVE	
Offsides	Any player	-2.0	-2	-0.50	-0.50	-0.50	-1.00		
Goals conceded to the opponent (GoalsTeamConceded)	Any player	-4.00	-4.0	-2.0	-2.0	0.00	0		
Own goals	Any player	0.00	0.00	0.00	0.00	0.00	0.00	NEGATIVE	
Shots on goal (ShotsTarget)							0.00		
Saves (ShotsSaved) Inbox saves							2.00		
(InboxSaves) Goals conceded							1.00		
(GoalsConceded)	Goalkeeper	Not applicable						-3.00	
Punches							1.5		
Penalty kicks saved (PenKicksSaved)							0.00	POSITIVE	

# Starcks Game

Season and Tournament Score Computation



# 04

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## HOW TO USE TACTICS

### **TACTICS**

*In Starcks, tactics are special items that you can purchase in the Starcks Store to enhance your game strategy and obtain significant bonuses. Here is a detailed explanation:*

#### **Consumable Items**

*Tactics are items that you can use only once and last for the duration of one game day.*

#### **Purchase**

*You can purchase them with 1,500 Credits or by spending 38 \$STK.*

#### **Bonuses**

*They offer bonuses during matches if you meet the specific requirements of each tactic.*

#### **How to activate a tactic**

*Minimum 5+1 Players: To activate a tactic, you must field a formation of at least 6 players.*

#### **Player Weight**

*Each player fielded must represent at least 10% of the total, meaning that no player can account for more than 50% of the formation's total supply.*

# 04

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## HOW TO USE TACTICS

### Tactics Requirements and Bonuses



#### **3-1-1**

*Field a Goalkeeper + 3 Defenders + 1 Midfielder + 1 Forward for a bonus of x2.05*



#### **2-2-1**

*Field a Goalkeeper + 2 Defenders + 2 Midfielders + 1 Forward for a bonus of x2.02*



#### **2-1-2**

*Line up Goalkeeper + 2 Defenders + 1 Midfielder + 2 Forwards for a bonus of x2*



#### **1-2-2**

*Line up Goalkeeper + 1 Defender + 2 Midfielders + 2 Forwards for a bonus of x2*



#### **1-3-1**

*Line up Goalkeeper + 1 Defender + 3 Midfielders + 1 Forward for a bonus of x2*

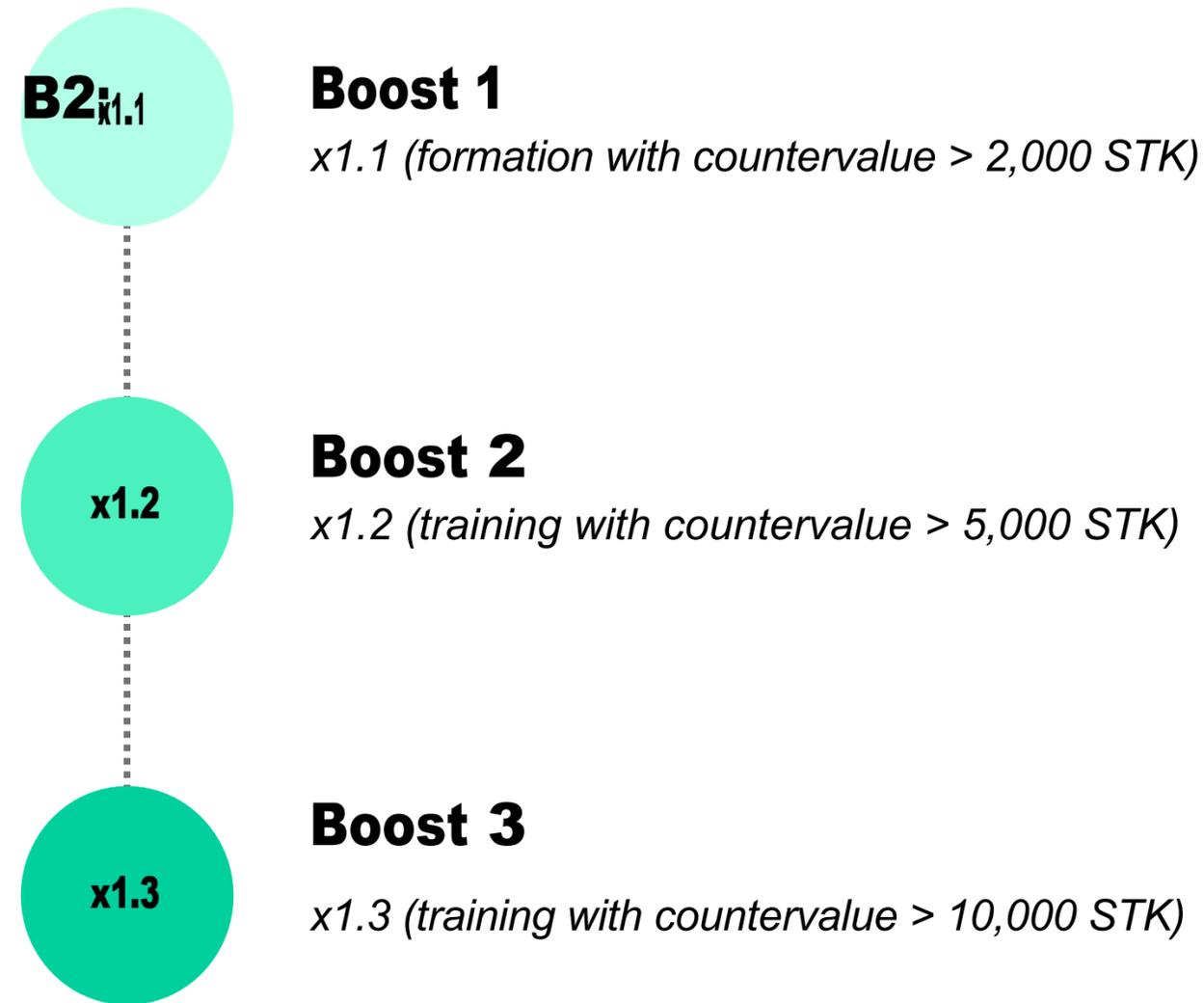
# 05

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## HOW TO USE THE BOOST

### BOOST LEVELS

In the **All Season** tournament, each level your team reaches corresponds to an incremental bonus:



# PRIZE POOL 2025/2026



01

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## ALL SEASON

The **All Season Tournament** is divided into two separate tournaments:

- **Winter Tournament:** *It will take place from the 1st to the 18th match day, with the top 60 players sharing a **prize pool of €6,000** (6M credits).*
- **Summer Tournament:** *This will take place from matchday 19 to matchday 38, with the top 60 players sharing a **prize pool of €6,000** (6M credits).*

We have decided to split the All Season tournament to increase the number of winners, making it easier to win.

The ranking is updated day by day, adding up the points obtained by the line-up fielded.

It is important to note that the score obtained in the All Season day and in the weekly tournament is different, as the Boost is added in the All Season.

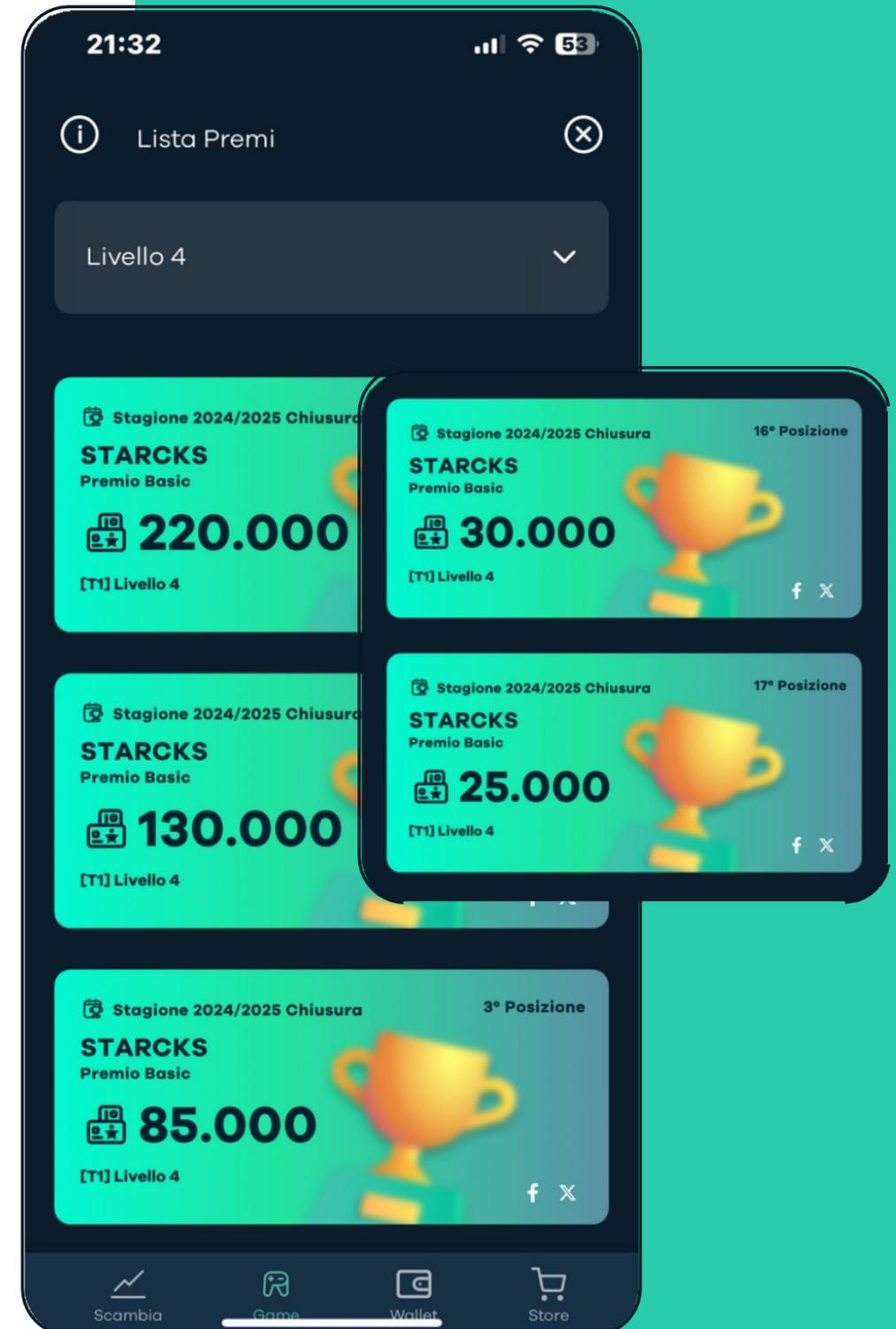
02

## WEEKLY

The **weekly** tournament lasts for one Starcks Round, at the end of which a ranking is created.

Over **90 winners** each Starcks Round, for a total of approximately **£2,300** per week, **£88,000** for the entire season with **3,800 total winners**.

This approach aims to encourage community growth and offer everyone the chance to win.

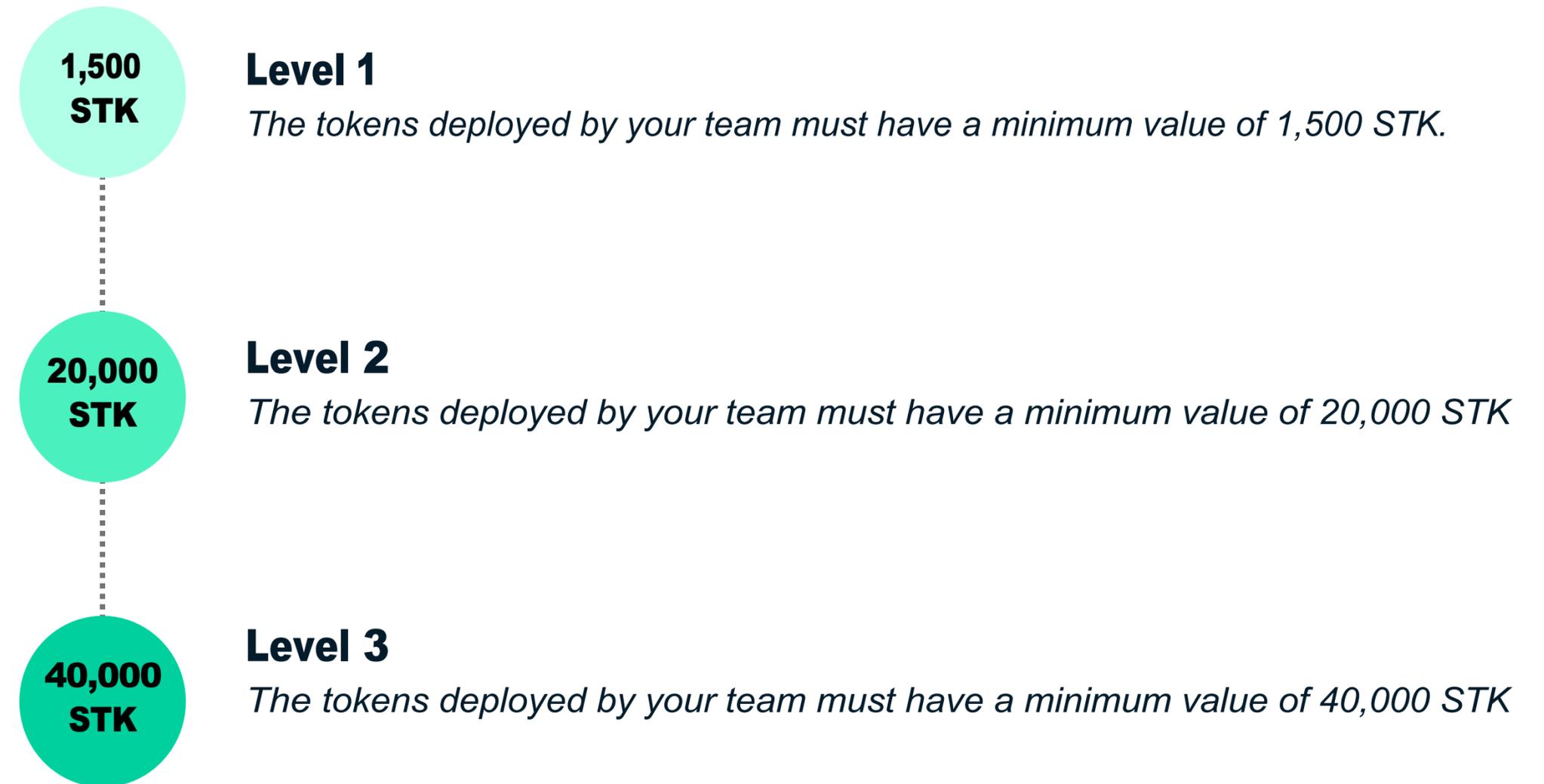


02

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WEEKLY

Users can register for one or more tournaments, thanks to the multi-team mode. There are 4 different levels based on the equivalent value of STK



03

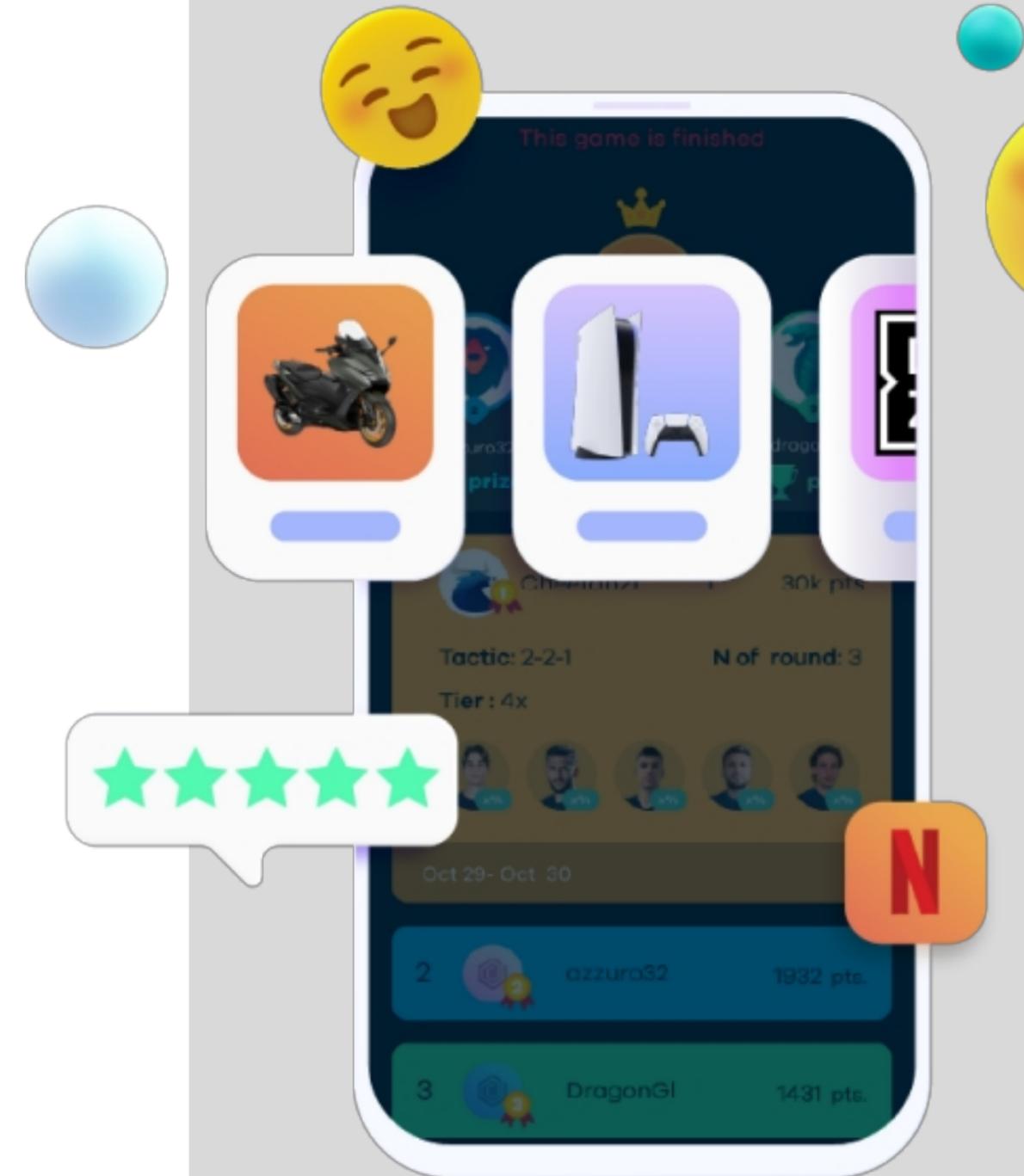
PRIZE

S

At the end of the day, the user will receive a notification through which the **notary validates the win.**

The user accepts the prize, after which they await delivery of the prize itself.

As a rule, the time between winning and receiving the prize varies from two weeks to a month and a half.



03

## PRIZES

2025/2026

<b>N Day</b>	<b>Total Winner</b>	<b>Budget</b>	<b>Weekly</b>
<b>38</b>	<b>+3,500</b>	<b>€100,000</b>	<b>+2,300</b>

<b>Tournament</b>	<b>Winners</b>	<b>Prize money</b>
<b>WINTER</b>	60	<b>€6,000</b>
<b>SUMMER</b>	60	<b>€6,000</b>
<b>WEEKLY</b>	3,420	<b>€88,000</b>
<b>SEASON 25/26</b>	3,520	<b>€100,000</b>

(\* the premiums indicated may vary by ± €0.5 due to tax changes)

03

# 2025/2026 WEEKLY PRIZES

N Day	Total Winner	Budget	€ Weekly
38	3,420	€88,000	+2,300

Tournament	Supplay STK	Min STK Player	Winners	W Value	Budget %
LEVEL 1	1,500	150	35	€172	7.4
LEVEL 2	20,000	2,000	30	€779	33.9
LEVEL 3	40,000	4,000	25	€1,352	58.7
<b>WEEKLY TOTAL</b>			90	€2,302	100

(\* the premiums indicated may vary by ± €0.5 due to tax changes)

# 03

## PRIZES

Level 1 +€170 weekly

Level 1		
Position	Value	Credits
1	25	25,000
2	20	20,000
3	15	15,000
4	12.5	12,500
5	€10	10,000
6	9	9,000
7	8	8,000
8	7	7,000
9	6	6,000
10	5.0	5,000
11	4.8	4,800
12	4.5	4,500
13	4.3	4,300
14	4	4,000
15	3.8	3,800
16	3.5	3,500
17	3.3	3,300
18	3	3,000
19	2.5	2,500
20	2	2,000

Level 1		
Position	Value	Credits
21	2	2,000
22	€2	2,000
23	1.5	1,500
24	1.5	1,500
25	1.5	1,500
26	1	1,000
27	1	1,000
28	1	1,000
29	1	1,000
30	1	1,000
31	1	1,000
32	1	1,000
33	1	1,000
34	1	1,000
35	1	1,000
<b>TOT</b>	<b>€171.5</b>	<b>171,500</b>

(\* the premiums indicated may vary by  $\pm$  €0.50 due to tax changes)

# 03

## PRIZES

Level 2 +€770 weekly

Level 2		
Position	Value	Credits
1	170.0	170,000
2	€120.0	120,000
3	100.0	100,000
4	70.0	70,000
5	50.0	50,000
6	40.0	40,000
7	30.0	30,000
8	25.0	25,000
9	22.5	22,500
10	20.0	20,000
11	15.0	15,000
12	14.0	14,000
13	13.0	13,000
14	12.0	12,000
15	11.0	11,000
16	10.0	10,000
17	9.0	9,000
18	8.0	8,000
19	7.0	7,000
20	6.0	6,000

Level 2		
Position	Value	Credits
21	5.0	5,000
22	€4.0	4,000
23	3.0	3,000
24	2.5	2,500
25	2.0	2,000
26	2.0	2,000
27	2.0	2,000
28	2.0	2,000
29	2.0	2,000
30	2.0	2,000
<b>TOT</b>	<b>€779</b>	<b>779,000</b>

(\* the bonuses shown may vary by  $\pm$  €0.5 due to tax changes)

# 03

## PRIZES

Level 3 +€1,300 per week

Level		
Position	Value	Credits
1	€260.0	260,000
2	€170.0	170,000
3	120.0	120,000
4	80.0	80,000
5	75.0	75,000
6	70.0	70,000
7	60.0	60,000
8	55.0	55,000
9	52.5	52,500
10	50.0	50,000
11	45.0	45,000
12	40.0	40,000
13	37.5	37,500
14	35.0	35,000
15	32.5	32,500
16	30.0	30,000
17	25.0	25,000
18	22.5	22,500
19	21.0	21,000
20	20.0	20,000

Level 3		
Position	Value	Credits
21	€15.0	15,000
22	12.5	12,500
23	10.0	10,000
24	8.0	8,000
25	5.0	5,000
<b>TOT</b>	<b>€1,302</b>	<b>1,302,000</b>

(\* the prices shown may vary by ± €0.50 due to tax changes)

# 03

## PRIZES

Winter Tournament **€6,000**

WINTER (FROM 1 TO 19 STARCKS ROUNDS)		
1	£700	700,000
2	€500.0	500,000
3	€450.0	450,000
4	€400.0	400,000
5	€ 350.0	350,000
6	€ 320.0	320,000
7	€ 300.0	300,000
8	€ 250.0	250,000
9	€ 220.0	220,000
10	€ 200.0	200,000
11	€170.0	170,000
12	€150.0	150,000
13	€140.0	140,000
14	€130.0	130,000
15	€125.0	125,000
16	€120.0	120,000
17	€115.0	115,000
18	€110.0	110,000
19	€105.0	105,000
20	€100.0	100,000
21	€ 90.0	90,000
22	€85.0	85,000
23	€80.0	80,000
24	€ 75.0	75,000
25	€70.0	70,000
26	€ 65.0	65,000
27	€ 60.0	60,000
28	€55.0	55,000
29	€50.0	50,000
30	€47.5	47,500

WINTER (FROM 1 TO 19 STARCKS ROUNDS)		
31	€45.0	45,000
32	€42.0	42,000
33	€40.0	40,000
34	€37.5	37,500
35	€ 35.0	35,000
36	€ 30.0	30,000
37	€ 27.5	27,500
38	€ 25.0	25,000
39	€ 22.0	22,000
40	€ 20.0	20,000
41	€19.5	19,500
42	€ 19.0	19,000
43	€18.5	18,500
44	€18.0	18,000
45	€17.5	17,500
46	€17.0	17,000
47	€16.5	16,500
48	€16.0	16,000
49	€15.5	15,500
50	€15.0	15,000
51	€14.0	14,000
52	€13.0	13,000
53	€12.5	12,500
54	€12.0	12,000
55	€ 11.0	11,000
56	€10.5	10,500
57	€10.0	10,000
58	€10.0	10,000
59	€10.0	10,000
60	€ 10.0	10,000

(\*prices shown may vary by ± €0.50 due to tax changes)

# 03

## PRIZES

Summer Tournament **€6,000**

SUMMER (FROM 20 TO 38 STARCKS ROUND)			SUMMER (FROM 20 TO 38 STARCKS ROUNDS)		
1	700.0	700,000	31	45.0	45,000
2	500.0	500,000	32	42.0	42,000
3	450.0	450,000	33	40.0	40,000
4	400.0	400,000	34	37.5	37,500
5	350.0	350,000	35	35.0	35,000
6	320.0	320,000	36	30.0	30,000
7	300.0	300,000	37	27.5	27,500
8	250.0	250,000	38	25.0	25,000
9	220.0	220,000	39	22.0	22,000
10	200.0	200,000	40	20.0	20,000
11	170.0	170,000	41	19.5	19,500
12	150.0	150,000	42	19.0	19,000
13	140.0	140,000	43	18.5	18,500
14	130.0	130,000	44	18.0	18,000
15	125.0	125,000	45	17.5	17,500
16	120.0	120,000	46	€17.0	17,000
17	€115.0	115,000	47	16.5	16,500
18	€110.0	110,000	48	16.0	16,000
19	€105.0	105,000	49	15.5	15,500
20	100.0	100,000	50	15.0	15,000
21	90.0	90,000	51	14.0	14,000
22	85.0	85,000	52	13.0	13,000
23	80.0	80,000	53	12.5	12,500
24	75.0	75,000	54	12.0	12,000
25	70.0	70,000	55	11.0	11,000
26	65.0	65,000	56	10.5	10,500
27	60.0	60,000	57	10.0	10,000
28	55.0	55,000	58	10.0	10,000
29	50.0	50,000	59	€10.0	10,000
30	47.5	47,500	60	10.0	10,000

(\* the premiums indicated may vary by ± €0.5 due to tax changes)

**Let's Starcks**