

THE MESSI LEAGUE

MESSI LEAGUE. DIVISION 1

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 CITY COLTS	10	4	1	0	18	7	3	1	1	9	3	17	23
2 PRIMROSE HILL	10	4	1	0	15	1	2	2	1	9	8	15	21
3 IB 2301	10	3	2	0	3	0	3	1	1	9	4	8	21
4 JERSEY BOYS	10	3	1	1	7	2	3	1	1	9	1	13	20
5 REAL AYELL	10	4	0	1	5	1	1	3	1	2	1	5	18
6 WESSEX RANGERS	10	3	1	1	16	6	1	1	3	7	12	5	14
7 LEODIS	10	2	1	2	10	6	1	2	2	1	3	2	12
8 DAL RIADA	10	0	4	1	0	1	2	2	1	3	4	-2	12
9 SHRIMP COVE	10	0	2	3	0	4	1	2	2	7	12	-9	7
10 REQUIEM	10	0	3	1	6	9	1	1	4	5	15	-13	7
11 TECHNO TERRIERS	10	1	1	3	4	11	0	0	5	0	17	-24	4
12 VIPPEROED BK	10	0	1	5	5	15	0	2	2	2	9	-17	3

MESSI LEAGUE. DIVISION 2

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 BRECON WARRIORS	10	5	0	0	16	3	3	2	0	12	7	18	26
2 HAVERING TOWN	10	3	1	1	12	6	3	2	0	16	11	11	21
3 OLD STEINE FC	10	3	1	1	11	6	1	3	1	9	9	5	16
4 FALLEN ANGELS	10	3	1	0	10	6	2	0	4	10	20	-6	16
5 WELSH WIZARDS	10	2	3	0	11	9	1	2	2	3	4	1	14
6 NEWSOME FC	10	3	1	1	8	2	0	3	2	5	9	2	13
7 BRECON RANGERS	10	1	4	0	7	6	1	3	1	2	3	0	13
8 MISTIQUE	10	2	1	2	7	7	1	1	3	4	8	-4	11
9 DYNAMO TEST	10	0	4	1	1	4	2	1	2	3	6	-6	11
10 SPORTING SPUDS	10	2	2	2	11	4	0	1	3	2	10	-1	9
11 WRESTLEMANIA FC	10	0	3	2	2	5	0	3	2	0	2	-5	6
12 SCI FI ELITE	10	0	1	4	4	13	0	1	4	5	11	-15	2

MESSI LEAGUE. DIVISION 3

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 GLOBE TROTTERS	10	3	2	0	14	0	3	1	1	12	1	25	21
2 THE GREEKS	10	3	2	0	9	0	3	1	1	8	3	14	21
3 LADY PARK	10	3	1	1	18	4	3	0	2	9	7	16	19
4 FRALKA	10	4	1	0	14	1	0	4	1	5	6	12	17
5 WISE GUYS	10	3	1	1	8	3	2	1	2	5	6	4	17
6 THE LEVELLERS	10	3	0	2	8	6	2	1	2	9	8	3	16
7 DEFCON1 FC	10	1	1	3	6	7	4	0	1	10	8	1	16
8 CRIME TIME	10	3	0	1	9	8	2	1	3	8	16	-7	16
9 LES FERDINAND	10	3	1	1	15	8	1	0	4	7	19	-5	13
10 SHROPSHIRE STAR	10	2	0	3	8	7	2	0	3	9	15	-5	12
11 PARK END BLUES	10	0	1	5	4	20	0	0	4	0	11	-27	1
12 BREXIT CITIZENS	10	0	0	5	3	18	0	1	4	0	16	-31	1

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Games & C T Dempsey

Messi League - Session Eight

Season 24

Tel: 01322589895 or 07470 132611 EMail: Kickdist@gmail.com

RESULTS SESSION EIGHT

RESULTS ROUND-UP

TEMPERATURE: Cold

Week twenty-two

DIVISION 1

IB 2301 Att 28580 Pitch: Wet	0 : 0 DAL RIADA Wind: Light	(H - 1.1)
LEODIS Att 52203 Wind: Brisk Pitch: Frozen	0 : 2 REAL AYELL Jonathan 8 Chang 41	(A - 0.7)
PRIMROSE HILL Van halen 48 Wind: Calm	1 : 0 JERSEY BOYS Att 54808 Pitch: Muddy	(H - 0.3)
WESSEX RANGERS Barkov 34 Vesik 72 Inj - Angkor wat (5)	2 : 0 TECHNO TERRIERS Att 37982 Wind: Calm Pitch: Muddy	(H - 0.9)
SHRIMP COVE Att 27189 Pitch: Muddy	0 : 0 REQUIEM Wind: Brisk	(A - 0.7)
VIPPEROED BK Maglesoe 27 Att 40578 Wind: Light	1 : 2 CITY COLTS Sandown 14 Thompson 49 Pitch: Frozen	(A - 1.7)

DIVISION 2

MISTIQUE Hotshot 5 Laust 42 Wack 56 Att 26809 Wind: Light	3 : 4 OLD STEINE FC Zadorra 5 Almqvist 20 Namibian 56 Buratino 59(p) Pitch: Good	(H - 0.3)
BRECON RANGERS Att 27445* Pitch: Muddy	0 : 0 DYNAMO TEST Wind: Light	(H - 0.1)
WELSH WIZARDS Taylor 11,15,53 Hollis 38 Westtip 90 Att 33046 Pitch: Muddy	5 : 5 HAVERING TOWN Snooof 41,46 Klaasen 42 Parrang sabbil 43,81 Wind: Light	(H - 0.1)
BRECON WARRIORS Merlin 3 Wind: Light	1 : 0 WRESTLEMANIA FC Att 29666* Pitch: Wet	(H - 1.1)
SCI FI ELITE Inj - IstvAn nemere (5) Att 25353 Wind: Light Pitch: Frozen	0 : 3 FALLEN ANGELS Bartram 41 Silva 53 Jedani 75	(A - 0.7)
SPORTING SPUDS Batley-slapper 58 bkd - Mucveri (81) Inj - Dorset (1) Pitch: Wet	1 : 1 NEWSOME FC Laurits 52 Att 32416 Wind: Light	(H - 0.5)

NEWSOME FC MISS PENALTY AFTER 87 MINS

DIVISION 3

BREXIT CITIZENS Archimedes 12 Potet 63 Att 26199 Wind: Light	2 : 4 LES FERDINAND Stanton drew 14,41 Zywiec 61 Eze 80 Pitch: Frozen	(A - 0.3)
THE LEVELLERS Parril sabin 63 Wind: Light	1 : 0 GLOBE TROTTERS Att 21294 Pitch: Good	(H - 0.3)

SHROPSHIRE STAR Pythagoras 14 Walters 39 Inj - Jackson (1) Att 25257 Pitch: Frozen	2 : 3 DEFCON1 FC Zantis 10 Deeside 23 Battaski 35 Wind: Light	(H - 0.3)
FRALKA Kithnos 3 Jens 17 Tsilivo 33 Good 89 Pitch: Frozen	4 : 0 WISE GUYS Inj - Aristotle (2)/ Montgomery (6) Att 26243 Wind: Light	(A - 0.3)
LADY PARK De who 12,82 Mercutio 13 Costa 43(p) *Derby Game*	4 : 0 CRIME TIME Att 31088 Wind: Light Pitch: Frozen	(H - 0.9)
PARK END BLUES bkd - Stella (84) off - Rankin (13) Att 29308 Wind: Light *Derby Game*	0 : 3 THE GREEKS Ysgubor 77 Hasiang 82,83 bkd - Greenhall (32) Pitch: Muddy	(A - 0.3)

Week twenty-three

THE MESSI CUP

3rd round replays

THE GREEKS Att 30380 Wind: Calm Pitch: Frozen	0 : 2 GLOBE TROTTERS Kalamakis 41 Lili 78	(A - 0.5)
BRECON WARRIORS Att 29666* Wind: Light	0 : 1 REAL AYELL Alaska 98 Pitch: Frozen	(A - 0.7) [AET]

Week twenty-four

THE MESSI LEAGUE CUP

Quarter-finals

HAVERING TOWN Unky herb 28 Inj - Cibeles (9) Att 43000* Wind: Light	1 : 3 CITY COLTS Rider 25 Thompson 31 Karjalainen 54 Pitch: Frozen	(A - 1.1)
DAL RIADA Att 34182 Pitch: Frozen	0 : 0 JERSEY BOYS Wind: Light	(A - 0.9)
PRIMROSE HILL Spitfire 41,47 bkd - Bovington (59) Att 49462 Pitch: Good	2 : 2 FRALKA Mortenomash 3 Jens 55 Wind: Calm	(H - 1.7)
IB 2301 Overli 3 Quinn 6 Kluivert 7 Leprechaun 12 Giggs 43,52	6 : 0 WISE GUYS Inj - Tesla (1) Att 26524 Wind: Light Pitch: Muddy	(H - 1.3)

MESSI FRIENDLIES

SLOUGH(NL) off - Calfield (10)	2 : 0 BRECON WARRIORS off - Genesis (21)	(H - 2.9)
FRALKA	1 : 0 BATH(NL)	(A - 1.7)
WYCOMBE(NL)	4 : 0 CRIME TIME	(H - 3.5)
STOWMARKET(NL)	3 : 0 CITY COLTS	(H - 2.7)
DYNAMO TEST	0 : 1 COLWYN BAY(NL)	(A - 1.9)

THURROCK(NL)	1 : 1	DAL RIADA	(H - 1.5)
DEFCON1 FC	0 : 3	AFC HAYES(NL)	(A - 2.7)
DIDCOT TOWN(NL)	0 : 0	BRECON RANGERS	(H - 0.7)
ALTRINCHAM(NL)	0 : 1	IB 2301	(H - 0.3)
GLOBE TROTTERS	2 : 1	WROXHAM(NL) off - Bardsley (7)	(A - 0.9)
DROYLSDEN(NL)	2 : 0	HAVERING TOWN	(H - 2)
OXFORD CITY(NL)	7 : 0	JERSEY BOYS	(H - 5.7)
STAFFORD(NL)	2 : 0	NEWSOME FC	(H - 2.3)
LEATHERHEAD(NL)	2 : 0	MISTIQUE	(H - 2.1)
LES FERDINAND	1 : 2	LEEK TOWN(NL)	(A - 3.7)
HERNE BAY(NL)	1 : 0	OLD STEINE FC	(H - 0.3)
LADY PARK	0 : 0	ILFORD(NL)	(A - 0.5)
REQUIEM	0 : 2	TRURO CITY(NL)	(A - 4.5)
TAMWORTH(NL)	0 : 0	PARK END BLUES	(H - 1.1)
SCI FI ELITE	0 : 0	WHITBY TOWN(NL)	(A - 2.5)
ROMULUS(NL)	1 : 4	SHRIMP COVE	(A - 1.3)
PRIMROSE HILL	0 : 0	MET POLICE(NL)	(A - 1.1)
UXBRIDGE(NL)	1 : 0	SPORTING SPUDS	(H - 2)
TELFORD UTD(NL)	6 : 0	SHROPSHIRE STAR	(H - 4.1)
ENFIELD(NL)	1 : 0	REAL AYELL	(H - 0.3)
WOKING(NL)	6 : 0	THE GREEKS	(H - 6.1)

TECHNO TERRIERS	0 : 0	CARSHALTON(NL)	(A - 1.3)
SOUTHPORT(NL)	8 : 0	THE LEVELLERS	(H - 4.5)
WELSH WIZARDS	0 : 1	ALFRETON TOWN(NL)	(A - 1.7)
HEDNESFORD (NL)	0 : 0	VIPPEROED BK	(H - 2.1)
WESSEX RANGERS	0 : 1	SUTTON UTD(NL)	(A - 1.9)
WEYMOUTH(NL)	4 : 0	WRESTLEMANIA FC	(H - 5.3)
WISE GUYS	0 : 2	MARGATE(NL)	(A - 4.5)
STEVENAGE(NL)	2 : 0	FALLEN ANGELS	(H - 0.5)
RUNCORN(NL)	4 : 0	BREXIT CITIZENS	(H - 1.7)
LEODIS	0 : 0	HASTINGS UTD(NL)	(A - 1.9)

WEATHER FORECAST

Temperature next session: Cold
Predicted wind speed next session:
Light

THE MESSI CUP

Quarter-finals

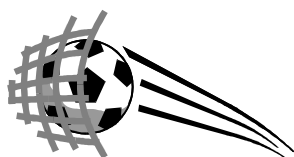
IB 2301 v Havering Town
Globetrotters v Real Ayell
City Colts v Fallen Angels
Leodis v Welsh Wizards
(To be played on session ten)

MESSI LEAGUE CUP

Semi-finals

(played Session Twelve)

City Colts v Jersey Boys or Del Riada
Fralka or Primrose Hill v IB 2301



STATISTICS PAGE

LEADING SCORERS

DIVISION 1

1	SANDERS	IB 2301	9
2	KLAASEN	PRIMROSE HILL	8
3	SPITFIRE	PRIMROSE HILL	8
4	COLEMAN	CITY COLTS	7
5	KARJALAINEN	CITY COLTS	7
6	BARKOV	WESSEX RANGERS	7
7	DURRELL	JERSEY BOYS	7
8	SCOREITSSON	CITY COLTS	6

DIVISION 2

1	UNKY HERB	HAVERING TOWN	12
2	SNOOOF	HAVERING TOWN	12
3	JOHANSEN	BRECON WARRIORS	8
4	CARADOC	BRECON WARRIORS	8
5	JANKUTE	HAVERING TOWN	7
6	NAMIBIAN	OLD STEINE FC	7
7	TAYLOR	WELSH WIZARDS	6
8	SILVA	FALLEN ANGELS	6

DIVISION 3

1	PUCK	GLOBE TROTTERS	11
2	COSTA	LADY PARK	10
3	JENS	FRALKA	9
4	RAMPANT	LADY PARK	8
5	STANTON DREW	LES FERDINAND	7
6	CARLINGFORD	THE GREEKS	6
7	PARRIL SABING	THE LEVELLERS	6
8	WITTGENSTEIN	WISE GUYS	6

MANAGERIAL RATINGS - PHYSIO POINTS

TOP

SHROPSHIRE STAR - 0

IB 2301 - 1

JERSEY BOYS - 1

BOTTOM

THE GREEKS - 33

HAVERING TOWN - 33

CRIME TIME - 35

Since A Win

Sci Fi Elite	24 games
Park End Blues	15 games
Brexit Citizens	13 games
Wrestlemania Fc	11 games
Vipperoed Bk	10 games

THE ROLE OF SHAME

The following players are all suspended next session for the number of games shown besides their name :- GENESIS [1] (BRECON WARRIORS) / RANKIN [1] (PARK END BLUES) /

PRIVATE DEALS

REAL AYELL sold DUGGES (18-2 FW) {FUT} to LES FERDINAND for 500K

PRIMROSE HILL sold BELLINGTONBEAR (23-12 UT) {P/S} to LES FERDINAND for 500K

VIPPEROED BK sold JERSIE (18-3 FW) {P/S} {FUT} to CRIME TIME for 800K

NEWSOME FC sold STARBUCK (22-12 MF) {P/S} {STAR} to BREXIT CITIZENS for 0K

BREXIT CITIZENS sold MACRON (18-2 FWS) {P/S} {APP} to NEWSOME FC for 300K

BREXIT CITIZENS sold LENO (18-2 GK) {FUT} to DEFCON1 FC for 400K

All deals completed successfully!

MOST APPEARENCES (CAREER)

DIVISION 1

1	BASHER	VIPPEROED BK	535
2	BACIGALUPI	REAL AYELL	517
3	LEPRECHAUN	IB 2301	412
4	ADD0-BOATANG	PRIMROSE HILL	390
5	SEAWORTH	JERSEY BOYS	375
6	THOMPSON	CITY COLTS	358
7	JUDEN	DAL RIADA	358
8	SINGH	IB 2301	345

DIVISION 2

1	WESTTIP	WELSH WIZARDS	547
2	ROGER HERMUFF	FALLEN ANGELS	418
3	(D)WHIP	DYNAMO TEST	338
4	DUFNER	MISTIQUE	258
5	SOUSA CAUSO	SCI FI ELITE	251
6	FLIPKENS	OLD STEINE FC	249
7	BARBAROSSA	WELSH WIZARDS	179
8	STALLION	WELSH WIZARDS	178

DIVISION 3

1	NILS OSCAR	LES FERDINAND	425
2	COLLINS	SHROPSHIRE STAR	424
3	BELMONTE-GARCIA	BREXIT CITIZENS	385
4	CHRISTIE	CRIME TIME	353
5	COSTA	LADY PARK	342
6	TJEBBERUP	THE GREEKS	283
7	HANS	PARK END BLUES	280
8	BOOTHROYD	BREXIT CITIZENS	280

AUCTION PAGE

ROLLING AUCTION RESULTS FOR SESSION EIGHT

AUCTION RESULTS

POS STATS NAME

CLUB

FEENO NHIGH

All players not shown were unsold.

AUCTION FOR SESSION NINE

The following four players have been sent packing for the remainder of their contract's due to bad discipline & high earnings. Can you afford to take them on?

(These 4 quality players each carry **40DPPS** but will STAR automatically whenever they become lvl 12 for the 1st time, this season)

- 1) SW 20 -10 RISER (50k for 8)
- 2) DF 20 -10 RISER * (25k for 8)
- 3) MF 20 -10 RISER. * (25k for 8)
- 4) FW 20 -10 RISER. * (25k for 8)

* Name your category on bidding for the following fees (put note in message to GM)

P - 100k

S - 150k

P/S - 250k

Select 'Random' for no extra cost & take pot luck.

Note that the riser level is random, may be very slow may be ultra fast or somewhere inbetween
(All players are of **ENG** nationality and must be named accordingly)

- | | | | |
|------------|-----|-------------------------------|--|
| 5) MF 18-2 | P/S | APP | Emefadee of Techno Terriers
{RES 150k - 49% BW/ 39% CR} |
| 6) MF 18-2 | P/S | APP | Norild of Ib 2301
{RES 150k - 49% BW/ 27% CR} |
| 7) DF 20-9 | S | --Jorgensen of Globe Trotters | {RES 340k - 48% BW/ 50% CR} |

ROLLING AUCTION LEVELS

The following are the minimum levels relating to each session for entering players into the rolling auction:-

<u>SESSIONS</u>	<u>MIN LEVEL</u>
1 to 3	5
4 to 5	6
6 to 8	7
9 to 10	8
11+	9

These are also the same levels which decide whether a player will go straight to N/L when out of contract rather than being put into the auction

AUCTION NOTES

NOTE
THIS
WELL

From now onwards we would like you to always write, 'don't sell if he turns star in the messages to GM box, **EVEN IF HE IS ALREADY A LEVEL TWELVE STAR ALREADY**, as well as ticking the relevant DON'T SELL box in teampick **EVEN IF HE IS ALREADY A LEVEL TWELVE STAR ALREADY**,. NOTE THAT TICKING THE BOX IS THE MAIN DECISION-MAKER IN WHETHER A PLAYER IS SOLD OR NOT, the GM Message is just to help the GM if there is a problem!

Also PLEASE DO NOT leave partially-completed transfers in your transfer section, i.e. leaving the team name or the player, etc., it is laziness on your part and might result in strange things happening to your team!!!

And you MUST spell the names of the players included in any deal correctly. If you don't then the program might refuse them and they don't go through, so be careful.

In future, you are allowed multiple conditional bids from which the program will attempt to purchase just one item. However, you are also allowed multiple Unconditional bids from which the program will attempt to purchase all. teampick users just have to use the relevant boxes in the program, those who don't use teampick must ensure they stick to these rules and make it clear on their turns just what they want to happen in their bidding process.

LSO, be careful when doing deals etc. The program works on team order, which can cause problems. Best idea is NOT to have 25 players in your squad at the start of a turn and do deals and sell to NL, cos if the manager you are doing a deal with has a lower team number than yours, the program will say you have no space in your squad, even though you are trying to sell players to the non-league. His orders will be processed before yours!!

Please note that from now onwards it is illegal to sell any player and then buy him back in the next three session FOR ANY REASON WHATSOEVER. If you do that playing will be banned for life and you will lose him

MANAGERS NEEDED

LIVINGSTONE league **K.U.CLUBBERS**, definitely a challenge team for somebody who wants something to get their teeth into

MESSI league **LEODIS** fading first division outfit, something to really give you all a challenge to be honest

ROBSON league **MAIDEN FC**, four and a half million in the bank, and an interesting challenge for any manager who likes lots of things to sort out and wheel and deal.

free season for any of these teams if you take them on?

SOCIAL MEDIA

We have finally been dragged kicking and screaming into the 21st Century , pity all dinsoaurs aren't like that and have upped our presence on social mediua sites. Links to our pages will soon appear on the web-site, but in the meantime we can be found on

FACEBOOK - kickabout online

and Twitter

Online Kickabout

and remember the KA web-site

www.Kickaboutonline.co.uk to see the goodies

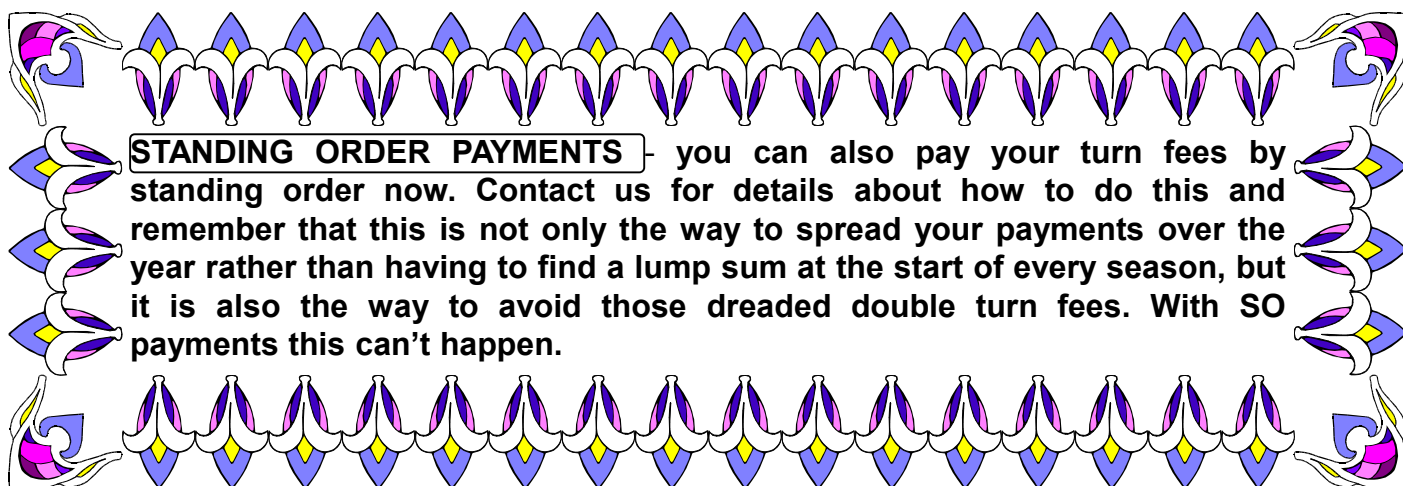
CREDIT CARD PAYMENTS

Can be made to us using the **PAYPAL** service. So if you want to pay anything by credit card then you could register with them and give it a try. Also note that if you send your payments as a gift ALL of the cash reaches us without any paypal fees being charged at our end and all is credited to your account.

You can pay by card/paypal through our new web-site

kickaboutonline.co.uk

Payments can now be made via paypal on our chris.spelbinder@btinternet.com address only.



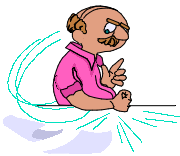
THE KICKABOUT COMMUNITY

EMAIL CHAT LIST - yes, you can subscribe to our email discussion group. There is a list for general Kickabout topics, a list for each individual league, one for the vulcano, one for teampick subscribers, even one for the weekend players. Learn more about the game, talk to other players and the Gm. To subscribe to the main list send a blank email to KA-kickabout+subscribe@groups.io. For others you do the same except put the league, name with Ka- in front of +subscribe.

One thing to note about subscribing to the list, we post a regular schedule of where every league is in the processing schedule, when it is sent out, when the latest return-by-date is. This is of great help and if you have email you should really be receiving this.

MARKING UPDATE

We have worked out a system to check on anybody who is using last season's marking numbers for the current season. Basically the program will save a list of all valid marking successes each session and if somebody cries foul, that he has been marked by somebody who hasn't scouted him, we can check and say yea or nay.



So from now onwards if you use last season's numbers then you will be found out AND if guilty the result of the game will either be reversed or decided against you.

THE MUCH MALTREATED DF/A

After much discussion with the KA fraternity at large we have decided that from the end of this season DF/A's will qualify for getting the best defence bonus just like SW & DF do. So DF/A's are even more important a player.

MARKING INFO - Tim Dodge has put together a clever little program that allows s shomatch subscribers to gather all the international squads together each session so that you can use that info to get marking info. Shomatch/ teampick subscribers get a file sent out a file with all the int squads listed and this program pulls them all together. Makes it easier

New 2014 version now available at
<http://git.invisibles.org/cgi-bin/cgit.cgi/markinfo-vb6.git/plain/markinfo.exe>

THE NEW TROPHY SCHEDULE

With three divisions now the trophy has had to be rescheduled.

From now onwards it will start in Session eleven and be played each session until the final on session fifteen (no replays in any rounds.

Session eleven will consist of the bottom eight clubs sin division three playing.

In round two on session twelve the other division three clubs and the bottom eight in division two will all come into the competition.

Hopefully Paul will, put a new fixture list on the teampick web-site so you can update teampick

NORWICH WEEKEND IN MAY 2021

Another KA weekend has been booked for 6th to 9th of May next year in Norwich.
SO why not put it in your diaries NOW, and make it a bumper weekend in a really good environment
me hearties?

The Norwich Hotel is where the action takes place, book direct
Cost this is a measly £40

First takers are Steve Thompson, Richard Pickup, Chris Moore, Niel Humphries, Graeme Miller,
Andy Baker, Paul Butler, Dave Craven, Neil Barrett & Seamus (All credits moved from Glasgow),
Dave Hargraves

Jens the Jensen also says he is coming along

ADVANCE NOTICE

There will be another galway weekend in october of next year

Long way ahead but as usual already proving popular

Seamus is the first taker

Jens, Morten, Bo, Neil Barrett, Cranners, Craig, Paul Sutton, Steadders,
Puffo, Rob the Lewis, Danny B, Paul Butters, Mashman & Geraldo, have all
intimated that they have the date in their diary so it is filling up fast you
laggards.



KICKABOUT MUSINGS

Perhaps this is the place to remind the
great KA public of an error that people
seem to make without thinking.

If you discover an sby or app as a
substitute then you have to discover him
again the first time he plays a
competitive game. The KA program
doesn't recognise discoveries, if they are
substitutes, it only recognises them when
discovered in a competitive game. If you
don't do this then if you play the sub in a
competitive game with out discovering
him there it will be ignored as he doesn't
exist in reality

THE WADDERS ADVICE CENTRE

SPECIALIST PLAYERS - these are the type of players that will often give you the edge on your opponents. By the end of a season a decent team is quite likely to be able to field a full team of level twelve's, so you need something else to give you an advantage and that is where specialist players come in. Each one gives a different type of advantage, some always available, some only coming into play when certain conditions apply. Obviously they cost a lot to purchase as they are very effective players to have in a side, or you might be lucky enough to discover them, either through raining apprentices, through your youth scheme and in the case of MF/G's during the ageing process. They are still expensive though as to train them up to effective levels costs many SPS, which you cannot use for your other players.

A point here about all players whose type is followed by a '/'? is valid here. Remember that with these players not all of them add levels to the other areas of your team (and when they do REMEMBER to add them won't you). It's only the Midfield specialist that adds levels each and every time, an MF/G or DF/A never adds levels, or should I say, YOU NEVER add the levels to your side!! The levels are added by the computer after it looks at your side and compares it with your opponent. It might be that no levels are to be added, or it might be that all levels are, but whatever, it ISN'T YOU who adds them and for the addition of levels purpose you treat them as normal players.

Also, remember that for certain players to be effective they might have to combine with another player (A FWT has to have either a DF/A or WG in the side to have a chance of doing anything), certain conditions might have to be met (a WG has his best effect against a team who play offside against you, or it might be a pure case of outfield levels (thus a DF/A really comes into it's own if your DF is stronger than the opponents Fw-line and can get forward and create shots on target).

One interesting specialist player is the FWS. This player type can play anywhere without loss of levels, so is in effect a UT type player, but it also acts as a quasi-star as well. Not quite as effective as a Star because the lower the level that a FWS is, the less effective he becomes at creating chances, though even a level 2 FWS might generate extra chances each game. This is somewhat mitigated however, that when a chance becomes a shot on target the FWS is always more likely to score as that is his job indeed. If you look at the table of high scorers then you will invariably see that FWS's appear in them in inordinately large numbers. So the FWS is a very effective player perhaps under-rated by some of you. See how many times his name appears in moments of brilliance and that is only when he creates a chance, the rest is invisible to you.

There is a very full description of each specialist player in the rulebook, and perhaps it stands re-reading very now and again, lest we forget what they all do and how to get the best out of your team. Everything has to fit. How many of you have decided to play positive and five-man attack and then included a SW and MF/A only to find that both these players don't play to their full potential?? How many of you have a team full of midfield specialists and find that there is no room for those DF/A's to speed up and down the flanks cos there is no room for them to play?? .

Creative and BallWinner - How it Works

Despite countless explanations to folks, numerous written responses and an addenda to the rulebook it appears that some managers still have little clue how the Ball Winner and Creative statistics affect the game as a whole.

They have opted to ignore these rather than try to grasp WHY they have been introduced and when their team loses 1-0 and the newsletter reports how superbly creative their opponents were, those same managers start moaning about their ill fortune. Only recently one manager on the newsserver said that the main thing he didn't like in the game was the ridiculous 1-0 defeats his teams suffered, suggesting that such "freak" results were a far too common occurrence. It never really hit him that he was losing these matches for a reason. Anyway it seems as good a time as any to try and go through this game mechanic once more, just so the next time people say "how does this work" we can point them to yet another part of the newsletter that they decided wasn't worth reading.

The Ball Winner and Creative statistic were added to the game for a good reason - they differentiate between players of the same basic type in a manner that was previously untouched. Look at real players for instance. There can be no doubt that Paul Ince and David Batty are very similar types of players. Let us assume, for sake of argument, that both can be called level 11 MF/D's and, again for the sake of argument, both are power players.

Now in Kickabout that would be that. There was previously no way of trying to simulate the fact that Ince was the kind of player that could break from midfield with powerful runs and get into the box while Batty was more likely to play just in front of the back four. The Ball Winner and Creative stats were introduced to make that difference.

A player who is a good Ball Winner is one that will be in there where the tackles are flying and will, basically, have an edge when it comes to breaking up the moves of the opposition. He will have the better chance of coming away with the ball from a 50-50 challenge than normal. His ability to put his foot in will make the difference between someone getting in a shot and having it blocked. Ball Winners are designed in a defensive frame of mind.

Creative players are just the opposite and, as you would expect, it is they that have the ability to turn a loose ball into a scoring chance. They thrive on the more skilful type of play, getting the ball on the floor and playing it to feet. They may not be the greatest of tacklers but they will be able to provide that extra touch that puts a striker through on goal.

Every player in Kickabout, with the exception of Goalkeepers, have two figures recorded against them to show their abilities in both these basic areas. Often these two figures will add up to a 100, and in this way they can be looked upon as percentages. The first of the two figures is the player's ball winning ability while the latter is their creative skill. So if a statistic reads "65/35" it becomes immediately apparent that the player is far more suited to a physical, tackling game than he is likely to be putting in killer passes. These figures may sometimes not add up to a hundred, or may total to a good deal more. One player in an early auction had figures of "65/65" which are more formidable, a sort of Giggs type character who has no problem in tracking back and winning the ball when required. Whatever the case may be, these two numbers DO have a fair importance in the game now and they should be taken note of by EVERY manager.

The new statistics are aimed at a simple game mechanic - they are used to give a side additional chances of scoring during a game or they are used to nullify efforts created by the opposition; it doesn't take a genius to work out which does which.

The individual statistics of each player are only the "base value" for each formulae that uses them. The figures shown are modified by any number of different conditions before they are given a final rating, which is used to determine if he directly affects the match in any way. The kind of players he is playing with, the number of players in his part of the pitch, the weather and the team's formation are all mitigating factors in how this base value is modified.

Ball Winners are players that thrive in the heat of battle, that love to mix it with the opposition and find their talents easier to use when in packed areas of the pitch. They are primarily defensive players and tend to have more effect if the overall stance of the side is weighted in that direction. For each element of

this make up that goes their way, they receive a bonus on their ball-winning ability, along with a subsequent penalty to their creative skill.

So, if the Batty of our example starts the game with figures of 75/25 then he will be completely happy playing in a full Power side, with a 4-4-2 formation that uses a negative style. If the weather is cold and the pitch muddy then he has about everything he can get in his favour. The only way of bettering this is for him to be playing in a five-man midfield, but then you lose the negative advantage and his figures won't look all that much better. Each one of the factors in his advantage will add a certain percentage to his abilities and in the example shown it would not be a surprise to see Batty's eventual stats change from 75/25 through to perhaps 105/10 or so.

Creative players like the opposite end of the scale, as you can imagine, and they like warm days with a good surface to play on, they like space to play in and a style that allows them to attack the opposing goalmouth. It doesn't take too much to work out what sort of formations and playing positions will get the best from them. It may well become apparent that there are more opportunities in the game for ball winners than there are for creative players - this is a fact. The balance to this is that when a BW or CR affect kicks in, it only kicks in at the position the player is located. A BW gain by a player in midfield will kill off a shot from the opposing midfield area for example, while a striker picking up a creative chance will do so from his forward position. The creative chances always result in an additional chance where as ball-winners need to have something to stop if they are to be effective. If a side adds an extra four Ball-winner stops to their midfield and the opposition isn't creating anything in that area, then these efforts are wasted. Thus, while there are many more ways of aiding your ball-winning players, their abilities are not always as valuable as the creative players

round up time

More bad news for manager SAMSON as his side lose at **Primrose** and he drops out of the top three replaces. **Colts** go clear, can they really win again with this severely weakened team, play up the rest of you. Still it is an exciting race with five teams in with a shout

Havering drop points, in a high-scoring game today. This allows both **Old Steine & Fallen Angels** to close up a bit though they might be fighting for that third promotion spot to be honest. Way overdrawn, on their way to the third, guess who is managing downwardly mobile like a stone **Sci Fi Elite**.

In the third the **Globetrotters** unbeaten record finally goes in a topsy turvy week. **lady park** look back in the mix as do **Fralka** who down **Wise Guys**. Pity they can't get anything but draws away from home. Still basically eight teams here who look as if they could get promotion