

# The Aftertouch

*Monthly Magazine of the KOA!*

No. 4 April 2004

The  
statistician's  
corner

Do the numbers  
always  
tell the truth?

16-bit  
Jewel:

Enchanted  
Land

**Steve Screech  
says:**

**"I'm still a  
KOA member!"**

The 'Robot',  
the 'German'  
and the 'Windshield'

All KOAers'  
nicknames

Kick Off 2002  
Winning Tactics

Use the tactics  
editor and enhance  
your game



# The Aftertouch

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# Editorial

Hello again fellow KOAers, and welcome to the 4<sup>th</sup> issue of *The Aftertouch*.

The man we chose for this month's cover needs no introduction. Steve Screech, the man who made the original Kick Off games' graphics is the reason for which the KOA has prospered as much as it has until today. Not only did he organize the very first world cup, he also created a whole new Kick Off game and let the members participate in the making process. Read what he has to say about the past, the present and the future in the interview section.

I had a really hard time trying to complete the Challenge mode of KO02 with my poor 300 points team, and I'd probably still be struggling if it weren't for Paul Mills' tactics. Paul will be writing a column describing a different custom tactic for Kick Off 2002 every issue. Read *Kick Off 2002 Winning Tactics* carefully in order to pick up ideas on creating your own tactics or, if you're not much of a manager, simply copy one of his!

Thanks to the excellent software *KOA Stats Analyser* by Spyros Paraschis, every player has the opportunity to track his progress in tournaments and translate everyone's performance to numbers. In our new column, *The Statistician's Corner*, we will be analyzing some of those numbers. In this month we focus on World Cup statistics.

What was the result of the last Panasonic – Nintendo match? No, it's not a corporations league, it's the crazy world of the KOA. Find out which nickname corresponds to which player in Pedro Quaresma's list.

Our regular columns are of course there as always, with *Enchanted Land* being this issue's 16-bit Jewel, Robert Swift's second course of *PLAYER MANAGER – From beginner to expert*, World's Top 20, Latest Tournament News, and much, much more (not really, that's it).

Enjoy reading.

Alkis Polyraakis

# Interview



Steve Screech, the man who made it all happen

## Interview with Alkis Polyrakis & Nikos Andreou

It would take us pages to even begin to describe what Steve Screech has done for the association. He joined it only a few days after it went online, and his name alone was enough to attract dozens of new members from all over Europe. I'm sure most of you know what happened next; he announced the making of the new title Kick Off 2002 right away, and he organized and sponsored the very first KOA Kick Off 2 tournament, the Dartford World Cup. He also began working on two more titles, Ultimate Player Manager and Kick Off 2004, which he had to abandon after being offered a job at Eidos he simply could not refuse. He now has the chance to work on a new Championship Manager game, the best selling football related title of our time.

His career as a player is quite decent too. He has competed in 10 KOA tournaments, and played 120 matches with a 51W - 20D - 49L record. He reached the Gloucester I Cup final where he lost the title to Bill Vasiliou. He is currently #26 in the World Rankings.

**AP:** Hello Steve, and welcome to our magazine.

**SS:** Hi ya.

**AP:** How do you like *The Aftertouch* so far?

**SS:** Quite impressed actually, it took me a while before I got to check them out, not until edition 3 in fact but check them out I did and I was impressed.

**AP:** Please tell us a bit about your early days at Anco. How did you start working there, which titles did you work on, how did the Kick Off mania influence the company's future?

**SS:** Well I was invited by Anco to show them some of my work back in 1986. They had a budget label then called Midas and the guy who was running that side of things had previously bought one of my games for a budget line that CRL had at the time. So I went to visit Anco and they set me a task of writing a 3D skiing game as a test to see if I could do it. A couple of weeks later I returned and they decided they liked what they saw and offered me a job which I eventually took up at the beginning of February 1987. I started out by working on graphics really for a title called International Events which in the end never came out due to the programmer's problems. I then worked on Face Off ice hockey to cut my teeth in the industry a little and worked on the graphics for a new footy game called Kick Off. Kick Off of course reshaped the company totally and our output from then on narrowed to that of football titles exclusively.

**AP:** How many people worked on the Kick Off titles, and what did each of them do?

**SS:** Dino Dini - Programming  
Myself - Gfx and Tuning  
Steve Redpath - Occasional Gfx

**AP:** What in your opinion makes a 14 year old game so addictive that many people are interested in it, even today?

**SS:** Because there is always somebody better than you and it is fast and allows users to develop a level of skill that is individual to that person. 2 players can have totally different styles.

**NA:** There have been many arguments in the forums about the different versions of KO2. The whole issue seems to be covered in mystery. What do you think about that?

**SS:** I think that the Oracle crack version is poor and unnecessary, however if that is what you have grown up with then you are going to consider that the norm and I can't get preachy about that. If that's what you are used to then so be it.

**AP:** How did you discover the KOA? Tell us about your first months in the association and how the discussions lead to the making of a new Kick Off title and the Dartford World Cup.

**SS:** I found it under the DKOA (Dutch KOA) when doing a search one day and posted a couple of times to say I thought they were doing a good job and to congratulate them on the good looking site. On revisiting the site my appearance sparked a few conversations which sparked a few hundred more until before I knew it I was writing a new game and organising the world cup. It happened pretty fast that snowball effect.

**AP:** What does the KOA mean to Steve Screech?

**SS:** Well it means a group of guys who know what they like and aren't willing to bow to the latter day pleasures of FIFA, who take gameplay over gfx any day.

**NA:** With the demise of Anco, two of the titles under development ceased to exist: KO2004 and UPM. What would you say to the people in the corresponding forums? Is it necessary for these forums to exist now?

**SS:** Unfortunately due to contractual reasons these two titles had to be stopped, it was a shame as I was enjoying them and they were both taking good shape in their own particular ways but when you are up a creek with no paddle and

someone offers you a lifeline at the last second it's foolish to turn that down.

**NA:** Does the idea of an update for KO2002 in the long run sound viable to you?

**SS:** I certainly would like to keep my hand in with the title but when is another matter entirely.

**NA:** Does the name 'Kick Off' belong to the past?

**SS:** Never!

**NA:** What is the heritage of Kick Off and which is the best way of keeping it alive?

**SS:** The KOA and (most of) its outspoken members.

**AP:** Some people say that you were the glue that held us together, and that now that you're gone we will gradually cease to exist. What do you have to say to them?

**SS:** There are enough characters in the KOA who have staked their place in KO folk law now that that shouldn't be the case at all.

**AP:** Do you still consider yourself a KOA member? Will you attend any future tournaments, like the Milan world cup?

**SS:** Yes I'm still a KOA member and I would certainly be keen on attending future world cups and was gutted at not being able to be there last year but it came slap bang in the middle of the negotiations to take me to where I am now and it was just not possible.

**AP:** If you had to pick one, who is the best Kick Off 2 player you've ever played against?

**SS:** You, I haven't had a sniff against you whereas I have beaten many of the other high placed members or at least I've been competitive for a while.

**AP:** How are your first months in Eidos? What is similar and what is different to your previous job in Anco? How is the development of the new Championship Manager going?

**SS:** It has been hard with the travelling into London etc and the longer days. It also took a while to settle in to the style of work but all is nicely ticking along now and progress is being made. It is ever so slightly more professional than Anco!  
(laughs)

**NA:** *Throw-In* is the latest KO2 clone developed by Gianluca Troiano. What do you think of it? Would you support such an effort?

**SS:** I haven't seen it as yet but I spoke with the Foxy one beforehand and certainly gave it my blessing. If there is anything I can do to help it he knows where I am.

**NA:** What do you think of modern football games? Although there are some positive aspects in them (especially in PES3) they are not as addictive as KO2. Why do you think that is happening?

**SS:** PES is a very fine game but in a different style to KO, PES is a build up game, where as KO is far more explosive and dynamic. PES is certainly as addictive if you can't play KO. KO's problem has always been its accessibility and as such it sometimes feels like an exclusive game that only a portion of the games playing public unlocked.

**NA:** What do you think of Sensible Soccer?

**SS:** Not much, without KO there would have been no Sensi. The World of Soccer idea was well executed but I think the engine runs a poor second.

**NA:** The video games industry seems to be in a crisis. What do you think of

that? Do you miss the old days?

**SS:** I miss the old days because back then one guy could be his own team. The games industry has been in crisis for so long now that it hardly seems a crisis anymore. I liked the old days when you had to work with real limitations, small memory and slow processors, it made you more careful and you had to plan carefully. Nowadays there is a lot of lazy programming and games use more memory and space than they ever really need.

**AP:** Thank you for the interview Steve, and good luck to you in your new job.

**SS:** No problemo and congrats on the magazine.

# Kick Off 2002 Winning Tactics

By Paul Mills

OK, so here we go with a regular look at some modified KO2002 tactics which I use on a fairly regular basis and which I have evolved over the last 2 years of playing this fantastic KO2 update.

Now I don't profess to be the world's best KO2002 player. I have played that man, hello Bjarte. Playing Bjarte, it becomes clear he sold his soul to the devil in exchange for KO2002 skills. Think the last fight scene in the first Matrix film and you get the general idea. Some of the ideas for this first tictac also come from his modified 4-2-4 version so I know I was working from sound foundations when I created mine.



The Flair Tactic

The main premise behind the tactic is to encourage creativity in your play. The players are well spread out, you get minimal interference or player switching to use

KO2 parlance, and you should get a feeling of comfort and trust that there will be a player where you want him, when you want him there, whether this be in defence or in attack. This allows me to relax, express myself and show some flair in my forward play. Well that's the aim anyhow.

To look at it, the untrained eye might suggest one or two obvious flaws in the layout of the tactic. This tactic is for playing though and not for looking at on a chalkboard. The tactic evolved throughout the time I was doing the Challenge. I did eventually complete it so that gives an indication of the number of games this has evolved over and the understanding of the AI that I gained over that period.

**TIP: In order to move your player to a different position, simply left click on your player and then left click again on an empty area.**

The back four shown here is the ideal line for this game. The diamond formations used in the standard tactics have a number of flaws which this corrects. By using the high line shown, the players are ideally situated to catch the opposition offside when they are on the counter-attack, and yet when the opposing team is building an attack more patiently, they follow the play backwards intelligently, keeping their line at all times and resisting the temptation to stray out of position.

The wide full backs are so placed to provide cover against your opponents' wing play, gives the centre backs more space to occupy the middle ground and gives good support to your own wingers when on the attack. They also offer a great source of distribution from the keeper allowing an alternative to the big hoof favoured by the less adventurous ko02'er.

The centre of midfield is an area where I have done a lot of tweaking and experimentation, attempting to use the arrows in various ways. The position shown though for nos. 10 and 4 are the most efficient I have found. Simple seems to be the best in this sense. Having them offset seems to allow them to operate in their own areas yet cover the others' somehow. For example, you will find that if No.4 decides to go on a marauding run into the box, if you then lose possession, No.10 will be occupying the space just in front of the back four, thus providing ample cover to come forward and challenge the ball without sacrificing a defender for this job.

This is a 4-2-4 tactic, so the wingers are really the key men in this tactic. Positionally, they are far enough forward to encourage the full back to join them, but not too far forward as to leave them exposed. They also offer good support for

overhit crosses and can play infield in the gap between the midfielders and the forwards. Best of all though, they are ideally placed to receive a pass from the centre of the park or a cross field diagonal long ball giving a great outlet for the midfielders.

**TIP: In order to create the line that indicates the direction your player will be moving to, simply right click on the number and then right click again on an empty area.**

The forwards are positioned so, as too far forward and you will be constantly found offside, too far back and you'll not be effective enough when receiving the ball from midfield or from the wings. They also occupy a nice position to receive the opposition's goal kicks. The arrows shown encourage the players to push into the box for cross from the by-line and make excellent runs to receive a nice diagonal dink/lob into the box from just outside of the penalty box corners.

I have tried to keep this brief but there is so much depth and creativity to be gained from the game by using this and other modified tactics that it's hard to summarise it without diluting their usefulness or my own enthusiasm for the game. Next time, one for all you long ball fans. Boo hiss. So for now, try this tictac and keep your KO2002 play fresh for weeks to come.

# KOA's Nicknames

By Pedro Quaresma

<b>KOAer</b>	<b>Nickname(s)</b>
Pedro Quaresma	Binary Peter Puffer The Portugoose Male Claire Tellapedro
Robert Swift	Swiftly Big poofa Bob Aliens Petty fascist bureaucrat Robert Beard
James Beard	Jammed Al Behad Toilet Beard
Martin Beard	Robot Beard
Vasilis Kafiris	William Beard Roll thief
Simon Butt	Snidey backstabber Simon LeButt Duran Duran singer Simon the sorcerer
Alkis Polyrakis	Alkaline People's champion Nerves of steel Alkanic Polyrankings
Alex Brante	Hahahalex Idle Alex Alex Quaresma Alex Beard

<b>KOAer</b>	<b>Nickname(s)</b>
Rodolfo	The Rod Pillowbiter David's cook Fat wanker
Panayotis Pantazis	Panasonic
Spyros Paraschis	Syros Spyros Quaresma Abyss Gay-ros
Steve Screech	Screechy
Steve Camber	Camberman The German Caymber
Mark Williams	Durban
Mark Holliday	Beckite
Darren Gurney	Stainy The American
Dan Secker	The Lobberman
Vasilis Vasiliou	Bill21 The Terminator
Rikki Fullarton	Wonka The man who loves to come
John Beman	Caribbean Bob
Claire Rossiter	Thowra Bushwhacker Female Pedro Mrs. Ed
Nick Housden	Major muppet Four fries
Nikos Andreou	Fluffy Manicx Nintendo John Travolta
Mark Poelstra	Mr. Dig
Gianluca Troiano	The Foxsoft

<b>KOAer</b>	<b>Nickname(s)</b>
Jorn Flagtvedt	Freshmaker Windshield
Mark Elliott	Ely Elyphant
Giacomo Troiano	Arrigo Sacchi

# The Statistician's Corner

By Alkis Polyrakis

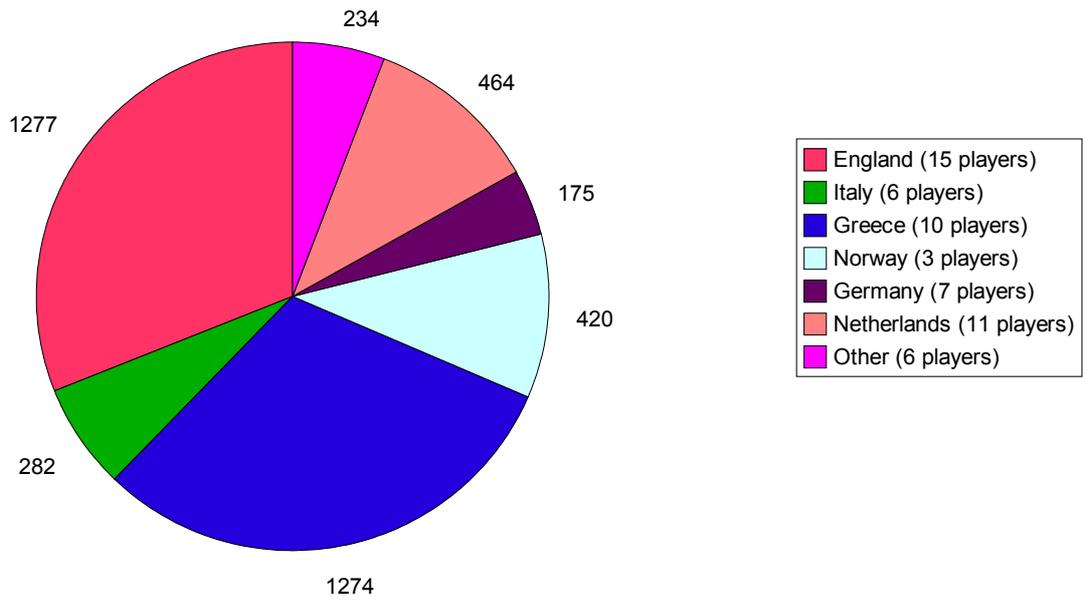
Ever since I can remember myself I've been quite fond of sports statistics. Nothing gives me more pleasure than looking at scoreboards, tables, top scorers, averages, pie charts, column charts, you name it. I created the KOA Tournaments Database as a reference point for gatherings of the past, because I didn't want a single result to be lost in oblivion. Spyros Paraschis took statistics to a new level with the KOA Stats Analyser, a program that features an enormous number of statistic categories.

With the occasion of the 4000th KOA match that occurred last month, I decided to write this column for people who share the same passion with me. In this issue, I'm going to focus on World Cup statistics.

WC	Countries	Players	Games	Goals	Goal/game
2001	8	31	144	724	5,03
2002	7	25	195	1427	7,32
2003	7	31	274	1975	7,21

58 players from 10 countries have participated in KOA World Cups, 6 of which took part in all three of them. They played a total of 613 games and scored 4126 goals. Let's take a look at how the goals were distributed by country:

## Goals per Country



Players from 6 countries have made it at least to the quarter finals:

	Gold Medals	Silver Medals	Bronze Medals	Fourth Places	Quarter Finals
Greece	1	1	1	2	3
England	1	1			6
Italy	1		1		
Netherlands		1		1	1
Norway			1		1
Austria					1

In the two tables below you can see the players sorted first by the points they earned in world cups and second by their points/game average:

#	Player	G	W	D	L	F	A	GS/G	GC/G	GD	Pts
1	Alkis P	63	48	7	8	360	138	5,71	2,19	222	151
2	Klaus Lo	43	33	3	7	293	100	6,81	2,33	193	102
3	Gianluca T	39	28	6	5	182	83	4,67	2,13	99	90
4	Panayotis P	40	29	2	9	203	120	5,08	3,00	83	89
5	Martin B	48	27	8	13	208	131	4,33	2,73	77	89
6	Spyros P	43	28	2	13	228	149	5,30	3,47	79	86
7	Steve C	48	23	12	13	163	121	3,40	2,52	42	81
8	Mark P	36	26	0	10	170	98	4,72	2,72	72	78
9	Nikos A	38	24	3	11	168	104	4,42	2,74	64	75
10	James B	49	22	6	21	132	120	2,69	2,45	12	72
11	Martin J	26	22	1	3	161	57	6,19	2,19	104	67
12	Rikki F	22	19	2	1	139	53	6,32	2,41	86	59
13	Robert S	46	18	3	19	189	132	4,11	2,87	57	57
14	Riemer P	35	15	5	15	82	110	2,34	3,14	-28	50
15	Glenn L	36	14	3	19	99	126	2,75	3,50	-27	45
16	George K	18	13	1	4	86	48	4,78	2,67	38	40
17	Vasilis K	25	12	0	13	65	72	2,60	2,88	-7	36
18	Kees VdB	24	10	4	10	77	59	3,21	2,46	18	34
19	Rodolfo M	28	10	3	15	89	123	3,18	4,39	-34	33
20	Steve S	23	9	3	11	66	81	2,87	3,52	-15	30
21	Bill V	18	9	0	9	99	61	5,50	3,39	38	27
22	Nazim C	12	8	1	3	59	29	4,92	2,42	30	25
23	Mark W	20	8	1	11	63	76	3,15	3,80	-13	25
24	Giacomo T	20	8	0	12	42	67	2,10	3,35	-25	24
25	Jacob K	20	7	2	11	63	76	3,15	3,80	-13	23
26	Christian D	14	7	0	7	47	41	3,36	2,93	6	21
27	Evert vdB	14	6	1	7	42	63	3,00	4,50	-21	19
28	Jorg P	14	6	1	7	39	68	2,79	4,86	-29	19
29	Filippo D B	16	6	1	9	28	41	1,75	2,56	-13	19
30	Anthony K	21	6	1	14	33	86	1,57	4,10	-53	19
31	Gunther W	24	6	1	17	29	116	1,21	4,83	-87	19
32	James L	10	5	2	3	22	14	2,20	1,40	8	17
33	Klaus Le	12	5	2	5	22	32	1,83	2,67	-10	17
34	Knut L	14	4	2	8	28	57	2,00	4,07	-29	14
35	Matthias D	14	4	1	9	43	74	3,07	5,29	-31	13
36	Apostolos T	16	4	1	11	40	81	2,50	5,06	-41	13
37	Mark E	30	4	0	26	49	146	1,63	4,87	-97	12
38	Danny D	7	3	1	3	10	19	1,43	2,71	-9	10
39	Oliver S	7	2	2	3	17	20	2,43	2,86	-3	8
40	Helmut H	7	2	2	3	17	21	2,43	3,00	-4	8
41	Franco C	7	2	0	5	21	18	3,00	2,57	3	6
42	Michael Q	7	2	0	5	9	24	1,29	3,43	-15	6
43	Luitzen B	12	2	0	10	16	62	1,33	5,17	-46	6
44	Pascal V	14	2	0	12	17	63	1,21	4,50	-46	6
45	Carl N	7	1	1	5	7	16	1,00	2,29	-9	4
46	Jan T	7	1	0	6	8	19	1,14	2,71	-11	3
47	Pim V	7	1	0	6	12	29	1,71	4,14	-17	3
48	Yakos T	10	1	0	9	15	44	1,50	4,40	-29	3
49	Alex B	12	1	0	11	8	47	0,67	3,92	-39	3
50	Nick H	14	1	0	13	6	94	0,43	6,71	-88	3
51	Fabio A	7	0	2	5	8	24	1,14	3,43	-16	2
52	Niels T	20	0	2	18	10	83	0,50	4,15	-73	2
53	Andy M	7	0	1	6	6	27	0,86	3,86	-21	1
54	Antonis T	10	0	1	9	10	54	1,00	5,40	-44	1
55	Darren G	12	0	1	11	7	80	0,58	6,67	-73	1
56	Tim K	7	0	0	7	1	79	0,14	11,29	-78	0
57	Leonardo C	10	0	0	10	1	59	0,10	5,90	-58	0
58	Wolf H	14	0	0	14	12	91	0,86	6,50	-79	0

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1	Rikki F	22	19	2	1	139	53	6,32	2,41	86	2,68
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6	Panayotis P	40	29	2	9	203	120	5,08	3,00	83	2,23
7	George K	18	13	1	4	86	48	4,78	2,67	38	2,22
8	Mark P	36	26	0	10	170	98	4,72	2,72	72	2,17
9	Nazim C	12	8	1	3	59	29	4,92	2,42	30	2,08
10	Spyros P	43	28	2	13	228	149	5,30	3,47	79	2,00
11	Nikos A	38	24	3	11	168	104	4,42	2,74	64	1,97
12	Martin B	48	27	8	13	208	131	4,33	2,73	77	1,85
13	James L	10	5	2	3	22	14	2,20	1,40	8	1,70
14	Steve C	48	23	12	13	163	121	3,40	2,52	42	1,69
15	Christian D	14	7	0	7	47	41	3,36	2,93	6	1,50
16	Bill V	18	9	0	9	99	61	5,50	3,39	38	1,50
17	James B	49	22	6	21	132	120	2,69	2,45	12	1,47
18	Vasilis K	25	12	0	13	65	72	2,60	2,88	-7	1,44
19	Danny D	7	3	1	3	10	19	1,43	2,71	-9	1,43
20	Riemer P	35	15	5	15	82	110	2,34	3,14	-28	1,43
21	Klaus Le	12	5	2	5	22	32	1,83	2,67	-10	1,42
22	Kees VdB	24	10	4	10	77	59	3,21	2,46	18	1,42
23	Evert vdB	14	6	1	7	42	63	3,00	4,50	-21	1,36
24	Jorg P	14	6	1	7	39	68	2,79	4,86	-29	1,36
25	Steve S	23	9	3	11	66	81	2,87	3,52	-15	1,30
26	Mark W	20	8	1	11	63	76	3,15	3,80	-13	1,25
27	Glenn L	36	14	3	19	99	126	2,75	3,50	-27	1,25
28	Robert S	46	18	3	19	189	132	4,11	2,87	57	1,24
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33	Oliver S	7	2	2	3	17	20	2,43	2,86	-3	1,14
34	Helmut H	7	2	2	3	17	21	2,43	3,00	-4	1,14
35	Knut L	14	4	2	8	28	57	2,00	4,07	-29	1,00
36	Matthias D	14	4	1	9	43	74	3,07	5,29	-31	0,93
37	Anthony K	21	6	1	14	33	86	1,57	4,10	-53	0,90
38	Franco C	7	2	0	5	21	18	3,00	2,57	3	0,86
39	Michael Q	7	2	0	5	9	24	1,29	3,43	-15	0,86
40	Apostolos T	16	4	1	11	40	81	2,50	5,06	-41	0,81
41	Gunther W	24	6	1	17	29	116	1,21	4,83	-87	0,79
42	Carl N	7	1	1	5	7	16	1,00	2,29	-9	0,57
43	Luitzen B	12	2	0	10	16	62	1,33	5,17	-46	0,50
44	Jan T	7	1	0	6	8	19	1,14	2,71	-11	0,43
45	Pim V	7	1	0	6	12	29	1,71	4,14	-17	0,43
46	Pascal V	14	2	0	12	17	63	1,21	4,50	-46	0,43
47	Mark E	30	4	0	26	49	146	1,63	4,87	-97	0,40
48	Yakos T	10	1	0	9	15	44	1,50	4,40	-29	0,30
49	Fabio A	7	0	2	5	8	24	1,14	3,43	-16	0,29
50	Alex B	12	1	0	11	8	47	0,67	3,92	-39	0,25
51	Nick H	14	1	0	13	6	94	0,43	6,71	-88	0,21
52	Andy M	7	0	1	6	6	27	0,86	3,86	-21	0,14
53	Antonis T	10	0	1	9	10	54	1,00	5,40	-44	0,10
54	Niels T	20	0	2	18	10	83	0,50	4,15	-73	0,10
55	Darren G	12	0	1	11	7	80	0,58	6,67	-73	0,08
56	Tim K	7	0	0	7	1	79	0,14	11,29	-78	0,00
57	Leonardo C	10	0	0	10	1	59	0,10	5,90	-58	0,00
58	Wolf H	14	0	0	14	12	91	0,86	6,50	-79	0,00

#	Player	G	F	GS/G
1	Klaus Lo	43	293	6,81
2	Rikki F	22	139	6,32
3	Martin J	26	161	6,19
4	Alkis P	63	360	5,71
5	Bill V	18	99	5,50
6	Spyros P	43	228	5,30
7	Panayotis P	40	203	5,08
8	Nazim C	12	59	4,92
9	George K	18	86	4,78
10	Mark P	36	170	4,72

The Top Guns

#	Player	G	A	GC/G
1	Gianluca T	39	83	2,13
2	Alkis P	63	138	2,19
3	Martin J	26	57	2,19
4	Klaus Lo	43	100	2,33
5	Rikki F	22	53	2,41
6	James B	49	120	2,45
7	Kees VdB	24	59	2,46
8	Steve C	48	121	2,52
9	Filippo D B	16	41	2,56
10	George K	18	48	2,67

The best defenders (15 games or more)

#	Player	G	W
1	Alkis P	63	48
2	Klaus Lo	43	33
3	Panayotis P	40	29
4	Gianluca T	39	28
5	Spyros P	43	28
6	Martin B	48	27
7	Mark P	36	26
8	Nikos A	38	24
9	Steve C	48	23
10	Martin J	26	22

Most victories

#	Player	G	D
1	Steve C	48	12
2	Martin B	48	8
3	Alkis P	63	7
4	James B	49	6
5	Gianluca T	39	6
6	Rierner P	35	5
7	Kees VdB	24	4
8	Robert S	46	3
9	Klaus Lo	43	3
10	Nikos A	38	3

Most draws

#	Player	G	L
1	Mark E	30	26
2	James B	49	21
3	Glenn L	36	19
4	Robert S	46	19
5	Niels T	20	18
6	Gunther W	24	17
7	Rodolfo M	28	15
8	Riemer P	35	15
9	Wolf H	14	14
10	Anthony K	21	14

Most defeats

# Latest News

5 KOA Kick Off 2 tournaments have taken place since the last issue of *The Aftertouch*:

- **Newent III**

Date: 2/2/2004

Players: 6

Winner: Martin B

Best offense: Martin B

Best defence: Martin B, James B

- **Milan III**

Date: 21/2/2004

Players: 6

Winner: Luigi F

Best offense: Luigi F

Best defence: Gianni T

- **Newent IV**

Date: 2/3/2004

Players: 7

Winner: Robert S

Best offense: Robert S

Best defence: James B

- **Igersheim III**

Date: 20/3/2004

Players: 4

Winner: Christian D

Best offense: Christian D

Best defence: Christian D

● **Newent V**

Date: 25/3/2004

Players: 7

Winner: Martin J

Best offense: Martin J

Best defence: Martin J

# World's Top 20

April 2004

#	Player	Country	Points
1	Martin J	England	2394
2	Rikki F	England	2201
3	Alkis P	Greece	2149
4	Klaus Lo	Norway	1983
5	Gianluca T	Italy	1912
6	Nikos A	Greece	1796
7	Panayotis P	Greece	1792
8	Martin B	England	1700
9	Robert S	England	1645
10	Spyros P	Greece	1610
11	Mark P	Netherlands	1561
12	Steve C	England	1545
13	Bill V	Greece	1505
14	Trevor D	England	1447
15	George K	Greece	1346
16	Luigi F	Italy	1259
17	James B	England	1196
18	Simon B	England	1195
19	James L	England	1193
20	Gianni T	Italy	1163

# Player Manager From Beginner to Expert

By Robert Swift

If you did start Player Manager for yourself after reading the last issue of *The Aftertouch*, I don't for one minute imagine you have been sitting there for two months without starting the game and maybe playing a season. However I was asked to write a series of articles, so you weren't going to get every tip in the first one! So, if you did start, here's what you should have done :

Last month we started a new game and got a blank disk ready. You may remember that I said the mission of season one is to get promoted and win the cup. I wasn't joking. This may sound like a tall order, but remember that your elite KO2 skills - and ability to reload if you lose - make this achievable.

## Winning Matches and Getting Promoted

OK well I am not going to explain every single detail about how to play the game - this isn't a manual - I am just going to advise how to do it well.



Always make sure your Player Manager is included in the starting lineup

Before you click on Match Day, save the game. Now click on match day. OK, so you'll need to play all of your initial games on 'Normal'. Make sure your Player Manager is selected in the starting eleven (ideally as 9 or 10 up front), or you will find yourself watching the game! Because you selected Play As Team when setting up the game, you will control every player once the match starts.

One of the things I didn't realise for AGES was that when picking your side you can click the mouse on the players' names to see their stats. I am just saying this in case you didn't know. Now, when selecting your team, basically don't pick the players with the lowest Pace. They will be useless. Aim to sell them as soon as possible. The next thing is to ensure that the highest Shooting players are selected for any position that involves crossing or shooting at goal. You will soon find the reason for this.

Once the match starts, you will notice that no-one except your Player Manager kicks straight. And there is no after touch! Joy.... What you will find is that the game in the lower divisions of PM is very much like the lower divisions of real football. Kick and rush and not much finesse. It's best to hit long balls from the centre of the pitch (due to their tendency to fly off at ridiculous angles) then chase them with your speedy player manager, who can outrun the defence and score with an accurate shot. The saving grace of lower division PM is that, although the players are rubbish and slow and can't kick straight....the keepers are worse! Expect to enjoy a season of howlers. One final tip is that, even though you may not use it in KO2, a chip followed by a header can be devastating. The beauty of the chip is that all players, however crap, do it straight.

OK....so did you win your first game? If you did...SAVE. In fact, save the game after any win. You don't have to win every league game as long as you stay top of the table. It's hard to win at the start, before you make any of your own signings, but it's a really good idea to reload and try again if this first game was lost. Start as you mean to go on.

The only games that you must win are the cup games. This gets HARD at the end of the season, as you are playing teams from the division above. Expect to play the semis or final up to 3 or 4 times until you fluke a 1-0. Remember, it's the very fact of how crap your players are that mean you need the money from winning the cup.

### **Training the team**

You will often get helpful 'advice' from your Coach telling you that players are not

playing to their full potential in their current position. What is this all about?



Well, be aware that players' positions are not fixed and you can choose them from the main screen under The Coach/Squad Training. Generally speaking, players' skill values give them an 'optimum' position. Passing makes midfielders, Tackling makes defenders, and so on. Occasionally there are players so good, or bad, at a number of skills that you don't know what they are best at. The way the computer decides is purely by value. Value is dependent on position. A player with 180 Tackling and 100 Shooting will be worth a lot more as a defender. Try some of your utility players (or futility players) trained as different things and then check their Board Valuation in The Squad. Generally, the player gets a better Morale, when they are trained as the position that gives the highest value. I am not sure whether Morale has any effect on performance but it does determine whether the player wants to stay or leave your club (the main determinant however is of course whether they get picked).

### **Buying and selling players**

Let's start with selling. Everyone in your starting team is someone that you don't want in the long-term. However before you put them all up for sale, remember that you have to put out 11 players and, due to low Resilience scores, you are going to

need a big squad to cope with the injuries. Start by transfer listing the players who are both old and have lower pace values. They will usually have poor stamina too. Don't be seduced by these players' higher Skill levels. Skills are pointless if you are 'chasing' after the ball at the speed of an asthmatic ant with heavy shopping (to quote Blackadder) and never touch the damn thing. Players just have to be fast. Start by listing players at their Board Valuation, but if they are not getting picked and you are not getting offers after 3-4 weeks, don't be afraid to start slashing these asking prices to drum up interest. After you clear out the old, slow or generally feeble players, next go for the ones that just can't kick straight. Less than 100 shooting in any player is extremely frustrating.

Hopefully the activity above plus your on-pitch heroics and relentless cup run are going to scrape you together a few pennies. Spend these wisely. And don't make the same mistake of successive Forest managers. It is far better to buy one good player for say 450k than three mediocre ones at 150k. The main rule of the PM transfer market is that you have to pay for quality. You simply do not get bargains, because the value is calculated from a factor of the players' ability and skill scores. Cheap players are rubbish. However, don't think that all expensive players are 'good'. High scores of 200 in less important stats like Resilience and Agility can inflate values of players with low Pace. Watch out for this and choose your targets well. At the start, when you are cash constrained, you are going to have to haggle furiously. Always start by offering half the other team's Board Valuation. Don't be afraid to walk away and come back the next week.

### **Moving Onwards**

Hopefully, by the end of season one, you have achieved promotion, won the cup, removed some dorks from your squad, and started to pull together a core of 4-5 players that can do a job for you, and you actually like. Well done. Save the game. Click on 'next season'.

So....what's season two all about? Erm, well, you need to get promotion and win the cup. Just like before. Reload as much as you have to. Get rid of bad players and use the money you are generating to make sure you have a young, pacy, straight shooting team.

OK, so it's season three now. What are you going to do? Well, the rules have changed slightly. You still need to win the cup, but you don't have to win the league. All you have to do is stay up, and you will reap the gate revenues of a top flight side. So, there isn't quite so much reloading. Feel free to keep strengthening your team,

but be aware that you will need 1500k in the bank at the end of this first, top division, season. Don't fritter away your cash on many middle-value players. The whole way that you buy and sell players is about to change.....

3rd Round			
Olympiakos	2	0	Halkidona
Apollon Thess	0	0	Xanthi
Paniliakos	3	0	Inaklis
Atromitos	3	0	Yannina
Chania	2	1	Aris
Panionios	0	1	Panathinaikos
Akratitos	1	0	Apollon
AEK	4	0	Panahaiki

Quarter Finals			
Akratitos	1	7	AEK
Paniliakos	1	0	Olympiakos
Chania	1	0	Atromitos
Panathinaikos	0	1	Xanthi

Semi Finals			
Chania	1	0	Paniliakos
AEK	10	0	Xanthi

The Final			
	AEK		8
	Us.		
	Chania		0

Winning the Cup Competition is always important

At the end of season three, advance using 'Next Week' after your cup triumph and then get a save as 'New Season' appears in the bottom middle. Once you have saved this to your data (blank) disk, you are then going to do something highly illegal. You are also going to save your game to the Player Manager program disk. Hold on! The game will try to stop you doing this. You have to fool it. You will see why.... Click on Save Game from the main screen. If you don't have your formatted disk in drive A, the Amiga will ask you 'Please insert a formatted disk in drive A'. Play along with it, as you won't get any further. The Save Game screen will show you a list of all your many saves on the formatted disk. Go to the box under filename. Type a name like 'Search' or something and then - don't click OK yet - switch the formatted disk for your (write-enabled) Player Manager program disk. The game will save to a very tiny little bit of space on the PM disk. Excellent. Write protect the disk and go onto the new season.

### Recruiting million pound players

OK, so this is now the main function of the game. I am going to tell you mechanically how to do it now, but the next edition will be telling you WHO to be buying, in what order, and how to plan, develop and train a team.

So you saved at the end of the last season. The disk drive grates, and a new season begins. At the start of the new season, a whole new batch of players is created. No more players are created during the season. The original ones are just moved around. In week 1, go to Transfers before you click on anything else. Select the 500K+ price band. Skip through Forward, Midfield, Defender, Keeper to see if there are any players. On average there should be 1-2 players, always aged 18, although there may be none. Look at the players. What is their value? If it's less than 900k, don't even click on them. The chances are that no players will satisfy these criteria. OK, in that case, click on Done. Then simply go to The Club/Managerial Assessment/Resign, and reload your game. Then....click on New Season, and repeat.

The reason you are doing this is to make a superteam of 1000K+ players. These DO exist, but you may have to repeat this 'search' process any number of times until a 1000K player comes. There is just no present number of searches required. It can take 1, 10 or 100 repetitions.

Now you see why the game is saved on the PM disk. Imagine all that disk swapping if it wasn't! Now all you have to do is click. Soon, the rhythm of New Season, Transfers, Click Click Click, Resign and reload will be your entire life. : A player search takes approximately 1 minute. I find that on average, as a very rough guide and with no promises, 20-30 searches will yield a 1000K player.



If you see a player you like, just buy him; never negotiate

OK, so you're asking, I see a 1000K player(!) what do I do? Simple. Buy them. And pay the full price. Do not haggle! If any 1000K players are left unbought at the end of Week 1 you will never see them again. You can't risk losing out on a 1000K player after all that searching by trying to haggle and save cash. You spent all that time winning the cup to raise money and this is what it's for.

So what next? Find out next month.

# 16-bit Jewel



Review by Nikos Andreou

If you have been following this column, you already know that I am a big fan of the Thalion games. Choosing a game for this review was very difficult, simply because I had to pick between Lethal Xcess (my all time favorite shooter), Chambers of Shaolin, Need For Speed and Enchanted Land. I picked Enchanted Land simply because this game introduced revolutionary aspects in ST games.



Enchanted Land was released in 1990. It was programmed by the ST demo crew The CareBears. People were wondering what would happen if demo crews were releasing games so there you go. This masterpiece was programmed by Nic Thisell. People like myself, who were involved in the legendary ST Demo Wars will probably know him well.

The game was revolutionary because it introduced Sync Scrolling on the ST. The game had 10 layers of parallax scrolling at 50Hz, cool rasters in the background and a lots of transparency. All these were on a simple ST with no special hardware for scrolling like the Amiga. Another limitation on the ST were the 16 colors on screen.

Enchanted Land featured 16 colors for the mountains in the background alone!



The in-game music is also excellent. It was written by the legendary Jochen Hippel (aka Mad Max). Each level has its own tune that is eight in total. Hippel has the unique charisma to write music that perfectly ties with the action in a game. If you are patient enough to play this game and get to the later levels, you will understand what I mean. The Level 2 and Level 5 tunes are just perfect. Chip music has never been so nice before...

The playability is brilliant. To start with, the game is hard. It's actually very hard. Once you get used in controlling the wizard (you control a wizard called Kurgan!) and understand all the creatures in the game, you will be rewarded with a true challenge. You will eventually be addicted to the game, and regardless of how hard it is, you will try to get to the next level and then to the next and so on. There are several hidden parts in the game like underground caves where you can collect bonus items. At the end of each level there is a boss like a giant frog, a slightly big goldfish and others like that! 'Not scary' you may think, but I assure you that it took me about seven tries to pass through that frog!



Overall, the game is unique. When I first played it in 1990, I thought that it was a masterpiece. 14 years later, I think exactly the same. Technically, it's unique with

all these revolutionary aspects. The gameplay is very challenging and will certainly keep you attached to the game for a long, long time. An enchanted game for enchanted people.

<i>Graphics</i>	94%
Sound	93%
Playability	89%
Lastability	92%
<b>OVERALL:</b>	<b>93%</b>