

# The Premier League

Issue 75  
Results  
Season 7  
Session 8

## Editorial

Well, this is the first issue since the Mind Sports Olimpiad came to Manchester. I ran several tournaments, along with others from Manchester, and the whole event seemed to go pretty well, with over 800 distinct players entering events over 10 days.

MSO returns to Manchester next year, and we think we've convinced the organizers that they should make a few changes. The key thing is that all the 'hobby' tournaments will be in the same weekend, and there will be a one-off £15 fee which allows entry to all those tournaments (Acquire, Settlers, Lost Cities, Puerto Rico etc etc). This means we've essentially got a 4 day Friday-Monday convention within MSO, and one that is for the first time affordable (this year it would have cost £15 per tournament, pretty much, so £15 all-in is pretty good. You'd still have to play separately for non-hobby games like poker, bridge etc of course.)

Next years MSO is 20th-30th August 2004, with the 'hobby' bit mainly 27th-30th.

Hopefully we'll see some more of you there.

It's time to ring some changes again, as Mike Wassall sadly leaves us, but at the same time we are joined by Eoghan Barry, a United manager of yore, who is now living in the US.

Eoghan takes over The Spice of Life, and immediately improves their fortunes.

On a sadder note, the death of Keith Loveys has been widely reported in the hobby since the last issue. Keith was a hobby stalwart for many years, and ran United in his long-running zine Track Events, which was almost a zine version of Winzip in its ability to stuff content into small spaces.

## Coloretto

**At last**, a game that doesn't even pretend to have a theme. Coloretto is a nice, simple card game. It's short, it's simple, and yet it has quite a lot of skill and psychology in it which make it very much worth playing.

The aim of Coloretto is to collect as many cards as possible. However, there's a catch. The cards come in 7 colours: the 3 suits you have the most cards in score positive points, the others score negative. Not a new idea, but one that's used to good effect here. Your score in a colour will be higher the more cards you have in that colour, and it's a geometric progression, so 3 cards is better than 2 plus 1. There are also a few wild cards which can be used as any colour. As I say, nothing new there: the originality, and simplicity, come in the method of collecting cards. There a number of rows of cards equal to the number of players. At the start of the turn, all rows are empty. On your turn, you can either a) take a card from the pack, and play it face up on any pile (up to a max of 3 cards per pile), or b) take all the cards in one pile, close that pile, and retire from the round. When everyone has a pile, the next round starts, until the pack has gone. Then you score.

Sounds simple. Very simple. But this is where the subtlety and skill start to appear. Some people go for one early card that matches what they already have (the cautious approach), some people must have 3 cards no matter what (the winning tactic if you can pull it off, but can backfire). Some people just play to stitch up other players, by making sure that any pile with a colour they want also has one they don't, some people just try to form a nice pile only they would want to take.

Real tactical choices, and the game only lasts 30 minutes, and it's fun (especially the stitching up.) What more could you want? Coloretto costs a mere £10 (bargain), and should be widely available from good games shops. An ideal light filler.

Deadline: Friday 24th October 2003

Martin Burroughs, 15 New Earth St.,  
Oldham, OL4 5ES. Tel (0161)626 1580  
martinburroughs@tiscali.co.uk  
myweb.tiscali.co.uk/teepeeyell/index.htm

## DIVISION ONE

### Heffalumps

7 Attacks, 7 Shots, 4-4-2

Goals:

Booked:

Sent Off: Ant

0 2

### Subway Replicants

20 Attacks, 10 Shots, 3-5-2

Auber 38, 51

Javel

Subway put in a strong away performance, dominating in midfield and helped by Auber having a blistering game.

### Riding The Tiger

21 Attacks, 21 Shots, 4-4-2

Goals: Pelvic Curl 77, Concorde 13, 67, Vibrator 40, S.Hill 56

Booked: SixtyNine, A.Read

Injuries: Vibrator (-3 levels)

5 1

### The South

6 Attacks, 3 Shots, 4-3-3

Thorne 30(pen)

Cressington Park, E.Heskey

In a bad tempered game Riding The Tiger belie their league position, blowing The South away.

### Sine Language

39 Attacks, 17 Shots, 3-2-5

Goals: Zero 37(pen)

Booked:

Injuries: Plus ( 0 levels), Tetrahedron (-3 levels)

1 0

### Salford Albion

25 Attacks, 7 Shots, 4-3-3

Ren, Moses

Salford give themselves plenty of chances, but like many other sides can't get the ball in the net against Sine Language, who themselves have to rely on a penalty.

### Hanna Barberans

11 Attacks, 3 Shots, 4-4-2

Goals:

Booked: Shaggy

Sent Off: Xavier

0 2

### The Chocolats

12 Attacks, 12 Shots, 3-2-5

Ganarhum 3, Diana 79

Noisette

Two very different match plans, but an even game. Luck goes The Chocolats way for once, or maybe Hanna gambled without a sweeper?

### Pooch City

51 Attacks, 27 Shots, 3-3-4

Goals: Kandy 17, 67, 80, Lewi 18, 67, Marlene 36

No goals for Trudy for once, but maybe Kandy will be challenging in the goalscoring stakes after this performance, as bottom of the table Pitchwheels fight hard but never look like getting a result.

6 2

### Pitchwheels IV

14 Attacks, 14 Shots, 3-2-5

Glurk 55, Genova 80

### The South

7 Attacks, 2 Shots, 5-3-2

Goals:

Booked: Thorne

Sent Off: Park

Injuries: D.Beige (-5 levels)

0 3

### Heffalumps

32 Attacks, 32 Shots, 3-5-2

Ant 14, Paxton 18, Paxton 70

Poor stuff from The South, as Heffalumps run riot, firing ball after ball forward from a packed midfield.

## Salford Albion

5 0

## Riding The Tiger

26 Attacks, 17 Shots, 4-3-3

4 Attacks, 2 Shots, 4-4-2

Goals: Stimpy 91, Moses 26, 76, Muddy Mudskipper 25, Clement 50

Injuries: Stimpy ( 0 levels)

Backdoor (-2 levels), Jism ( 0 levels)

A vital relegation clash, and Riding The Tiger don't look like the all attacking side of a few seasons back, capitulating to Salford.

## Subway Replicants

1 4

## Sine Language

19 Attacks, 4 Shots, 3-5-2

12 Attacks, 12 Shots, 5-3-2

Goals: Beardsley 54

Abelian 64, Octagon 58, 77, Minus 29

Injuries: Balard (-2 levels)

Cube (-3 levels)

Subway manage the feat of scoring against Sine Language, but look fragile at the back themselves, and their equalizer is soon forgotten.

## Pitchwheels IV

2 0

## Hanna Barberans

6 Attacks, 6 Shots, 3-2-5

5 Attacks, 2 Shots, 5-3-2

Goals: Zh 83(pen), Yger 53

Injuries: Vold (-5 levels), Glurk (-2 levels)

A costly 3 points for managerless Pitchwheels, and costly for Hanna's chances at the top as well.

## The Chocolats

0 4

## Pooch City

0 Attacks, 0 Shots, 5-3-2

24 Attacks, 24 Shots, 3-3-4

Goals:

Cassandra 68, Trudy 25, Lewi 24, 29

Booked:

Kandy

Sent Off:

Raquel

Unrelenting pressure from Pooch pays off, against a Chocolats side who perhaps weren't trying too hard?

### Manager of the Month: Peter Stanton (Sine Language)

Club	W	D	L	F	A	GD	Pts	GPP	£k	CP	Manager
Sine Language	11	3	0	29	6	23	<b>36</b>	20	981	51	Peter Stanton
Subway Replicants	8	2	4	44	35	9	<b>26</b>	7	951	26	Keith Morton
Pooch City	8	0	6	41	33	8	<b>24</b>	10	1100	39	Howard Bishop
Heffalumps	8	0	6	26	21	5	<b>24</b>	7	4064	23	St John Swainson
Hanna Barberans	7	1	6	22	17	5	<b>22</b>	23	732	29	Nic Chilton
Salford Albion	5	2	7	20	22	-2	<b>17</b>	22	795	30	John Merry
The South	5	1	8	25	29	-4	<b>16</b>	4	2152	21	Ian Owen
Riding The Tiger	4	3	7	39	41	-2	<b>15</b>	6	196	31	Chris Tyler
The Chocolats	4	0	10	24	43	-19	<b>12</b>	10	2607	28	Willem Moene
Pitchwheels IV	3	2	9	18	41	-23	<b>11</b>	30	1679	29	vacant

A very even session, with only two teams winning twice. Sine Language extend their lead to an almost unassailable 10 points, as Subway fall further back, but look slightly more secure in second as Hanna Barberans fail to get a point and lose two places. Big gainers are Pooch City, who suddenly find themselves best placed to challenge for the runners up spot. The bottom 4 all win once, which allows Salford to climb a place, but must be worrying for The Chocolats and Pitchwheels, who now have only 4 matches left to make a difference. It will be touch and go.

## DIVISION TWO

### The Village Idiots

2 1

### Canine City

40 Attacks, 16 Shots, 3-2-5

25 Attacks, 11 Shots, 4-3-3

Goals: James Smith 36, Earnie Shavers 62

Alsatian 51

Booked: John Tate

Sent Off:

Labrador

Injuries: David Bey ( 0 levels), James Smith ( 0 levels)

It's the fight to be the promotion challenger, and Village Idiots come out on top despite only having assistant manager Burroughs at the helm. Canine were in with a fighting chance, but were just a bit too slack at the back.

### Wacko Wanderers

2 2

### Born Free

17 Attacks, 7 Shots, 4-4-2

32 Attacks, 18 Shots, 3-2-5

Goals: Salinger 27, Jasper 83

Hippopotamus 70, Hyrax 4

Booked: Carter

Injuries: Colin (-3 levels)

Llama (-1 levels)

Wacko equalize twice to grab a point, with a draw looking a fair result here.

### Video Nasties

0 0

### Eardley End

40 Attacks, 14 Shots, 4-2-4

2 Attacks, 1 Shots, 3-4-3

Booked:

Lovecraft

Injuries:

Cioroslan (-2 levels)

A draw may have been a fair result at Wacko, but manager Thomas may not feel the same way after this one, as Eardley fans happily leave with a point.

### Classically Decomposed

5 5

### Beat Happening F.C.

35 Attacks, 35 Shots, 3-2-5

55 Attacks, 16 Shots, 2-2-6

Goals: Delius 18, Adam 86, 86, Mascagni 13, Khachaturian 43

Kettle 52, Machen 85, Edge 38, Tired 53, Charlton 52

Sent Off: Vivaldi

Booked:

L.Neeson

The Genii start well, and are coasting at 3-0 up when Beat Happening spring to life with a great mid-game spell that takes it to 3-5. But as the home fans leave early, Adam singlehandedly drags the home side back to salvage a draw.

### Biscuits F.C.

3 1

### The Capitols

33 Attacks, 13 Shots, 4-3-3

4 Attacks, 1 Shots, 4-2-4

Goals: Bourbon 7, Party Rings 53, Gingercrunch 50

Munich 26(pen)

Injuries:

Hedora (-4 levels)

No problems for Biscuits, as The Capitols look weak across the board. Will manager Bardy return in time to save them?

### Born Free

3 4

### The Village Idiots

45 Attacks, 19 Shots, 3-2-5

36 Attacks, 19 Shots, 3-2-5

Goals: Bat 17, 40, 69

Randall Cobb 72, Mike Weaver 68, Mac Foster 23, Don Cockell 10

Booked:

Don Cockell

Injuries:

Don Cockell (-3 levels)

A great performance from Bat, as the Born Free lads go forward at every opportunity, but his hat-trick isn't enough. Are the idiots better off without a manager?

## Eardley End

23 Attacks, 10 Shots, 3-3-4

Goals: Gilman 28

Booked: Innsmouth

This could be a telling result when the relegated teams are announced at the end of the season: Eardley win slenderly.

1 0

## Wacko Wanderers

6 Attacks, 2 Shots, 4-4-2

## Canine City

21 Attacks, 12 Shots, 5-2-3

Goals: Airedale 35, A.Brown 49

Booked:

Injuries:

2 0

## Video Nasties

6 Attacks, 3 Shots, 4-2-4

Weather

Makeover (-5 levels)

Bad news all round for Video, with Makeover's injury just piling on the agony after this lackluster performance.

## The Capitols

20 Attacks, 6 Shots, 4-2-4

Goals: Berlin 52

Booked: Paris, Munich

1 0

## Classically Decomposed

5 Attacks, 0 Shots, 4-4-2

Another key relegation tussle. The Genii never threaten, and it was just a question of if The Capitols would score.

## Beat Happening F.C.

46 Attacks, 19 Shots, 2-2-6

Goals: Hit 27, 31, Tired 47

Booked: Daraul

Sent Off:

3 5

## Biscuits F.C.

24 Attacks, 24 Shots, 4-2-4

Chedders 75, Jammy Dodger 25, 72, Party Rings 69, Party Rings 32

JaffaCakes, Trio

Digestive

Dramatic tactics from Beat Happening, which don't pay off this time, as they only lead for one minute of the match.

### Manager of the Month: Simon Brooks (Biscuits F.C.)

Club	W	D	L	F	A	GD	Pts	GPP	£k	CP	Manager
Video Nasties	9	2	3	29	15	14	<b>29</b>	13	914	23	Graham Thomas
Biscuits F.C.	8	5	1	27	15	12	<b>29</b>	5	2840	49	Simon Brooks
The Village Idiots	9	0	5	21	22	-1	<b>27</b>	26	1259	46	Vacant
Beat Happening F.C.	7	1	6	40	31	9	<b>22</b>	11	471	31	Andrew MacAlister
Canine City	5	4	5	28	23	5	<b>19</b>	15	1853	37	Arthur Owen
Born Free	4	4	6	33	25	8	<b>16</b>	10	1055	26	Dave Carter
The Capitols	5	1	8	18	30	-12	<b>16</b>	0	1756	29	Alex Bardy
Wacko Wanderers	4	3	7	15	24	-9	<b>15</b>	0	2339	16	Pete Burrows
Eardley End	3	6	5	15	25	-10	<b>15</b>	11	2433	37	Mike Parnaby
Classically Decomposed	1	4	9	14	30	-16	<b>7</b>	10	897	21	Dave Gittins

Suddenly things get interesting! Video Nasties fivepoint gap is squandered in one very bad session, while Biscuits win twice to draw level. Only goal difference separates the sides now, and we look to be for a thrilling end to the season. Somehow, Village Idiots climb back to third, as Beat Happening self destruct after so much promise. And then we come to the relegation battles, which could involve any of the bottom 6 teams.

Canine at least have something of a gap now, but below them 4 teams are within a point of each other, as The Capitols (climbing out of the zone) and Eardley have good sessions. Classically Decomposed are almost certainly gone now: they must win 3 of the 4 remaining games to be in with a theoretical chance of staying up, and realistically the lot.

## DIVISION THREE

### Siwo Prisoners

3 Attacks, 3 Shots, 6-2-2

Goals: Rendell 75

Sent Off: Mulisch

Little doubt that Siwo would be content with a draw, and so it proves. Yawn...

1 1

### The 'A' Team

11 Attacks, 5 Shots, 2-4-4

Cylindrical 40

Injuries: Arnie (-1 levels)

### The Spice Of Life

22 Attacks, 4 Shots, 4-4-2

Goals: Dhal 76

The home team perform well, but for a while it looked like Grand Prix might escape with a draw.

1 0

### Grand Prix Rovers

6 Attacks, 4 Shots, 6-2-2

### Moss Side Streetfighters

22 Attacks, 10 Shots, 4-4-2

Goals: Rosedale 29, 51, 66, Byron 20, Wolfe 36

Booked:

5 0

### Midkemia

15 Attacks, 5 Shots, 3-2-5

Natal

A surprisingly wide margin between the teams as third plays first. Midkemia clearly had problems at the back today.

### Lanchester

8 Attacks, 8 Shots, 4-2-4

Goals: Kurtosis 53, Trace 29

Booked: Median

Injuries: Phase (-5 levels)

Not much action on the surface, but a tactical game sees Morning Star dominate early on, until Lanchester's forwards find ways to get round their midfield.

2 2

### Morning Star

5 Attacks, 3 Shots, 4-4-2

Janice 6, Rorschach 3

Knox

Powers ( 0 levels)

### Tantoine F.C.

25 Attacks, 9 Shots, 4-3-3

Goals: Calrisian 27, Kyle Katarn 24

Booked: Darth Sirius

8th v 9th, and Tantoine leave unsatisfied as Maidswater equalize twice against the run of play.

2 2

### Maidswater

6 Attacks, 3 Shots, 3-5-2

Strongbow 44, Oranjeboom 31

### Grand Prix Rovers

32 Attacks, 11 Shots, 4-2-4

Goals: Mercury 5, Orion 36, Orion 22

Booked:

A fair result, as Grand Prix almost shut out their promotion rivals.

3 0

### Siwo Prisoners

1 Attacks, 1 Shots, 4-3-3

Mulisch

### Midkemia

9 Attacks, 2 Shots, 3-2-5

Goals:

Booked:

Sent Off:

Injuries: Arutha (-5 levels)

A narrow victory for Spice against the erstwhile league leaders, in what was a very even match.

0 1

### The Spice Of Life

4 Attacks, 3 Shots, 5-3-2

Shashlik 59

Airdrie

Fenugreek

## The 'A' Team

42 Attacks, 13 Shots, 3-2-5

Goals: Albert 7, Arnie 31

Injuries: Alloa (-5 levels)

2nd v 3rd, and in a lively match attack triumphs over caution. Both sides suffer bad injuries though.

## Maidswater

43 Attacks, 14 Shots, 3-2-5

Goals: Two Dogs 8(pen), Duval 84, Pastis 19, Oranjeboom 79, Mule 58

Booked: Hooch, Duval

.A single consolation for Lanchester, but otherwise Maidswater look well in control of this one.

## Morning Star

17 Attacks, 8 Shots, 5-2-3

Goals: Mulatto 90, Knox 69, Janice 33, 47

Booked: Camus, Brauner, Mulatto

Sent Off:

Injuries: Glyn (-5 levels)

A fairly even game, but the result says differently, and somewhat flatters Morning Star.

2 0

## Moss Side Streetfighters

16 Attacks, 2 Shots, 4-4-2

King (-6 levels)

5 1

## Lanchester

15 Attacks, 4 Shots, 4-2-4

Kurtosis 66

Eigenvalue

4 0

## Tantoine F.C.

13 Attacks, 3 Shots, 4-3-3

Anakin, Calrisian

Akbaar

Wedge ( 0 levels)

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### Manager of the Month: Mick Haytack (The 'A' Team)

Club	W	D	L	F	A	GD	Pts	GPP	£k	CP	Manager
The 'A' Team	8	3	3	23	13	10	<b>27</b>	10	3898	37	Mick Haytack
Midkemia	8	1	5	31	25	6	<b>25</b>	8	1820	24	Richard Tarver
Moss Side Streetfighters	7	2	5	25	18	7	<b>23</b>	7	6157	35	Martin Waterson
The Spice Of Life	7	1	6	19	18	1	<b>22</b>	11	1234	38	Eoghan Barry
Grand Prix Rovers	6	2	6	29	25	4	<b>20</b>	0	172	26	Richard Ramsden
Maidswater	6	1	7	26	31	-5	<b>19</b>	4	287	41	John Walker
Siwo Prisoners	5	3	6	22	23	-1	<b>18</b>	28	2492	32	Mike Wassall
Lanchester	5	3	6	22	27	-5	<b>18</b>	25	508	31	Graham Ross
Tantoine F.C.	4	2	8	14	25	-11	<b>14</b>	22	1530	21	Mark Stretch
Morning Star	3	4	7	13	19	-6	<b>13</b>	0	-376	28	Brain In A Jar

The 'A' Team take over at the top, as Midkemia pick up not a single point, while Moss Side start to feel other contenders breathing down their neck. Everything is very much up for grabs here, with any of the top 8 still up for promotion in what may be the closest division ever. Big winners this time are Spice of Life, who zoom from 7th to 4th. Further down, Maidswater escape the bottom three: any higher and they might get a nosebleed. Morning Star again have a good session, and are now only one point away from not winning the wooden spoon. Can Tantoine fight back? Do they need to?

## FA Cup Quarter Final Replay

### Sine Language

45 Attacks, 20 Shots, 3-2-5

Goals: Prism 16, Spherical 83, Octagon 80

Booked: Times, Prism

Injuries: Zero (0 levels)

After a relatively even first leg, Sine Language go for all out attack again, but with more success this time, although they leave it late to cement the win.

3 0

### Riding The Tiger

11 Attacks, 2 Shots, 4-4-2

## PACRU

As is probably mentioned elsewhere, I was recently at the Mind Sports Olympiad (MSO). One of the games being demonstrated and played there was Pacru. Pacru isn't a game that is yet available to buy, but I thought it had some merit, and it appears that the designer is from Manchester, so here's an early review....

First, it's a 2-4 player game (but mainly 2 I think), played on a 9x9 board. Not a normal board though. It's divided into 9 3x3 sections. And each space on the board is made up of a removeable tile: these start off white or grey (no difference between the two, they just look pretty.) On this board, each player starts with 4 playing pieces, which are sort of truncated quarter cylinders, if you can picture that. Play alternates, one move per turn.

You win the game by either taking all your opponents pieces OR by changing half the tiles on the board to your colour. You can move one piece on your go, usually one square in the direction it faces, or at 45 degrees to it. That's the basic move, but then things accumulate. Notably, if you move a piece into a different 3x3 section, you can change one of the tiles to your own colour. If you get more than one tile of your colour in one section, then any one of your pieces in that section can move up to the total number of tiles that you have in your colour. So the more you move, the more you move. And of course having flexibility over how far you go is a good thing. Also, your opponent can't land on tiles of your colour.

So progressively, the board fills up with colour, and pieces move more and more flexibly. At the same time, another rule starts to come into play. If you start and finish a move on tiles of your colour, you get to change all the tiles you jumped over to your colour as well. So the game really speeds up as it goes on.

As to whether this is a good game, well, having only played once and getting trounced by the inventor, I'm not sure. But I do know it's worth trying. There are some intriguing ideas, and it's quite fun despite being completely abstract. The tactile feel of the game is also very good.

As I said, the game isn't available yet, but you can download some free software to play the game from [www.pacru.co.uk](http://www.pacru.co.uk)

I think that sets should be available any time now: it won't be cheap because the components are so good, but demand seems to be high.



## Youth Cup Quarter Finals

### Moss Side Streetfighters

9 Attacks, 6 Shots, 4-2-4

Goals: Hart 56

Booked:

1 2

### Maidswater

18 Attacks, 12 Shots, 4-4-2

Delgado 15, Breezer 10

Woodies, Tequila, Guzman, Breezer

Some serious yellow cards for Maidswater, but at least they get through to the semis: one more win and they are guaranteed that their 'meet the team' next year won't show "Honours: Nil"

### Canine City

7 Attacks, 7 Shots, 6-2-2

Goals: Short 47

Booked:

1 3

### Grand Prix Rovers

15 Attacks, 7 Shots, 3-5-2

Ford 13, Hunt 22, Hunt 3

Verstappen

Grand Prix strike early, and often, and then sit back and soak up the non-existent pressure from Canine.

### Biscuits F.C.

0 Attacks, 0 Shots, 4-3-3

Goals:

Sine shut out Biscuits to record an impressive victory.

0 2

### Sine Language

20 Attacks, 12 Shots, 3-2-5

Gaussian 30, Riemannian 88

### The 'A' Team

31 Attacks, 15 Shots, 4-2-4

Goals: Albion 5, 74(pen), Ascot 7, 56

The A Team look almost exactly twice as good throughout.

4 2

### Riding The Tiger

12 Attacks, 7 Shots, 3-4-3

Dildo 25, 55

## Youth Cup Draw

Three third division teams and Sine Language remain. Can anyone stop the champions in waiting from winning everything in sight?

Quarter Finals	QF	SF	Final
Maidswater			
		V	
Grand Prix Rovers			
		V	
Sine Language			
		V	
The 'A' Team			

## PRESS

**Eardley End-Morning Star:** I have been known to watch Guisborough Town but I cannot say that I am a regular supporter.

**Morning Star-Eardley End:** Actually, I only follow where other have already blazed a trail: when I first joined TPL, Spice of Life was managed by an enigmatic being known only as Tog. I figured if it was good enough for him/her/it. ((Him: Roberto Merino Ghiotto. I believe he's now moved to Amsterdam and is working as a DJ. Tog was his nickname, I did know what his name was.))

Perhaps everyone should adopt a special TPL identity. I was going to make some possible suggestions at this point, but finally decided that discretion was the better part of valour. ((Word doesn't like valour as a word. Americans. Everyone could take a real life manager as their alter ego. As the stand in manager, that would presumably make me Trevor Brooking. Who gets to be big Ron?))

**Morning Star –GM:** Once again I seem to have run out of things to say just as I started a new sheet of paper. ((Have you thought of using bigger sheets? Or smaller writing?)) You've now twice compared me to David Oya. Who is David Oya? ((David Oya is a games hobby person, who runs a strange zine called Where Is My Mind? It used to be very very strange, but he doesn't write as much as he used to. This is the zine with a nice line in CD compilations, showing Davids eclectic tastes, postal cottaging, covers featuring alien sex, and the very odd piercing article which I won't go into. It's had memorable moments, and even though I've never met David, his personality shines through.))

## WAITING LIST

On the waiting list is nobody, with at least two vacancies to be filled.

## CHANGES OF ADDRESS

Eoghan Barry is at 1650 Harvard St NW Apt 116, Washington DC 20009 ([eoghanbarry@toad.net](mailto:eoghanbarry@toad.net))

## CLEAN SHEETS/NMRs

No orders from Lanchester, The Capitols, Wacko Wanderers (I assisted, orders believed lost in post, no GPP loss) (-1 GPP season 8). Clean sheets from an excellent 20 teams, and 1 GPP (season 8) goes to each of Salford Albion, The South, Subway Replicants, Grand Prix Rovers and Video Nasties.

NMRs This Season: Moss Side (2), Salford Albion (1), Lanchester (2), The Capitols (1).

## QUESTIONS & SUGGESTIONS

As always, I welcome your comments on anything about the zine, so I know what you like and what you dislike.

### Back Room Boys

#### **St John Swainson**

Another option you might consider is charging a fee to convert an age V to a backroom boy. That could increase interest in the auction lots, especially if the fee is over 100k.

((An interesting thought St John. I'm not quite convinced, but I'm not quite sure why. Anyone else care to comment?))

As for option 3, it would certainly increase interest in lots in the auction because age VI & VII are not, as you say, very viable. You may need to increase the number of lots in the auction slightly? Overall I quite like this option.

New backroom boys:

Someone to reduce DPs, eg remove 1 booking per session, reduce one player's DPs by 2 (or 4) per session.

Dual qualifier coach: adds one dual qualify for any one player per session.

Fitness coach: reduces the cost of increasing one player's fitness by one per session.

((Reducing DP's I'm not sure about. What is the rationale? A DQ coach is something that has been in the auction before, and would work. I think I'd want to limit it to DQ'ing in one position though, which makes it a little more difficult to program. But not unassailable. I'm not sure a fitness coach would give enough benefit to be worthwhile. Compared to other BRB's the benefits are too low.))

#### **Peter Stanton**

I like option 3, and agree with Andrew in restricting numbers: perhaps more scouts and youth coaches than physios/coaches/groundsmen? The trouble with a diving coach, amusing though it is, is that a) it's random and b) it's potentially too powerful, so that every team will have them, which just in essence equates to the penalty on hardness 0 chance.

If you really want something new, non-random, how about a DQ coach? Let's say it allows a nominated player to DQ after only 6 matches, player cannot be nominated for the same area twice.

((There seems to be some force behind a DQ coach, but I prefer St John's version, as yours could give full benefit to multiple clubs if transferred.))

### Charities

#### **Mike Parnaby**

I do like the 'Brains' ((In a jar)) idea about the charity money game. It gives us a little bit extra and gives us the chance to increase the donations to our preferred charity by winning the game!

#### **Peter Stanton**

Having intended to write every session since the close season: my subs went to Amnesty International. Not a charity (!), but I'm sure you're ok with it.

((Yes, that's fine. How can they not be a charity. Is it because they are 'political'? Honestly, sometimes the law really is an ass.))

## THE AUCTION

The transfer deadline has now passed: no more auctions or transfers until the close season.

## SALES & DEALS

The transfer deadline has now passed: no more auctions or transfers until the close season.

## SUSPENSIONS

(All players listed are banned for the first match of the coming session, unless otherwise stated. (2) means the next 2 matches etc.)

**Classically Decomposed**; Vivaldi (Gk, 2). **Hanna Barberans**; Xavier (Mf). **Maidswater**; Tequila (Mf). **Tantoine F.C.**; Akbaar (Sw). **The South**; Park (Df), Thorne (Df/Fw). **Canine City**; Labrador (Df, 2). **Heffalumps**; Ant (Df/Mf). **Pooch City**; Raquel (Df). **The Spice Of Life**; Fenugreek (Mf). **Morning Star**; Camus (Gk). **Biscuits F.C.**; Digestive (Df). **Siwo Prisoners**; Mulisch (Df).

## SOME FILMS

In the absence of the right number of pages, I'm going to fill some space as best I can. So, here are some recently seen films....

### Confidence

Cool con trickster film. Kind of mainstream, and it's been done before, but this had some nice twists and is well worth watching. Basically, this is one of a long line of hustlers go for a big confidence trick films. It's a formula that is very hard to mess up, and while this is no Usual Suspects, it does it's job well. If you like this sort of thing, by the way, try reading some Iceberg Slim....Trick Baby shows a more realistic perspective on this stuff.

### Belleville Rendezvous

A French film, or is it French Canadian, and animated to boot. This is one hell of a weird film. It's about a cyclist who gets kidnapped by an expat Frenchman and taken to New York. Beyond that, the plot is amazing. The animation is excellent, very non-Hollywood, with lots of different styles mixed together, and the music is fantastic, but what really makes this film is the sheer characterization and imagination. There's an excellent dog, which steals the show, and as for the frogs....well, I've never heard people squealing in disgust at a cartoon before. That sort of suspension of disbelief is hard to achieve.

If you get the chance, see this one. Excellent.

### The Ring

Biggest pile of rubbish I've seen in years. I actually spent some of the film staring at the wall, because it was so tedious (the film, not the wall.) Honestly, does Hollywood never get any better.

### Respiro

Anything the Americans can do, the Italians can do to, and this film is almost as bad as The Ring, but in a different way. The problem here is that there is no worthwhile plot. People just act like people. Great acting, but so little happens, that I wonder why I bothered.

# THINGS WHICH HAVE REALLY PISSED ME OFF THIS ISSUE

Well, I've been holiday, so has that chilled me out and made me any less irritable? It would appear not.

## **British Athletics**

I don't know about you, but I reckon that Great Britain's paltry medal haul from the recent World Athletics Championships (2 Silver, 2 Bronze) clearly shows the moribund state of the sport in this country. Bearing in mind the ages of two of the medal winners (Darren Campbell – 30 & Kelly Holmes – 33) and you could be forgiven for wondering just how much of the Lottery cash the sport has received has been spent on successfully nurturing young talent.

It's not just the lack of medals. The British team contained only one male athlete for all races from 400m and above, except the 10,000m where we didn't have anybody! A country is allowed three athletes at each distance, providing they have reached the required qualifying standard – something our boys don't seem to be capable of doing.

But don't panic, everything will be alright, according to UK Athletics' Performance Director, Max Jones: "...after every down year a good year follows, and this means Athens [host to next year's Olympics] should be a very good year". I think he could well be a contender for a Gold medal in talking drivell.

Hopefully, Paula Radcliffe will be fit enough to run, which will increase our medal chances, but it would take a brave punter to bet on Katharine Merry and Dean Macey being in the same boat.

Lack of regular terrestrial TV coverage in recent years has probably hampered the sport, so it was a shame that when it did get some decent coverage at these Championships, the Brits weren't doing better. Not that I'm suggesting that those who were there didn't try their best, just that we're not good enough at the top level and have absolutely no strength in depth.

I could go on for several hours on this, but mercifully for you I won't.

## **The Times Fantasy Football**

Why on earth have they added Rangers & Celtic this season? Can't they print a Scottish version to save those north of the border having to follow the English game? I imagine most people would pick a team made up predominantly from Old Firm players (although supporters of said teams would probably limit themselves to only 11 of the SPL's clubs as a player pool). I wonder how popular Motherwell defenders would be.

((You could always read the Guardian instead Dave....no fantasy football at all.))

## **Life Laundry**

Quite the most obnoxious television programme I've ever had the misfortune to watch. Some "expert" or another goes round to people's houses showing them how to de-junk their lives and homes, telling them what they do and don't need to keep. Who does she think she is? If she came round here, she'd get short shrift. I'll be the judge of what's important to me, a fact my wife has grudgingly come to terms with. I like my clutter, I'm happy with it and the only time I have trouble finding something is when we've converted the study to a spare bedroom for visitors and I've had to tidy up a bit.

If I lived to be 150 and didn't purchase anything else ever again, I'm sure I couldn't possibly read all the books and listen to all the music I have, but that's not the point. Those books and records, etc. are there if I ever need them and I find that rather comforting, although I do find it rather difficult to explain why I still have a copy of the 1993 Good Beer Guide.

((Surely we all have things we really should throw out. I'll volunteer my Mark Nevin CD. Admittedly I did wonder why it was reduced to £2.95 when I bought it))

I could also have rambled on about Directory Enquiries, but I'm bored with reading about that now.

Any correspondence agreeing or disagreeing with the above will be gratefully received. So if you share Max Jones' love of rose-tinted spectacles, you're a Scottish football supporter or you're into de-junking, send e-mails to davidgittins@skynow.net, or write to Dave Gittins, 14 Daisybank Drive, Congleton, Cheshire. CW12 1LX

## FIXTURES FOR NEXT SESSION

ALL MATCHES FOR THE COMING SESSION SHOULD BE LISTED HERE, IN THE ORDER IN WHICH THEY ARE PLAYED (TOP TO BOTTOM). FOR LEAGUE MATCHES THE LEFT HAND COLUMN IS PLAYED FIRST. HOME ADVANTAGE APPLIES EXCEPT IN CUP SEMIS & FINALS.

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### DIVISION 1

Hanna Barberans vs Subway Replicants  
Pitchwheels IV vs Riding The Tiger  
The South vs The Chocolats  
Salford Albion vs Heffalumps  
Sine Language vs Pooch City

Heffalumps vs Hanna Barberans  
The Chocolats vs Pitchwheels IV  
Subway Replicants vs The South  
Pooch City vs Salford Albion  
Riding The Tiger vs Sine Language

### DIVISION 2

Classically Decomposed vs Canine City  
The Capitols vs Wacko Wanderers  
Born Free vs Beat Happening F.C.  
Eardley End vs The Village Idiots  
Video Nasties vs Biscuits F.C.

The Village Idiots vs Classically Decomposed  
Beat Happening F.C. vs The Capitols  
Canine City vs Born Free  
Biscuits F.C. vs Eardley End  
Wacko Wanderers vs Video Nasties

### DIVISION 3

Lanchester vs The 'A' Team  
Maidswater vs The Spice Of Life  
Grand Prix Rovers vs Morning Star  
Midkemia vs Siwo Prisoners  
Moss Side Streetfighters vs Tantoine F.C.

Siwo Prisoners vs Lanchester  
Morning Star vs Maidswater  
The 'A' Team vs Grand Prix Rovers  
Tantoine F.C. vs Midkemia  
The Spice Of Life vs Moss Side Streetfighters

### FA CUP Semi Finals

Matches are at a neutral ground

Grand Prix Rovers v The South  
Siwo Prisoners v Sine Language

### YOUTH CUP Semi Finals

Matches will be at a neutral ground

Maidswater v Grand Prix Rovers  
Sine Language v The 'A' Team