

KICKABOUT RULES INDEX

Introduction	2	Physio Points	24
Playing Kickabout	2	The Super Physio	25
The League	2	Home Advantage	25
The Competitions	3	Playing Defensively	26
Player Nationalities	4	Motivation Points	26
International & Rep Squad	4	Playing Offside	26
Friendly Matches	4	Playing Style	27
Game Mechanics	5	Application of Additions	28
The Players	5	Scouting	29
Player Positions	5	Tactical Ploys	30
Performance Levels	8	Marking	30
Success Points	8	BW & CR Stat	33
Coaching	9	What the Numbers mean	33
Star players	9	How the Numbers work	34
Rising and Fading Stars	10	Financial Matters	35
Apprentices	10	Manager of the Month	36
Surprise Discoveries	11	Other Prizes	36
Future Stars	11	Converting SP's to cash	36
Schoolboys	12	What to do with money	37
Competitive Match Effects	12	Wages and Contracts	37
The Youth Team	12	Bankruptcy	40
Experience	13	Ground Development	40
Man of the Match	13	Pitch Modifications	40
Player Category	14	Supporters Club	40
Category Changes [P/S + OOP]	16	Transfers	41
Ageing	16	The Auction	41
Under strength Teams + Subs	17	Bidding for Players	42
Club Captains	17	Sales to the non-league	43
Transferred Captains	18	Order of Processing	44
Loss of Captain's Influence	18	Explanation of Printouts	44
Team Balance	18	The Squad Sheet	45
Playing Out Of Position	19	Filling in the Turn Sheet	47
Crowd Walkout	19	Shomatch	49
Calculating the Result	19	Teampick	49
The Weather and Effects	20	Mark Info	49
The Playing Field	21	Kickabout Lists Online	49
Postponed Matches	22	Kickabout Weekends	49
Cross-League Matches	22	Game Fees	50
Derby matches	22	Mailing Costs	50
Aggression and DP's	23	Turnaround	51
Disciplinary Fines	23	Missing Manager Rules	51
Penalty Kicks	24	Disputes	51
Injuries	24	Tailpiece	52
Own Goals	24		

INTRODUCTION

For all of you that thought running a Football team was easy work, prepare to be taught the errors of your ways. In KICKABOUT only the daring, cunning, tactically gifted and the planners can achieve success, for the game system stands above those of its kind where 'the best team always wins'. In KICKABOUT, strategy and bluff are as important a factor as the skill of your team; here is where Management takes on its true meaning.

Each player in the game takes the role of Manager of a club, and as such has total control over the decisions and choices that may lead that club to success or failure. Within the mechanics of the game, the player also has control over things that are normally beyond the realm of the Manager himself, such as the finances of the club, its public image and marketing infrastructure. To succeed in all of these things is the goal of every player, the question is, who will rise to be the best?

PLAYING KICKABOUT

A KICKABOUT season lasts 16 league sessions (in some PBM games these are called turns, and the words should be regarded as synonymous with one another) and the close season session when ageing of your squad occurs. Each session your Club will play a number of matches, usually two, sometimes three, and on rare occasions, four. Each session you submit a team selection sheet on which you will select your team for all the matches to be played during that session. You also make various other tactical and financial decisions regarding your Club at this time.

When we receive them at this end, your orders are fed into our computers, which then play the matches and produce the results. These are returned to you in your team sheets and the League Newsletter, which also contains league tables, match reports, news, a press column for managers to contact each other, transfer details, cup draws, rules updates, and so on.

The newsletter is the hub around which the game revolves, and is open to player contributions as well. Professionally published and written in lively style, the newsletter is usually at least twelve pages in length, often sixteen or more, and many players feel it is worth the price of the game on its own!

THE LEAGUE

When you join KICKABOUT you will either be managing a brand new team in a new League or, more likely, taking over the management of an existing one. In the former case you will be randomly placed in one of the four divisions created for the new league and, at the end of the season, the top three teams from each division will form Division One for the following season, the second three teams forming Division Two and so on.

If you join an existing League you will either takeover an existing team, or you may have the opportunity to start with a new team at season's end in a lower division (where you can build up your strength free from the power of that League's leading teams).

In an existing league each twelve-man division will operate a three-up, three-down system of promotion and relegation at season's end. Goal difference will separate clubs on the same number of points, while if this fails to separate them, then the team that scores the most goals will be placed higher. At the beginning of the season you will be provided with a complete fixture list of all your League matches for the coming season so you know who you are playing in the league in each session and can make your team selections accordingly. Also, details of all the other teams, plus their manager's contact addresses are provided along with your fixture list, so that you can make deals and arrange friendlies etc.

THE COMPETITIONS

There are many competitions within a KICKABOUT season besides the League Championship itself, and it is often these competitions that keep a season alive for a team struggling to maintain the league form needed to win Division Championships.

With the knock-out competitions, such as the **Cup** [and the **Bowl** for those are KO'd at the 1st round of the **Cup**], the games works as a straight one-leg competition, with a replay being played if the first match ends in a draw after ninety minutes. This replay will be on the opponent's turf, and will go to extra time, and a penalty shoot-out if necessary.

The third knockout competition played within a league is the **Trophy**, which runs in the second half of the season and encompasses all the Third and Fourth Division clubs and the bottom eight in Division Two. The **Trophy** is different in that there are no replays. The games, if drawn, go into extra time and, if required, a penalty shootout.

The longest running knockout competition inside every League is the **League Cup**. The first round consists of the 32 lowest-placed teams in the league from last season, who will play each other on a two-leg basis, the winners going through to meet the remaining 16 teams for round two [the 12 sides from Division 1 and the top 4 in Division 2]. These will be played as two-legs also, as will round three and the Quarter-Finals. Both the Semi-finals and Final are straight one-leg games and will be played on Neutral grounds with the games going to a replay and extra time if drawn, again held on neutral grounds. Note that Email and premier leagues might well have differing League Cup set-ups.

You must check your Pre-Season Info booklet for the session times of all these competitions, and your league schedule. If you have more than two scheduled matches on any one session, you will be unable to arrange any friendly games (*see later*) for that same session, and you do not want to miss putting a team out for a vital cup game.

During the season there will also be **REPRESENTATIVE** games between sides chosen from the best players in each Kickabout League. Players chosen for the Representative Squad will earn their clubs a £50,000 (50K) bonus, each and every time they are chosen for the squad. The Representative squad manager will usually be the Manager voted Manager of the Year from the previous season for each league. The League that wins the 'REP' competition gives all its players a higher chance of turning STAR the following season, and existing STARS may even start the new season still a STAR, so winning the REP competition is a big, big bonus to have.

INTERNATIONAL matches also take place, and International managers are generally selected by the GM, based on individual success, club player nationalities and other factors. All players of the selected nationalities have a chance of playing for their country during the International tournaments, based on their current ability and form. Players selected for this International squad all gain their clubs a 25K bonus **EACH TIME** that they are chosen for the international squad.

Managers who control an International side can also gain benefits for their own club too, in the form of financial rewards for success and a prize of 1 Motivation Point for each time they win a match + 100K if this is against higher rated opposition. Only by beating the best do you get rewards. International managers also receive a free SUPERSCOUT for their club side on the basis that they know more about the players in any particular league through their International scouts. Each Representative and International team is allocated 20 MPs and 2 PPs which can be used up during the season. The maximum aggression that can be played in any match is four points (*see later*). The player who manages the winner s/ runners-up and beaten semi-finalists of the international competitions will win a cash prize for his club as well.

PLAYER NATIONALITIES

When you discover Apprentices and Schoolboys you must give them a Nationality. The names given to your players should reflect the Nationality chosen to give the game a more realistic flavour. A Spanish 'Smith' is not likely to catch anyone's imagination and will be ignored!

You may discover players who are European nationalities as well as from the home nations, plus SOUTH AMERICAN (SAM), ASIAN (ASI), NORTH AMERICAN (USA) or AFRICAN (AFR) as well (no individual nations from these countries are allowed however). This means that there is a concentration of players over a few nations, which allows the computer to generate a set of National Squads which can compete on even terms for the World Cup competition.

(Hint - If a National team seems under-strength or a particular Nation does not appear, then it may be wise to discover Apprentices and Schoolboys of these Nations. Your players will then have more chance of gaining International recognition and thus earning your club money in the future. However, think about this carefully, as it's no use you selecting, say, Swiss nationalities, if you are going to have the only eight Swiss players in the league! Try to stick to the stronger footballing nations, and you'll be more likely to get your players into an International squad).

There are important advantages of your players being selected for International and Representative Squads in that they have extra chances of becoming STAR players in the process, and will gain both experience and Caps for their part in these games. STARS are very, very important and advantageous for your side, and the chance of them turning STAR outweighs any disadvantages, like the chance of picking up injuries and bookings in International and Representative Games by a wide margin! As you can expect, the experience gained by a player who participates in such high-prestige games is far greater than someone who regularly plays his games in the 4th division.

INTERNATIONAL & REP SQUAD SELECTION

The squad selection process is controlled by the computer, which will produce a 22 man squad for the managers concerned to select from. Generally it selects the best players in each League, though some specialist players might be conspicuous by their absence at times. The managers concerned then have to select the team in exactly the same way as they would for normal club match.

FRIENDLY MATCHES

Finally, after all the hurly-burly of the important games and matches, we reach the relatively low-key, though crucial Friendly games. Clubs who have no second or third match in any session may play a friendly (one per session only). This has to be arranged by yourself (the Press Column in the Newsletter is good for arranging these), and will be against a team from your League.

If you are lucky there will be a player-run friendly pool in your league (see the appropriate league's start-up newsletter for news of this!)

Friendlies are vital for youth development and are exactly the same in all respects as competitive matches. There is no aggression allowed in a friendly match, though the computer will apply a random aggression with the consequent results. This random aggression is generated with its base in the number of disciplinary points each side has generated during the season; when two notoriously dirty teams meet in a friendly game, you can bet that it will be anything but!

Winners of friendly games receive 10K, though no success points.

Note that you can only play friendlies against the same opponent twice per season, once at home and once away; there are NO neutral ground friendlies.

Friendlies are **EXTREMELY** important for bringing on young players, but tend to be treated in a somewhat cavalier fashion by many managers. If somebody contacts you to play a game, make sure you turn up and at the right venue as well! Otherwise the game won't be played. Also, always check that a prior commitment doesn't prevent your opponent from playing (a Cup replay perhaps). Friendly slots are too valuable to lose, but it often happens.

Also, when arranging friendlies remember that if you play your Derby opponent in a friendly then it will still be a Derby Game, and this is the **ONLY** case in which you are allowed to select aggression for the match; four points is the minimum **AND** maximum in this case (*see DERBY MATCHES*). You **must** apply this minimum aggression yourself or it will be doubled by the computer..

GAME MECHANICS

With this rulebook you should have received details of your team (if a new League is in the process of being formed then you will have received details of how to create a new team instead). There are things that you will need to know before going any further with the game, regardless of whether you are a PBM novice, or have played more games than you can count.

THE PLAYERS

Every player in KICKABOUT is rated for a number of attributes which affect his performance during matches. Each player must have a name, (though only second names are recorded), and in addition each player is given an age, performance level, favourite position, and a nationality.

Each player is also of a certain physical Category (powerful player [P], skilful player [S], power/skill player [P/S] and can be one of five types (A qualified professional, an apprentice, a schoolboy, a future star, or a Star). These details along with the player's contractual details, match appearances, goals, and other statistics are held on our computer system that does all the processing and updating of your team's details. There are other factors a player might have too, such as his skills at man-marking opponents, and any unusual abilities he has for learning quickly, or even for being an injury-prone bloke who occasionally loses some of his ability through the odd knock or two. Let's now take a look at each of these attributes in greater detail.

PLAYER POSITIONS

Each player is assigned a position which essentially defines where he can play and his effects on each match. There are essentially five normal playing positions, and each player in your team will fit into one of these slots in some manner.

These positions are; Goalkeeper (GK), Sweeper (SW), Defender (DF), Midfielder (MF) and Forward (FW).

GK - This player is your Goalkeeper, and cannot play in any other position. They can be chosen to take penalties if you so wish, but that is the extent of their flexibility. Every match requires a Keeper of ANY skill level to be played.

SW - A Sweeper is basically a defender with additional responsibilities. Adopted from the continental game, the Sweeper tends to play behind the men at the back, forming a mobile, roving line of defence that can move to lend aid where needed, and to make timely interceptions in attacks that might otherwise result in a goal scoring opportunity. The use of Sweepers reduces the tactics available to your side, as they will be unable to play an Offside game, due to the Sweeper's position throughout the match.

When played in the Sweeper's role, this player has one major benefit and one major drawback. The benefit is that if the opposing side is fielding a FWT in their team, the SW automatically "man-marks" him for the duration of the game, ensuring that the FWT is unable to play his normal game. The drawback is that if your side chooses to push too many players forward, the SW is forced to move into a solely defensive position, playing as a DF only.

DF - A defender normally sticks to the back third of the pitch throughout the match, his role being to prevent the opposition from creating chances rather than making them himself.

MF - Midfield players adopt a role playing across the middle third of the pitch. MF's may be the guiding hand of your attack, or the instrument of your Offside trap. Goal scorers and goal makers it is this area of the game that we tend to see the more talented players 'special' emerge from.

FW - A player whose prime concern is getting the ball in the net, they play in the front third of the pitch. FW's are any team's means to victory, and any side that cannot field an effective forward line is likely to find goals hard to come by.

(NB – when completing your team sheets please note that these are the only five POSITIONS that you will ever use, IE a FWT is always put down as a FW!!)

WG- A winger is an attacker who specialises in playing a wide role, sprinting down the flanks of the pitch to help negate any attempts at catching his side too far up field, and trying to beat any Offside trap. As football has progressed over the years, Wingers are now fielded in either a forward role, or on the edge of midfield, where they can slip backwards and forwards along the length of the pitch for the duration of the game. They can play in either a MF or FW role without any subsequent penalties, but if chosen to play in midfield, their use in unlocking the offside game is dependent upon the number of players they have in support from that position.

Obviously, the more players in midfield (say, another four), the greater the support and cover they'll receive, while if a manager tried to play a two-man midfield composed entirely of Wingers he would find that their contributions to any unlocking of the offside game is going to be very tiny indeed. Any team can only make use of up to two WG's (a pitch has only two flanks!), and any additional WG's in the same team will play only as a standard FW or MF would, dependant on where they have been played.

FWS - This player is the typical goal- poacher or predator, in that he has a far greater chance of snatching you an extra chance at goal, or being on the end of an on-target shot to knock it over the line. The FWS will more than likely be the one on top of the High-Score Charts, and also has a chance of turning on the magic to affect the course of the match in the same way as a STAR might do. Though the FWS is likely to have a greater effect when playing in the forward line, he can also use his talents to a lesser degree when in midfield, and may even pull off a shock from a defensive post. An additional benefit of the FWS is that he qualifies to play in virtually any position on the field, in the same manner as the Utility player (see below).

FWT - A player that is generally called a "target man", who is usually thought of as a big, physically strong individual who is supposed to get on the end of everything punted forward or crossed from the wings. Mark Hughes was perhaps the classic make of this player in recent times, but within the game a FWT is only able to utilize his talents when played in a side that has wide men, be they WG's or DF/A's. His strength and speed of reactions means that he more likely to send a chance directly on-target,

forcing the keeper to make a save, or a clearance to be made. Wingers are the better option of giving supply to the FWT, but DF/A's are nearly as good.

UT - Utility players can play in ANY outfield position (DF, MF or FW), giving a team great flexibility, and these players provide the most valuable role of substitutes, being able to fill the role of any injured player, regardless of where they normally play. UT's can only play in outfield roles though, and cannot fill the shoes of a Sweeper or Goalkeeper. The one drawback of a UT player is that he tends to be slightly less experienced than a similar player who occupies the same position. Hence an equally talented MF player might have a better match than a UT performing the same positional role.

DF/A - The Stuart Pearce or Dennis Irwin style player, that often adds the duties of a flying winger to his defensive play. They have a number of abilities that make them very valuable indeed, but tend only to be able to use these talents if they have the chance to ease up on their defensive duties. If their team is on top of things, they are much more likely to have an important role in the game than if they are constantly under pressure.

They play in a similar manner to WG's, unlocking an opposing side's Offside trap by breaking on long runs from the back, and only providing the final ball when the Offside trap has been defeated. However, they occupy a certain amount of 'space' on the pitch and the front line must have the room to accommodate their runs forward. DF/A's also tend to be thwarted in their runs in playing in the same team as a Winger, as they often find themselves getting in each other's way when chances to attack appear; a team can play with a maximum of one DF/A and one WG, two WG's or two DF/A's.

If a side has two WG's and a DF/A then the DF/A will simply perform as a normal DF.

If the opposition plays a WG, then the DF/A will be able to cut down his contributions to the game, by blocking their runs that will try to unlock **HIS** team's Offside trap if played. In effect the DF/A always marks the winger.

In all cases, the benefits a DF/A can give to your attack are dependent upon the game itself, and cannot be predicted from your team selection. If a team plays with five FW's anyway, then the DF/A will not have space to play as he wishes, and hence be ineffective. The same goes for the side that plays with a DF/A on both wings, and has four or more FW's in play also. No side can use more than two DF/A (as for WG's), and any WG's in the same team will disrupt the DF/A's game.

MF/D - A defending midfield player is one of the games true talents, having the stamina, speed and skill to fill the shoes of a regular MF player, but also cover the ground at the back! Any team that has a MF/D player is able to add his playing levels to both the Midfield skill totals AND the Defensive skill totals at the same time.

MF/A - A Midfield Attackers main ability is in surging runs forward, creating additional chances for his strikers, and hitting the target himself when the chance arises. As with the above, MF/A's are seen in the same light as if there was an additional player on the pitch almost, and their contribution to their side can be added to both the Midfield AND Forward skill totals of the side.

MF/A/D - The rarest, and most valuable, of all footballers is the player who seems to be everywhere at once, covering ground with ease and having the stamina to keep it up throughout the whole match. Roy Keane is generally looked upon as a player capable of such a feat (though perhaps not anymore!), and though these players will be few and far between, they will command the highest prices imaginable if they come up on the transfer market. Brilliant and resourceful, these players add their playing levels to the skill totals of ALL THREE outfield areas.

MF/G - The “Midfield General” or MF/G for short, is a motivator, a workhorse, a harrier and a chaser. His inspiration works in a similar manner to a Captain, but it tends to be determined by the way the game unfolds rather than at the option of the manager. An MF/G plays an “adaptive” game all by himself and his additional levels are placed where they are most needed. In the same way as an MF/A and an MF/D get to add their skill levels into two areas of the field, and MF/G counts as two players worth of levels. His additional levels are placed on the field by conforming to the same rules as the Adaptive playing style work (*see later*). The computer calculates where the side is being most overrun, and the additional levels are placed in that area. If your side is stronger in all areas than your opponents, then no extra levels are gained at all, the MF/G functions as a normal midfielder.

Please note we DO NOT expect you to try allocating these extra MF/G levels. They, as playing style levels, get allocated by the computer during play. If a team tries to play more than one MF/G in the side, then only the better skilled of the two will perform as an MF/G, the other acting as a normal midfielder.

NB: Remember, even if you are playing with all of these players in your side at once, the only positions you indicate them as playing in are the five normal areas. The computer knows if they are a FWS, UT, or MF/A, and all you need tell us is where they will be playing for the chosen match.

Should you play any of the MF specialists, the WG or the DF/A out of their normal positions, they will not gain the benefits normally associated with their usual play.

Also, when playing a specialist who will affect the skill levels of your team in a predetermined manner (MF/A, MF/D, MF/A/D); you must add the additional skill levels to your team totals. E.g. when playing a level 7 MF/A/D, seven levels must be added to EVERY outfield area of your team.

Finally, remember that as any MF specialist is counted as an extra player in other areas of the pitch, this might affect the efficiency of your team, etc. A MF/A/D in your side and you are regarded as having a 4-4-4 formation, have two and you are starting to break the five players in an area rule and your team will not play as effectively as you had hoped?

PERFORMANCE LEVELS

Every player in Kickabout has a certain performance level, representing his skill, relative to the other players in the league. This ranges from level 0 player (unqualified apprentices and schoolboys who are still learning their trade) to a level 12 player (a top-class player, almost at the top of the tree). It is possible to increase a player’s performance level beyond level 12 (*see STAR PLAYERS*), but to do so they must be exceptional indeed. Your players’ performance levels determine how well they play in any match, not just the overall effect they might have throughout the ninety minutes. Many factors determine how well a side plays, and the skill of the individuals is only a part of it.

SUCCESS POINTS [SP’s]

The performance level of any player can be raised during his career by the use of success points. These success points (SP’s) are won by a club during each session, on the following scale:

1 SP automatically every session

1 SP if orders are received on or before the given Return-by-Date. This incentive bonus is given to help keep a good turnaround time from the player’s side of things.

1 SP for every competitive game won in the previous session (does not apply to friendly games).

0.5 SP for every competitive game drawn in the previous session (does not apply to friendly games).

For the Bowl games, these figures are halved, while Derby Matches give treble the normal value.

COACHING

Coaching has the effect of increasing a player's performance level and takes place at the beginning of each session. As such, if a player is coached to a new performance level at the beginning of a session then for all games in that session, and subsequent sessions, he plays at that new level. The only time that this level will fall during the course of a season is through injury (*see INJURIES*) or through the player being a fader [F]. Fully qualified players, who are neither APP's nor SBY's, may have their performance levels raised by only ONE level each session. In general, one success point raises a player's performance level on a one-to-one basis, though GK's, SW's, STAR players, and specialist players may cost two or even three success points per performance level. The two tables below shows the Success Point (SP) cost per performance level for every combination of player Type and Position.

Recently discovered APP's and SBY's cannot have their performance levels increased until they are fully qualified (i.e. they have played the requisite number of competitive games to qualify into the professional ranks as a level 2 player). As a result these players are usually highly sought after.

Please note that success points must be used in the session that you earn them. They cannot be saved or carried over by any means whatsoever, except for fractions of an SP which will accumulate unless you convert it to cash. Any whole SP's you have remaining at the end of a session are automatically turned into cash by the computer and added to your club's cash balance at £100k per 1SP.

PLAYER TYPE - MAXIMUM PERFORMANCE GAIN PER SESSION IN LEVELS.

NORMAL PLAYER	1
APPRENTICE [APP]	2
SCHOOLBOY [SBY]	3
FUTURE STAR [FUT]	2
STAR	1
UNQUALIFIED	N/A

SP LEVEL COST BY PLAYER TYPE AND CATEGORY.

Player Type/ Category	NORMAL	APP	SBY	FUT	STAR
GK-SW	2	2	1	1	4
DF-MF-FW	1	1	0.5	0.5	2
FWT-FWS-WG-UT	1	1	0.5	0.5	2
MFA-MFD-MFG	2	2	1	1	4
<u>MFAD</u>	<u>3</u>	<u>3</u>	<u>1.5</u>	<u>1.5</u>	<u>6</u>
<u>DFA</u>	<u>1.5</u>	<u>1.5</u>	<u>0.75</u>	<u>0.75</u>	<u>3</u>

SP's can also be turned into cash if you so choose, though you must bear in mind that you can convert whole SP's or fractional SP's only; you cannot, say, convert 1.75 SP's to cash and save 0.5 of them. You do one or the other, not both. Another thing to remember about the coaching system is that injured players **CANNOT** be coached for the duration of their injury.

STAR PLAYERS

Certain players, when they reach level 12, may become designated as STAR PLAYERS. This is a random mechanism within the game and you might find that some players never get STAR status while others often do. Once a player becomes a STAR then his performance level can be raised above LEVEL 12. Training these players is not an easy task, and costs twice as much as it would to gain a performance level than it would if the player was not a STAR. Thus, a STAR player who is also a GK needs FOUR success points to raise him by one level. His wages demands also increase on becoming a STAR player (*see WAGES AND CONTRACTS*). STAR players are most useful because they have that 'something special' that could turn a tough match in your favour. The more STARS you have in your team, the more players you have to 'pull something out of the bag' when the going gets tough. As a result, STAR players are very valuable, not only for the amount of performance levels they contribute to your team, but for that special ability which always comes in useful. Also, the higher the performance level of any Star player, the better his chances of coming up with the match-winning contribution to save the day for your side. It should be noted that at the end of the season when players are 'aged' (one year is added to a players age) a STAR player's performance level will be reset to 12 no matter what his level was before the end of the season. Therefore, the amount that you raise his performance level by should be carefully thought out, especially as every Star player becomes a level 12 Normal Player at season's end and you must then hope he gets granted STAR status again in the following season, which is by no means guaranteed.

Hint time. When a player becomes a STAR, always coach him one more level as soon as you have the SP's available. If you don't and he gets injured, he will lose his star status and you don't want that to happen! A level 13 STAR that is injured would revert to a level 12 STAR, and therefore retain the coveted status that goes with it, but a level 12 Star would lose that status becoming a normal level 11.

RISING AND FADING STARS [r] [f]

There are players that are not "Stars" in the above sense of the word but people who operate differently from normal players in the game. For simplicity's sake, these players are known as "rising" and "fading" stars. What makes these players different from all other players in the game is the way that they gain or lose experience from playing matches. A Rising star is a player designated as a fast learner, a player who will improve quickly from just playing in matches, whether he is coached or not. The rate of this Rising ability varies, and with each year that he plays in your team his rate of Rising will decrease, until he becomes just another normal player.

A Fading star is a tricky player to handle, as he is the sort of player who seems constantly picking up little knocks or suffering personal problems that affects his form. These players do not gain experience with each match, but actually LOSE it at a varying rate. As with rising stars, there are a number of degrees of fading star, but they get worse with every season until they reach a level where that lose an enormous amount of experience with every game played. Once that reach this level, they stay there until disposed of by the manager in some way, normally being pensioned off to the non-league.

It's worth remembering that experience does not effects base level 12 players in ANY manner at all, so a level 12 Fading Non Star will not lose levels during the course of play.

Both of these players are flagged as being special on your squad sheet by the addition of an "[r]" indicator for Rising stars and a "[f]" for fading ones. Note that each season risers + faders get worse; eventually a riser will lose his Riser status entirely, while a fader will stick at the worse possible level of fading forever.

APPRENTICES

As in real football your club may take on apprentices to develop into replacements for your existing players in the future, rather than trying to buy replacements on the transfer market. Such players can be 'discovered' at any time as long as you do not have more than five AGE 18 LEVEL 0 APPRENTICES on your books at that time. This is done by selecting him for a match by writing a 'D' in the number box, against the name you chose for him, on your team sheet (don't forget his nationality). To see how to discover APP's and SBY's correctly, take a look at 'Filling in your Turn sheet', towards the rear of this book. Apprentices must be used sparingly however, as during a season there is a limit to how many can be discovered, which presently stands at eight. After that the computer will disallow any further discoveries until the following season, so think carefully about it!

An APP must play his first six 'qualifying' games in the same position that he was discovered in, playing at performance level 0 for these matches. After their six game qualification period APP's then become a level 2 normal player in that position, the first step on the ladder to regular first team status.

(NB Friendlies grant 1 qualifying game towards this six game target, competitive games grant 1.5 games as the APP learn more quickly in a competitive game setting).

After qualification, and ONLY after qualification, an APP can have his performance level raised through normal coaching methods. As he is young and very keen, the APP can have his level raised by two points each session. The costs in SP's are the same as for any other player in his position (i.e. an APP GK needs 2 SP's to raise his level by one point, so raising his performance level by two costs FOUR SP's). If you have any unqualified APP's on your books at the end of the season they will be lost (presumed as being not quite talented enough to make the grade) and you will have to discover new APP's the following season. This means that there can never be a 19 year old APP in the game, for once the season ends, all recently qualified APP's become normal players, while unqualified APP's are sent home to get 'a proper job'!

SURPRISE DISCOVERIES

An AGE 18 APP who becomes qualified might be an outstanding prospect for the future and there is a slim chance that he might become something other than just a normal level 2 player. Any qualifying APP might turn into a FUTURE STAR [FUT], or failing this, could show the traits of one of the much valued specialist players. A qualifying DF APP could possibly turn into a DF/A, a FW APP can become a WG or FWS, or if you are very lucky, a MF APP could show all the hallmarks of growing into the sought-after MF/D, MF/A or MF/A/D players.

We suggest that you do not start to plan your strategies around this sort of thing though, as these discoveries are **VERY RARE**, and Managers who chose to not think about such things are much less likely to be disappointed!

It is always a good idea to keep one of your season's eight APPS unqualified right until the end of the season, just in case a crucial player is injured, like a GK, and you have no reserve. If you do keep this player in reserve then you can at least discover an APP GK, which is better than playing with no GK. Of course, it is best to have an adequate reserve GK in your squad, but this isn't always possible or practical. Also, at the end of the season there is a chance of "producing" an MF/G player from one of your UT's or MF players, and are more likely to be unearthed from your older, more experienced players Captains in particular.

FUTURE STARS

When an APP qualifies he has a chance of becoming a Future Star. Future stars (FUT) are, as their name suggests, bright prospects for the future and are more talented than the normal APP, possessing an

ability to learn more quickly, and shape their skills towards a first-team appearance in a far shorter time. As such they only need half the normal SP's to raise their performance level by one. (i.e. It costs 1 success point to raise a future star GK or SW by one level, outfield areas cost half a success point per level) making them very valuable. Note that in all other respects future stars are the same as Apprentices (i.e. their performance level can be raised two levels per session, etc). At the end of the season a FUT will age and become a normal Age 19 player - he **WILL NOT** become a STAR.

SCHOOLBOYS

A club may only have one unqualified (LEVEL 0) schoolboy (SBY) on their books at any one time and to discover one just follow the procedure described above for discovering APP's. Remember to give him a nationality and tell us that you want him to be a SBY (We will always assume that a newly discovered player is an APP unless told otherwise).

A SBY is regarded as an outstanding young prospect, but one that must be nurtured and given time to mature, therefore he must play 10 qualifying games in his chosen position before he qualifies and becomes a LEVEL 2 player. Once he has qualified he then has the advantage of being able to have his performance level raised by three points per session, and each level only costs half the normal amount in the same manner as for Future Stars. Therefore, a qualified SBY is a very lucrative asset, and one that everybody will be after. Whilst they are qualifying however, a SBY may only play in one game per session and no more. This means that qualifying a SBY is a long process but SBY's **DO NOT** have to qualify in the same season that they are discovered like APP's and can stay on your books for more than one season. A schoolboy will, however, retire from the game if he ages to 19 without becoming a qualified level 2 player. Another advantage about having a SBY is that on qualification certain really outstanding ones may turn into a UT player, which makes them even more valuable as an asset to your club.

Remember that you cannot have more than one level 0 SBY on your books at any time, and an unqualified SBY cannot be traded (this also applies to unqualified APP's). Also note that you cannot discover a new SBY in the same session that your last one qualified, but are forced to wait until the following session to look for a new, promising schoolboy.

In general, it is probably better for your SBY to qualify earlier than later in a season, as it allows you more time to coach him as you wish, rather than rushing ahead and possibly neglecting other players who could use the SP's equally as well. If a SBY is nearing qualification a couple of sessions before the end of a season then as long as he is still 17 years old, hold him back until the beginning of the next season before you qualify him. Qualifying a SBY at the end of a season, for example, is a complete waste of a valuable resource. Once qualified, SBY's, as APP's, become normal players in the following season, and lose all benefits connected with the SBY status. However, always bear in mind that if a SBY is not qualified by the end of a season in which he is already 18 years old, he will be treated in the same manner as an unqualified APP, and stricken from your books (there is no such thing as a 19 year old SBY!).

COMPETITIVE MATCH EFFECTS

The qualifying period for APP's and SBY's can be reduced somewhat if they play in competitive rather than friendly matches. Playing in truly competitive games counts 1.5 games played towards qualification, unlike friendly games which only count as one game played. This reflects the more competitive nature of League and Cup games and that they are more of a learning process for your players.

THE YOUTH TEAM

Each team is assumed to have a youth squad, although you don't actually get results from it nor have any control on its games and administration. The way the Youth Squad works is that it may allow you the discovery of a qualified APP if investment in it is adequate. What this means is that you can be rewarded by the appearance of a fully qualified, Level 2 APP player, without the need to play him in matches to work off his training period. This player will also stay on a free contract for the rest of the season, giving you a potentially first-class player without the problems of a first-class wage bill to go with him! (But it's going to cost money, think of half-a-million investment at least as a bench-mark). Investment here can also provide benefits for the youngsters struggling to qualify and hold on to a first team place. By placing money in your Youth Squad, you are effectively providing better training and selection facilities for all your APP's and SBY's, and are more likely to discover something special amongst them.

In the actual game mechanics, this means that APP's who qualify through normal methods might gain the advantages of becoming a specialist or Future Star [FUT]. Any money that is invested in this option is held as a cumulative amount from session to session, so even if you don't invest for a session, and have done so in past sessions, there is still a chance that a player may be found, or APP's qualifying may gain the benefit of becoming something special on discovery. When placing investment into your Youth Team, you will be required to specify a Name, Nationality and Position for any player that might appear. The position can be any one of the five standard positions (GK, SW, DF, MF or FW), and you may NOT ask for specialists or the like. Though this position is a preference, it is not always certain that you will find what you are looking for. The chances of finding exactly what you want are pretty good, with Keepers and Sweepers being somewhat more difficult to gain. Please remember that you must give a Name, Nationality and Position on EVERY session after you have made an initial investment, as a player may appear at any time and without a Name and Nationality, any discovered player will be 'lost' - if you cannot pay attention to your youngsters, some other club will! There is a slight chance that the player you specify might turn into something rather special though, if you are very, very lucky indeed! Once a player is found from your Youth Team, the amount you have invested will be reduced by a set amount, based on the value of the player you have found. This reduction will also take place at the end of the session when the player is discovered, regardless of whether you have been lucky enough to gain any benefit from it or not.

HINT - it is beneficial to have SOME investment in this option at all times.

EXPERIENCE

Three other factors have an effect your squad's performance levels. The first is experience. For every game that a player participates in, of a competitive nature, he will gain an experience bonus (**This excludes UNQUALIFIED SBY's and APP's, and Level 12 players who are NOT stars**). After a number of games worth of experience, his performance level will eventually increase by one level. Obviously the more games a player participates in the more will his experience rise, and the chance that a player's performance level may rise could be a factor in keeping an ageing player in a team longer than you normally would. As a rule, younger players who are still learning the basics, and older players who have seen it all before, will gain the least experience from any match, while slower developing, mature players in their prime will benefit the most. It is this factor that might be the one determining how long you keep hold of your ageing club captain!

MAN OF THE MATCH

Every game you play will generate a rating out of ten for the players involved, which represents their contributions to that particular game. These will normally be in the range of about four to eight, but may rise to the glorious nine's and ten's, or plummet to the two's and three's if the efforts are particularly bad or good. The player rated as your sides 'Man of the Match', the player with the highest rating out of ten, will gain an additional experience boost. Though you only get to see the final ratings scores for each player, there is an invisible part of that figure you cannot see, so there is always a reason why one player gets rated as your Man of the Match when his rating is only as high as that of one or two of his team mates.

PLAYER CATEGORY

The second on-going factor is your team's make-up of power, power/skill and skill players. Every player (except GK) is categorised as either a skill predominant or a power predominant one (note there are a few exceptions who balance both of these factors and they are very valuable – the power/skill player). Now it is really up to you whether you wish to build a power-dominated team, a skill-dominated one, or aim for the elusive but desired goal of a perfectly balanced power/skill team. Each has its advantages and disadvantages, and it is down to the style of management, and availability of players, as to what sort of team you might chose to play.

POWER DOMINATED SIDES [P]

If you play seven or more POWER players in one team then you will gain the advantages for Power-dominated teams. These teams rely more on fitness and determination than football finesse. They are probably better-organized and will stick to a pre-determined system more than their 'flair-playing' rivals. Their determination will probably lead to more bookings and dismissals, and they tend to inflict more injuries on their opponents as a result. They will not tire as easily as would a less powerful side, which can be especially useful in Cup games, though they will be less likely to include the type of player who can turn a game with one kick, a turn of speed, or piece of skill. They will be tough-tackling and have especially mean defences.

Advantages

The effects of your opponent's Physio Point are greatly reduced (if he has played one).

Your team does not suffer as much when they have to play extra time. The more Power-dominated players you have in your side, the greater their combined effect becomes, and the closer knit becomes their style. With every player over six in the side that is classified as a Power player, the defence of the team gains the following bonus:-

Team has 7 or 8 Power Players - +1 or +2 to DF Totals

Team has 9 Power Players - +4 to DF Totals.

Team has 10 Power Players - +6 to DF Totals.

Disadvantages

Power teams have a 30% higher chance of having a player booked or being sent off than normal.

Your STAR players have a reduced chance of influencing the outcome of the game.

SKILL DOMINATED SIDES [S]

If you have 7 or more SKILL players in your team then it will be classified as a Skill - dominated side. Your team will rely on skill rather than strength to achieve their ends. A skill-dominated team will usually be able to pull something out of the bag at vital times, but will tire more easily than a side that thrives on the physical side of the game, and will probably take more injuries in the process. They will use their heads to elude their opponents and will be more creative, especially in midfield where they will be especially effective. A skill-dominated team will bring the best out of Star players and will collect less bookings and dismissals, but stand the chance of being swept aside by a more determined opposition, as at times their organisation and system will be found lacking.

Advantages

The chances of a player being booked or sent off are reduced by 30%.

Any STAR players that play will affect the game more.

The more Skill-dominated players you have in your side, the greater their combined effect becomes, and the more likely it is that they will produce a moment of unplanned brilliance. With every player over six in the side that is classified as a Skill player, the midfield of the team gains the following bonus:-

Team has 7 or 8 Skill Players - +1 or +2 to MF Totals

Team has 9 Skill Players - +4 to MF Totals.

Team has 10 Skill Players - +6 to MF Totals.

Disadvantages

Chances of an injury occurring to your team are increased.

Your team tires more easily in extra time than normal.

POWER/SKILL TEAMS [P/S]

Obviously, the best team of all will be one with a balance of both Power and Skill, but this will also be the hardest to achieve, as dual POWER-SKILL players are hard to come by. If your team contains 5 or more POWER-SKILL players (or 4 POWER-SKILL players, 3 POWER players, and 3 SKILL players) then it is classified as a POWER-SKILL team. The advantage of this kind of team will be that it marries the best parts of power and skill into a finely tuned unit which takes advantage of the best of both worlds. They will be well-organised, but skilled, determined and brave, but intelligent and creative. Few of their men will get booked and sent off, and their cohesion will be such that they will rise to every occasion giving their outstanding players a chance to shine free from the harrying of the opposition. There are no disadvantages with this type of team, except that it is hard to produce and expensive wages wise.

Advantages

The chance of a player being sent off or booked is considerably reduced.

STAR players have a slightly better chance of producing something special.

For each POWER-SKILL player over 4 in your team 1 is added to each outfield area. E.g. If you are lucky enough to have 6 POWER-SKILL players in your side then 2 is added to each outfield area total. Note that if you have a team consisting of 4 P-S players, 3 SKILL, and 3 POWER players then no levels will be added to your team though you gain the other advantages for this category of team.

Notes

If a team Qualifies as a POWER/SKILL team then it cannot also be a POWER or SKILL team.

Power/Skill category is checked for first.

Power/Skill players count for both Power players and Skill players when checking for Power and Skill teams. E.g. A team contains 2 Power/Skill players, 6 Power players and 2 Skill players. It is thus classified as a Power team containing 8 Power players.

When Apprentices and Schoolboys are discovered they are given a random category, so think about your team balance when discovering players as it might produce some unexpected results. It is quite obvious from this that Power/Skill teams are the best to aim for. However, the lack of P/S players in the game means that most teams will never aspire to being a Power/Skill team. However, even so, it's better if the P/S players you discover stay in your side, to help work towards the qualification of either sort of team, rather than being transferred to another team to enable them to reach that coveted status. If you do decide to transfer P/S players make sure you get a very good price for them.

CATEGORY CHANGES [P/S Training and OOP Play].

Though a player's category will almost never change, and a Power player will remain a tough, physical player throughout his entire career, it is possible to coach a player in parts of the game he might be lacking. In doing this, you are basically giving the skilful players a new diet and training to build up their stamina, while preparing special exercises to improve the touch and flair of the less delicate players. Eventually, after enough training, the player will gain the coveted Power/Skill [P/S] status. To do this you must expend SP's on P/S Training, which will not have any immediate benefits as regards skill levels, but will begin to increase his P/S training level. Once this level reaches 100%, he will become a P/S player, and will compete as such in his next game. The expenditure required for this will be around 10 SP's or so for a 18-2 APP outfield player, with higher-level, older players taking a little more effort, considerably so for specialist multi-purpose players. It might prove very difficult to shape a very young or very old player, while a mature player is more likely to respond more quickly to the training. As this training is done over a period of time, it cannot be combined with other sorts of qualification, such as playing a player Out-Of-Position.

A player can be EITHER qualifying as a UT [playing OOP in games], or being P/S trained, not both. Once P/S training begins, all Out of Position [OOP] qualification games are set to zero and no further OOP qualification can be undertaken. If it is, and a player is played OOP once more, he will lose all benefits from his P/S training, and in the future such training will begin again at zero as you can only do one or the other to the same player each session, NOT BOTH!

P/S coaching can be done in units of one or two SP's per player, per turn. Any player can benefit from it, other than players who are already P/S category, unqualified players, or Goalkeepers. Please ensure that it is clear whether you are using SP's to coach performance levels, or whether they are to be applied to P/S training.

Note; P/S training, unlike OOP qualification, can be carried over from one season to the next.

AGEING

At season's end the third factor that affects a player's performance level comes into play, age! Ageing is the process that will affect the starting performance level of all players for the next season. Players age as shown in the table below. At the age of 32 there is a chance that a player may retire at the end of a season though it won't be until he becomes 35 or more that this becomes a serious likelihood, with many older players continuing playing well into their thirties; just keep the matter in mind for your older players, especially your club captains.

However, the loss of skill levels from an older player after ageing might well make it less attractive to keep him on the books. If a player's skill falls below 1 after ageing then he automatically retires. There are advantages and disadvantages to having older players in your team. For a start, once a set age is reached older players tend to tire more easily than younger players when it comes to the Cup matches and extra time. However, older players use their heads more than their legs and between the ages of 23 and 28 their experience earned increases more quickly than does it for younger players, so it's

really a case of swings and roundabouts!

There are a few special cases of player's performance levels not reducing as much as they should due to ageing. This comes from being the season's highest goal scorer in the division, being the eldest defender/sweeper playing in the defence that concedes the least goals in each Division, or from being a STAR PLAYER. Also, at the end of the season, one of your players will be automatically rejuvenated at random (i.e. he ages but loses no performance levels). This will generally be one of the older players in your squad, but with random elements being what they are, there is no certain way of calculating who this might hit. The computer does check your oldest players first. SBY's and STARS are exempt from losing levels through ageing. Also, remember rejuvenation comes before retirement in the end of season ageing routine, so BOTH can happen to the same player. Also, when trying to calculate exactly what the effects of ageing will be on a player, you will generally find that they will fall between two performance levels after deductions. This is where experience comes into play once more, as the fractional gains they have made throughout the season will be what determine whether 'half-levels' are rounded upwards or downwards.

Basically, if an older player has played a good few games during the season, and has not benefitted from an experience gain, then he is more likely to have his post-ageing levels rounded up rather than down.

Current Age	New Age next season	% of Performance levels lost
17	18	nil
18	19	15%
19	20	25%
20	21	35%
21	22	45%
22	23	55%
23	24+	65% as bad as it gets

UNDERSTRENGTH TEAMS and SUBSTITUTES

There is never a reason why a team should be unable to field a full side for a match, as each club has at least eight APP's and one SBY that they can discover every season. However, on rare occasions, you may find that suspensions and injuries prevent you from playing with a full side. If this happens, then the computer will automatically find from non-league clubs the players that you will be forced to 'loan' for that specific match or matches. These players will not stay with your squad at the end of the session, will be between levels 1 and 3 performance levels, and will cost your club around 120K each, double for sweepers and keepers.

You should always nominate a substitute for each game so that if a player becomes unavailable for a game (due to injuries or suspensions gained in Cross-League Matches, Representative Matches, International matches, or your own mistakes!) then he will be replaced by your chosen substitute. For those clubs that do not select a substitute and end up with less than eleven men selected for the game, non-league player loans will be taken to fill in the vacant slots in your side.

CLUB CAPTAINS

Each team will have a Club Captain whose job is to lead and inspire his fellow players. A Captain allows the manager to assign extra levels to his team, to simulate the motivation that such a player provides. These levels depend upon the Captain's age and the number of games he has actually played in as Captain. **So, an Age 27 captain who has played 179 games as captain would gain an extra 7 levels to**

distribute across your outfield areas. On your squad sheet will be the number of bonus levels available to your team if your captain is selected to play in any games that session. If your captain is not selected to play in a game for any reason then you will have no bonus levels to assign. To choose a new captain, fill in the relevant box on your turn sheet.

CAPTAINS	AGE BONUS LEVELS	AND	MATCH BONUS LEVELS
17-19	0	0 - 25	0
20-22	1	26 - 50	1
23-25	2	51 - 100	2
26-28	3	101 - 150	3
29-31	4	151 - 250	4
32+	5	251+	5

TRANSFERRED CAPTAINS

When a Captain is transferred between clubs, he will take a percentage of his Captains Games with him, dependent upon his age. This is presently marked at 2% per year x age, which means a 20 year-old will take a maximum of 40% of his Games with him, while a 33 year-old will carry 66% of them. Though this is not much of a disparity between the younger and older players, you will usually find that not many 20 year-olds have many games under their belts, while the aged Captains may have played upwards of two hundred games, and therefore gain a far greater benefit. A newly acquired Captain must be designated as such on your next set of orders; otherwise he will not play as such.

Note that if a Captain is placed in the Auction but remains unsold, he will lose some of his influence on returning to the team in exactly the same manner, due in some part to his disillusionment at being offered up for sale!

LOSS OF CAPTAIN'S INFLUENCE

If your Captain is sent off during a game, then some of the influence he had on your side will also be lost, depending upon when he was actually dismissed. His levels are taken from the team from all areas, but from your attack first then midfield, and then your defence, in as equal measures as is possible.

TEAM BALANCE

When you select your team for an individual match, there are a few important rules that you must adhere to -

- 1) All teams MUST have one GK, at least two DF's, MF's and FW's playing in each position. (Your two forwards could be a DF playing out of position [see PLAYING OUT OF POSITION] and a UT, as long as you had them playing AS forwards in a particular game).
- 2) The use of a SW is optional, but he can also play as a DF without any loss of performance levels. A SW playing in a Sweepers role DOES NOT count towards the minimum of two players in Defence.
- 3) No outfield area (that is, DF/MF/FW) may have more than five players or less than two.
- 4) A GK or a SW (if selected) must be GK or SW; no other player category can fill these two positions.

5) No outfield area may have players whose total skill levels added together are more than 3 times that of any other outfield area, both before and after other additions. If, for example, your DF totals 7, then neither your MF nor FW could total more than 21 each. Please bear this in mind because if you exceed these limits then our computer will re-arrange your team by moving the highest performance player from the offending area to the offended one! This may radically alter the make-up of your team as a result.

To check whether your team conforms to this rule you must check the 'Sub Totals' and 'Totals' box on your turn sheet. If EITHER of these sets of outfield totals fails to conform to the rule then your team will be re-arranged as per the above method. Don't do it!!!!

PLAYING OUT OF POSITION [OOP]

Occasionally a manager may wish, or be forced, to play a player out of his normal position. When doing this, a player does not perform at his usual level of efficiency, due to the strangeness of playing in an unaccustomed role. For that game only, the player will be rated as only half his normal performance level, rounded upwards, when calculating the skill totals per area. For example, if a Level 11 Defender is played in a midfield role, then he will be rated as a Level 6 player for that game (being reduced to a 5.5, and then rounded upwards).

For every match that a player is played beyond his normal position, he gains experience in his new role, to the value of 1 qualifying game for a competitive match, and 0.5 for a friendly game. If a player gains ten qualifying points from playing out of position (OOP) during any one season then he will be able to play OOP in all future games without any loss of levels. This turns him into a Utility player (UT) and thus worth significantly more to his team and his manager. The only restrictions on a player playing out of position are as follows:-

A player playing as a GK or SW must always be a GK or SW.

A GK cannot play in an outfield position

Unqualified APPs and SBY's cannot play OOP

A SW may play in DF without losing any levels. Playing him there is not considered as Out-of-Position with respect to qualifying as a UTILITY. If he plays in MF or FW then he starts to qualify as a UT.

Note that an unqualified SBY or APP Sweeper cannot, under any circumstances, play in defence until he is qualified. He must play all his qualifying games in the SW role.

A UT player can play in any outfield position (DF/MF/FW) without losing any performance levels. His position should be recorded as the outfield area he is playing in, not written as 'UT'.

CROWD WALK-OUTS

In the past some managers purposely tried to play weak teams against better rivals in order to bring through their APP's and SBY's quicker (knowing that they would probably lose anyway and so throwing the match). This is unfair to everyone else, and to help combat this, the following rule applies. If a team loses by more than six goals in any match other than a friendly and it includes **MORE THAN TWO** unqualified players then a proportion of its crowd will walk out in disgust and will not come back. This can seriously affect your club's income, so be sensible when playing in competitive matches. Though this effect is automatically calculated by the computer, it may also be implemented by the GM if he believes your team has intentionally thrown a game (so don't try it!).

CALCULATING THE RESULT

The match result is worked out by a very sophisticated program that takes into account all of the factors that are described in this set of rules, plus other factors that are there to simulate 'real world' events over which you can have no effect. Obviously, the main ones are the performance levels of your players and a team that has far higher levels than his opponent will probably win. However, tactics and the other options described in this rulebook can often upset a superior team, and a good manager with a poor team can be a far greater danger than a poor manager with a good one!

Both sides are compared, after all additions and devaluing effects have been calculated, to decide how the 'possession' is likely to be divided up over the game as a whole. This 'possession' is then played out with a team currently in possession of the ball having the chance to turn it into a shot on goal. The factors deciding this are many, but by and large, the greatest weighting comes from two things - the number of men each side has in the area of the ball, and the skill levels of each of those players. For example, if the ball is in the centre of the park, and TEAM A has possession; his midfield strength is compared to TEAM B's overall midfield strength. If TEAM A has three players in that part of the pitch, with skill levels at 8, 5 and 11, while TEAM B has four players with levels 10, 12, 9 and 7, it should be evident that TEAM B is perhaps more likely to make the tackle and/or interception at that moment. This is by no means certain, and with all the calculations made on both sides, the result will either be a loss of possession from TEAM A, or a breakthrough and a chance for a shot at goal. Support from team mates, overall cover and individual talent are all as important as each other in a KICKABOUT match, as they are in real life football. Even if a team's midfield comprises of two of the most skilful players in the world, they are likely to find things difficult if faced by an opposition which strings even five average players across the middle of the field. Should possession and chances be converted to shots at goal, then this is where the relative skills of the strikers are compared with that of the GK and/or SW of the opposition. The striker's effort is determined as either being on or off-target, with a good number of chances likely to hit the stands, the woodwork, or just simple stumbled over. If the ball does go for goal, then it is down to the Sweeper and Keeper to stop it. First of all the Sweeper is checked to see if he is in a position to apply the vital tackle, or block a shot with an outstretched boot. If he is not, then the Keeper has the task of getting behind the shot and stopping it. Should both of these players fail to make the interception, then the ball will go in, and the attacking team will duly celebrate a goal scored! The whole game is played out in the manner described above, giving a fluid, realistic description of what is happening on the pitch at any given moment.

THE WEATHER AND EFFECTS

Each session the temperature will be set in one of five categories; hot, warm, cool, cold, or freezing. Try to imagine a season of KICKABOUT stretching over the length of a real season, so that Session One is likely to take place around the late-summer/early autumn period, Session Eight perhaps towards the end of winter, while the end of a season on session 16 should see summer well on its way. Each match in a session will be affected by the temperature as well as the wind and pitch conditions. The wind is rated as storm, gale, brisk, light or calm and may differ from match to match and the pitch condition is rated as good, hard, wet, muddy, and frozen.

Teams whose forward total, after all additions, is bigger than their midfield total will be affected by the wind, simulating the long-ball game tactics that such a shape of squad might produce. As the wind strength increases, so does the penalty incurred to the team's forward line. The table below shows the deductions from a team's forward total under these conditions.

Wind Conditions	FW Deduction	Pitch Condition	MF Deduction
Calm	0	Good	0
Light	-2	Hard	-2
Brisk	-4	Wet	-4
Gale	-6	Frozen	-6
Storm	-8	Muddy	-8

TEMPERATURE	SKILL SIDE	POWER SIDE	P/S SIDE
HOT	+2	-2	-1
WARM	+1	-1	0
COOL	0	0	+1
COLD	-1	+1	0
FREEZING	-2	+2	-1

If your team's midfield total is bigger than your forward total, after all additions, then the levels will be deducted from your midfield total due to the ground conditions. Again, this deduction is meant to simulate the style of play facilitated by a team playing most of its football in the middle of the park, where passing and control at ground level is more vital than lofting the ball skywards.

If both your midfield and forward totals are the same after additions then neither set of penalties will be incurred. This table shows the effect of temperature on your team. If you qualify for one of the three team categories then the temperature will affect your team's performance. The figures given are the number of levels added or subtracted from ALL outfield areas.

Within each newsletter there will be a weather forecast for the coming session so that you can plan your team selection to use the weather to your advantage. The wind that affects your next match will be very close to the forecast, and never more than one step away in either direction. As for the pitch conditions, they are going to be determined by the temperate mostly, with freezing weather giving frozen or muddy pitches, while hot weather will simply result in dry, hard surfaces.

THE PLAYING FIELD

If a team is successful enough in its financial management and league and cup successes, then it is possible for a side to become something of a "super team", being laden with MF specialists that hike the playing levels of the team to very high ranges. This could result in a side being unbeatable in normal play, and as we all now, there is no such thing in football.

A pitch is only wide enough to have five men playing in any one area effectively. As has been pointed out in the description of the DF/A, too many men have problems trying to occupy the same space on the field; Six men into a fifty yard wide pitch simply don't go. If you have five defenders, or five forwards, then there simply isn't enough space for a MF Specialist to operate properly, though they don't quite suffer exactly the same penalty as regards the loss of their abilities.

So does this mean that your specialists are now useless? No it doesn't, but it does constrain some sides to keeping things a bit more playable. How does it work? Well as there can only be five player in any one area at any one time, this means that four forwards and one MF/A will equal five players, and the same for defenders and MF/D's, or four FW's and four DF's and a MF/A/D. For every specialist that brings this total above five, the effective levels that he adds to that area will be reduced. For the first specialist over and above the normal five, only around half his skill total will go towards the area, while a second one

breaking this same rule will be worth roughly a quarter of his totals. If there are more than two breaching the “pitch width” rules, then they will simply be unable to play there, and will contribute nothing at all. For example:-

A team playing 3-3-4 formation may look like this-

```

GK
DF DF DF
MF/D MF/A/D MF/D
FW FW FW FW

```

In the above side, there are four FW’s playing and just one midfield specialist that can add his skills to the attack, thus all additions within the match will be done as normal for that area. However, the side is also playing three defenders with three specialists that aid the defence, two MF/D’s and the MF/A/D. This means that one of these specialists will have his contributions reduced by one half for the defensive area. Which one depends upon the skill levels of all the midfield specialists; reductions are done from the highest skill levels first, through to the lowest chosen last. If the MF/A/D was a level 12, and the MF/D’s both level 10, then the MF/A/D’s contribution would be the one reduced.

Very few Kickabout sides will fall foul of this rule, and those sides who do have probably won more than they deserve already anyway!

(NB – the manager still adds up his levels as normal, DO NOT TRY TO REDUCE THEM TO TAKE THIS RULE INTO EFFECT, we have a super smart computer that does this for you!!)

POSTPONED MATCHES

There is a slight chance that a match may be postponed due to bad weather etc, though this chance is reduced for teams who have modified their pitch. This chance becomes increasingly likely towards the mid-season. A postponed match must then be re-arranged with the opposing manager, and both managers must send their team selections in on the SAME session for the match to be played. If the managers concerned do not play the game by the end of the season the points will be forfeited. However, if it is obvious that one manager has made attempts to re-arrange and the other hasn’t, then the points will be awarded to the manager who makes an effort and he will win the game 3-0!

CROSS-LEAGUE MATCHES

As every league of KICKABOUT, plays its season in parallel with all the other leagues, the management of Euro games is somewhat different to others. Your normal matches are played on the session you send in your orders, and you can see their results in the newsletter for that session. However, Cross-League games differ from this in that the competitions that feature teams from every league cannot be played until the data for each of those leagues has been entered. Consequently, for matches where your opposition is from another league, you will have to wait until the following session before you learn of the results. The matches are played at the very end of the session for ALL leagues, so the results of the game will be applied to your squad sheets **BEFORE** your next set of matches are entered. This means that any suspensions, injuries and/or SP’s you gain will already have been added to your squad, and though the SP’s will be carried over until NEXT session, the unavailable players will still count as being so for the current one. This is why you may find you need to rely on your substitutes, as players you pick thinking that they are eligible for the game, may not be. If the result of a cross-league game is of specific importance to you, then you may prefer to call us and find out the result before submitting your team for the next session.

DERBY MATCHES

You can nominate up to two teams which you consider 'Local Rivals'. If these teams reciprocate by nominating your team a 'Local Rival' then, when you play each other, a DERBY GAME will result. You will always have at least one local rival, and if you neglect to choose any of them at the start of the season, then one will be selected for you by the computer. The numbers of Success Points gained from a DERBY GAME are tripled and, in addition, the attendance for the match will be 20% higher than normal. If either team uses Motivation Points, half of those MP's, rounded upwards, are returned to the club's MP total AT THE END of that session

(E.g. If 5 MP's were used by a team in a DERBY GAME then only 3 will be deducted from that team's MP total and the remaining 2 would be available for use the FOLLOWING session).

Because of the extra intensity of DERBY GAMES each team MUST use a minimum of FOUR AGGRESSION points because of the fans' insistence on a victory. Note that derby aggressions MUST be played in a derby games and is a minimum of FOUR points. Forget or refuse to play it & it will be automatically added AND DOUBLED as well to Eight!

AGGRESSION and DISCIPLINARY POINTS [DP's]

A team may play 'Aggressively' (or put in more effort and determination) in any competitive match. This excludes friendlies, although a random aggression factor is applied to friendlies by the computer. If you do assign Derby Aggression to a friendly then it will be DOUBLED for that match, so remember NOT to play Aggression in friendlies. Aggression gives a manager up to ten extra performance levels to distribute to his team as he sees fit. Aggression levels vary from 0 (clean) to 10 (dirty), but the higher the level of aggression played, the greater is the chance of giving away penalties, causing injury to your opponents, accumulating bookings, or being sent off. Aggression levels are distributed between areas, not individual players, in the box provided on the orders sheet. Aggression can be applied to a GK or SW to improve his performance but remember that doing this greatly increases his chance of being sent-off, booked or injured. Also please note that to raise GK and SW by one performance level requires TWO aggression points, all other areas require only one.

Bookings and dismissals will mainly occur to the players in the areas where aggression has been used (i.e. apply it to midfield and your midfield players will generally be the ones in trouble). The chances of bookings and dismissals occurring in an area are not only dependant on the aggression played there but also the number of players playing in that area. Even if no AGG is played there is always the chance of someone being booked, sent-off or injured.

As the season continues your players will accumulate disciplinary points (DP), at a rate of 4 points for a booking and 10 for a sending-off. Once a player passes a certain number of points he will be suspended for a rising number of matches.

Disciplinary Points [DP's]	Game Ban for Player
10	1
20	3
30	4
40	6
50	8
60	LIFE - Player removed from squad

PLEASE NOTE THAT ANY SUSPENSIONS AND INJURIES START FROM THE FIRST GAME OF THE FOLLOWING SESSION, not the next match in the current one! The penalties inflicted can be seen from the table shown above.

DISCIPLINARY FINES

A cumulative total of a club's DP's is built up each season, and this total may lead to fines levied on a club's bank account at the end of the season. The total that triggers these fines is currently around a hundred and fifty DP's in total, but this may change from season to season in light of events and circumstances. Conversely, the cleanest teams in the league get the financial inducements in terms of competing for the Fair Play awards.

PENALTY KICKS

The more aggressively you play, and the more power-orientated your team, the greater the chance of you giving away a penalty (or penalties) in a game. A penalty can be scored, missed or saved by your goalkeeper. The higher the performance levels of your GK, the better his chance of saving a penalty. The higher the skill levels of the penalty taker the higher the chance of hitting the target. There is a space on your turn sheet for nominating your penalty taker. If you don't nominate a penalty taker then the computer will pick one entirely at random if you are awarded a penalty kick, and as this could be any one of your players, regardless of his skill, it might be wise for you to remember to nominate your own choice each time (you'd be surprised at the number of managers who neglect this simple task and suffer the consequences as the computer picks their GK to take the penalty).

OWN GOALS

There is a small chance that you may concede an own goal during a match. This mechanic works around the number of players you are likely to have in your own penalty area at any one time, so the more players you have in your DF and MF areas, the higher the chance of you giving away an own-goal.

INJURIES

Aggression also increases the chance of the opposition players being injured during a game. The more aggressively you play during a game, the greater this chance becomes. An injured player will be unfit for a number of matches, starting with the first game in the following session, which can range from one game through to the whole season (though the chances of the latter are very slim indeed). Should a player be unfortunate enough to suffer an all-season injury, then he may be 'healed' at a cost (*see PHYSIO POINTS*). Any player that is injured also automatically loses one performance level due to lack of match practice, lack of training, lasting damage, etc. Injuries occur randomly within the game mechanics of aggression and do not depend upon which area the aggression is being played in.

There is also the chance of a player picking up some minor injury or knock during his normal course of life outside of a main game. A twisted ankle in training, picking up a dose of the flu, or even having to visit his dying mother; all of these could happen. You'll receive a report of such players as being unavailable for the next game or so but unlike a normal injury they will not lose any playing levels through this, there missing games is trouble enough.

PHYSIO POINTS [PP's]

At the beginning of the season you receive five Physio Points (PP's) which are used to try and prevent injuries to your players when the opposition plays aggressively against you. These represent special training methods and an increased physiotherapy staff given to specific sessions. Each session you can choose to use one of the PP's, which will decrease the chance of your players receiving injuries for all the matches in that session only. You have a limited supply of Physio Points so they should be used when you think the opposition will play particularly aggressively against your team.

Physio points can also be used to restore a player to the team who has received an ALL SEASON INJURY and therefore deemed to be unavailable for every game throughout the rest of the season. This represents your club expending time and effort to find a specialist capable of treating such a devastating blow to the player involved. For the sake of simplicity, this treatment takes place immediately you inform the GM that you want the player restored, and will cost you 2 Physio Points. The player will then return to your squad and be immediately available to play, but at a performance level of 2 LESS than when you applied the 2 PP's (confidence destroyed by injury, lasting effects, etc). If you don't have 2 PP's left then you can't restore that player. It is up to you to decide the best policy regarding the use of PP's; do you try to prevent injuries or do you save them to cure what would normally be a devastating injury to a key player? Note that you can only restore players with ALL SEASON INJURIES (i.e. Inj 99) to the team, not players who might be injured for two games, say. There is a slim chance that you might not 'use up' your PP when you play it, and that it could be returned to your team sheet at the end of a session.

THE SUPERPHYSIO

Occasionally a special member of staff may come up for auction in the newsletter, namely a Super physio. This member of staff works above and beyond the range of a normal physiotherapist in that he is so good at his job that he can actually help prevent injuries. Having a Super physio on your side is basically almost as good as playing a physio point each and every session; if you ALSO play a physio point as well, then the chances of picking up any injuries during a session are very slim indeed.

HOME ADVANTAGE (HAD)

The home side in any game is also given additional levels to allocate between his outfield areas (NOT GK or SW), simulating the lifting effects of a home crowd on their side. The number of levels available for each match depends upon the present session (Basic HAD) and the relative positions in the League of the two teams involved (Bonus HAD). The exact number of HAD levels available for a game is just the Bonus HAD plus the Basic HAD added together. The Basic HAD Levels available for each session are:-

If the teams involved are in the same Division then the difference between their League positions at the beginning of the session produces the following Bonus HAD.
 If the teams are from different Leagues or one team is from the Non-League then the Bonus HAD is 4.
 If the teams are from different Divisions but in the same League then the Bonus HAD is (1 + Difference in Divisions).

Session number	Basic HAD/PD
1-4	5
5-8	6
9-12	7
13-16	8

Positional difference	Addition to HAD/PD
1-3	0
4-6	1
7-9	2
10-12	3

PLAY DEFENSIVELY (PD)

The away team in any one game, as well as any team playing a match on a neutral ground, may play defensively if it wishes to. Playing defensively allows the away team to allocate the same performance levels to its outfield areas as the home team in HOME ADVANTAGE (i.e. the number of Play Defensively points is the same as the number of Home Advantage points in any one match). However, when this option is chosen your attacking abilities will be seriously weakened as a result, and your goal-scoring chances will be far less than they would have been.

MOTIVATION POINTS [MP's]

Each club starts the season with 35 Motivation Points (MP's). These represent the manager's ability to inspire his team, to lift them on that special occasion - in short, to motivate them. These may be used in any match, with a maximum of ten per match, and once used are lost for the remainder of the season. Apart from via the auction where they may be bought, and through successful management of an International team, there is no way of obtaining more during the course of the season, so they should be used sparingly. MP's may NOT be carried over from one season to the next. Please note that when using MP's it costs 2 MP to raise a GK or a SW by one performance level for that match, in the same way as with aggression points.

PLAYING OFFSIDE

If you opt not to play a game with a Sweeper, or at least ensure that your Sweeper is occupying a defensive position not a Sweeper's role, then the Offside trap may be played. Playing the offside trap will restrict the opposing forwards' scoring chances by pushing your defence up the field as the ball is played towards them, leaving them in an offside position, and removing the danger. However, by applying this tactic you are inviting the opposition to push forward with their midfield players, and thus play the game through the middle of the park. If their midfield players are more talented than your own, or they have greater midfield strength through the sheer number of players in that position, then this might backfire on you. The only other time the Offside tactic is **NOT** available to you is if your side opt to use the Diamond formation (*see Playing Styles*) - the two tactics **CANNOT** be used together.

Keep your eyes on the newsletters for teams that have Wingers or Attacking Defenders (WG or DF/A), because they can make an awful mess of an offside trap. Whatever the circumstances of either team's formation or make-up, the performance level of the WG or DF/A determines how successful he will be at breaking down an offside trap. The better the player, the less effective the offside trap will be on his team's forward line. Marking wingers successfully will reduce their performance level and thus their effect on the game. Basically the Offside game is very effective against a side pushing more men forward, while perhaps not quite as good against those who don't. The actual number of players in the forward line affects just how many of the possible chances for goal attempts are stopped before they become actual shots. Without giving away too much of the formula or drowning you with numbers, if a side with a five-man forward line is caught in the offside trap, then he will see roughly two-thirds of his chances spoiled by having his players adjudged offside. Four men will be slightly less of a hazard, while

three attackers is counted as the norm. For a side with two forwards up front, an offside game against them is now less effective than it has ever been, trying to simulate the difficulties of having a defensive line operate as a perfect unit against so few men.

Wingers will unlock the offside game based both on their skill and upon the number of strikers they are playing with. For example, a winger in a five man forward line is still going to gain chances that otherwise would have gone begging, but he is not going to be as effective as he would be in a three-man attacking force. And, since WG's are eligible to play in the middle of the park too, they can have an effect in a similar manner. However, if TEAM A is being caught in an offside trap, and TEAM B has more men in the middle of the field, then the WG's in TEAM A are going to find their skills in unlocking this trap somewhat restricted. Basically, the more men TEAM A has in midfield to support the WG's the better the offside trap will be beaten. This rule is the same for DF/A's too and works on a similar vein when more than one winger is played.

For a team that chooses to play an offside game with a midfield that is weaker than its opponents, the trouble starts. Basically, for every man that the side being played offside against has spare in the middle of the park, the more chances his side will put forward by breaking through the offside attempts.

PLAYING STYLE

For every game that you play you can choose to play in one of five playing styles - **Positive, Neutral, Negative, and Adaptive** or in the **Diamond** style.

The effects that these styles have are associated with your playing formation as described below, and only certain styles can be adopted, depending upon your chosen formation. Choosing a playing style that does not match the requirements of a formation with those played will result in not only the lack of any gain, but in the loss of any possible style gain that the formation could have been used with.

To use a **POSITIVE** playing style, your team must be prepared to break forwards at every possibly opportunity, throwing men forward whenever the chance is offered. This will result in many more attacking runs, but tends to leave the men at the back exceptionally vulnerable. For the formation to work, you need to play with a full forward line of 5 attackers (the maximum). This means that players such as the DF/A will not be able to add their own skills to the attack, and that your Sweeper will doubtless be too busy filling in a role as a normal Defender to be much use in a Sweeper's normal capacity.

Formations that qualify are 2-3-5, 3-2-5, and SW-2-2-5 (with a SW selected, though he will only count as a DF). If the style is successfully adopted, then five levels are added to the Forwards total skill levels.

If you play **NEUTRALLY** with your side, then you are really asking the players to fill in where they are needed. Basically, they will tend to drift to wherever they see weaknesses, though this will not necessarily be where they are most needed. The Neutral style, if successfully adopted, will gain you a bonus of five skill levels in your lowest skilled area, after category (Skill, Power or P/S) additions. For this tactic to work, your side must be structured so that the number of players in any one outfield area does not out-number another area by more than one player.

Formations that qualify are 3-3-4, 4-3-3, 3-4-3, SW-3-3-3 etc.

When a player opts to play a **NEGATIVE** game, he tends to draw back his players and try to block efforts on his own goal with sheer weight of numbers. This tactic is all about getting bodies behind the ball, and tends to result in a more compact, solid defence. To use the tactic effectively, you must have more than 3 defenders (including SW if selected) and only 2 attackers playing in the match.

Formations that qualify are 4-4-2, SW-3-4-2, 5-3-2.

If the style is successfully implemented, the team will gain five skill levels added to its defensive totals.

With an **ADAPTIVE** style, the idea is to play a side that closes down your opponent's chances, rather than gain you any additional attacking strength. It is a useful tactic to adopt if playing a team you know little about, and as with all other options, this style will provide you with five extra levels. However, the location of these levels is not something you can predict in advance, as they will be allocated to the area in which your team is most overpowered. For example, if your defence is likely to leak the most shots in the chosen match, the five levels will be pushed into that position, if it's your midfield, then they will gain them, and finally, if your Forwards are finding it difficult to hold back the thrusting runs of the opposing defenders, they will be added there.

This style only tends to be effective if you are not overwhelmingly more powerful than your opponents, **and the only formation that will allow the tactic to work 4-2-4.**

This lets the players in both attack and defence drift towards the centre of the park to help close down attacks through the creative play of the opposition.

The **DIAMOND** style allows a side to adopt a primarily defensive posture while giving the team the ability to "hit on the break" almost. The main problem is that Kickabout only has three outfield areas, so formations like 4-3-2-1 are not really on. What closest fits the diamond style is something like many real-life sides now play, with two midfielders tending to play as left and right wing men, attacking more often than dropping into defence.

If you want to **use the Diamond playing style you must field a side playing with a 3-5-2 formation.** The bonus levels gained are still the same five (as with other styles) and are going to be applied to your FW line. The down-side to choosing this playing style, which at first seem to have more benefits than some others, is that even with a five man midfield the team is unable to affectively operate an offside game, as the "wing men" in midfield are more often rushing up the field to assist an attack than sitting back waiting to catch the opponents offside.

NOTE - If both options ARE selected, then both the offside tactic and the Diamond formation are lost, simulating the players caught, trying to do two jobs, and doing neither at all.

There is no point selecting a particular playing style if your team does not conform to the formations that allow its use. For example, by selecting a 4-3-3 line-up, and then selecting Positive as your playing style, you are losing out on the levels you might gain by choosing a legal style. Some formations might not fall into any playing style bracket, so be careful when making your selections. If no style is entered, then no bonus will be gained, regardless of whether the team fits a particular style or not. Occasionally you might want this to be the case, such as when you play 2-4-4 or SW-2-3-4 for example.

APPLICATION OF ADDITIONS

After you have added modifiers for HAD/PD, Captain's influence, Aggression, and Motivation Points, as shown in your totals column on your turn sheet, the remaining modifiers are applied in the following order:

Additions for team category (power, skill, power/skill),

Additions for playing style (Positive, Neutral, etc)

Deductions for marking,

Assignment of MF/G levels (if any),

Adjustments for weather and ground effects

Note that the totals shown on your squad printouts are the totals after all these modifiers have been applied.

SCOUTING [ESI]

There are a number of ways in which you can employ your scouts over the season, and you have a couple of them available every session. Scouting can be applied to a particular side's league and/or cup matches, any cross-league "European" ties or to get information on a single individual player.

Scouting a specific team - You may, and should, scout your forthcoming opponents. A scouting report will tell you the totals of the scouted team's GK, SW, DF, MF, and FW before additions for category, playing style, marking and weather (i.e. the scouted team's totals as shown on their orders sheet). It also shows the players involved in the game scouted and what position on the pitch they were playing in. You are also told how many Aggression or Motivation points that team used in the game you scouted, whether he played offside or not, if a physio point was used, the team's playing style and category, if he played defensively away from home, and his penalty taker.

To scout a team normally costs 25K. If you purchase a SUPER SCOUT in the auction during the season, or as an International Manager receive one free then you can scout two teams per session free until the end of the season when the SUPER SCOUT leaves your employ.

The use of such reports is up to you to decide. Remember that just because a team used certain tactics in one week it doesn't mean they used the same the week before, or the week after!! Apart from the basic details given above you can assign extra cash (in units of £1k) to glean EXTRA SCOUTING INFO (ESI). ESI tells you the name and code numbers of all the players in the scouted team's squad (at the end of the session after transfers). The code numbers are essential if you wish to mark players of the opposition in future matches. It does not tell you positions and performance levels. Nor can you use a code number that has been reported to another manager by ESI. The numbers generated are encoded and unique to each team. Trying to use the wrong numbers will have your players attempting to mark thin air with a consequent penalisation of your team, so don't try to be clever, it will backfire on you!

Scouting a specific player - if you are unsure what position or skill a specific player in an opponent's team plays at, then you can find out more about him by using the Scout Player option (which is free). This is done in the same manner as scouting a match, and the effectiveness of tactical ploys and extra scouting information, but needs a slight change to the way you fill in the details. You need to identify the team name as normal in the first box, skip the "venue" box altogether, and then enter the name of the player you want to scout in the next box. Whether or not you gain the details of this player is dependent upon how much money you spend on Extra Scouting Info when compared to the Tactical Ploys of the scouted team. If the tactical ploys are higher, you'll gain nothing at all, while a successful scout will reveal all the players relevant details, along with his code number for marking purposes.

European match scouting - You will be allowed to scout any match played in a pre-determined European tie, either in the Champions or Cup-Winners Cup or Super Cup. To scout a match you identify the two sides as normal and after the match has been played (at the end of that same session) you'll get a report on both teams in the same way as normal scouting information is revealed. This is expensive however, and to scout a European game will cost you 150k per scout. Please note that any European game must be highlighted as such when filling in your scouting, on the off-chance that you choose to scout a side that is in the same league as your own team, and may be confused as a normal scouting mission.

Also it is wise to bear in mind that you don't receive these scouting details until the session AFTER the one in which you scout the game. European games are played at the end of each session, so the information will be revealed on the NEXT session's printout.

TACTICAL PLOYS

If you suspect that your team might be the target for markers then you can assign some cash each session to TACTICAL PLOYS. Other teams can only gain details of your squad through ESI if the cash they assign to this function is greater than the amount you allocate to TACTICAL PLOYS.

HINT – It is wise to put money here every session!

MARKING

There are two different ways in which a player can attempt to use marking in a match to give him a tactical advantage over his opponent; Man-to-Man marking and Zonal marking.

MAN-TO-MAN MARKING - To perform any type of man-to-man marking it is necessary to get as much information as you can on the player you intend to mark through ESI. A successful scouting report is composed of a list of player names and numbers showing the full squad of the side scouted, and a “marking number” for each player. These numbers are uniquely encrypted for your side, and no other team will be able to use the same numbers with the same results. Players’ squad numbers are encoded in this way to prevent managers from passing the squad numbers of his rivals to other teams.

Once you have these numbers you can then assign a maximum of two players from your side to man-mark your opponents players. To do this you must give the squad number of your own player and the encrypted “marking number” of the player you want him to man-mark.

Only players in your defence and/or midfield can be assigned as markers, and your sweeper - if you have one selected - has other duties to attend to. Defenders are restricted to marking opposing forwards while your midfielders mark their counterparts.

Every player in the game has a marking skill, which is normally hidden from sight unless it is described as being above and beyond the norm. All defenders in the game (sweepers included) begin life with a pretty good man-marking ability, with all midfielder being rated nearly as well too. Utility players who occupy either defensive or midfield roles in a match are perhaps the next best option for marking if normal players are unavailable.

When the above criteria are met man-marking can take place during the game. Any player assigned to man-mark another player will generally hit the mark about three times out of four, modified by the marking skill he possesses.

A marking player immediately loses one quarter of his current playing levels (rounded-up) and this increases to one half of his levels if he is assigned to mark an MF/A, MF/D or MF/G, and by three-quarters if the marked player is an MF/A/D.

The percentage of levels lost by the marked player, as a base rate, is determined by the following formulae:-

%LOSS = 50 + ((Markers Level - Marked Players Level) X 5%)

This formula will give the “normal” loss of levels for the marked player. It is POSSIBLE for the marker to lose more levels than his opponent, thus swinging the advantage in favour of the marked player, but this normally occurs when a very low-skilled player is assigned to mark one of the better players of the opposing side; don’t do it! These losses are modified in a minor way by the marking skill of a player too. A superb marker is likely to lose fewer levels and make the opposing player lose considerably more in return. This can make it very difficult to calculate the exact loss on either side.

So, to see an example of how marking works; let's say that we have a level 12 DF mark a level 10 FW in a match.

The DF will lose quarter of his normal levels and drop to a level 9 DF while the FW would lose $(50\% + (12-10) \times 5\%) = 60\%$ of his performance levels. This figure is rounded upwards so this would leave the FW operating at a skill level of just 4; an effective marking indeed!

If the marked player is an MF/A, MF/D, MF/G or MF/A/D then the loss of levels are applied to every relevant area of the game he effects. It should be obvious why these players are normally a priority when selecting marking for most managers. Also, any marked player operates at this reduced efficiency level for the whole game, as does any marking player, so it is similarly useful to try marking opposing WG's to reduce their effect against unlocking the offside game, or opposing FWS's to reduce their chances of scoring. Don't mark with midfield specialists; it is a horrible waste of their talent!

UT's are generally not a good choice for marking opponents with, and tend to be somewhat easier to mark (if you know where they are playing) as they are never quite as sharp as a definitive DF, MF or FW of the same skill level. If you try to "guess" the code number of a player you want to mark and get it wrong (very likely!) then the marking player will still lose 25% of his levels. If you try to mark a player that is playing in the game but not in the correct position then the marking player will still lose 25% of his levels. However if you try to mark a player who is not selected to play but is in the opposition's squad then you are not penalised. Therefore, make sure that you have the correct information regarding any players you want to mark.

For each successful marking a player performs, his marking skill will rise by a small amount, allowing him to become even more effective on his next attempt. For every miss of course, there is a subsequent reduction to go with it. However, these gains and losses will only apply to COMPETITIVE matches and will remain unaffected by any marking attempts in friendly games. The gain/loss factor is dependent to some part on the relevant skills of the two players involved. The gain that a level 14 DF makes for successfully marking a level 5 FW is going to be very small, while the opposite scenario (a 5 DF on a 14 FW) is going to yield a much bigger gain for success.

Whatever the marking chance, there is always a factor in the formula which allows for a one-off failure, no matter how spread the skills of either player; nothing is ever certain.

ZONAL MARKING - Often a manager knows that his side are going to need to mark their opponents if they are to come out of a game with a result, but they have been unable (or unwilling) to put the expenditure into scouting to come up with the code numbers of the relevant players. Or they may be facing an opponent who has come fresh out of a replay that they didn't scout, or have a cross-league opponents that they can't use normal scouting on.

For these cases we have a different marking system, which is primarily defensive in its style, and is once more aimed at hurting the sides with the specialist players; zonal marking.

By selecting this option you are giving your entire defence and midfield instructions to pick up whoever drifts into their area, rejecting man-to-man marking in favour of a more reactionary system. This will obviously work better if you have men to spare in that part of the field, so using four defenders to zonal mark against two attackers will be very affective, while two defenders will have a few problems doing the same to two attackers. Two things should be immediately apparent from the way this is being described; the system is going to be more use to the defensive sides that field 4-4-2 or 4-3-3 formations than it is to those who favour more obscure attacking styles. The in-vogue at present is to use this ploy when fielding a 3-5-2 formation and, as this is a formation that is becoming more and more popular, it will work quite well when opposing an identical formation.

As zonal marking reduces the effectiveness of both the marked player and the marking player, it is not going to be too wise if a team with midfield specialists opts to use this system. If a midfield specialist is either zonally marked, or chooses to play in a zonal marking system, his effectiveness in all the relevant areas of the park will be reduced. This reduction is in no way as dramatic as if he is man-marked, but it

will hurt all the same. The reductions are calculated in a simple manner. Basically, the marking team's defenders are compared with the opposition's number of attackers. If there are an equal number of players in both areas, then the marker's defenders will all lose one level per man, while the marked player's forwards will lose two levels per man. If there are more defenders than attackers then the reduction to the levels of the attacker's increases by another half a level per man, for every additional defender there is playing. Any half levels are randomly rounded up or down at the end of the calculation. This same calculation is also applied to the marking and marked midfielders to, with the same conditions.

For example:-

A team playing a 4-4-2 formation chooses to zonal mark a side that fields a 4-3-3 style. The marking players are compared with the marked players in each area, so the reductions are;

-1 per man for the marking defenders

-2 per man for the marked attackers (plus a chance of each -0.5 level being rounded to a -1 per man) and

-1 per man for the marking midfielders

-2 per man for the marked midfielders (plus a chance of each -0.5 level being rounded to a -1 per man)

that gives a total reduction in levels of eight for the marking player and between twelve and eighteen levels lost for the marked player - a healthy gain!

The problems come when a player tries to zonal mark and finds that he does not have enough men in the area to provide affective cover. In such a case, let's say when three defenders try to zonal mark four attackers, it is the marked player that loses just one level per man, while the marking player is subject to a reduction of two levels per player, and has the same random chance of each additional half-level being rounded to yet another deduction too.

In case it has not been made obvious why this is not a tactic to choose if you have specialists, just think what a loss of -2 per man will do to your side's midfield if one of the players is a MF/A/D; your side would lose all the normal midfield levels plus another -2 to both the attack and the defence, due to this players reduced effectiveness. Basically, don't do it with specialists unless you are certain that it will hurt your opponents more than it hurts you! Don't fall into the trap of bunging down zonal marking each and every time either, as there are a few drawbacks to choosing this option.

You cannot choose both Zonal and Man-to-Man marking together; either one or the other. Man-to-Man marking remains the most effective way of taking a particular player out of the game. A manager using the Zonal marking system will find that his side is more concerned with holding up the opposition than making chances for themselves. If this option is combined with a "playing defensively" selection too, there is little chance that the side will make any progress at all into the opposition penalty area! The man-to-man marking information gained through Extra Scouting Information remains current for as long as the side retains the players listed (you obviously can't mark someone who no longer plays for the team), and only for the duration of the season. Once the season ends, you'll need to regain these numbers if you wish to mark in future matches. If you are unsure of which players are worth marking, then it is an idea to pay close attention to the Newsletter, and then try Player Scouting to learn more about their abilities.

BALL-WINNING [BW] / CREATIVE [CR] STATS

It appears that some managers still have little idea 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.

The Ball Winner and Creative statistic were added to the game for a good reason in that they differentiate between players of the same basic type in a manner that was previously untouched. There can be no doubt that certain players in real life 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. In 'old' Kickabout that would be that. There was previously no way of trying to simulate the fact that one player was the kind that could break from midfield with powerful runs and get into the box while another 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 goal 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, has 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 or less. Some player occasionally have figures of "65/65" and above which are very formidable, a type of character who has no problem in tracking back and winning the ball when required. Whatever the case may be, these two numbers DO have an importance in the game now and they should be taken note of by EVERY manager.

SO WHAT DO THE NUMBERS MEAN?

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 formula 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 ways of bettering this if 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 one player's eventual stats change from 75/25 to perhaps 105/10 or so.

Creative players are the opposite end of the scale, 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 seem 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 chance 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 whereas ball-winners need to have something to stop if they are to be effective. If a side adds an extra four Ball-winner chances 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.

HOW DO THE NUMBERS WORK?

Basically, if a player's individual ability tops the 85 figure then there is a chance that he will have some effect on the match. If it tops 100 then he will definitely have some effect. In each case it means that he will add a ball-winning stop or a creative chance to the side's usual tally of stops and shots. Every percent above 85 tests that player's ability against a simple dice roll and, if they do come up trumps, you will see them registered in the CR/BW report underneath your normal match stats. If they top the 100 range then they will activate without any number being tested and will again show up in that area. These chances are also shown in another way, particularly in terms of the creative chances. If a team is listed as having no shots but, say, two on target, then you will know where these two efforts came from. The same may well apply to a side getting no shots on target from a host of chances. That, for individuals, is the basic way things work. However the way that the whole team performs is also affected by these figures and this is done by generating the average BW/CR figure for all the players playing in the same area of the pitch. These averages are also used to find out if that area manages to create or stop a chance that would otherwise be ignored.

The best way of showing this is by an example; let us assume that a side has players out in a 3-4-3 formation and that the players have BW/CR stats as shown here;

65/35 60/40 80/15 - Defence

50/50 30/70 75/25 60/40 - Midfield

50/50 60/40 55/45 - Attack

These figures are checked to give averages of 68/30 in defence, 52/48 in midfield and 55/45 in attack. None of these are particularly outstanding, as you can see, and each is tested in the same way as a player. Any figure above 85 has a chance of making something happen so, in this case, nothing does.

Let us assume the opposing team is set up as follows;

30/70 20/80 40/60 - Defence

20/80 10/90 50/70 10/90 - Midfield

10/90 0/100 10/90 - Attack

This is a far more attack-minded side with better creative players in it. Their averages are 30/70 in defence, 30/82 in midfield and 07/93 in attack and immediately we have a chance of an additional

creative chance from up front. One chance might not sound a lot and there is a second test applied to every area in the game. In this test the area BW figure of the defenders of a side are tested against the CR figures of the opposing forwards and the BW of the midfielders are tested against the opposing midfielders CR stats for both sides.

In our examples we would compare a 68/30 DF with a 07/93 FW, on both sets of stats, both ways. While the second side's creative ability has the edge on the BW ability of the defenders, the strikers own BW ability is way, way below the creative skills of the defenders they are facing. This disparity gives us a new figure (in this case 25) and this number is plugged into a second set of formula. Any figure above 15 has some chance of giving that AREA of the pitch an additional affect, be it ball winning or creative. This figure of 23, for example, means that the defenders might find themselves able to break away quickly without much effort to stop them by the forwards of the opposing side. With this comparison being done both ways, for both teams, there is clearly a fair chance that the figures in these areas might provide a game-turning event too. These are also shown in the BW/CR reports beneath your match statistics. So it should hopefully be clear that while these new figures are not a truly earth-shaking chance to the game, they are not something that you can simply ignore. A good set of BW/CR stats can make a player very valuable indeed, particularly if he is a Skill player with good BW figures or a Power player who is exceptionally creative.

FINANCIAL MATTERS

Though a club's fame and fortune can be measured by its success on the field, financial strength is as much an important factor in determining footballing greats. Income comes from how well your side performs on the pitch, from prize monies and from gate fees collected from your adoring fans. The more success you achieve, the larger your attendance and the more cash will it earn you. Every home match generates gate receipts, which are kept by the home side, the crowd being made up of the whole of the home team's following plus 50% of the fans from the visitors (simulating travelling fans). Thus, when a more successful team visits you, the gate receipts will rise as a result. The money gained from this varies upon the gate price, and to make this system simplistic enough to ignore, we have set all clubs within the same division at a standard gate fee. This fee is higher for the top divisions than it is for the lower ones. Income also comes in the form of prize money gained from progressing in cup games, and a £100,000 bonus paid to your team by the KFA every session regardless of what else happens (representing televised games, advertising revenues, etc). Prize money for League and Cup exploits are as follows:-

Knockout Competition Financial Rewards

Competition	Round 1	Round 2	Round 3	QF	SF	Final
Cup	60k-30k	70k-35k	100k-50k	150k-75k	200k-100k	300k-150k
League Cup	60k-30k	70k-35k	100k-50k	150k-75k	200k-100k	300k-150k
Trophy	60k-30k	70k-35k		100k-50k	150k-75k	200k-100k
Bowl	50k-25k	60k-30k		70k-35k	100k-50k	200k-100k

Divisional Placing Prizes

	Winner	Runner Up	3rd
Division 1	500k	300k	200k
Division 2	350k	200k	150k
Division 3	250k	150k	100k
Division 4	200k	100k	75k

If a Cup or Bowl game results in a draw then the teams will each receive the average of the winners and losers prize. The prize money will then be on offer again for the replay.

Note that though the Bowl & Trophy do not have a 3rd Round listed, due to there being fewer teams in the competition. The cross league competitions do not generate any prize money, just the attendance income for the home side; after all, the glory from winning these is more than enough reward!

MANAGER OF THE MONTH

Each session (a KFA month) a manager will be selected from each division and designated as Manager of the Month. He will win a bonus of £50,000 for his Club Bank Balance as a reward for his successes. This bonus is added the session AFTER the one in which it is awarded, and will appear in the financial section of your Turn sheet. Other awards can win your club cash and advantages throughout the season, and at season's end. At the end of the season all managers in the League will vote for the Manager of the Season, who will earn his club £250,000, and will go on to be the manager of that League's Representative side next season.

OTHER PRIZES

Individual performances within a season can generate prize money too, with leading goal scorers and the best defenders gaining income for the club. The top goal scorer in each division will win his team £100k for his club, along with the benefits of losing just 10% of his skill levels through ageing, rather than suffering the normal adverse effects. The top goal scorer in the whole League is named Golden Boot and will earn an additional 250K for his side. The team with the best defensive record in each Division will also win 100K and their oldest, highest non-star skilled defender or sweeper (Not a DF/A) will be chosen as their 'best defensive player'. All these players and the leading goal scorers, gain an additional benefit when the effects of ageing set in at season end. Rather than lose the normal amount of skill levels associated with their current age, they will drop only 10% of their total. This can be of great benefit if they are older players, who might otherwise become useless next season, but is not so hot when these players are perhaps very young. Please note that these bonuses cannot be passed on to other players, and that only the leading goal scorers and best defenders (that is, a player with DF or SW as his recorded playing position!) can gain the associated benefits.

Also up for grabs are The Fair Play Award, for the team in the league that has the least Disciplinary points, and the GM's Award, which is given to the team that the GM thinks has made the most improvements, best contribution to the season, or whatever he decided is the outstanding reason for a side deserving a boost to their finances. Both of these prizes will be worth 250K.

CONVERTING SUCCESS POINTS TO CASH

You can also raise money by changing your SP's to cash. If you have any SP's left after training and scouting you can change them to cash at a rate of 100K per SP. If you have one or more SP's remaining for some reason any whole SP's will be converted to cash and any fractions will be saved. If you want to convert remaining SP's to cash then simply state this on your turn sheet in the coaching section.

Converting SP's to cash is not a wise move in general, but for clubs with a large overdraft it might be a worthwhile option. You cannot convert a part of any SP left over and also try to save part of it as well - it's all or nothing.

WHAT TO DO WITH YOUR MONEY

As with all real-life teams, a great part of the game revolves around financial success, and those clubs that are richer, are the ones that are most likely to get the better players when they come up on the transfer market. For the clubs that are not so well off, there are the perils of the Overdraft, which you can apply for at any time. Overdrafts up to £1 million are allowed, with interest being compounded every session, at 10% for debts up to £500,000 and then at 15% for any debts above that mark. Beware the pitfalls of taking your club too far into the red, for the Bank manager wields tremendous powers, and should your club be unable to fulfill its obligations, he is quite capable of forcing the sale of one of your better players, or watching as your club is closed down through bankruptcy! However, should your club be in the enviable position of having money to spare, then your 'financial advisors' will use it to invest. For any amount you have saved away over about one and a half million pounds, interest will be generated every session. This interest is variable, so please don't try to calculate it based on the Dow-Jones exchange figures or anything; just be satisfied with what you get!

WAGES AND CONTRACTS

Your players, being professionals, have to be paid a wage each and every session. Every player in your squad has a contract, which is made up of a set wage per session and a number of weeks left on his current contract at that rate of pay. This money is basically a fixed outgoing, and as far as your finances are concerned, is a lost amount already. Whether you keep a player on your books, or sell him to a non-league side, this money still has to be paid. The only time a contract is not paid up in full is when the player is sold on to another league club. They will then take the amount into account when negotiating his new contract. These two figures are called Current Wage and Contract Length within the game itself. When a player's Contract Length falls below 5 sessions you will be given the chance to re-negotiate a new contract with that player. This does not have to be the same rate of pay or period of employment as he was one before, and most likely won't be, but his current agreement will have some bearing on what he is likely to accept. If he is currently one of your most highly paid players, you are unlikely to see him accept a drastic pay cut, but conversely, a player on a very low wage is quite capable of saying yes to a pay rise, even if it doesn't bring him in line with what might be seen as a fair deal. In the space provided on the turn sheet you must tell us the wage per session (in thousands) and the duration of the contract (in sessions) you wish to offer the player.

Please note that you are limited to ONLY the space on the turn sheet for negotiating contracts; if you have to deal with more than nine players in a single week then you just won't have the time to negotiate effectively - the first nine negotiations will be the only ones that are taken account of, the rest will be delegated to your less-able underlings. This is a part of the game that takes some getting used to, and only through experience will you be able to judge what offers are likely to succeed, and which ones will be thrown back in your face. To give you some idea of the amount to offer your players, use the following instructions:-

The starting point for judging your offer will be referred to as the Basic Wage (BW) and can be worked out from the following formula;

Basic Wage = Performance Level * Positional Rate * Star Bonus

The Positional Rate is shown in the table below.

The Star Bonus is 1.5 if the player is a STAR, a qualified SBY, or a FUT, otherwise this is simply 1.

So, the Basic Wage for an AGE 20 level 4 UT would be:

$4 \times 1.5 \times 1 = 6$.

This is the starting point for considering your offer to the player.

There are other factors which will affect the rate of pay a player expects, some of which are obvious, some of which might not be so clear.

For example, everyone can see that the basic wage for a 1st and 4th Division player of the same age and skill will be the same, but do you think that they are likely to be paid the same? As a rule, you can offer something a little lower for a 4th Division player, slightly less for a 3rd Division man, about basic for someone in Division Two, and probably somewhat higher for the real top-notch players in the 1st Division.

Another thing to take into account is the player's category, as the benefits offered by P/S players have to be paid for too; P/S players are expensive.

The length of contract you offer a player will also have a strong bearing on whether or not he accepts your offer. Younger players tend to dislike being tied down for a good part of their playing career, and might only accept a contract if it allows them to renegotiate after about a half a season or so. The older players will be looking for security, and are far more likely to accept longer contracts - perhaps as long as two or three seasons - but the question is whether you can afford to hold on to them for that long.

Remember, once a contract is agreed, then a player is legally entitled to receive that amount of money. If you sell someone off to the non-league, then you still have to pay him what you owe him, sometimes resulting in a financial loss! If you decide to forestall offering a player a new contract when he asks for one, perhaps waiting a week or two to see if you can find a replacement for him, then you can offer a null-contract for that session. To do this you MUST enter a contract for him, but make it a bid of Zero K for Zero weeks. This basically tells us that you are putting this player on hold for a while, dealing with him later when you are more sure of your offer. His contract length will still reduce by one week, but no new offers will be made (please note that you cannot offer a player a certain wage of zero weeks, or offer zero K for a number of weeks; it should be obvious, but players do try it!). However, if you simply ignore a player's request for a contract negotiation, and don't make any offer at all, the task will be delegated to one of your less-skilled advisors. They will make a bid for the player, for a short contract period, but at a wage that is likely to be a good way higher than any you would have offered. Once this is done, the player will have a far better position to bargain from in future offers, and you might find it hard to keep him on a decent wage, if you so decide to. So, the always make some sort of bid for EVERY player who is up for wages negotiation, even if you intend to sell him off to the non-league, or another club, on the same session. By not doing so, you risk him being offered by the computer a high-rate, lucrative deal that is just more money down the drain. Judicious bidding should mean that your players never get down to zero weeks and ask for a transfer, but this can and does happen, usually through managerial incompetence. There are times when a player can prove completely intractable, and no offer you make him will be accepted, his drive to be away from the club overriding even the best of offers you make. This doesn't happen often, but it can be a factor that hits your side, so be wary. As you have four attempts to arrange a contract with each player a certain degree of experimentation is possible.

You can use this opportunity to gauge the effects of offering longer contracts or less money to certain players. Every time you make an offer to the player, you will be given his reaction upon your next turn sheet. By experience and common sense, you should be able to judge what offer a player might accept, if he refuses your current one. There are two factors to consider in any offer; how the player judged the terms, and how close you were to getting him to accept a good deal. The first column, under the heading 'Terms were' will let you know if the offer was a good or bad one for the player concerned. If you are getting told that it was 'very good', then the player might well accept the same offer again next time, if it rates as 'An insult!', then you should be thinking again! The column headed 'Negotiation' is merely how good/poor the computer considers your offer. For example, if you end up paying a low level player a very high wage for a long period of time, expect the comment to be suitably derisory, or rate up amongst the 'excellent' judgment for the opposite end of things.

Expected Position Pay Rates for players [as a multiplier of £'000s] per level

DF-MF-FW-FWT	1
UT-WG-FWS-DF/A	1.5
GK-SW	2
MF/D-MF/G-MF/A	2
MF/A/D	3

Players whose contracts expire (their Contract Length reduces to zero) and who fit certain criteria, are either placed in the next available Auction, or are simply sold to the non-league. For the former to happen, the player must either be at skill level FIVE or above (this level will gradually rise during the season though), or be an APP or SBY. The latter fate is reserved for all players over the age of 18 who are rated at skill levels below five. For players put into the auction, a reserve price of what they would fetch from the non-league is generated, and then all you can do is wait and see what you get for him. If a club buys him, you will receive whatever money is paid for him (this will be at least what he would fetch from the non-league), otherwise he will be sold to the non-league anyway, and you will be given his basic value. The best thing to do if this happens is to be pragmatic, shrug your shoulders and use the cash to good effect when looking for a replacement player. Also, for those managers that think it feasible to keep over half their side ready to negotiate contracts at all times, by never offering terms for longer than four or five weeks, there is a detrimental factor - player security. If a player is currently under contract negotiation, he is less likely to play in a settled manner, his mind perhaps being on other things. For a single player this factor is very minor, but if a manager is foolish enough to have virtually all his first choice players awaiting negotiation of acceptable terms, he might find that his team's cohesion is somewhat lacking. For the first week or two of negotiations, and player might just be a little edgy, but when he is down to the last couple of weeks of his contract, he begins to think more about his future than he does of his job in hand. If you play him in your games, be prepared for him perhaps not coming up to scratch, as his mind is clouded by worries. Sound like the real world to you?

A player waiting for a listing in the next auction will be on a provisional wage of his Base Wage (as calculated above) or his current wage, whichever is the highest.

Note the following points:

You will not be allowed to bid for any of your own players who appear in the auction, whether they are out-of-contract or not.

Unqualified APP's and SBY's cost nothing in wages, but when they qualify they are given a provisional contract of 8 weeks at their Base Wage.

Players purchased from the auction or other teams are given provisional 4 week contracts at their Base Wage upon joining your team.

When a player's contract falls to one week and you are desperate to keep him on your books, then bidding at least treble his base wage for an optimum period (E.g. 9 weeks) will almost certainly entice him to stay with your club, and allow you another chance to talk things through. We would not advise this tactic too often though, for his stance upon accepting a new contract is going to be based upon his new, inflated, wage deal.

If you sell a player to the Non-League then you have to pay him the remainder of his contract so be careful when trying to offer very long contracts to players.

It helps us enormously if you can bid for your contracts in the same manner they appear on your squad sheet, i.e. the lowest squad number through to the highest number (and across the turn sheet and not down in columns). This is how they appear on the computer when we input your side, and mistakes sometimes get made if you bid for them in a spurious order.

BANKRUPTCY

As you can no doubt see, there is plenty of chance to spend your hard-earned money throughout the season, be it on buying players, improving your ground, scouting opponents or investing cash back into your Supporters Club. However, you must keep a tight grip on your finances at all times, for once you start slipping into the red, it can be a struggle to get out again. Always bear in mind that once your club tips over the £1 million overdraft limit, the dreaded Bank manager may step in and start selling off the prized parts of your squad, to ensure your solvency. Better to hold back from buying that star player if it means that you are likely to lose him only a few sessions later (probably at a reduced cost), when your club tips towards bankruptcy!

GROUND DEVELOPMENT

Your Ground has a fixed capacity which can be increased, gradually, by investment in Ground Development. Each session you can build up to 1000 new seats at a cost of £50 per seat. The maximum possible ground capacity is 80,000 seats and in all neutral games the ground capacity is assumed to be 80,000. At the end of the season some of your seats will be condemned by the local council and your capacity will be reduced. Therefore, building and maintaining a stadium of 80,000 seats will be a costly business but worth it if you can pull in those sort of crowds week in, week out.

PITCH MODIFICATIONS

To avoid the ravages of the weather upon your pristine playing surface, you might like to invest in the sort of developments to your pitch that the larger clubs often make use of. Under soil heating is becoming increasingly common, as is the adoption of a large ground-staff to keep the turf in the best possible condition. Should you want your team to be relatively sure of how well their tactics might work on what is otherwise an unpredictable surface, you can put money into just such an area. Basically, for a one-off payment of around 100K (which increases markedly in the higher divisions and as your ground capacity increases), you will be able to install improvements to your pitch that will help counteract the worst weathers. This will mean that poor pitch conditions will always be 'Good', no matter what the weather conditions. If your side is one that tends to play with a stronger midfield game, then this will obviously be a benefit. Payments are made every session after that for the upkeep of the Modifications, starting at around 4K, and increasing every session by a similar margin. Modifications can last for a considerable period, perhaps as long as two seasons before the whole thing needs replacing (at a lower rate than the initial installation).

This is not going to be an option widely used by the less financially secure clubs, as expending a fair some of money each season may not be a realistic option for them, but for the clubs with money to burn, it is likely to have a very wide benefit. And remember, a club is not likely to know that you have this improvement until they have visited your ground, by which time, it will be too late for them plan their tactics to benefit from it!

One big bonus though is that if you have pitch mods you cannot get a postponed game under any circumstances at all

SUPPORTERS CLUB

You may also attempt to increase your attendance, and hence your gate receipts, by spending your income on developing your SUPPORTERS CLUB. For this you must invest a minimum of 50K and upwards, which is assumed to go into various projects that benefit the club. You do not have to do this

on every turn, and you'll never know the exact result, but over the season a wise investment policy should show dividends in increased attendances, and hence, income.

TRANSFERS

There are very few clubs who can have a successful season without dealing in some sort of transfer of players, as few sides have the depth of quality players needed for a prolonged season of success. In KICKABOUT, there are two ways of acquiring new, qualified players; by purchasing them from other teams, or by outbidding everyone else when the transfer 'Auction' has something on offer you want. For the first of these methods to succeed, you will have to contact the opposite manager, and the two of you can then thrash out any deals you wish. Provided that we receive matching instructions from both of the players involved, then the deal will take place at the end of the session that they submit it. **(NOTE: This means AFTER all the matches for that session have been played, not before!)**

Both sides must agree, and the player, or players, involved in the deal must be uninjured and free from suspensions. If they are not, then the deal will be cancelled.

However, if a manager knows in advance that the player he wants is either injured or suspended he can let us know about it, and we will allow the deal to go through. Also, to safeguard against unscrupulous managers (who tend to be better known as 'cheats'), you can specify all the details of the player(s) you expect to receive as part of the deal (except for BW/CR stats), and if they don't match, we will also cancel it.

We reserve the right to cut out deals that we think are either unfair, dubious, or the result of two friends trying to asset-strip one side, and leave the other as a super-team. We are willing to listen to argument on the matter, but don't expect sympathy if you are guilty of trying to win an unfair advantage. The only other time a deal such as this will be blocked is if the player(s) involved is currently out of contract, and has appeared in the same sessions Auction List. If this is the case, then the deal will be ignored, and the player will be sold as is normal for an auction.

The only other thing to note is that there are just six slots available on your orders sheet for deals. THIS IS THE MAXIMUM YOU CAN DO PER SESSION. Please don't try to do more than this, as it will simply not be allowed, and all of your deals may be cancelled as a result.

The same goes for bidding in the Auction - there are just eight slots, and that is the maximum number of bids you can tender. Also try to remember that ALL such deals are done AFTER the matches have been played; it's no good trying to buy a player with the intention of putting him in this week's games, nor trying to sell an unqualified SBY so that you can discover another on the same week. Transfers occur AFTER the games have been played.

THE AUCTION

The Auction List is an artificial method of bringing new players into the league at various intervals throughout the game. It also allows managers to put their own players into the same list, presenting them as 'open to the highest bidder'. The Auction works in much the same way as you would expect, with managers bidding for a maximum of eight players, giving one bid for each of the players they would like to purchase. The highest bidder for each player will get that player added to his squad at the end of the session, provided he can afford to spend the money he bid.

The default method of buying players in the auction is that once one of the bids tendered by a player succeeds, then all his subsequent bids will be ignored. You can place your own players into the rolling auction by telling us which players you want sold, and including all of the relevant details about him. However, the main drawback by making a player available to the whole league in this manner is that once he is placed into this "list" of players, he cannot be sold through private means. Any manager that

tries to do this (sell a listed player to someone else privately) will be severely penalised. Also only one player per side can be put into the "list" and he will remain there for three sessions. After that, if he is unsold, he will return to your side.

In addition you can state a minimum price (reserve) you would be willing to accept for each player. Please note that there is a minimum level depending upon the session you are in, below which players CANNOT be entered in the rolling auction. This rule is rescinded for qualified SBY's, APP's and SPECIAL PLAYERS. Though remember that unqualified SBY's and APP's cannot be traded in any way so therefore cannot be placed in the auction list.

BIDDING FOR PLAYERS

Instructions can be given contrary to that which stops your first successful bid stopping the rest going through, in that a manager can say 'Buy Player A, and then Player B, regardless of the result of the first bid'. Or a manager may wish for all of his bids to be tendered, regardless of any of the results. Be wary of using this option though, as you must have the money to be able to afford ALL the purchases, otherwise every one of your bids could be cancelled.

The main type of order we cannot accommodate is one that instructs us to spend a certain amount of money, and then ignore bids after that. Basically think things through and you should be able to work it out. If not ask us and we'll offer what help we can.

Things to note:-

When the GM places players in the Auction, those players are not named. It is up to you to name any of these players when you bid for them. If you fail to provide a suitable name then your bid is void and will not be entered into the computer. We also reserve the right to remove bids where the name entered by the player is plain silly, or abusive. Not many top-class players are named 'Larry the Lamb' or 'Dirty Den', so please try and keep it sensible, and help maintain the atmosphere of the game. When coming up with International names the general rule of thumb is that if the name **sounds** as though it will fit the nationality, then it will be accepted. Bids which take you over your agreed overdraft limit will be ignored. You cannot bid for any of your own players which have appeared in the Auction List. You cannot bid BELOW a listed Reserve price for a player, and you cannot name a player that already has one. [player entered by manager in auction].

As the season goes by the players for offer on the auction will be older and less effective, though there may be some surprises. When bidding for players your bids are considered to be conditional upon the result of the previous bid unless you state otherwise. Each bid must be made in units of one thousand pounds and can be denoted on the turn sheet as follows;

Bid 100K means 'bid £100,000' Bid 1251K means 'bid £1,251,000' etc.

Conditional bids are a tricky set of "rules" to work out, as they tend to be determined by a semi-common sense and semi-logical approach to the way buying is done. You can ask to bid for a second player dependant on the conditions of a previous bid, you can ask to buy two players together or you can join up a number of lesser bids with the intent of buying them all. However, you cannot give us instructions which simply say "buy any three of these players" or "spend just £1.5 million" or anything too complex.

An example of legal and illegal bidding patterns are shown below;

- 1) Jones 1250k
- 2) Williams 750k
- 3) Phillips 1355k
- 4) 2 PP's 355k

“Bid for players 1 & 2 regardless of result of player 1 bid” - this would attempt to buy both of the first two players, but would stop checking for further buys if either/both of the first two players are bought.

LEGAL

“Buy any player and the 2 PP’s” - Unfortunately, this may sound okay, but is an illegal bid. The PP’s can be made dependent upon any one of the players, but not on them all. **ILLEGAL**

“Buy all the items” - Provided the manager has enough money to afford all of these players (£3.8 million) then there is no problem in doing this. **LEGAL**

“Buy player 1, and then any one other” - Again, this sounds fine but isn’t. The bid for player 1 will be tendered along with one of the other bids, but cannot be entered separately to be tallied with each.

ILLEGAL

“Buy player 1, but if this fails, buy all the others” - As with the “buy all” option, there is no problem with this sort of bid, provided the manager has the money to spend. **LEGAL**

If you are unsure of what constitutes a legal or illegal bid then ASK THE GM.

SALES TO THE NON-LEAGUE

You can also get rid of unwanted players from your squad at any time, which is regarded as selling them to the Non-League, at the following rates:-

For example, an AGE 23 LEVEL 6 player will raise 150K for club funds if sold to the non-league. [GK or SW will raise double the rates listed below], and if a player is sold to the non-league after the transfer deadline (after the last auction of the season, normally session 13) you will raise only half the rate. Also note that there are no deals between managers allowed after the last auction of the season, simulating the transfer deadline coming into operation, on session 13. Remember that when selling a player to the non-league your income is less the amount it costs to pay up his remaining contract.

PLAYER’S PRICE PER AGE LEVEL

Age 17-18	60k
19	50k
20	40k
21	35k
22	30k
23	25k
24-25	20k
26-27	15k
28+	10k

Many managers who are looking to sell a player to the non-league choose to ignore any contract negotiations for him on that week - if he’s up for negotiation and you ignore it, then his wages will be negotiated for you, meaning that the amount you have to pay him as he leaves may rise. If he’s up for negotiation and you want to sell him to then non-league then enter a minimum offer on the turn sheet. The computer will always calculate the income gained from sales to the Non-league, so please, don’t try to convince us that you received an incorrect amount - machines very seldom count wrongly!

ORDER OF PROCESSING

- 1) Players are coached to their new levels.
- 2) Any All-Season Injuries are treated (if required).
- 3) Scouting is entered.
- 4) SP's are turned to cash.
- 5) Miscellaneous spending, Penalty taker and Captain are nominated.
- 6) Teams are entered and injuries/suspensions reduced.
- 7) Matches are played and new injuries/suspensions added.
(Match Order is: League Games, Re-arranged Games, Cup Games, Bowl Games, Trophy Games, League Cup games, Cross-League Cup Games, Friendlies.)
- 8) Gate Receipts & Prize monies are added.
- 9) League tables are updated.
- 10) Players are sold to the non-league.
- 11) Transfers between managers are processed.
- 12) Auction is carried out.
- 13) New players are entered into the next Auction, including out-of-contract players.
- 14) SP's for the following session are calculated.
- 15) International and/or Representative Matches are played.
- 16) Outstanding Cross-League matches are played (at end of session for all leagues involved)

EXPLANATION OF PRINTOUTS

In the Newsletter every session are the results from all the matches played on that session, including any International matches and friendlies. The results printed in the newsletter will look something like this:-

CARLTON ROVERS 2 : 1 BRUNDEN UNITED (H - 0.5)

Burton 21(og)	Giles 69(p)
Fields 85	bkd - Bryant(75)
inj - Roberts (2)	off - Steel (23)
Att 25639 Pitch:	Good
Wind: Calm	

These result show all the general details about the match, including goal scorers, bookings, sending-offs, the attendance and the playing conditions for that match.

The numbers shown after Burton, Giles, and Fields are the times when they scored their goals. Burton scored an own goal, and Giles scored a penalty in this example.

`bkd' - this shows that Bryant was BOOKED after 75 minutes.

`off' - shows that Steel was SENT-OFF in the 23rd minute of this game.

`inj' - Roberts is now injured for two games (shown in the brackets) starting with the first game of the following session. Do not confuse the figure in brackets with the game time, it shows length of injury only.

`Att' - This gives this game's attendance figure.

`(H - 0.5)' - This is a measure of how much possession each side had in relation to their opponent. The 'H' indicates that the home side had more of the possession (an 'A' indicates the away team had more), and the number (in a range from 0 to 10.0) shows

the Degree of Dominance(DD). A DD of more than 1.0 indicates a fairly large disparity between the teams.

(Hint - If you continually find that the DD is in your favour but your results don't reflect this, then your tactics and team balance may need some fine tuning).

THE SQUAD SHEET

Each session you will receive a squad sheet explaining our current club situation

The squad sheet will be headed with your team name and to the right of that is the current Session number. Below you will see that there are four columns of information, some of which will change every session, some of which will remain constant throughout the whole season. The first column lists the manager's name, the clubs selected for Derby Games, either by you, or by the computer, to a maximum of two teams. If there is no name in here, then you will have no derby opponents; only those clubs listed in these slots will play against you using the derby conditions outlined earlier in the rulebook. Directly below them is an area where you will be told whether or not your club currently employs a Super Scout and/or Super Physio, with the area left blank if not.

And at the base of this column is where you will find your selected Club Captain, along with the current bonus levels he will give you for this session.

Starting from the top of the second column, we can see that it shows the number of Success Points you have available for coaching on the coming sessions orders, the Motivation Points and Physio Points remaining for the rest of the season, Disciplinary Points accrued so far this season, and the number of games your current captain has played. The third column lists the amount of cash your club has (or the size of its overdraft), the wages you will need to pay your players at the end of the session, how much money you have ploughed into the youth team, the maximum Capacity of your ground, and the average size of your own Supporters Club. These last two figures should help you realise when it is time to begin adding seats to your stadium, bearing in mind that the visiting teams will be bringing a portion of their own fans with them.

Listed in the final column is the division your team is in, along with your current position in that division, your Managerial Rating (only for fun really!), the number of APP's discovered by you this season, and finally, your current account balance. If this figure is too low to cover the next session's fees, then you must send money with your next turn.

The Managerial Rating is based on the strength of your squad, the amount of cash you have (or haven't got), your DP total, and other factors which represent sound management of your team. The rating will range from 1 to 48 where 1 is the best and 48 the worst. Don't worry too much about this rating, it's not the definitive judgment on your ability as a Kickabout manager, it's just there to give you some idea of how well you are doing relative to the other managers.

All the players in your squad are then displayed in a table, the players' Name, Age, Performance Level, Category, Position, Type (SBY, FUT, APP, STAR), the number of games he is unavailable for and whether he is Injured (I) or Suspended (S), the number of games he has played so far this season, the number of goals he has scored this season, his personal Disciplinary Point total, the number of Qualification games he has played this season (if he is an unqualified player) or the percentage of training he has been given towards qualifying as a P/S player, and the number of qualifying points played Out Of Position this season. These two columns should not be confused, as the first is used solely to gauge how near a player is to completing his period of unqualified play, or how close he is to becoming a fully-fledged P/S player, while the second column shows how near the player is to becoming a UT player. Following these are his current wages (in 1000's per session), and the length of time his

current contract lasts for. Immediately below this part are any mentions of players whom are deemed exceptional or poor when man-marking opponents. Unless this part appears on your printout you can assume that all your players are of average skill for their positions. Then there is a list of all contracts we negotiated over the last session, how successful they were, and how many players are still in need of new talks over the next session. Keep an eye out for players who have reached the last session of their current deals, as one more missed chance will mean that they leave the club, either directly to the Non-league, or off into the Auction if they are skilled enough.

Below this are the details concerning your clubs finances over the last session, shown as a simplistic balance sheet. Certain things that may have affected your clubs finances, such as players being paid for their inclusion in the International or Representative squads, do not appear within these figures; simply rest assured that your cash total will be correct. If you think there might be a mistake, double and triple check your calculations before bringing the matter before us.

On your second sheet you will see the more long-term records concerning your players, shown in a manner similar to the first set. From the left, the columns indicate for each player, his total number of matches played throughout his career, his career goal tally, the number of Representative Cap and goals he has gained, his nationality, the number of International Caps and goals, the number of games played in the Captain's role, and finally, whether or not the player is currently undergoing any P/S training. Below this table is shown the results of your coaching, detailing the new performance levels of your players as well as any mistakes made in this part of processing, along with other miscellaneous reports, such as the appearance of players from the Youth Squad, changes of Captain, players gaining STAR status, use of Physio points and many other bits of information that may or may not appear before a match is actually played.

The DUGOUT REPORT then shows you which teams you played last session and any events that occurred through that game, such as players qualifying as APP's, surprise discoveries, levels gained through experience, errors with your team selection, and other similar things. If you think that there has been mistake made in your team selection, then this is a good place to check, as it will show any obvious errors made on your own selection (such as breaking the 'Three times' rule). If we have anything to say to you then this will be communicated below the Dugout Reports.

The last line of this sheet shows the date we expect you to return your orders for the next session. This is the date that they should be on our desk in the office, not when you should consider dropping them in the post box. Managers that constantly get their orders in late are the ones that will suffer from a shortage of Success Points over the length of a whole season.

The third page of your Squad Sheet details the exact formation and strength of the sides that played in each of your games, showing the players used, area totals, Aggression, Motivation and such like, for each game. Some of the players may carry symbols prefixed to their names, which simply shows if they have been designated as a Captain for that game (prefixed with 'c') or have been selected as the Penalty Taker for the match (prefixed with '*'). The totals down the right-hand side of the players show the final totals of your team selection, after all additional points have been added, and what the playing style qualification gained for your team. This style labels will line up with the part of your team that gained the bonus, so, if you qualified for a Positive style, the label 'POS' will appear next to your Forward line. Directly below the team you will be informed of how any marking, on either side, affected the game. After your team has been shown, there is a comparison of the two sides, outlining how well both teams played, along with other match statistics. Last but not least, there is a Man-of-the-Match rating for each of your players, ranging from 1 to 10. The player highlighted with stars is the one selected as your best player in that specific match.

If you scouted another team then that team's details will be shown below your team totals, showing the team's area totals, the number of MP's and Aggression Points used, their tactics for that game, whether they played the offside trap or used a Physio Point, and their penalty taker. It also shows whether the team played defensively and what category of team it was (POWER, SKILL, P/S). No entry for a team category implies that the team did not qualify for any of these categories, and the same applies to any playing style (Positive, Neutral, Adaptive, Negative or Diamond).

If you spent money on gaining Extra Info on this scouted side, then you might be lucky enough to gain a list of all their players currently in the squad, along with a specific number, which can be used exclusively by your team for marking purposes. It is only through these numbers that you can mark a specific player in a match, and as they are encoded in a manner that makes them unique to your scout, they cannot be passed on to other managers and still be of any use. These numbers remain constant for the whole of the season, though they will change before the start of the next one.

FILLING IN THE TURN SHEET

To differentiate between your orders and your results, the former is generally called a TEAMSHEET, while the latter is known as a SQUADSHEET.

At the top of the sheet is the simplest part to complete. Here you must write your name, the name of your team, what League you are in, what division within that league, and what session the orders are for. Please ensure that you get these bits of information corrects, otherwise you might end up losing out. Below this is the section of the sheet that deals with your expenditure of success points from the last session. Here you mark your coaching of performance levels, your P/S training, and whether or not you choose to turn any of the SP's into cash. Also here is the section of the sheet when you can designate the use of two PP's to restore a player currently under the effects of an All-Season Injury.

(Note: only an all-season injury can be treated like this, not lesser ones. All-Season injuries show as being injured for 99 games on the results sheet when they happen).

The spaces below this part of the sheet are for noting down any Scouting we wish to do over the next session, plus any finances we wish to allocate to either Tactical ploys, or Extra Scouting Information. To be successful with you scouts, you must ensure that you are scouting the right team, at the right venue, playing the correct opponents. In the next part of the sheet, we must negotiate contracts with any player that is currently on four weeks or less of his existing contract. The section marked for Auction bids is only to be completed if there is an Auction list in the current Newsletter, and you wish to try and purchase a player from it.

You may not bid for any player or item more than once, and unless we are instructed otherwise, your bids will stop after the first successful purchase. The transfers section allows us to unload our players onto the Non-league sides, or to conduct deals with other managers. In this part of the team sheet, you must be very clear about your intentions. Details on your team sheet must match the details written on the team sheet of any other managers involved in the deal, otherwise it will fail. Note also that the six slots show a maximum number of deals that can take place in any one session.

The last part of the sheet is there for us to pass messages on to other players through the press column, to query the GM on any matter, and to highlight any turn fees sent in with the orders. If there is a matter that needs resolving BEFORE the orders are processed, then it is wise to make sure that it is very clear to us, or that it is written on a separate sheet of paper entirely. Also note that unless your credit is entered on the sheet, it is possible that a cheque could be left, overlooked, inside an envelope and simply discarded. The reverse of the turn sheet is where we actually pick the teams and tactics we will use in the matches we have lined up for that session. There are three boxes available for our teams, clearly marked as MATCH ONE, TWO and THREE. The manner in which you fill these boxes in is the way in which your teams will be picked.

ENSURE THAT YOU HAVE CHECKED THE PROCESSING ORDER OF THIS SESSION'S GAMES!

If you enter your Friendly match as Match Two, and then put your Cup team down as Match Three, you are most likely going to find yourself with a superb win in a meaningless friendly match, and a sorry exit from the Cup! Choose your team in logical order, starting with a Keeper and/or Sweeper, and then listing all of your Defenders, then Midfielders, then finally your Forwards.

The Substitutes position should always be filled in as well, despite whether you believe that you need one or not, if you don't fill in the Sub's box, then be prepared to pay the consequences.

After all the players have been entered, we then tally up the skill totals of each one, and write them in the Sub Totals boxes below. Remember that players such as MF/A, MF/D and MF/A/D all add their levels to more than one area of the team, and these additional playing levels should be recorded here too.

Also, this is the first time the **'Three Times Rule'** is checked, in that no outfield area can have more than three times the total skill levels of any other area.

For example, a team with a DF total of 13, MF total of 37 and FW total of 26 would be acceptable, while a team with DF 12, MF 39 and FW 27 would not. If this rule is broken, then the computer will rearrange your side in the manner it finds easiest to deal with, which normally entails moving your best player from the offending area into the offended one. And, for most players, this will result in the subsequent loss of performance levels for playing Out Of Position!

The additions columns below your Sub Totals are where you place the more subtle tactical choices, including the bonus levels gained from Home Advantage (or Playing Defensively), your Captain's influence levels, any Aggression points you choose to use, and finally, any Motivation Points you desire. The Final totals are then added together, and they too must be checked against the **'Three Times Rule'** as they were at the Sub Totals stage. It is always wise to double check these figures, as they are the ones that you will actually field in the game, provided you have made no errors of judgment in the above procedures. Below this is the Playing Style option, one of which you should select unless your sides conforms to no particular style at all. Remember that it is no use selecting a Style if your team formation does not conform to the requirements of that style. Finally you can then enter any marking you intend to use in the game, provided that you know the marking numbers of your opponents, which must have been gained through Extra Scouting Info, earlier in the same season. Once you have filled in one Match, then you can move on to the next of your fixtures for the session and repeat the process. The only difference here concerns the picking of newly discovered APP's, or the subsequent qualification of the same. If a newly discovered APP was discovered in Match One and is also chosen to play in Match Two, then you should simply leave the Squad Number blank when entering his details for Match Two. He does not have a Squad Number as yet, and he has already been 'discovered', so there is nothing you can enter here at all. If an APP or SBY has qualified in an early Match on the same session, then they will play in any subsequent matches at their new performance level of 2.

Last, but by no means least, you must fill out the fourth box on the back of the sheet. Here you select the Penalty Taker for the session, whether you want to use up a Physio Point or not, the details of any Youth Players that may be discovered this session, along with any further investment in this option, money placed into both Supporters Club and Ground Development whether or not you wish to install the expensive modifications to your Pitch, and finally, whether or not you wish to change your designated Captain for the games this session.

Please don't overlook this box, as in the cases of Penalty Taker and Youth details in particular, it may prove very costly if you leave it completely blank. Failure to choose a Penalty Taker will mean that the computer selects one of you team at random to take any spot kick you are awarded, while ignoring the Youth option will result in the forfeit of any player discovered through this option on the current session. Better safe than sorry, eh?

SHOMATCH

For those players who do not wish to trust their turns to the fates of the postal service or who wish to receive their sessions back by e-mail where they can watch their teams games played out kick by kick, we have the fantastic Kickabout tool that is Shomatch, developed for us by long time player Paul Sutton. ShowMatch allows you to view the results of your matches from the previous session in a tele-printer style. Watch the match unfold before you as the minute by minute commentary is displayed accompanied by the roar of the crowd as the ball hits the back of the net. The program definitely makes the game even more gripping for the real masochists amongst you!

Please note that you will need to pay Spellbinder a small fee to have the ShowMatch updates emailed to you. This fee is currently £15.95 and covers the whole season for as many teams as you run (i.e. if you have three teams in three leagues the cost is still just a single payment of £15.95).

TEAMPICK

Also built by Paul Sutton, Teampick is a computer program that takes all the hassle out of filling in your session sheets, with an inbuilt error checker that will highlight any serious omissions etc known as the Assistant Manager. Shomatch is an integral part of the game now, and the vast majority of players use it, it is simply brilliant and makes filling in your turn sheets a joy, and even better it catches your mistakes for you, it is also free to download at the following web-site:- www.teampick.co.uk

MARKINFO

One of our 'senior' players Tim Dodge has created this useful little program that once installed extracts player details from your Showmatch updates. This remarkable programme acts like your own chief scout. It allows you to monitor and track the composition of your opponents squads. It automatically and meticulously reads through the various resources available within the Showmatch updates (transfer news, auction results, international squads etc.) sent to you after each session. It extracts the data and then files it away ready to be used before that vital big match. It is also free to download at the following web-site:- www.teampick.co.uk

THE KICKABOUT LISTS ONLINE

Since the majority of our players, use Shomatch, Teampick and MarkInfo and receive their session updates via Shomatch, each league within the game has its own online list where managers chat, arrange deals and discuss issues involving the improvement of Kickabout. So if you had a team in the Disraeli league, you would apply to join that list ka-disraeli@yahoogroups.com] through the GM and then Disraeli specific items will not clog up the main Kickabout list, Kickabout@yahoogroups.com.

KICKABOUT WEEKENDS AND PUBMEETS

Kickabout is hugely addictive and we have many players that have been playing the game for nearly 15 years, with the player community having a real social aspect to it that Spellbinder actively promotes and supports. There are regular Pub meets in London, Glasgow, Norwich & Wigan where players get together to talk, deal, spy, and learn from each other. The GM regularly attends [at least the London meets] and even occasionally buys a drink, though do not rely on this.

The highlight of the Kickabout year is the Kickabout weekend, held in Blackpool during October, when the much prized title of Kickabout Champion is fought over. For most attendees this is a three day booze-fest with much laughter and the occasional session to fill in, unless you are one of the 'saddoes' who take the weekend too seriously.....it is after all a game ☺

GAME FEES

KICKABOUT is paid for by players every Session, with current fees per session running at just £3.00 for the postal and premier leagues, with the e-mail leagues from September 2009 running at £2.75 per session. This fee is irrespective of how many games you play in that session as we unlike other soccer PBM's, can see no reason for penalising players who achieve success and hence have to play more games. On top of this basic cost, there is a start-up fee to pay upon joining the game, which is currently £7.50, for which you get your rulebook, back newsletters, team-sheets and first two sessions. For brand-new managers, you may be asked to credit your account with enough money to cover the first FOUR sessions (£12.00), as we tend to prefer keeping idle browsers and rulebook collectors at bay. You are in no way losing out with this, as you will still get the sessions you would have to pay for anyway, but it stops the casual players dropping in and out of the game on every other session, and upsetting the flow and feel of league as a result. If you have email though you can get this and your first turn for free. In KICKABOUT, Managers who drop out (or are sacked), are replaced as soon as possible, normally on the same session. Unlike many of our competitors, we cannot see the point in playing computer-run teams we much prefer having real people as Managers running our teams!

A full-season of KICKABOUT, covering sixteen sessions in all (and including your pre-season Session start-up fee), costs £51.00 for the postal and premier leagues; whilst the e-mail leagues all season costs just £46.75. Please note that this payment is non-refundable, as you have reserved your position in the league for the whole season, and if you choose to drop out, then you forfeit your right to any recovery of that money. Our side of the agreement is that we will supply a whole season of KICKABOUT for your payment, which we will always meet. If you choose not to play it, then it is you that is breaking the agreement, not us. And, as a final note, if you submit orders when your account is overdrawn, or does not have enough money in it to cover the current session (i.e. less than £3.00 for postal and premier leagues and £2.75 for the e-mail leagues), you will be charged a double turn fee. This is done to discourage those players who seem to think we are a bank, not a business, and constantly play accounts which are overdrawn. The phrase which sums up our position is

'You must pay to play'

Ignore this, and you will find yourself pushed further into debt. If, after this, you submit a second set of orders without credit, you will be sacked as manager of the team, and your position given to someone else. Try to remember that we are a business, not a hobby; I do have a family to feed after all.

If you advise a friend to join KICKABOUT, and he tells us that you did so on his start-up turn, we will credit your account with one session's turn fees as a thank-you. However, please explain to your friends that they must send in their £7.50 start-up fee if they wish to play KICKABOUT, as just submitting their name and address will get them nothing at all.

MAILING COSTS

There are two ways of paying for your mailing costs throughout the season, either by submitting an SAE each session, or by paying for a whole seasons mailing in advance. The latter option will cost you just £7.50 (£9.50 Overseas) for the whole season, while the former means that you MUST submit an SAE each session, and be liable to a £1.00 surcharge that is needed as we try and stem the rising tide of

players who cannot be bothered to do either. Be warned; if you don't pay for your mailing, and don't submit SAE's, then you will find that it gets very expensive!

TURNAROUND

We aim to keep the game to a four-week turnaround for postal leagues, fortnightly for email leagues so that you gain the maximum enjoyment from our product. Each session your squad sheet will inform you of the next RETURN-BY-DATE, which will be the day we expect your orders to arrive back to us. Any orders arriving twenty-four hours after this date will be deemed late and you will receive one less automatic Success Point [SP] on the following session, so it is up to you to return your orders swiftly to keep the SP's flowing. Your turns will generally (all things allowing) be processed the day after the RETURN-BY-DATE and if we do not have your orders then we will use the NO MANAGER RULES (below). Hopefully your next turn will be back in the post a day or two after that so that you will have plenty of time in which to return your next set of orders. If you have trouble in meeting deadlines, it might be wise to submit a set of stand-by orders for us to follow, rather than use the No Manager rules. This will save you precious SP's, and will allow you to make a rough guess on what team will actually make the park for any missed games. At the start of a new season, you will be sent a standard orders sheet anyway, and if you choose not to use it, then that is up to you.

MISSING MANAGER RULES

If a manager misses a session and doesn't submit orders then the computer will select his team for him (unless he has submitted stand-by orders), but this tends to be done with little tactical thought, so your team will not do as well as if you had selected it (at least, usually!!). No success points will be allocated to training during that session; all available SP's are converted into cash at a rate of 100K per SP instead. Obviously, missing turns is not going to help your team building very much!

If a second session is missed then we will assume that you have dropped out of the game and a new manager will be sought to take over the management of your team. Game over!

DISPUTES

If you feel we have made a major mistake somewhere, or there appears to be an error made concerning your orders, then please include some documentary evidence (turn sheets, printouts, etc.) when contacting us about it. Without these we have no way of checking your claims and any errors cannot be rectified. We reserve the right to overrule any claims if we consider it necessary and our decision is final. Please don't ask for a whole session to be re-run if the error is one that cannot easily be put right. We will do all we can to rectify mistakes on our part, but we obviously cannot do anything that will adversely affect the other players in the game. Such errors are very rare indeed, and though they do occur, we hope that you will never be the victim of one. Finally, please remember that we are human, and with the sheer volume of data entry involved in KICKABOUT, we cannot claim to be 100% accurate for 100% of the time.

To err is to be human after all! [Rumour has it the GM is an alien though]!!!!

TAILPIECE

This rulebook is only an outline of what the game of KICKABOUT contains. Much of the game revolves around the Newsletter, and it is from here that news, rules and ideas flow. Things such as the Kickabout Weekends breathe additional life into this already fascinating game, while your fellow managers are also a source of news and views, and you will receive the names and contact addresses of these with your start-up materials and fixture lists. Contacting them to arrange deals, friendly fixtures or just for an exchange of ideas can prove as much fun as the game itself.

Whatever you get out of KICKABOUT, we feel sure that you will come to see why the game is regarded as the most complex, rewarding and fulfilling of its kind on the PBM market today. Good Luck with your side, and may you reap the rewards your planning and luck deserve.

If you have any problems then please ASK!!

**Chris Dempsey
Spellbinder games
51 Athelstan Road
Cliftonville
Margate
CT9 2BE
01843 291 558**

chris.spelbinder@btinternet.com

(This rulebook updated with the help of Graeme `Councilor' Miller)