

Soccer Stats

Premiership Football Management



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INTRODUCTION

Soccer Stats is a game of football management. You play in a league of sixteen teams managing a squad of Premier League Stars. Your results are decided by their performances in real-life, and each player is only signed to one team. What a player is worth is decided by you, and no-one else, and if you're willing to pay him more than any other manager he'll play for you.

In Soccer Stats you have full control over all aspects of your club:- you have to select the team each week, sign new players and transfer out those you no longer want. You also have to manage the financial affairs of the club - decide when to improve the ground, whether to make games all ticket (which reduces the number who wish to attend, but increases prices), whether to increase merchandising income and so forth. Without looking after the finances you won't have the funds you need to pay player wages, nor pay for their transfer fees.

Soccer Stats is a complete management game which can be played via the Internet, or via the postal service ("snail mail"). Orders can be submitted by logging onto a dedicated website, or written on a pre-printed turnsheet and posted to us. Results can be sent to you via email or via the post.

Soccer Stats is a game you can play from anywhere in the world!

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1. THE GAME

1.1 THE LEAGUE There are sixteen teams in each league. Team names may be any EXCEPT the names of real teams, subject to the approval of the GM (who may object to names on the grounds of decency, taste or suitability). Each league has two divisions, with relegation and promotion.

There are three setup turns before the start of the first season, and the league then plays one turn under the "league rules" for each week of normal fixtures until the end of the real life season. In the off season and on "quiet" weeks in season, the league continues by playing cup games under the "cup rules". The league rules are stats-based, where your players perform according to how they play in real life. The cup rules are strategy-based, where your players perform according to strategies selected by you. The cup rules exist in order to fill in the gaps when there are no real-life stats available.

Where possible, the league fixtures list is all play all in the division, home and away, for a fourteen game season, although the priority is to use all available weekends of real-life play, which may mean extended or truncated seasons. Promotion and relegation is two up, two down.

1.2 THE GM The "GM" (jargon for Games Master, by obscure tradition) is the person responsible for the operation of the league. In more normal terminology the GM would be called a moderator, or an umpire. The game is processed entirely by computer, but the computer is supervised by the GM.

1.3 FIXTURES The league fixtures list will vary in length according to the number of full weekends of games remaining in the (real life) season when the league is ready to start. When possible the fixture list will be balanced in terms of home and away games for each team and provide an equal number of games against each opponent. Short seasons will normally be arranged by simply truncating longer "normal" fixtures lists (which is likely to mean a set of unbalanced fixtures).

1.4 DEADLINES The GM will set a deadline for each turn, usually just hours before the first games kick off. Your orders must be sent (via the Internet, by fax or by post) before the deadline, although posted orders will arrive later. Games are normally run on Tuesdays. If your orders arrive too late then they are set aside. If no orders arrive from you for the next deadline then your late orders are used instead. If new orders do arrive then your late orders are discarded. Under no circumstances will two sets of orders be processed together. If you miss a turn there is no way to make it up.

Deadlines are normally set weekly, but during the summer GMs will often set two week deadlines, to keep the game ticking over (and allow you to react to the summer transfers).

1.5 MONEY Sums of money in orders are always input as multiples of a thousand, with no fractions. £1000 is written as 1k ("k" being a shorthand for a thousand). Always include the k symbol in your orders to avoid ambiguity (it is always clear that 1k means £1000, but if your orders simply read 1000 then the GM has no way of guessing whether you actually mean £1,000 or £1,000,000).

1.6 TURNSHEETS The turnsheets in Soccer Stats (the last page of your game report) show the team selection you made for your last game as well as providing spaces for ordering transfers, free agents bids, scouting and so forth. For your team selection you only need to fill in those selections that you change. You do not need to fill in anything in this section when your team selection isn't changed. Please do not cross out the old team selections when you enter new ones in the boxes provided.

Where possible, we recommend players submit their orders via the Internet—it's the quickest and safest method, and most convenient for the GM as well.

1.7 CORRECTIONS In Soccer Stats, as with any play-by-internet or play-by-mail game, it is necessary to be precise with your instructions. It is NOT the job of the GM to interpret your orders, but only to enter whatever orders he's given (even though there are some "automatic" corrections that are made by the computer to prevent some of the most obvious foul-ups).

1.8 MESSAGES The turnsheet also includes a section for player messages, which are published in the league report. These can be used to make suggestions for transfer deals, or simply chat. All messages are identified by the computer according to who sent them, and our normal restrictions apply (ie. keep it clean and fair).

1.9 NEW SEASON At the start of the new season, defined when the new league fixture list is produced (usually in August and again in January) two of your stands deteriorate by one level (see 3.8), and your facilities and executive boxes are also reduced by one level (see . You continue with the players and money you had from the previous season, but at the GM's discretion some players' positional classification may be altered. There is no extra allocation of money, and you need to ensure your club is financially viable. Successful teams often run at a loss as their wages bills escalate, and eventually have to sell their best players in order to rebuild.

1.10 JOINING A LEAGUE New managers normally join a league by taking over a "standby position". This is an existing team in an existing game which has been run by the computer for some time. Effectively it's just the same as taking over a real-life football club - the last manager has gone and you take over the team lock, stock and barrel, warts and all.

When a new manager is appointed to a team with a bank balance below 500k then their balance is increased to 500k. Any loans taken out by the team may also be written off (in part or in full).

Rarely, a new league will be started from afresh, in which case the GM will set up a waiting list until sixteen new managers are available, and then take them through a setup phase as detailed in section 8.

2. PLAYERS AND TEAMS

2.1 THE PLAYER LIST The player list is all the real life players "signed" or waiting to be signed by the teams in the game. New players can be added to the list at any time. The player list shows the player number, team and classification of each player, and whether he is already signed to a team in the league. The full player list isn't a regular part of the game report (due to cost) but may be issued at any time for an extra payment (see 4.8) and is always issued at the start of a new season.

2.2 ELIGIBLE PLAYERS You are not restricted to signing players who are already on the player list, and you may acquire any player you choose (including players in lower divisions or overseas). You may consider a small bid worthwhile for an ineligible player even though he can't score any goals, if you think he may become eligible at a later date, but remember you'll have to pay his wages.

2.3 TRIMMING THE PLAYER LIST Note that it is necessary to keep the player list at a sensible size, and from time to time "duff" players are removed from the list. Generally these players will be free agents, but occasionally they will be players signed to teams. In the latter case they are reported as having been "waived" (see 4.2.3) but at full contract value instead of the usual half.

2.4 PLAYER NUMBERS Each player is allocated a "player number" which is his unique identification. In your instructions all players should always be identified by their player numbers (identifying players by name is liable to spelling and typing errors).

2.5 FREE AGENTS Players who are on the player list but not signed by any team in the game are "free agents". Players who qualify for inclusion in the game but aren't included on the player list are also free agents and will be added to the player list as soon as a request is made. If a real life player is transferred between teams then his status in the game is not affected (unless the transfer is to another division or overseas - in which case the player can no longer score goals or make saves).

2.6 YOUR SQUAD Each team has a squad of up to 22 players "signed". These are the players available for selection each week, and are signed in three setup turns at the start of the game, or by subsequent bids and transfers. You're advised to keep an eye on your squad and sort out your own transfers and waivers to keep within the maximum. If you attempt to sign a free agent or transfer in a player when your squad is already full then the player signs - but is waived immediately (see 4.2.3). This means you will actually lose money on the deal.

2.7 PLAYER VALUES When a player is signed by a team then the amount bid is recorded and becomes the "value" of that player (for an exception, see 4.3.3 - Fast Signing). Player values determine the wages that a player must be paid and the amount of money recovered if the player is "waived". A player's value increases by 1k every time he is picked for the team and by 10k for each score, chance, save or spare that player makes in the game. Any money spent on coaching is also added to the value of the player coached.

2.8 PLAYER TYPES There are ten different player classifications (positions):- goalkeepers (GLK), defenders (DEF), utility players (UTL), midfielders (MID), wingers (WNG), midfield destroyers (MDD), midfield playmakers (PLM), strikers (STK), attacking playmakers (PLA) and unknown (UNK). Utility players are those who play either midfield or defence on demand. Wingers are those players who are primarily attacking or creative players; other wide midfield players are simply classified as midfielders. Midfield destroyers are midfielders who are mainly defensive or disruptive, who function by giving more creative players the chance to play. Midfield playmakers are attacking and creative midfield players. Attacking playmakers are forwards other than wingers whose role is primarily creative, plus winger-striker hybrids.

Note that players other than goalkeepers only have value in relation to their chance of scoring goals. A defender, no matter how good a player he may be in real life, is worth nothing in Soccer Stats unless he scores goals. Exceptions are that only defenders may take penalties (see 2.12), and putting out an incomplete team selection will result in penalty points being awarded against you (see 2.11).

2.9 TEAM SELECTION All teams play a 4-4-2 formation. Team selection for a game consists of thirteen players: eleven starters and two substitutes. The eleven starters consist of one goalkeeper, four defenders, four midfielders and two strikers. Substitutes may be any type of player except goalkeepers.

You may select players out of position forwards but not backwards (that is, you may select defensive players in midfield or up front, and midfield players up front, but you cannot select midfield players in defence, nor strikers in defence or midfield). A utility player may be selected anywhere that a defender may be selected. A winger, midfield destroyer, midfield playmaker or attacking playmaker may be selected anywhere that a midfielder may be selected. Your team balance (see 2.10) is determined by which sort of players you select in the various positions.

Places in a selection may be left empty if a team has insufficient players (but see section 2.11, Penalty Points). If your selection doesn't arrive before the deadline then your previous selection will be used instead. Errors in your selection will normally be corrected by the computer. Note there is nothing to be gained in league games from moving players around in your team selection: it's just which players you select that matters, not where on the field they're playing.

2.10 TEAM BALANCE Your team balance for each game is decided as follows (a number greater than zero indicates an overall attacking balance, a number below zero indicates a defensive balance).

	In Defence	In Midfield	In Attack
Each DEF Selected	0	-2	-1
Each UTL Selected	+1	-1	-1
Each MDD Selected	-	-1	-1
Each MID Selected	-	0	-1
Each PLM Selected	-	+1	-1
Each WNG Selected	-	+1	-1
Each PLA Selected	-	+2	-1
Each STK Selected	-	-	0

If the team balance is greater than +1 then the team balance is added to the penalty points (see 2.11) against that team (the allowance of +1 reflects that a 4-4-2 formation would normally include a winger, a playmaker and a covering midfield destroyer or utility player). In cup games the team balance modifies the attack and defence "efforts" of the teams, with the defence penalised by more than the advantage to the attack.

2.11 PENALTY POINTS Each turn you accumulate penalty points for each position in your team selection unfilled (one for missing a sub, two for missing an outfield player and three for missing a goalie), for being overdrawn at the bank, for running your credit below zero (and still playing, but note your GM will usually throw non-paying players out promptly anyway) or for playing with a team balance greater than +1 (a team balance of +1 does not accumulate penalty points). Playing a negative team balance does not reduce your penalty point balance.

Accumulating penalty points causes you to concede penalties, and may happen in league or cup games.

2.12 PENALTIES The number of penalty points needed to concede a penalty depends on the scoring rate of the opposition (the more goals they score the fewer penalty points are needed). Penalty chances are allocated at random to any of the four defenders selected that week (if allocated to a position not filled then the penalty is missed) and treated the same as goal chances created in the normal way (ie. they may be saved).

Penalties may be given up for penalty point balances close to ten. This may occur when your current team balance, penalty point balance and the scoring rate of your opposition summed up gets close to ten. You will not be able to work out for sure when you will give up a penalty. Once you do concede a penalty, then your penalty points are reset to zero (but may start to accumulate again).

Notes: Penalty points are included to ensure managers behave sensibly—avoid collecting them!

3. FINANCE RULES

Your basic income each week comes from fans paying to watch your games, but this can be supplemented by TV income, merchandising sales, income from executive boxes, interest from the bank (if you have reserves in the bank) as well as transfer income. On the other side of the balance sheet you have to pay player wages, find funds for signing new players, as well as developing your ground. If necessary you can take loans out from the bank, but of course you'll then have a debt to service.

3.1 PLAYER WAGES Each player each week is paid one percent of his value (see 2.7), rounded **up** to the nearest 1k. Wages are paid regardless of the team result. Note that successful players increase their wage demands, because their values increase with each appearance, score and save (see 2.7), but in this case their waiver (free transfer) value also increases to compensate.

3.2 PLAYER BONUSES In addition to their wages, all players are also paid a win bonus equal to their wages (all players in your selection, in any game you win—half payments for drawn games) and scoring bonuses equal to their wages (for each score or save made in the game). These are not optional.

3.3 CASHFLOW You should assume that all outgoing transactions are processed before you receive any income each week. It is possible that actions will fail because you are temporarily in debt.

3.4 INCOME AND DRAW Each team receives income from the attendance at their game each week, regardless of whether they played at home or away. The attendance at each game is twice the "draw" of the home team, plus the "draw" of the away team.

Each team starts with a "draw" of 10,000. Each goal scored and each win achieved by a team increases the draw of that team by one percent. Each game without scoring reduces the draw of that team by two percent. Each loss reduces the draw of the losing team by a percentage equal to the margin of defeat.

The maximum draw a team can have is 30,000. At the start of each new season the draw of each team is reduced or increased by half the difference between its current value and 10,000 (so a draw of 20,000 would become 15,000 and a draw of 8000 would become 9000).

Ground developments determine the maximum gate (initially 40,000) and income per spectator for each team (initially £1.00).

You may also get further income from merchandising (see 4.7.2) and from executive boxes (see 4.7.4).

3.5 TV INCOME Each week, one game is selected by the computer to be shown live on TV. The game is chosen based on the scoring rates of both teams (the more goals they score, the more likely TV is to want to show them), whether they've recently been on the live game and a random factor. If a game is being played at the National Stadium (i.e. a Cup Final) it is automatically live on TV.

Both teams participating in a game live on TV get an extra 100k of income that week, whilst all other teams get 50k from TV highlights.

3.6 THE BANK You have a current and a deposit account (see 4.6.3). You may borrow (see 4.6.1) money from the bank or go overdrawn. The rate of interest on loans is 0.5% per turn, and a further automatic repayment of 1.0% per turn is made (interest payments are costs paid to the bank, but the repayment is made to reduce the total of the loan).

Interest is paid by the bank on balances in credit at a rate of 0.1% each turn on current accounts and 0.2% each turn on deposit accounts. If a team's current account balance is below zero (i.e. an overdraft) then interest is charged on the balance at 1% per turn (with a minimum of 1k) and that team may not bid for free agents, acquire players through transfers, or make ground developments.

3.7 GROUND DEVELOPMENT The home ground of each team has four stands, called the North, South, East and West Stands, each of which may be developed independently. The condition of each is known as the development level of the stand. At the start of the game all stands are level 0. The maximum level of development is 10.

The capacity of each stand is 10,000 plus 10% for each level. The income per spectator for each team in each game is £1.00 plus 10% for each level of the stand in which they are located. See 4.7.1 for the actions for ground improvements, and see the inside back page for a table of costs.

3.8 GROUND REDUCTIONS At the start of every other season each stand declines by one level (the north and south stands decline at the start of even numbered seasons, the east and west stands at the start of odd numbered seasons). A stand which declines from level 0 is declared unsafe (capacity is zero). Rebuilding a stand which has been declared unsafe costs an additional £100,000. This will normally be done automatically, provided you have sufficient money available. Your facilities and boxes levels also decline by one level at the start of each season, but these cannot be declared unsafe.

3.9 CROWD DISTRIBUTION Where stands are developed to different levels half the crowd will head for the most expensive available and the other half will head for the cheapest. If the crowd doesn't fit in two stands then they spill over into the next best and worst.

3.10 CAPACITY CROWDS If the attendance at any game is greater than the ground capacity then the draw (see 3.4) of the home team is reduced (if you lock people out they won't come back). This applies even if the game is all-ticket (see 3.11), but note that fewer people turn up to all-ticket games. Remember that developing your ground increases capacity as well as income per customer.

3.11 ALL-TICKET MATCHES You may make any of your home matches all-ticket (see 4.7.6). The price spectators pay to watch is raised by a percentage chosen by you but the number of people turning up is reduced by the same percentage. Note that all-ticket games produce less receipts than otherwise unless you wouldn't have been able to fit all of those people in the ground anyway.

3.12 SEASON TICKETS At the start of each season (except the first) each team receives income from season ticket sales. Any money received from season ticket sales is set against any outstanding loans. Season ticket sales (in k) are calculated as follows:-

Ground Capacity (in thousands, before any deterioration) times Draw (in thousands, losing fractions).

Example:- A capacity of 60,000 and draw of 25,000 gives season tickets sales of 1500k (60k x 25).

4. SPECIAL ACTIONS

Each team has five special actions available each turn, plus two free agent bids.

Each action is identified by a one word code. The list of actions that are available are explained in the sections that follow, along with examples. A full table of actions can be found at the back of the rulebook. Some actions require an amount and/or player number which should be given in the relevant boxes. You must use the correct codes for these special actions or they will not be accepted.

4.1 PLAYER MOVEMENTS All player movements occur after the games for that week have been played. A player may play in the same week as he is waived or is transferred away. A newly acquired player may not be selected until the turn after his arrival.

4.2 PLAYER CONTRACTS AND WAIVERS

The following actions are used for players who are already signed to your squad.

4.2.1 CONTRACT You may increase the contract value (see 2.7) of one of your own players with a CONTRACT action, in order to protect a player against poaching or in order to be able to transfer list him at a higher price. Enter the number of the player in the number box and his new contract value in the amount box. You pay the difference between his current contract value and his new value.

ACTION [**CONTRACT**] AMOUNT [**250**] PLR NUM [**122**]

This action sets the new value of player 122 at 250k.

4.2.2 COACHING Coaching increases the level of a player for cup games (see section 6), as well as increasing his value. To coach a player use the action "COACH", enter the number of additional levels he is to be coached in the "amount" box and the player number in the "number" box. The cost of coaching a player is £500 x New x (New+1) where New is his new level, plus £500 x Inc x (Inc+1) where Inc is his increase in levels. A table of coaching costs can be found on the inside back cover.

Coaching is available in league weeks, even though it has no effect on league games, so that you may coach players up in advance. There is no maximum level for a player but it is better to spread your coaching around. The maximum a player can be coached at one time is 9 levels. Coached levels are lost when a player is transferred or waived.

Any money spent on coaching is added to the value of the player coached and coaching actions are carried out before REMOVE actions (see 4.4.5), so part (or all) of the increase in contract value needed to recover a player from the transfer list may be achieved by coaching.

ACTION [**COACH**] AMOUNT [**4**] PLR NUM [**364**]

This action improves player 364 cup level by 4 (Maximum 9 levels per order).

4.2.3 WAIVERS Any player under contract may be waived (given a "free" transfer, or released) recovering half his current value. The player reverts to being a free agent. In the "free transfers" section of the game report there are three different messages that may appear: "waived" means the player was waived by a special action, "released" means a player was waived automatically (usually because the GM decided to delete him from the player list, or because he was on the transfer list and his offer price fell below his waiver value), and "failed to sign" usually means the team tried to sign a player for whom there was not enough room in their squad.

ACTION [**WAIVE**] AMOUNT [] PLR NUM [**156**]

This action gives player 156 a free transfer (there is no need to give a value)

4.3 SIGNING FREE AGENTS

*The following actions/free agent bids are used to sign players who are currently "free agents", not those signed to another team. They **cannot** be used to sign players on the transfer list. Free agent bids may only be made using the free agent bid spaces, whereas fast-signings are made via special actions.*

4.3.1 FREE AGENT BIDS A free agent is any player in real life who is not signed by a team in the game. Teams may bid for free agent players (two per turn) using the free agent section on the turnsheet. Free agent bids are published in the league report, and a bid is successful if it stands for a turn without a higher bid being made (this differs from the procedure for initial bids, where opponents get no chance to make counter bids).

If you make a new bid for the same player as the previous turn then your old bid is cancelled (even if it would still be the highest bid). If you bid for a player who is already signed to another team then your bid will be ignored.

Note: If a player you want isn't already on the player list then you can still bid for him by giving his full name and team. It is important that you spell the players name correctly and give the correct team. The computer will allocate a new number. You may bid for anyone who isn't already signed.

Note: You may also use a free agent bid to scout for a particular player's number (see 4.5.3)

4.3.2 OVERBIDS When a team has made a bid for a free agent then that offer is published in the league report. Other teams may then make higher bids for the same player, but any such "overbid" at least 50% higher than the previous highest bid.

4.3.3 FAST SIGN It is possible to sign free agents by using the special actions section of the turnsheet, using a FAST action. In this case it is essential to know the player number of the player to

be signed (if you don't know it, you can't make a FAST action). It is not possible to fast sign a player who is not already on the list.

The fast-sign competes normally with other free agent bids, but the contract value of any player signed this way is always 1k (however much was bid). If the bid is good the player signs the same turn as the bid (with no opportunity for overbids). Players who were not free agents at the start of the turn may not be signed with FAST actions.

ACTION [FAST] AMOUNT [5] PLR NUM [324]

signs player 324 to a contract value at a cost of 5k.

Notes: you are advised to restrict fast-signs to low value players. If you spend a lot of money on a fast-sign of a high value player, then expect other managers to immediately poach him to force you to increase his value—effectively you'll end up paying double for him.

4.3.4 WAIVERS AND FREE AGENT BIDS/FAST SIGNINGS Free agent bids (see 4.3.1) may be made for a player the same turn that he is waived, but fast signings (see 4.3.3) for a player are NOT allowed the same turn that he is waived.

4.4 PLAYER TRANSFERS

These actions apply only to players who are currently signed to a team squad. They do not apply to players who are currently free agents.

4.4.1 TRANSFERS OUT Any player currently under contract may be transfer listed. Simply specify the number of the player and an asking price (which is the minimum you will accept for that player). The maximum price at which a player may be transfer listed is twice his current value (if you attempt to transfer list a player at more than the price allowed the price will be reduced automatically). Players available for transfer are listed in the league report each week. Once a player has been transfer listed he remains on the transfer list until he is signed off the transfer list by another team (see 4.4.3), or you waive him (see 4.2.3), or you remove him from the transfer list (see 4.4.5).

ACTION [OUT] AMOUNT [350] PLR NUM [253]

This action places player 253 on the transfer list at 350k asking price.

4.4.2 TRANSFER LIST When players are placed on the transfer list their asking price is reduced (by 10%, minimum 1k) each week that they aren't sold. Eventually you either get fed up and remove the player from the list, someone signs the player, or the asking price sinks as low as the player's waiver value (in which case he is waived automatically).

4.4.3 TRANSFERS IN Any team may make an offer for any transfer listed player. The highest offer received is accepted, provided it is at least the asking price. The transfer is made immediately. The only players that can be signed with transfer offers are those that are signed for another team **and** have been placed on the transfer list.

ACTION [IN] AMOUNT [450] PLR NUM [120]

This action would attempt to buy player 120 from the transfer list of another team for 450k

4.4.4 TRANSFER LEVY Ten percent of any transfer fee received (so it's the selling team who pay the levy) is deducted to pay the transfer levy (this doesn't apply to money received for waivers). The purpose of this rule is to prevent high-value "arranged" transfers and similar dodgy deals.

4.4.5 REMOVING PLAYERS FROM THE TRANSFER LIST To remove a player from the transfer list use the REMOVE action. The cost of removing a player from the transfer list is 1% of his current offer price, minimum 1k. No transaction actually takes place (exception: see Poaching, 4.4.7).

The REMOVE action takes precedence over any IN actions made by other teams in the same turn.

Note that you may not change the offer price on a transfer listed player, other than by removing him from the transfer list and then putting him back on again next turn at the new price.

ACTION [**REMOVE**] AMOUNT [] PLR NUM [**341**]

This action removes player 341 from the transfer list.

4.4.6 TRANSFER “OFFERS” Any team may make an offer for a player who is not transfer listed (using the special action "IN"). Such offers are published in the league report, but otherwise are ignored. In effect this provides a shorthand method of suggesting a transfer with another team.

To actually make a transfer the sequence of events must always be that the player is placed on the transfer list by his current team BEFORE offers from other teams are considered. Any and all teams will always have the opportunity to make offers for a player on the transfer list. Private deals and swaps are NOT allowed—the highest bid always wins.

4.4.7 POACHING It is possible to "poach" (“tapping up”) players already signed for other teams to try and force their current team to increase their values, or put them on the transfer list. If a poach is successful then the player’s team may be forced to place the player on the transfer list (it is still not possible to sign such a player without other teams having the chance to make offers). Normally this is only possible when a player is undervalued, and when his current team is seriously short of money.

To approach a player, use the special action "POACH", with the amount of your offer in the "amount" box and the number of the player to be poached in the "number" box. Offers must always be limited to twice the player's current value (unless his value is less than 50k, in which case he can be poached up to 100k), and you pay 10% of the offer amount immediately (this goes to the player's agent, and he pockets it). The player and your offer are then listed in the "poaching" section of the league report and also in the team report of his current manager.

The following turn the player’s current manager may place the player on the transfer list at the value specified by the poach (by making an OUT action, see 4.4.1), or waive him (see 4.2.3), or do nothing. If he does nothing and his team has sufficient money then the player’s contract value is increased to the new value, and his team pays out the difference between the offer value and his current contract. If the team doesn’t have enough money then the player is automatically transfer listed. If the player is waived he becomes a free agent.

If a poached player goes onto the transfer list (or becomes a free agent) the team responsible for the initial poach has no special status - to sign such a player they must compete with any other team that's interested, as normal.

The transfer list prices of poached players are reduced each turn as normal (see 4.4.2). A poached player may be withdrawn from the list by a "remove" action, but the team must still pay the difference between his current list price and contract. If the list price and the player's current contract value meet, then he will be withdrawn from the transfer list automatically at a cost of 1k.

ACTION [**POACH**] AMOUNT [**450**] PLR NUM [**100**]

Attempts to poach player 100 with an offer of 450k

You cannot poach with money you do not have at the time of the action. The maximum offer you may make is your cash balance at the time the action is processed. The amount of a poaching action is double the current contract value for the player (remember his value may increase slightly during the turn, so you may need to poach at slightly more than double his value at the start of the turn) unless the his current value is less than 50k, in which case a maximum poach of 100k is allowed.

Notes: Poaching simply forces a player’s current team to make a decision—pay the player more money or make him available on the transfer list. If a team signs a player on the cheap, then they shouldn’t be surprised if he’s poached, but they always have the choice of retaining him (by paying to increase his value) or selling him at a profit.

4.5 SCOUTING PLAYERS

There are a number of ways you can scout for players, whether it be looking for new players, searching for the player number of someone you think is already on the player list, or searching to get a rough idea of how much other managers value a particular player.

4.5.1 SCOUT The action SCOUT provides up to date information on a player (which team he is signed to, if anyone, his current contract value, and so forth). You may scout a particular player (by giving his player number) or you may scout for a given player position.

If you don't specify who you want to scout then the computer will scout someone for you at random (in this case it tries to identify a player that isn't signed with anyone else). The position of the player scouted will be controlled by your current scouting type. The special actions GLK, DEF, UTL, MDD, MID, PLM, WNG, PLA, STK and ANY allow you to change the current scouting type and will also scout a player of that type. Three scouting actions are provided each week to search the free agent list according to the usual "random" scouting rules (ie. scouting for unknown players by type).

ACTION [**SCOUT**] AMOUNT [] PLR NUM [**100**]

This action provides you with the details of player 100

ACTION [**DEF**] AMOUNT [] PLR NUM []

This action provides you with the details and a randomly chosen unsigned defender.

4.5.2 PRICE The special action PRICE tells you the average value of the player specified across all the leagues currently running on the same computer as your league.

ACTION [**PRICE**] AMOUNT [] PLR NUM [**159**]

This action gives the average price across all leagues for player 159

Notes: the PRICE action is included purely for guidance. It gives you an idea of how other managers value a particular player. You may, or may not, agree with them.

4.5.3 SCOUTING BIDS You may use a free agent bid (see 4.3.1) to scout for the list number of a player you think may already be on the player list. Enter a free agent bid (by name) with a value of -1 and the software reports the list number for that player but doesn't attempt a signing (if the player isn't on the list, you'll get a response of "no such player"). The "bid" is not listed in the league report.

4.6 MANAGING FINANCES

In Soccer Stats you have to manage the finances of your club and balance the books. You can't spend money you don't have and the game is as much about managing the finances as selecting players.

4.6.1 BORROWING Money may be borrowed from the bank (see 3.6) in multiples of 1k. To apply for a loan use the special action "BORROW" with the amount to be borrowed in the "amount" box. The bank takes into consideration your average gate receipts, other interest payments or receipts, your wages bill and any existing borrowing. If you're short of money then you won't get your loan, but if you're running at a profit then it's likely to be approved (just like in real life). If your application is successful then the money is added to your balance and you start paying interest immediately.

Each team is allowed only one BORROW action each turn. Interest on loans is half of one percent each turn (with a minimum of 1k, so don't bother borrowing less than 200k). There is an arrangement fee on each loan negotiated. Cost is 1k for a failed application, and 1% (5k minimum) for a successful application. The capital (principal) repayment each turn is equal to the interest payment (ie. if you pay 5k in interest, then you repay 5k in capital as well).

ACTION [**BORROW**] AMOUNT [**400**] PLR NUM []

This action attempts to borrow 400k from the bank.

4.6.2 REPAYMENTS The special action "REPAY" is used to repay a loan (see 3.6), with the amount to be repaid (in units of 1k) in the "amount" box. You may not make loan repayments if this would cause you to become overdrawn. Each team is allowed only one repayment action each turn.

ACTION [**REPAY**] AMOUNT [**400**] PLR NUM []

This action repays 300k to the bank from the balance of your loan.

4.6.3 DEPOSIT ACCOUNTS Each team has a deposit account as well as a current account (see 3.6). Cash can be transferred between the two accounts using the CASH and STASH special actions.

Any Current account balance over £20 million at the end of the turn is automatically transferred to your deposit account. Interest on current account balances is 0.1% per turn, while deposit accounts gain interest at 0.2% per turn.

ACTION [**CASH**] AMOUNT [**500**] PLR NUM []

This action would transfer 500k from your Deposit account into your current account.

ACTION [**STASH**] AMOUNT [**700**] PLR NUM []

This action transfers 700k from your current account to your deposit account.

4.7 GROUND DEVELOPMENT AND INCOME

Improving your ground will increase your income, whether by allowing you to get more fans in, charging them higher prices for their tickets, increasing income from merchandising or increasing income from executive boxes. The most important figure for determining your income is your draw (see 3.4). You're always trying to get a balance between getting as many people into your ground as possible and squeezing as much money out of those you do.

4.7.1 GROUND IMPROVEMENTS To improve a stand (see 3.7), name the stand to be developed (NORTH, SOUTH, EAST or WEST). Enter the level to which the stand is to be improved in the "amount" box. The cost is $5k \times \text{New} \times (\text{New}+1)$ where New is the new level of the stand, plus $5k \times \text{Inc} \times (\text{Inc}+1)$ where Inc is the increase in levels of the stand (see the inside back page for a table of costs). To improve all four stands at once, use the special action "ALL" and enter the level in the "amount" box (this does all four actions at once, with the usual cost). Each team can use each of these actions only once per turn, and may not use "ALL" in the same turn as you develop an individual stand.

ACTION [**NORTH**] AMOUNT [**6**] PLR NUM []

This action raises the level of the North stand to level 6 (from its existing level)

4.7.2 MERCHANDISING Additional income may be gained from merchandising (selling goods to the fans, see 3.4). Use the special action "MERC" and the target value of sales in the "amount" box. Your income is the amount specified (though it may be reduced to a maximum amount of sales) but you lose a number of fans from your "draw" (some people buy the stuff, others decide you're trying to squeeze too much out of them and stop coming). A little merchandising will only effect the lunatics who genuinely do want expensive team strips that change every year, curtains in team colours, underwear with the team logo etc, but heavy merchandising can reduce your draw badly (as customers realise they're being ripped off). Each team may make only one merchandising action per turn.

ACTION [**MERC**] AMOUNT [**4**] PLR NUM []

This action sets the levels of sales of merchandising at 4k.

4.7.3 FACILITIES Facilities increase the amount you can raise from merchandising actions (see 4.7.2). Your current facilities level is added to the maximum amount that you may raise in a turn from merchandising. The FACILITIES action is used to increase your facilities level. The cost of a FACILITIES action is one fifth of the equivalent action for ground development (see 4.7.1): ie $1k \times$

New x (New+1) plus 1k x Inc x (Inc+1) where New is the new level of facilities and Inc is the increase in level of facilities (see the inside back cover for a table of costs). Enter in the "amount" box the new level of facilities. Facilities are not included in "ALL" actions. The maximum facilities level is 10. Facilities decline by one level at the start of each season, but cannot be declared unsafe.

ACTION [**FACILITIES**] AMOUNT [2] PLR NUM []

Improves facilities to level 2.

4.7.4 EXECUTIVE BOXES Executive boxes provide further income. Executive boxes pay only when the team wins (home or away), returning 1k per level. The BOXES action is used to increase your boxes level. The cost of BOXES action is one fifth of the equivalent action for ground development: ie 1k x New x (New+1) plus 1k x Inc x (Inc+1) where New is the new level of Executive boxes (see the inside back cover for a table of costs). Enter in the "amount" box the new level of executive boxes. Executive boxes are not included in "ALL" actions. The maximum boxes level is 10. Boxes decline by one level at the start of each season, but cannot be declared unsafe.

In addition, each time you make a MARK action (see 4.7.5) your level of executive boxes is added to the amount that you spend.

ACTION [**BOXES**] AMOUNT [2] PLR NUM []

Improves executive boxes to level 2

4.7.5 MARKETING Money may be spent on marketing to improve the "draw" (see 3.4) of your team, by advertising to recruit more fans. Use the special action "MARK" with the amount to be spent in the "amount" box. The effect of marketing is variable. Consistent marketing at a modest level is more cost effective than occasional hypes. A good result (winning, and scoring lots of goals) the same week is also an advantage, as is having good executive boxes (see 4.7.4). Each team may make only one marketing action per turn.

ACTION [**MARK**] AMOUNT [5] PLR NUM []

Spends 5k on marketing to increase your draw.

4.7.6 ALL-TICKET MATCHES You may choose to make a home game an all ticket match (see 3.11) by using the TICKET action. This increases the price of tickets by a percentage given, but reduces the number of people who turn up by the same percentage (which may mean more money if the game was going to sell out anyway). In the "amount" box put the percentage price rise you require (in the range 1-50). If you set a percentage outside this range then a value of 20 will be used.

ACTION [**TICKET**] AMOUNT [25] PLR NUM []

This action sets your home match as an all ticket game, with a 25% price rise on ticket prices.

4.7.7 STANDING ORDERS Three special actions are available to set standing orders. These are SMERC, SMARK and STICK, for Merchandising (see 4.7.2), Marketing (see 4.7.5) and Tickets (see 4.7.6) respectively. Give a value in each case (formats are the same as for the ordinary actions). These set standing orders which will be repeated every week until changed (except that in weeks when you make the matching ordinary action then the standing order is ignored).

To cancel a standing order, just make a new one with a value of zero (eg. SMARK 0 means no standing order for marketing, STICK 0 means cancel standing order for tickets).

The STICK standing order calculates an appropriate percentage each week that you're playing at home (but always at least 10%), whatever number you set for it (so all that matters is whether you set it on or off: you don't have to make any calculations). If you are playing away any STICK action is ignored.

ACTION [**SMARK**] AMOUNT [4] PLR NUM []

Sets your standing order for marketing to 4k per week.

4.8 EXTRA LISTINGS There are four special actions to produce extra listings: FIXTURES, CUP, ROUNDUP and PLAYERS. These actions produce current copies of the league fixtures, cup standings and fixtures, league roundup, and player list respectively. There is charge of one turn credit for each action, but the extra report is sent to everyone in the league. You don't need these extra listings very often, if at all (they're all sent out as part of the standard listings at the start of each season) and we feel that if one manager wants a copy, everyone should have a copy.

4.9 TIPPING ACTIONS The special actions GAMBLE, MONEY AND TIPS all apply to the tipping competition and can be found detailed in section 7.

5. LEAGUE RULES

The rules in sections 1-4 apply in general to all games, but this section explains how games results are decided in league weeks when results are based upon player performances in real life.

5.1 SCORING Your team scores a goal in the game for every goal scored in real life by a player in your team selection for that week (subject to saves by the opposing goalkeeper). Own goals do not count. If goals are disputed the decision of the GM is final. A player who does not play in real life cannot score any goals (so keep an eye on transfers, injuries and fixture lists). Goalkeepers are not eligible to score goals. You may also score or concede penalties (see 2.12) in league games.

5.2 GOALKEEPERS If your goalkeeper keeps a clean sheet in real life (ie. plays but concedes no goals) then he may "save" goals in the game that would have been scored by your opponent. If your team (not the real-life team the goalkeeper plays for) is playing away then he saves one goal, and if playing at home he saves two goals. Own goals conceded (in real life) DO count against clean sheets.

If a team in real life keeps a clean sheet when using more than one goalkeeper, the clean sheet in Soccer Stats is awarded to whichever goalkeeper started the match.

5.3 CHANCES/SPARES When a player scores a goal in real life, but doesn't score in the game, then this is called a "chance" (whether his chance was saved by the opposing goalkeeper or wasted because he wasn't selected). When a goalkeeper kept a clean sheet in real life but didn't make all his possible saves in the game, then this is called a spare (whether his save was not needed because the opposition didn't create any chances or wasted because he wasn't selected). Chances and spares are a guide to form, but do not have any effect on results in that or any other week.

5.4 SUBSTITUTES If neither of your starting strikers scores in real life then both your substitutes play (and your team may score any chances they created). If either of your starting strikers scores in real life then your subs both remain on the bench, and any goals they might have scored don't count.

5.5 GAMES THAT QUALIFY All games played by teams in the English Premier League on the Saturday, Sunday and Monday (NOT Friday) of the deadline weekend count towards games that week (there is no distinction between real life league and cup games). Weekends with only "stray" games do not count (the general rule of thumb is that at least 80% of Premier League teams should be playing to count as a league week), and nor do playoffs or other games after the close of normal fixtures.

5.6 "SECOND DIVISION" PLAYERS Players from the Championship (or whatever the second division of English football is currently called) may also be used, but can only score if selected as substitutes (remember substitutes only play if neither of your starting strikers score in real life). Note that you should not use such players as starting strikers, as any goals they scored in real life would not count but would still prevent your substitutes from playing.

Notes: Generally you will only want players from the top division, except to fill your substitutes places. A player from the second highest division can only be selected as a substitute, and even then only counts if your starting strikers fail to perform, so they have limited value.

6 CUP RULES

These rules apply during "Cup Weeks" - weeks of play when the real-life Premier League teams are inactive (International Weeks, Weeks with Cup Fixtures where a significant number are not active, or during the summer, when the game continues running, but normally with two week deadlines). None of these rules apply during league weeks (see section 5).

6.1 FIXTURES For cup competitions the teams are divided into four groups of four, and play four games (to keep a balance of home and away games). The top two teams from each group go forward to the quarter finals (teams are seeded, with the winner of each group playing at home against the runner-up in the opposite group). The gate in the final and semi-finals is twice the draw of both the teams. The cup final is held at the national stadium (all four stands are level ten). In a full season there will normally be two cup competitions played – the "league" cup and the "association" cup.

6.2 PLAYER LEVELS For cup games the playing ability of each player is expressed as a "player level". A player's level is the sum of his current wages (in thousands) and the number of his additional "coached" levels. Current player levels are indicated in team reports. You should be aware that the actual ability of a player is not directly proportional to his level, but to the square root of his level - so a balanced team will be more effective than ten weak players and a superstar. For each cup game played one player on each side loses one level (player levels may be negative).

If you field an incomplete selection for a game then you are penalised extra levels. For a missing goalkeeper you lose two levels in defence and one each in attack and midfield, and for any other missing player you lose one level each in defence, midfield and attack (note: if you have an incomplete team we assume you are able to field a suitable number of apprentices to make up the difference - otherwise the penalties would be greater).

6.3 GAME STRATEGY There are eight game strategies available for cup games Soccer Stats. These are described later in this section. The manager selects two strategies for each game. The first choice is roughly twice as important as the second choice. Game strategies and player abilities are compared to decide the number of chances created by each team from each strategy. To specify a strategy you only need to give the first two letters.

6.4 BONUS LEVELS For each game the manager selects two playing positions (GLK, DEF, MID or STK) in which "bonus levels" are added to the normal playing levels of the team. The first bonus gives two extra levels, and the second bonus gives one extra level.

6.5 GOALKEEPERS Goalkeepers may save a proportion of chances according to their level. Home advantage is applied to goalkeepers in the same manner as for league games (playing away they can only save one goal, but at home they can save two).

6.6 HOW IT WORKS In each game your team is assessed for each of your strategies in turn. Each strategy allocates a relative effort between attack and defence and a number of bonus levels in various positions. This effort is compared to a relative effectiveness according to the strategies selected by the opposition, and combined with an ability level based on a comparison of the levels of the players you need to carry out the strategy with the levels of the appropriate players opposing them. At the end of this process you have a "rating" for the that strategy (this rating is the number indicated in the game report next to the listing of your strategies).

6.7 MISSED CHANCES When you produce chances through your strategies you still have to score them. The chance is allocated to a suitable player at random. The higher the level of the player, the better the chance of him scoring EXCEPT that if a player has already scored then his chance of scoring is reduced (he gets tired - this is to reduce the effect of excessively high value players). If the game report indicates a chance was credited to a player but no goal or a save appeared then the player missed it. Even if your player hits the target, the goalie may still make a save. Chances can be allocated to substitutes, who may miss them the same way, or through not being on the field.

6.8 GOAL RATES The higher the rating a strategy achieves the more chances can be produced. In general you need a rating around the middle to upper twenties to produce one chance, but the rating needed for each chance varies from league to league and from week to week (if there are a lot of goals scored the rating needed for each chance is increased, and if very few are scored then the rating needed is reduced).

You may also score or concede penalties (see 2.12) in cup games.

6.9 GAME REPORTS The "team listing" section provides the following information:

GAME STRENGTHS:- the actual strengths of the teams during the game. These include factors for substitutes, the strategies played and bonus selections in addition to player levels.

SQUAD:- The sum of all the levels of the players in that squad, without modifications.

PLAY:- The strategies selected and final "strategy score" for each. It is these scores that determine how many chances you create. Note that you cannot score from strategies other than the ones you select. If you select the same strategy twice you may increase your score on that strategy but you don't get to score from it twice over. In almost all circumstances you'd be better off selecting a different strategy with your second choice.

STRATEGY PERCENTAGE:- This shows how good your strategies were against the strategies chosen by your opponent (the figure shown is actually the total modification - a percentage multiplier - achieved by your opponent against your strategies). High numbers show good choices. This percentage is averaged over all the strategies used in the game.

PLAY TO STRENGTHS PERCENTAGE:- This shows how effective your strategy choice was for the relative strengths of the two teams (the figure is the total attacking effort on your strategies, modified by the relevant playing strengths of both teams). Good strategy choices may not be enough to produce good final scores if your team strengths (relative to your opponent) are not good enough to carry out the strategy. High numbers show good choices. This percentage is averaged over all the strategies used in the game.

Note that some strategies defend against everything to some extent, and will consistently reduce opposing strategy scores. These will usually produce poor "play to strength" percentages or poor strategy scores of their own. Some strategies are weak in playing to strengths, while other strategies will tend to produce higher "play to strength" scores but achieve lower strategy scores.

6.10 GAME STRATEGIES The eight current game strategies are listed below:-

6.10.1 ROUTE ONE (RO) Nearly everyone hangs back in defence. The ball is hoofed upfield in the general direction of the strikers, and the rest is up to them. Avoids having to have useful players in midfield, and won't make much use of any you do have. Not likely to score a lot of goals. Effective against breaking teams (who will get few chances to break) and pressure teams (nobody stays on the ball long enough to be pressured). Vulnerable to teams that attack from midfield or down the flanks.

6.10.2 PRESSURE (PR) Attempts to prevent opponents from playing constructive football, by putting anyone in possession under immediate pressure almost anywhere on the field. Needs a strong all-round team, but class strikers are liable to be under-used. Not likely to score a lot of goals. Effective against teams attempting to attack from midfield or down the flanks, but vulnerable to teams that attack on the break.

6.10.3 DEAD BALL (DE) Sits back in defence with minimal effort at going forward, except for dead ball situations (corners, free kicks, throws) when a posse of big defenders head into the box to create mayhem. Needs a good defence. Vulnerable to teams that attack from midfield or down the flanks, but very effective against teams that attack on the break.

6.10.4 WINGS (WI) Attacks down the flanks to get behind the defence. This is the best way to deal with packed defences, and the most likely to create chances for a good mix of talented strikers and

midfielders. Weakness is the possible loss of control in midfield.

6.10.5 FRONT RUNNERS (FR) Attacks on the break with the long ball played to feet or space. Heavily reliant on quality strikers and the ability of midfield players to deliver the ball accurately and provide support. This is the best way to deal with a packed midfield, but is not very effective against packed defences.

6.10.6 MIDFIELD RUNNERS (MI) A short passing game, retaining possession and waiting for a chance. Needs strong midfielders, who will score most of the goals. Most effective if the opposition concede control of the midfield, but weak against pressure teams and vulnerable to fast breaks (when attacking midfielders aren't much help to a stretched defence).

6.10.7 EARLY BALL (EA) Attacks with crosses from the flanks into the box, without attempting to get behind the defence. Reasonably strong in midfield and defence, but the strikers have limited support and need to do most of the work on their own, so not particularly effective against packed defences. Otherwise, no major weaknesses and probably the best way to exploit a weak defence.

6.10.8 SWEEPER SYSTEM (SW) A balanced playing pattern that builds on a secure defence, allowing defenders to push into midfield and midfielders to support the attack. Most suitable for a strong and well balanced team, but not particularly effective at exploiting major mismatches. Main defensive weakness are on the flanks as the full backs push forward, and the possible loss of control in midfield. Requires a fifth defender to be selected in midfield.

7 TIPPING COMPETITION

Soccer Stats includes a tipping competition, a secondary competition where players compete by predicting the results of real life games and costs nothing extra to enter. The Tipping Competition only runs during league weeks (there have to be real-life games being played for you to predict the results).

7.1 ORDERS On your turnsheet each turn you will find a section devoted to the tipping competition. This section shows the games to be tipped for the next week, and provides a box in which to enter your prediction for the result of that game. Your prediction will be W for WIN, D for DRAW or L for LOSE, relating to the team listed first.

For example:-

ARS	vs	TOT	[D]	predicts a draw
NEW	vs	LIV	[W]	predicts a win for Newcastle
CHE	vs	UTD	[L]	predicts a win for Manchester Utd (a loss for Chelsea)

7.2 RESULTS The actual results and the scores (number of predictions correct) for each team are listed in the league report each turn. In Soccer Stats two points are scored for each prediction of WIN or LOSE that is correct, and one point is scored for each prediction of DRAW that is correct. Postponed and abandoned games are treated as draws.

7.3 GAMBLE The special action GAMBLE alters the scoring system for your tips that week. You score four points for each prediction of WIN or LOSE that is correct, and two points for each prediction of DRAW that is correct, but lose three points for each prediction that is incorrect.

7.4 GAMBLING BY VALUE In addition, you may also specify a value (X) on a GAMBLE action (from 0 to 9), in which case there is a further element to the gamble (in addition to section 7.3). When you specify a value you gamble this number (X) of tipping points (or 10k of money per point). If you predict more correct results than X, you gain X tipping points (or X times 10k) and if you fail, you lose X tipping points (or X times 10k).

Example: You order GAMBLE 5 – if you get 6 or more results correct you win 5 tipping points (or 50k) and if you don't, you lose 5 tipping points (or 50k).

To determine whether you “gamble for tipping points” or “gamble for cash” use the special actions TIPS (to set any gambles to be for tipping points) and MONEY (to set any gambles to be for money).

If you do not put a value on a GAMBLE action then the GAMBLE action simply proceeds according to section 7.3.

7.5 TIPSTERS TABLE The tipsters table in the league report each turn shows the current scores of each team in the tipping competition. At the end of the season the team with the most tipsters points wins the Tipsters Table.

8. SETTING UP A NEW LEAGUE

This section only applies when a new league is set up. Most new managers will not join via a new league, they'll take over a standby position in an existing league (see 1.10).

8.1 NEW LEAGUES In new leagues setting up the initial assignment of teams to divisions is based on team valuations (ie. cash in hand plus the average value of players signed). The eight teams with the best valuations go into the first division.

Note: This rule is intended to encourage managers to be a little more moderate with their initial bids. If you overspend then you'll probably get to start in the second division (along with the other big spenders). To win a starting place in the top division you need to spend wisely.

8.2 INITIAL FUNDS Each team starts with a cash balance of £5,000,000 and no players signed. There are three setup rounds, in which all teams may bid for up to ten players. You are advised against spending too much of your initial money in the setup stage, since you'd then be unable to cover your wages bill. You should also leave a reserve for ground development and coaching of players once games have started.

8.3 INITIAL BIDS Bids must be in multiples of £1000 (1k). The highest bid gets the player, and the bidding team pays out the amount of the bid. Losing bids are ignored. Where equal highest bids are made the winning bid is decided at random. During the initial bidding rounds if one or more bids are made for a player then he signs immediately for the highest bidder. If a team tries to bid more money than it has available then all bids after the teams' spending limit has been reached are reduced to 1k.

When you first send in your bids you will have a player list which shows the average contract values for each player in all of the leagues. This is intended to make life simpler for managers starting in new leagues, making it easier to judge initial bids. Of course, once you have a set of guide prices to judge from you'll know the other managers are looking at the same prices. You should be aware that there are a number of players that are consistently over-valued by other managers, and that players who have been playing a while are likely to have scored goals in Soccer Stats and increased in value above the price at which they were originally signed.

8.4 NO BIDS If a player fails to submit a set of bids for one of the initial bidding rounds then the computer will make some up. It selects ten players that no-one else bids for (at random) and signs them for a minimum bid. Very cheap, but you'll be lucky to get anything but rubbish this way (this is necessary to make up for post-office induced disasters and early dropouts). After the third round of bids has been processed the computer attempts to fill up any empty spaces in the team selection by making minimum bids at random - to ensure you can put out a full selection.

8.5 FURTHER SIGNINGS Further free agents may be signed later during normal play (with a slightly different system). Players may also be signed later from other teams through transfers, and in some circumstances may even be poached from other teams without the agreement of their managers.

Appendix A - Costs of Development

COSTS OF IMPROVING STANDS (see 4.7.1)

The cost of ground development is the sum of two amounts: Inc is the number of levels increased and New is the new level of the stand after development:-

Increase in Stand Levels				plus	New Stand Level after Development			
Inc	Cost	Inc	Cost		New	Cost	New	Cost
+1	10k	+6	210k		1	10k	6	210k
+2	30k	+7	280k		2	30k	7	280k
+3	60k	+8	360k		3	60k	8	360k
+4	100k	+9	450k		4	100k	9	450k
+5	150k	+10	550k (maximum)		5	150k	10	550k

Example: to improve a stand from level 6 to level 9 (increase of 3 levels) costs 510k (60k plus 450k).

Note: this table shows the cost of developing ONE stand. If you do an ALL action you need to remember you are developing four stands in one go, so the four costs will be combined.

COSTS OF IMPROVING FACILITIES (see 4.7.3) OR EXECUTIVE BOXES (see 4.7.4)

The cost of improving either Facilities or Boxes is the sum of two amounts: Inc is the number of levels increased and New is the new level of the Facilities/Boxes after development:-

Increase in Facilities/Boxes Levels				plus	New Level after Development			
Inc	Cost	Inc	Cost		New	Cost	New	Cost
+1	2k	+6	42k		1	2k	6	42k
+2	6k	+7	56k		2	6k	7	56k
+3	12k	+8	72k		3	12k	8	72k
+4	20k	+9	90k		4	20k	9	90k
+5	30k	+10	110k (maximum)		5	30k	10	110k

Example: to improve facilities from level 2 to level 6 (increase of 4 levels) costs 62k (20k plus 42k).

COSTS OF COACHING (see 4.2.2)

The cost of coaching is the sum of two amounts: Inc is the number of player levels increased and New is the new level of the player after coaching:-

Increase in Player Level		plus	New Player Level after Coaching					
Inc	Cost		New	Cost	New	Cost	New	Cost
+1	1k		0	1k	10	55k	20	210k
+2	3k		1	1k	11	66k	21	231k
+3	6k		2	3k	12	78k	22	253k
+4	10k		3	6k	13	91k	23	276k
+5	15k		4	10k	14	105k	24	300k
+6	21k		5	15k	15	120k	25	325k
+7	28k		6	21k	16	136k	26	351k
+8	36k		7	28k	17	153k	27	378k
+9	45k (maximum)		8	36k	18	171k	28	406k
			9	45k	19	190k	29	435k

Example: to coach a level 7 player up to level 12 (increase of 5 levels) would cost 93k (15k plus 78k).

Appendix B - Summary of Special Actions

The following table summarises all of the special actions available in Soccer Stats. See the relevant rules sections for full details on each action.

<u>Action</u>	<u>Rule</u>	<u>Amount/Value</u>	<u>Player Number</u>
ALL	4.7.1	New Level of All Stands	None
ANY	4.5.1	None	None
BORROW	4.6.1	Amount (in k) to be Borrowed	None
BOXES	4.7.4	New Level of Executive Boxes	None
CASH	4.6.3	Amount (in k) to be Transferred	None
COACH	4.2.2	Number of Levels Gained	Player to be Coached
CONTRACT	4.2.1	New Contract Value (in k)	Player to be Contracted
CUP	4.8	None	None
DEF	4.5.1	None	None
EAST	4.7.1	New Level of East Stand	None
FACILITIES	4.7.3	New Level of Facilities	None
FAST	4.3.3	Amount (in k) Bid for Fast-Sign	Player to be Signed
FIXTURES	4.8	None	None
GAMBLE	7.3	Optional Number of Games	None
GLK	4.5.1	None	None
IN	4.4.3	Amount (in k) Offered for Player	Player to be Signed
MARK	4.7.5	Amount to be Spent	None
MERC	4.7.2	Amount to be Raised	None
MDD	4.5.1	None	None
MID	4.5.1	None	None
MONEY	7.4	None	None
NORTH	4.7.1	New Level of North Stand	None
OUT	4.4.1	Transfer List Price (in k) Required	Player to be Transfer Listed
PLA	4.5.1	None	None
PLAYERS	4.8	None	None
PLM	4.5.1	None	None
POACH	4.4.7	Amount (in k) Offered to Player	Player to be Poached
PRICE	4.5.2	None	Player to be Priced
REMOVE	4.4.5	None	Player to be Removed
REPAY	4.6.2	Amount (in k) to be Repaid	None
ROUNDUP	4.8	None	None
SCOUT	4.5.1	None	Player to be Scouted
SMARK	4.7.7	New Standing Level of Marketing	None
SMERC	4.7.7	New Standing Level of Merchandising	None
STICK	4.7.7	New Standing Level of Ticketing	None
SOUTH	4.7.1	New Level of South Stand	None
STASH	4.6.3	Amount (in k) to be Transferred	None
STK	4.5.1	None	None
TICKET	4.7.6	Percentage Rise in Ticket Prices	None
TIPS	7.4	None	None
UTL	4.5.1	None	None
WAIVE	4.2.3	None	Player to be Waived
WEST	4.7.1	New Level of West Stand	None
WNG	4.5.1	None	None