

THE OFFICIAL WORLD CUP
PC/AMIGA

2016 20 & 21 AUGUST

NATUURVRIENDENHUIS KRIKKENHAAR ALMELO (BORNERBROEK)
THE NETHERLANDS



DAYS 2016

MORE INFORMATION: WWW.SENSIBLESOCCER.DE CONTACT: SENSIDAYS2016@GMAIL.COM

### **CREDIT NOTES**

EDITOR IN CHIEF - ROCK N ROLL

EDITORS - ROMANISTA, ELMICHAJ, DIOR DJOWGER, PLAYAVELI



SWOS UNITED
WWW.SENSIBLESOCCER.DE, (C) 2016

## CONTENTS

FOREWORD BY NUMBER ONE - ELMICHAJ	PAGE 4
SENSIBLE DAYS 2015 - LUBIN, POLAND	PAGE 5
SENSIBLE DAYS 2016 - THE ORGANIZERS	PAGE 7
SENSIBLE DAYS 2016 - THE VENUE	PAGE 8
SENSIBLE DAYS 2016 - LOCAL FOOTBALL	PAGE 9
SENSIBLE DAYS 2016 - NATUURVRIENDENHUIS	PAGE IO
SENSIBLE DAYS 2016 - TOURNAMENT SCHEDULE	PAGE II
SENSIBLE DAYS 2016 - PARTICIPANTS	PAGE 12
SENSIBLE DAYS 2016 - GENERAL TOURNAMENT RULES	PAGE 16
SENSIBLE DAYS 2016 - PC TOURNAMENT FORMAT	PAGE IT
SENSIBLE DAYS 2016 - AMIGA TOURNAMENT FORMAT	PAGE 18
SENSIBLE DAYS 2016 - OTHER TOURNAMENTS FORMAT	PAGE 19
SENSIBLE DAYS 2016 - MISCELLANEOUS INFORMATION	PAGE 20
SENSIBLE DAYS HISTORY - PC / AMIGA	PAGE 2I
SENSIBLE DAYS HISTORY - OTHER TOURNAMENTS	PAGE 28
SENSIBLE DAYS HISTORY - ALL TIME STATISTICS	PAGE 29

#### FOREWORD BY -NUMBER ONE-

IT'S 2016 AND SWOS IS STILL ALIVE AND KICKING.

IN YEAR 20 OF SWOS CALENDAR (STARTING 96/97) WE PLAY OUR WORLD CHAMPIONSHIP IN ALMELO (NETHERLANDS), AGAIN. LAST TIME WE PLAYED HERE WAS 4 YEARS AGO AND THE LOCATION AND TOURNAMENTS WERE VERY NICE, EVEN WITH A LOT OF ONIONS.

MORE THAN 40 PLAYERS FROM II COUNTRIES WILL MEET TO BATTLE IT OUT ON THE PIXEL PITCH.

I AM VERY HAPPY THAT THE COMMUNITY IS STILL ALIVE AND ACTIVE. I NEVER THOUGHT THAT THIS PROJECT WOULD BE RESPONSIBLE FOR MEETING SO MANY NICE FRIENDS AND HAVING A LOT OF GOOD TIMES AND SHARING GOOD MEMORIES.

TWENTY YEARS AFTER SWOS WE WILL ALSO HAVE OUR FIRST LOOK AT THE NEW SOCIABLE SOCCER. I HOPE IT WILL BRING A LOT OF NEW FUN AS CURRENTLY PROMISED.

SO LET'S WORK TOGETHER THAT WE'LL KEEP ON HAVING FUN OVER THE NEXT 20 YEARS.

THE DAYS MUST GO ON...

YOURS, ELMICHAU





#### SENSIBLE DAYS 2015 - LUBIN, POLAND

I REMEMBER MY TALK WITH COLIN FROM 2013 IN BERLIN. WE THEN TALKED ABOUT WHAT MOTIVATES US TO PLAY SWOS, AND I SAID HOW IT WAS WITH ME. I WAS A KID OBSESSED WITH COMPUTER. GAMES DURING THE 90IES. I READ ALL THE COMPUTER MAGAZINES, I ALWAYS DREAMED ABOUT PARITICIPATING IN DEMOSCENE EVENTS, ANY KIND OF GATHERINGS OF THE GAMES FREAKS. BUT OF COURSE, MY FAVOURITE GAME WAS SWOS AND MY BIGGEST DREAM POLISH WAS TO. GO TO SWOS (THERE WERE CHAMPIONSHIPS EDITIONS, BIG TOURNAMENTS FOR OVER 100 PEOPLE THAT TOOK PLACE FROM 95 TO 97). UNFORTUNATLY I WAS TOO YOUNG TO GO THERE BY MY OWN. SENSIBLE DAYS FOR ME IS THE FULFILLMENT OF MY BIGGEST DREAM FROM THAT TIME. IF SOMEONE BACK THEN WOULD HAVE TOLD ME THAT ONE DAY I WILL TRAVEL ACROSS EUROPE PARTICIPATE TO IN BIG INTERNATIONAL TOURNAMENTS, AN OFFICIAL WORLD CHAMPIPONSHIP OF



SWOS, THAT I WILL MEET THE GREATEST PLAYERS, THAT I WILL COMPETE USING MY SPECIAL, SELFMADE JOYSTICK, WELL... I WOULD HAVE ACTUALLY FELT LIKE A LITLE GIRL WHO IS JUST DISCOVERING THAT SHE IS AN ACTUAL, REAL PRINCESS. SO THAT IS WHAT IT MEANS TO ME!

ABOUT DAYS 2015... I RELLY COULD REPEAT WHAT I WROTE A FEW DAYS AFTER THE TOURNAMENT AND I WILL QUOTE IT NOW:

"I HAD A DREAM (THATS HEAVY) TO ORGANIZE SENSIBLE DAYS SINCE DAYS 2007. THE FIRST SO BIG INTERNATIONAL SWOS TOURNAMENT. THE EXPERIENCE WAS AMAZING - PEOPLE FROM ALL OVER EUROPE, MOTIVATED, EXCITED AND HAVING A GREAT TIME. THE TRUE ATMOSPHERE OF CHAMPIONSHIP, UNREPEATABLE, UNIQUE.

WHAT WE ARE DOING FOR SO MANY YEARS HERE IS SOMETHING EXCEPTIONAL. I WAS LOOKING FOR COMPARISONS MANY TIMES BUT I WASN'T ABLE TO FIND ANY. I WOULD SAY SENSIBLE DAYS ARE A COMBINATION OF WHAT COMES FROM THE GAME ITSELF, AND WHAT IS BROUGHT BY OUR COMMUNITY. THE GAME IS ABOUT REFLEX, TACTIC, CONCENTRATION, WINNER MENTALITY. OUR COMMUNITY IS BASED ON FRIENDSHIP, JOY, COOPERATION AND A BIT OF IRONY.

I CAN ONLY STATE THAT WE MADE IT - TOGETHER WE ORGANIZED AND MANAGED THIS TOURNAMENT. DESPITE OF PHYSICAL EXHAUSTION AND ALL SHORTCOMINGS IN TERMS OF ORGANIZATION, DESPITE THE NECESSITY TO MAKE AN ARBITRARY DECISION IN SOME UNEXPECTED CASES.... IT'S NOT ENOUGH, I'M STILL HUNGRY FOR SWOS. I WOULD LIKE TO ORGANIZE IT AGAIN, THOUGH NOT NEXT YEAR (I WILL SAY - THERE WERE IDEAS LIKE THAT IN OUR GROUP), MAYBE IN 2, MAYBE IN 3 YEARS. I AM SURE THAT WE WILL DO IT AGAIN, AND THIS TIME WE WILL BE WISER FOR THE EXPERIENCE OF THE LAST WEEKEND.

IT'S BEEN A LONG TIME SINCE I DID ANYTHING FOR THE FIRST TIME IN MY LIFE AND I HAVE TO ADMIT THAT I DID LEARN A LOT.

FIRST OF ALL - AN EVENT LIKE THIS SHOULD FOLLOW ONE CONSISTENT CONCEPT. SURE - YOU HAVE TO DISCUSS IT WITH A GROUP OF PEOPLE, BUT IN THE END IT SHOULD BE ONE SCENARIO WITH ONE DIRECTOR. ANOTHER THING ARE THE DETAILS. MY WORST FEAR WAS THAT SOMETHING BIG WILL HAPPEN (PROBLEMS WITH THE HOTEL DUE TO THE NOISE, POWER CUT, AN EARTHQUAKE...) - EVENTUALLY WE HAD PROBLEMS WITH TO THANK ALL THE PLAYERS FROM THAT GROUP FOR THEIR PATIENCE AND COOPERATION. THANK YOU FOKA FOR MAKING GREAT DECISIONS AND FOR PUSHING THE OTHER GROUPS TO FINISH THEIR GAMES ASAP). I HAVN'T THOUGHT ABOUT ALL THE DETAILS, THAT MIGHT NOT BE BIG OBSTACLES INDIVIDUALLY, BUT CAN ACCUMULATE AND STEAL A LOT OF TIME (EVEN MORE THEN BROKEN PC'S WITH PENS, SOME AMIGAS NOT WORKING WITH HD FLOPPY DISKS - SAVE DISK, LACK OF CONTROLLERS AND SO ON...).

IRONICALLY THERE WAS A POSIVITE SIDE OF IT ALL. MORE PEOPLE WRE FOCUSED, MORE PLAYERS TOOK THE RESPONSIBILITY, AND WE MADE IT, EVEN THOUGH WE ALL WERE EXHAUSTED, EVEN IF IT TOOK A BIT LONGER THAN IT USUALLY TAKES.

FINALLY - EVEN IF I COULDN'T ENJOY DAYS LIKE I USUALLY DO I WAS ABLE TO CAPTURE A COUPLE OF PICTURES FROM THE WEEKEND.

ONE GEART MEMORY THAT WILL STAY WITH ME IS THANKS TO HADOR. HADOR IS MY VERY OLD FRIEND FROM WARSAW (FIRST TIME ON DAYS), HE PLAYS SNOOKER AND VERY OFTEN HE IS PARTICIPATING IN SNOOKER COMPETITIONS, SO HE GOT USED TO THE ATMOSPHERE OF TOURNAMENTS. ON SATURDAY, AROUND 9 PM I ENTERED THE PLAYING ROOM. THERE WAS SOME DEEP, CALM MUSIC PLAYING IN THE CORNER, IT WAS QUIET IN THE ROOM. PLAYERS GATHERED AROUND THE PC'S, PLAYING, WRITING DOWN THE SCORES, DISCUSSING, LOOKING ON THE

KO TREE. ALL WAS GOING LIKE CLOCKWORK, NO SIGNS OF CHAOS. SO HADOR STOPPED ME THEN, FORCED ME TO TAKE A LOOK AROUND AND VERY HAPPILY SAID "NOW THATS IS A SUPERB CLIMATE OF COMPETITION".

SECOND ONE IS FROM SUNDAY. ROUND OF LAST IS AMIGA GAMES BETWEEN PRIMO AND ANDY. BIG CROWD BEHIND THE PLAYERS, CONCENTRATED ATMOSPHERE, LOUD CHEERING - ALMOST LIKE IN A BOXING MATCH ("STRIKE HIM, NOW, STRIKE HIM, HOLD HIM, DON'T LET HIM STAD"). EMOTIONS THAT I MISSED FOR A WHILE!

I WISH YOU ALL THE BEST TIME, GREAT ATMOSPHERE, I WISH YOU ALL THESE FANTASTIC EMOTIONS THAT WE ARE CHASING AFTER EVERY YEAR. I REALLY WISHED TO BE THERE AND I REALLY HOPE WE WILL MEET THE NEXT YEAR.



JUST KEEP THE SPIRIT!

DIOR

#### SENSIBLE DAYS 2016 - THE ORGANIZERS

## - ROCK AND ROLL -

TOURNAMENT ORGANIZER TOURNAMENTS ADMIN MAGAZINE EDITOR

# RICK LINDEMAN - ROMANISTA -

TOURNAMENT ORGANIZER FINANCIAL ADMIN PR COORDINATOR

## MARK DE VELDE HARSENHORST - NAKKEOST -

CATERING ORGANIZER TRANSPORT HARDWARE SUPPORT

## FRITS BOSSCHERT

HARDWARE COORDINATOR AV EDITOR INVENTORY MANAGER

## PHILIPP HABERMANN - PLAYAVELI -

GENERAL ADMIN TOURNAMENTS ADMIN SENSIBLE DAYS PROMOTION

## ANDREAS IBSEN - ANDIB -

GENERAL ADMIN SAVE DISK ADMIN TOURNAMENTS ADMIN





















#### A SPECIAL THANKS TO

- REDHAIR A.K.A. CMOS-CARSTEN FOR ALL HIS SUPPORT BEHIND THE SCENES WITH HARDWARE ISSUES, THE LOGOS HE CREATED FOR THIS YEARS MEDALS AND SO ON AND SO ON
- DJOWGER FOR HIS MASSIVE CONTRIBUTION TO ALL THE STATISTICS ETCETERA IN THIS MAGAZINE AND ALL ADVICE
- XFLEA FOR THE ONLINE PHOTO COLLAGE OF THIS YEARS PARTICIPANTS (WHICH WILL BE ONLINE AFTER THIS YEARS SENSIBLE DAYS HAS FINISHED)
- ELMICHAJ, WITHOUT WHO THERE WOULD BE NO COMMUNITY AND NO SENSIBLE DAYS
- GERDA'S KOMBUISJE FOR THE SUPERB CATERING AND TAKING CARE OF ALL OUR FOOD AND DRINK NEEDS
- TO EVERYONE WHO CONTRIBUTED TO OUR EVENT WITH HARDWARE, ADVICE AND THEIR PARTICIPATION.

#### SENSIBLE DAYS 2016 - THE VENUE

#### INTRODUCTION TO ALMELO

#### WELCOME

WELCOME TO ALMELO! A CITY NAMED AFTER THE RIVER AA AND ITS FOREST GROUNDS, CALLED -LO-. WHERE JUSTICE HAS BEEN SERVED FOR CENTURIES AND MANY OF THE HIGHS AND LOWS OF THE TEXTILE INDUSTRY ARE STILL VISIBLE TODAY. ALMELO IS KNOWN FOR THE RELATIVELY LARGE NUMBER OF EVENTS HELD HERE, NO LESS THAN ISO EVERY YEAR! ADD TO THIS AN



EVER GROWING NUMBER OF HIGH-TECH COMPANIES AND THE INNER CITY RECONSTRUCTION PLANS AND YOU WILL UNDERSTAND WHY WE PROUDLY SAY: ALMELO, NEVER A DULL MOMENT!

#### NOBILITY IN ALMELO

IN THE  $\text{II}^{\text{TH}}$  CENTURY THE TOWN OF ALMELO FORMED AROUND THE CURRENT LOCATION OF HOUSE ALMELO. SINCE THE  $\text{IH}^{\text{TH}}$  CENTURY THE EARL OF ALMELO IS A MEMBER OF THE VAN RECHTEREN LIMPURG FAMILY, WHO TILL THIS DAY OWN AND INHABIT HOUSE ALMELO. ONE OF THE NOBLE RIGHTS OF THE EARL WAS TO ADMINISTER JUSTICE OVER HIS LANDS. OBVIOUSLY HE NO LONGER HOLDS THIS RIGHTS TODAY, THOUGH A COURT OF JUSTICE REMAINED IN ALMELO. EVEN TODAY THE CITY STILL HAS A REGIONAL COURTHOUSE AND A CORRECTIONAL FACILITY. NOWADAYS THE EARL MAINLY TENDS TO HIS LANDS, OF WHICH LARGE PARTS ARE OPEN FOR THE PUBLIC TO ENJOY.

#### SMOKESTACKS AND STEAM ENGINES

THE TEXTILE INDUSTRY BY FAR HAD THE MOST IMPACT ON MODERN DAY ALMELO. FROM THE 19<sup>TH</sup> CENTURY UNTIL THE LATE SIXTIES ALMELO WAS FILLED WITH TEXTILE FACTORIES. NEARLY THE ENTIRE POPULATION DEPENDED ON THIS INDUSTRY ONE WAY OR THE OTHER. SILENT TESTAMENTS TO THIS ERA AREN'T JUST THE 'TWENTE CENTRUM', 'THE SMOKESTACK AT RESTAURANT KRETA' AND THE 'INDIA COMPLEX', ALMELO ALSO OWES ITS MANY HERITAGE HOUSES TO THE ONCE WEALTHY AND POWERFUL TEXTILE MOGULS OF THE TIME.

#### LOCAL PROFESSIONAL FOOTBALL TEAMS

SENSIBLE DAYS 2016 WILL TAKE PLACE IN ALMELO, IN THE TWENTE REGION OF THE NETHERLANDS. THIS REGION IS HOME TO TWO SOCCER CLUBS IN THE DUTCH TOP DIVISIONS.

HERACLES ALMELO WON THE DUTCH NATIONAL TITLE TWICE, IN 1927 AND 1941. IN THE 2004-05 SEASON, HERACLES WON THE TITLE IN THE EERSTE DIVISIE, SO THAT DURING THE 2005-06 SEASON, HERACLES PLAYED IN THE EREDIVISIE, WHERE THEY FINISHED 19TH. IN 2012 HERACLES COMPETED IN ITS FIRST DUTCH CUP FINAL, WHICH IT LOST TO PSV EINDHOVEN.

HERACLES ALMELO CURRENTLY PLAY AT THE POLMAN STADION IN ALMELO. THE POLMAN STADION WAS BUILT IN 1999 WITH A CAPACITY 6,900, THIS WAS EXPANDED IN 2005 TO HOLD 8,500. THE PITCH AT THE POLMAN STADION IS ARTIFICIAL TURF. AFTER RENOVATION OF THE STADIUM AT THE BEGINNING OF SEASON 2015-16 IT HOLDS 19.500 SUPPORTERS.

THE CLUB WAS FOUNDED ON MAY 3, 1903 AS HERACLES, AFTER THE DEMIGOD SON OF ZEUS. THEY CHANGED THEIR NAME IN 1974 TO SCHERACLES 74. THE CURRENT NAME DATES FROM 1998.

IN THE 2015/16 SEASON, HERACLES QUALIFIED FOR THE FIRST TIME IN CLUB HISTORY FOR EUROPEAN FOOTBALL.

FC TWENTE IS A DUTCH PROFESSIONAL FOOTBALL CLUB FROM THE NEARBY CITY OF ENSCHEDE, PLAYING IN THE JUPILER LEAGUE. THE CLUB WAS FORMED IN 1965 BY THE MERGER OF 1926 DUTCH CHAMPIONS, SPORTCLUB ENSCHEDE AND ENSCHEDESE BOYS. THEY WERE THE HOLDERS OF THE 2011 KNVB CUP AND JOHAN CRUIJFF SCHAAL TROPHIES, AND WERE EREDIVISIE CHAMPIONS IN THE 2009-10 SEASON; THE TEAM HAS ALSO FINISHED AS EREDIVISIE RUNNER-UP THRICE, WAS RUNNER-UP IN THE 1974-75 UEFA CUP, AND HAS WON THE KNVB CUP THREE TIMES. TWENTE'S HOME GROUND SINCE 1998 IS DE GROLSCH VESTE.

CURRENTLY THEY ARE FIGHTING FOR SURVIVAL. IN JUNE 2016 THE DUTCH FA RELEGATED TWENTE TO THE JUPILER LEAGUE RELEGATED TWENTE DUE TO FINANCIAL SCANDALS. THE SUPREME COURT REVERSED THAT DECISION SO FC TWENTE REMAINED IN THE EREDIVISE.

#### ROMANISTA







#### NATUURVRIENDENHUIS KRIKKENHAAR



WELCOME TO THE "FRIENDS OF NATURE HOUSE" KRIKKENHAAR IN BORNERBROEK! THIS HOUSE, RUN BY VOLUNTEERS, IS THE OLDEST OF ITS KIND IN THE NETHERLANDS. THE HOUSE IS SURROUNDED BY A FOUR HECTARE FOREST AND IS A PLACE WHERE YOU CAN RELAX AND BE ONE WITH NATURE. SO A PERFECT PLACE TO TAKE YOUR SWOS TO THE NEXT LEVEL! WE HAVE THE WHOLE HOUSE (INCLUDING THE OUTSIDE SPACE) FOR OURSELVES. THERE IS ROOM FOR 50 PEOPLE TO SLEEP OVER. THERE ARE IS BEDROOMS ON TWO FLOORS, COLIN HAS THE EXACT SLEEPING ARRANGEMENTS IN CASE OF ANY PROBLEMS. EACH FLOOR HAS SHOWERS AND TOILETS WITH WASH BASINS. THERE IS ALSO A KITCHEN AND ONE LARGE COMMON ROOM WHERE THE MAIN EVENTS WILL BETTING ABOUT THE SMALL ER SMALLER COMMON ROOM AND A SITTING AREA FOR THE SMALLER EVENTS. THE SMALLER COMMON ROOM IS ALSO WHERE THE TOURNAMENT ADMINS CAN BE FOUND. THERE IS AN OUTDOOR TERRACE AND SO ON AND SO ON. THERE IS WIFI, THOUGH THE AMOUNT OF CONNECTIONS AND THE SPEED IS LIMITED. IN OTHER WORDS...

...EVERYTHING WE NEED FOR SENSIBLE DAYS NUMBER IЭ...

WE HAVE THE HOUSE FOR OURSELVES BUT WE ARE GUESTS. TWO HOST VOLUNTEERS WILL BE HERE TO MAKE SURE OUR STAY IS AS ENJOYABLE AS POSSIBLE. TO MAKE SURE THEY ALSO HAVE A GREAT WEEKEND, THERE ARE SOME RULES AND REGULATIONS:

- WE CAN BE AS NOISY AS WE LIKE UNTIL II O'CLOCK IN THE
- EVENING. AFTER THAT THE OUTSIDE DOORS MUST BE CLOSED. ACCORDING TO DUTCH LAW, YOU AREN'T ALLOWED TO SMOKE IN THE BUILDING. YOU CAN SMOKE ON THE TERRACE, WHICH IS
- WHERE THE ASHTRAYS ARE (DUH!). WE DON'T HAVE TO CLEAN THE WHOLE HOUSE, BUT WE DO HAVE TO MAKE SURE IT'S TIDY.
- NO DRINKS ARE ALLOWED TO BE PLACED BY THE COMPUTERS! SO TRY NOT TO LITTER, SO PLEASE THROW AWAY YOUR CANS, AND MAKE SURE THE BEDROOMS ARE TIDY WHEN YOU LEAVE. WE HAVE TO CHECK OUT BEFORE 12 O'CLOCK ON MONDAY.

#### SENSIBLE DAYS 2016 - TOURNAMENT SCHEDULE

AS ALWAYS, THIS SCHEDULE IS SUBJECT TO UNFORESEEN CHANGES. PLEASE HELP US IN MAKING SURE THIS WEEKEND RUNS SMOOTHLY, AND ON TIME!

#### FRIDAY 19TH AUGUST

14.00	ARRIVAL AND TOURNAMENT SET-UP
19.00	DINNER
	TOURNAMENT DRAWS FOR PC, CLASSIC SENSI, XBOX
22.30	START CLASSIC SENSI AND XBOX TOURNAMENTS

#### SATURDAY 20TH AUGUST

09.00 BREAKFAST	
II.00 START PE TOURNAMENT	
13.00 LUNCH	
IT.30 DINNER	
19.00 START PE KNOEKOUT ROUNDS	
23.00 PE FINAL	
00.00 PC AWARD CEREMONY	
00.30 START TOURNAMENT SET-UP AMIC	3A

#### SUNDAY 21ST AUGUST

09.00 10.00 11.00	BREAKFAST TOURNAMENT DRAW FOR AMIGA + GROUP PHOTO! START AMIGA TOURNAMENT
13.00	LUNCH
IT.00	START AMIGA KNOEKOUT ROUNDS
I7.30	DINNER
21.90	AMIGA FINAL + AWARD CEREMONY
22.00	X-BOX FINAL + AWARD CEREMONY
22.90	CLASSIC SENSI FINAL + AWARD CEREMONY
29.00	CLEARING UP TIME + TIME TO RELAX

### MONDAY 22ND AUGUST

00.00	BREAKFAST + CLEANING ROOMS
11.00	FAREWELL TIME

#### SENSIBLE DAYS 2016 - PARTICIPANTS

THE FOLLOWING IS A LIST OF ALL PARTICIPANTS AT SENSIBLE DAYS 2016, INCLUDING A FEW WHO WERE STILL TRYING TO MAKE ARRANGEMENTS WHEN THIS MAGAZINE WAS PRINTED. PER PLAYER YOU CAN FIND A PHOTO (IF WE HAVE ONE!), HIS NICKNAME, TEAM NAME, ALL TIME OFFLINE RANKINGS AND SENSIBLE DAYS TROPHY CABINET. THE PLAYERS HAVE BEEN GROUPED PER COUNTRY.

THE USED ABBREVIATIONS FOR THE RANKINGS AND TROPHIES ARE:

P = PC A = AMIGA

X = XBLA C = CLASSIC SENSI.

SEE HOW MANY AUTOGRAPHS YOU CAN COLLECT...

#### DENMARK



ANDIB.

**CS HEREDIANO** P:I2 A:3 X:I2 C:5





DJOWGER

DJOWGER

P:6 A:1 X:7 C:1



EGEBJERG LUXUS

BRAZIL

P:22 A:29 X:29 C:26



FC SANDKAGEN

ITALY

P:35 A:33 X:29 E:19

#### DENMARK



KLARIS

MIDT OM NATTEN P:18 A:6 X:10 E:9



TEAM OELKOHOLD

TEAM OELKOHOLD

P:29 A:18 X:18 E:17



DEFENSEMUTTE

DEFENSEMUTTE

P:- A:39 X:- C:-



SPIR

BRAZIL

P:3I A:II X:26 E:8

#### FINLAND



FINEAD

MP

P:38 A:31 X:22 C:34





CANIGGIA

CANIGGIA MY LOVE

P:- A:- X:- C:-

#### GERMANY

#### GERMANY



PLAYAVELI SS.DE ALLSTARS P:I A:S X:6 C:7





HANSA OLDSEHOOL P:13 A:16 X:5 E:15

O ST. VITUS RETRO KICKERS P:18 A:35 X:32 C:36



HEINAIR VFB SPELDORF P:24 A:29 X:33 C:21



TEAM DEUTSCHLAND P:7 A:15 X:14 C:3

ELMICHAJ



**ŏŏŏŏŏŏ** ANDYPSILON KHAOS LEGIONS P:Э A:I4 X:8 C:20



KLINKI EIFEL CREW P:9 A:97 X:94 C:99



PAIDER EIFEL CREWIII P:II A:22 X:25 C:13



BOMB BOMBZZ P:5 A:10 X:4 C:12

PINO



FC SCHNURRI P:21 A:34 X:27 C:27



KINDELOONEY MOENCHENGLADBACH P:28 A:38 X:18 C:32



ZERO ITALY ZERO P:39 A:36 X:- C:-



GRIESGRAM
ITALY GRIESGRAM
P:41 A:- X:37 C:-



UKNOWI SV WERDER BREMEN P:- A:27 X:- C:-



OLI O. IO FL P:IT A:32 X:36 E:23



PALLISTER HAVELLAND UTD P:25 A:19 X:29 C:10

#### POLAND

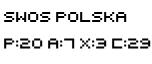


BOBBIEBOBRAS BOBBIEBOBRAS P:8 A:9 X:2 C:14



BLAZEJ\_BDG BLAZEJ P:4 A:2 X:1 C:2





#### THE NETHERLANDS



ROMANISTA ROMA. OLANDESI P:37 A:41 X:18 C:22



NAKKEOST NAKKEOST P:16 A:21 X:9 C:16



SWOOZH SWOOZH P:34 A:28 X:15 С:11



BOESJESMAN MATTITD P:40 A:40 X:28 E:30

#### POLAND



XFLEA FLOT FRIENDS P:29 A:25 X:13 C:24



SANEK REAL MADRID P:14 A:12 X:16 C:25



**X** DZEM DZEM P:IS A:I3 X:29 C:4



#### THE NETHERLANDS



JUSTNICO PIRATES UNITED P:- A:- X:- C:-



ANTIHERO
FC KNUDDE
P:- A:- X:- C:-



HANNIEKNUPPEL HANNIEKNUPPEL P:36 A:- X:- C:-

#### TURKEY



ALI SWOS TURKIYE P:10 A:4 X:17 C:18





HAKANFB FENERBAHCE P:32 A:30 X:- C:-

BULGARIA



MARIN PARUSHEV
BEROE
P:2 A:8 X:II C:6

BULGARIA



NIKOLA POPOFF NIKOLA P:33 A:42 X:35 C:35 -

ITALY



RETRIEVING URAWA RED P:- A:- X:- C:-

EMMETI





LEMONHEADIV LEMON TEAM ? P:- A:IT X:- C:-



? P:26 A:20 X:- C:-

HUNGARY



BROMBERG LAZIO P:30 A:24 X:21 C:31

GREAT BRITAIN (ENGLAND)



ROEK AND ROLL ROEKS FLAB XI P:27 A:29 X:33 E:28

#### SENSIBLE DAYS 2016 - TOURNAMENT RULES

- IN THE PC AND AMIGA TOURNAMENTS, PLAYERS ARE PLACED IN GROUPS BY DRAWING FROM POTS.
  THE POTS HAVE BEEN CREATED BEFOREHAND BY WELL
  RESPECTED SENSIBLE DAYS VETERANS.
  THERE IS NO SEEDING FOR THE CLASSIC, XBLA AND SOCIABLE
- SOCCER TOURNAMENTS.

#### TEAMS AND TACTICS

- $\cdot$  ALL TEAMS AND TACTICS ARE ON THE SENSIBLE DAYS 2016
- SAVE DISK INSTALLED ON ALL COMPUTERS.
  NO CUSTOM TEAMS ARE USED IN THE CLASSIC, XBLA AND SOCIABLE SOCCER TOURNAMENTS.
- IF A PLAYER DOES NOT HAVE HIS/HER OWN CUSTOM TACTIC, HE MAY USE ANY AVAILABLE TACTIC ON THE SAVE DISK EXCEPT ONE CREATED BY HIS OPPONENT (UNLESS HE/SHE GIVES PERMISSION).

#### PITCH TYPE

ALWAYS RANDOM (PRESSING ESC TO GET A NEW PITCH, ONLY I DESCRIPTION OF THE SOURCESE TO GET A NEW PITCH, ONLY IF BOTH PLAYERS AGREE). IF BOTH PLAYERS AGREE TO PLAY ON A SPECIFIC PITCH THIS IS FINE TOO.

#### CONTROLLERS

- FREE OF CHOICE. THERE ARE VARIOUS CONTROLLERS PRESENT AT THE TOURNAMENT.
- YOU MY ABIDE BY THE RULES THE COMPUTER'S OWNER HAS SET OUT. THIS CONCERNS THINGS LIKE THE OBLIGATORY USE OF EXTENSION CABLE ETC.

#### HOME PLAYER "ADVANTAGE".

THE "HOME" PLAYER MAY PICK HIS SEAT POSITION FIRST.

#### OTHER GAMEPLAY RULES

- PLAYERS ARE NOT ALLOWED TO PRESS "R", "S", "SPACE", "F9" AND "ESC" DURING A GAME UNLESS AGREED UPON AMONGST THE TWO PLAYERS
- NUMBER OF SUBSTITUTES FOR EACH MATCH IS 5 OF 5.

- GAME TIME / OPTIONS
   ALL MATCHES LAST THREE MINUTES.
   IN THE PC AND AMIGA TOURNAMENTS ALL PLAYERS PLAY TWO MATCHES AGAINST ALL THEIR OPPONENTS; ONE HOME AND ONE AWAY LEG.

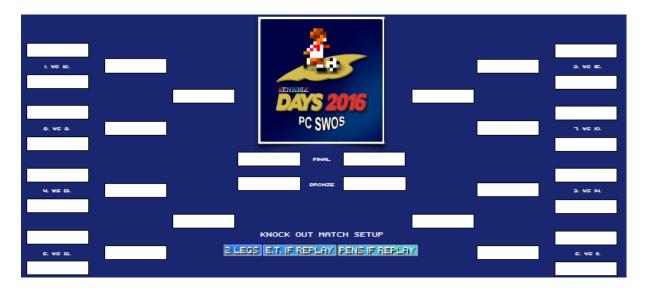
#### AMIGA TACTICS RULES

- THE "HOME" PLAYER IS ALLOWED TO USE A CUSTOM TACTIC. IF HE DOES, THE AWAY PLAYER IS ALSO ALLOWED TO LOAD A CUSTOM TACTIC.
- IF THE HOME PLAYER DOESN'T USE A CUSTOM TACTIC, THE AWAY
- PLAYER MUST USE A STANDARD TACTIC.
  OPTIONAL RULE: PLAYERS AGREE BETWEEN THEMSELVES! (EG.: BOTH GAMES WITH TACTICS) HOWEVER, ONLY ONE TACTIC MAY BE LOADED PER PLAYER!

PC TACTICS RULES
- CUSTOM TACTICS ARE ALLOWED IN EVERY MATCH WITHOUT ANY RESTRICTIONS!
HOWEVER, ONLY ONE TACTIC MAY BE LOADED PER PLAYER!

#### SENSIBLE DAYS 2016 - PC TOURNAMENT FORMAT

```
IST ROUND: 6 GROUPS (A, B, C, D, E, F) (DIY LEAGUES, 2 LEGS)
I. PLACE
                        → MASTERGROUP
2. PLACE
                         → SUPERGROUP
3./4 PLACE
                         ⇒ 2ND CHANCE GROUPS (A + B)
5./6./1. PLACE
                         \rightarrow Cucumber groups (group a + B \rightarrow quarters / Semis / Final.)
2ND ROUND: INDIVIDUAL 2 LEGS (2-PLAYER-DIY-LEAGUE)
MASTERGROUP \rightarrow SEEDING POSITION 1.-6. IN KO TREE SUPERGROUP \rightarrow SEEDING POSITION 1.-12. IN KO TREE * 2ND CHANCE GROUPS \rightarrow SEEDING POSITION 13.-16. IN KO TREE *
(GR. A = 3RD A, B, C / 4TH D, E, F)
(GR. B = 3RD D, E, F / 4TH A, B, C)
* DECIDE PLACES 13-16 OF KO TREE (IST AND 2ND PLACE OF 2ND CHANCE GROUP A + B) BY FOLLOWING ORDER:
A) POINTS
B) GOAL DIFFERENCE
C) GOALS SCORED
D) MATCHES WON
E) DIY CUP (KO RULES), PC), IF ALL OF THE ABOVE IS EQUAL
EXAMPLE: IF 2ND OF 2ND CHANCE GROUP A HAS MORE POINTS AS IST OF 2ND CHANCE GROUP B,
HE WILL GET THE BETTER SPOT!
```



#### SENSIBLE DAYS 2016 - AMIGA TOURNAMENT

IST ROUND: 6 GROUPS (A, B, C, D, E, F) (DIY LEAGUE, 2 LEGS)

L PLACE 

MASTERGROUP

3.74 PLACE 

2ND CHANCE GROUPS (A + B)

5.76.71 PLACE 

CUCUMBER GROUPS (GROUP A + B —) OUARTERS / SEMIS / FINAL)

ZND ROUND: INDIVIDUAL 2 LEGS (2-PLAYER-DIY-LEAGUE)

MASTERGROUP 

SEEDING POSITION 1-6. IN NO TREE

SUPERGROUP 

SEEDING POSITION 1-12. IN NO TREE

2ND CHANCE GROUPS —) SEEDING POSITION 13.45. IN NO TREE \*

(GR. A = 3RD A, B, C / 4TH D, E, F)

(GR. B = 3RD D, E, F / 4TH A, B, C)

\* DECIDE PLACES IS-46 OF NO TREE (IST AND 2ND PLACE OF 2ND CHANCE GROUP A + B) BY FOLLOHING ORDER: A) POINTS

B) GOAL DIFFERENCE

O GOALS SCONED

D) MATCHES MON

E) DIY CUP 2 LEGS (NO ET, PENALTIES), IF ALL OF THE ABOVE IS EQUAL

EXAMPLE: IF 2ND OF 2ND CHANCE GROUP A HAS MORE POINTS AS IST OF 2ND CHANCE GROUP B,

HE HILL GET THE BETTER SPOT!



#### SENSIBLE DAYS 2016 - OTHER TOURNAMENTS



#### CLASSIC SENSI

#### XBLA

- BEFORE EACH ROUND A RANDOM DRAW IS MADE. NO SEEDINGS.
- ALL TIES ARE PLAYED OVER TWO LEGS.
- IF THE SCORES ARE LEVEL AFTER TWO LEGS, ONE REPLAY GAME IS PLAYED WITH EXTRA TIME AND PENALTIES.





#### SOCIABLE

WE ARE DELIGHTED THAT COMMUNITY MANAGER GUSTAV HEDENBORG HAS KINDLY AGREED TO DEMONSTRATE THE CURRENT BUILD OF THE GAME WE HAVE ALL LONG BEEN WAITING FOR: SOCIABLE SOCCER!

THIS TOURNAMENT WILL BE ORGANIZED ON SATURDAY. THE DEFINITIVE FORMAT OF THIS TOURNAMENT AND DRAW WILL BE ANNOUNCED WHEN GUSTAY ARRIVES ON SATURDAY MORNING. THE WINNER OF THE TOURNAMENT WILL BE A CHARACTER IN THE UPCOMING GAME!



PLEASE CHECK THE WEBSITE WWW.SOCIABLESOCCER.COM FOR MORE NEWS, GAMEPLAY CLIPS AND OTHER INFORMATION ON SOCIABLE SOCCER. SO FROM NOW ON, DON'T ONLY STAY SENSIBLE...

...STAY SOCIABLE! ③

#### SENSIBLE DAYS 2016 - MISC. INFORMATION

#### THE SCHULTZENBRAU SONG - COPYRIGHT ANDYPSILON

HAST DU DENN EIN SCHULTZENBRAU, SCHULTZENBRAU, SCHULTZENBRAU? HAST DU DENN EIN SCHULTZENBRAU - SCHULTZENBRAU?

NEIN ICH HAB KEIN SCHULTZENBRAU, SCHULTZENBRAU, SCHULTZENBRAU! NEIN ICH HAB KEIN SCHULTZENBRAU - SCHULTZENBRAU!

DANN GIB MIR EIN KAIZERSKROON, KAIZERSKROON, KAIZERSKROON, DANN GIB MIR EIN KAIZERSKROON – KAIZERSKROON!

KAIZERSKROON IST WUNDERSCHON, WUNDERSCHON! KAIZERSKROON IST WUNDERSCHON - WUNDERSCHON!!!

#### HANDY DUTCH WORDS AND PHRASES FOR THIS WEEKEND

DAG MAG IK ALSJEBLIEFT BIER? IK HEB HONGER IK HEB DORST ALSJEBLIEFT / ALSTUBLIEFT DANK JE WEL / DANK U WEL. VOETBAL GOED GESPEELD! VEEL SUCCES! VEEL PLEZIER! BLESSURE! MIJN CONTROLLER WERKT NIET! WAT HEB JIJ EEN GELUK! WAT EEN SMERIG DOELPUNT! TACTICS? NOOIT! KAPPEN MET DIE KOPBALLEN! AJAX!

HELLO / BYE MAY I HAVE BEER PLEASE? I'M HUNGRY I'M THIRSTY PLEASE (INFORMAL/FORMAL) THANK YOU (INFORMAL/FORMAL) FOOTBALL WELL PLAYED! GOOD LUCK! HAVE FUN! INJURY! MY CONTROLLER ISN'T WORKING! YOU ARE LUCKY! WHAT A DISGUSTING GOAL! TACTICS? NEVER! STOP THOSE HEADERS! A TYPICAL DUTCH SWEAR WORD IS THIS A POKEGYM?

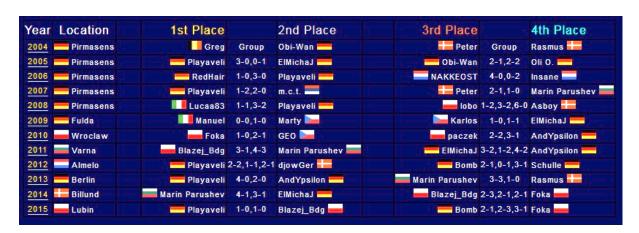
#### ALMELO'S CLAIM TO FAME

IS DIT EEN POKEGYM?

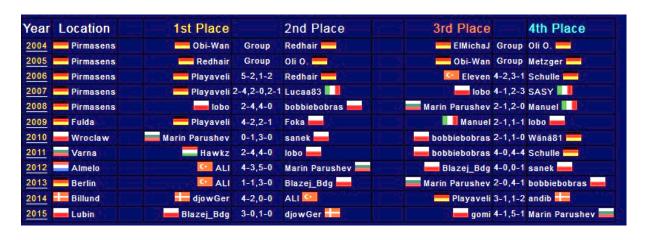
ALMELO IS FAMOUS FOR A QUOTE OF LOCAL STAND-UP COMEDIAN HERMAN FINKERS, WHO ONCE SAID "THE TRAFFIC LIGHT GOES RED, IT GOES GREEN, IN ALMELO THERE IS ALWAYS SOMETHING TO BE SEEN... (IN DUTCH: HET LICHT GAAT OP ROOD, HET LICHT GAAT OP GROEN, IN ALMELO IS ER ALTIJD WAT TE DOEN.) THE LOCAL PUBLIC RELATIONS DEPARTMENT MADE IT THEIR SLOGAN "ALMELO, ALTIJD WAT TE DOEN".

### SENSIBLE DAYS HISTORY - PC & AMIGA

#### PC HISTORY



#### AMIGA HISTORY



#### 2004 % 2005

#### 2004 PIRMASENS





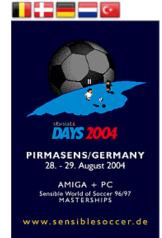
164 GOALS IN 26 MATCHES (6.308 PER MATCH)





PC BEST DEFENDER OBI-WAN

98 GOALS IN 27 MATCHES (I.407 PER MATCH)



AMIGA WINNER OBI-WAN



AMIGA BEST ATTACKER

42 GOALS IN 12 MATCHES (9.500 PER MATCH)



AMIGA BEST DEFENDER OBI-WAN 🖡

T GOALS IN 12 MATCHES (0.583 PER MATCH)

### 2005 PIRMASENS!



## PC BEST ATTACKER

**CRAIZINHO** 52 GOALS IN 22 MATCHES (2.364 PER MATCH)





PC BEST DEFENDER REDHAIR IT GOALS IN 22 MATCHES

(0.773 PER MATCH)



ZLEGEA24.de

AMIGA WINNER REDHAIR

AMIGA BEST ATTACKER REDHAIR

20 GOALS IN 8 MATCHES (2.500 PER MATCH)

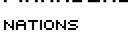


AMIGA BEST DEFENDER

REDHAIR 1 GOALS IN 8 MATCHES (0.875 PER MATCH)

#### 2006 % 2007

#### 2006 PIRMASENS







PC WINNER REDHAIR



AMIGA WINNER PLAYAVELI



PC BEST ATTACKER PLAYAVELI

80 GOALS IN 30 MATCHES (2.66T PER MATCH)

#### PC BEST DEFENDER REDHAIR

IS GOALS IN 30 MATCHES (0.500 PER MATCH)

## AMIGA BEST ATTACKER

PLAYAVELI 🖥

34 GOALS IN 14 MATCHES (2.429 PER MATCH)

## AMIGA BEST DEFENDER

METZGER =

II GOALS IN 10 MATCHES (IJOO PER MATCH)

#### 2007 PIRMASENS<sup>1</sup>

NATIONS PRESENT: 12

二光 - 🖸 📑



PC WINNER PLAYAVELI



AMIGA WINNER PLAYAVELI



PC BEST ATTACKER

RASMUS

TO GOALS IN 19 MATCHES (9.684 PER MATCH)

## PC BEST DEFENDER

PLAYAVELI

19 GOALS IN 29 MATCHES (0.565 PER MATCH)

## AMIGA BEST ATTACKER

MARIN PARUSHEV 🔤 55 GOALS IN 16 MATCHES (9.438 PER MATCH)

## AMIGA BEST DEFENDER

LUCAA89||| |8 GOALS IN 24 MATCHES (0.750 PER MATCH)

#### 2008 % 2009





PC BEST ATTACKER LOBO 🚤 AND LUCAA89 🕕 16 GOALS IN 27 MATCHES

(2.8IS PER MATCH)







PC BEST DEFENDER REDHAIR

12 GOALS IN 29 MATCHES (0.522 PER MATCH)







## AMIGA BEST ATTACKER

LOBQ 🔚 97 GOALS IN 25 MATCHES (9.880 PER MATCH)

## AMIGA BEST DEFENDER

PLAYAVELI**=** IH GOALS IN 18 MATCHES (0.778 PER MATCH)

#### 2009 FULDA 🖷







PC BEST ATTACKER

MARIN PARUSHEV 64 GOALS IN 20 MATCHES (9.200 PER MATCH)

#### NATIONS PRESENT: II

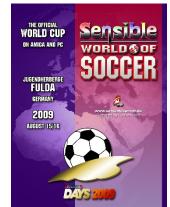


## AMIGA **WINNER**



PC BEST DEFENDER

PLAYAVELI IO GOALS IN 14 MATCHES (O.TIH PER MATCH)



PLAYAVELI



AMIGA BEST ATTACKER

PLAYAVELI IIO GOALS IN 22 MATCHES (5.000 PER MATCH)

## AMIGA BEST DEFENDER

COOLIO JACK 8 GOALS IN 16 MATCHES (0.500 PER MATCH)

#### 2010 & 2011

#### 2010 Wroclaw

NATIONS PRESENT: 5





PC WINNER FOKA



AMIGA WINNER MARIN P.



PC BEST ATTACKER
MARIN PARUSHEV =
89 GOALS IN 25 MATCHES
(9.560 PER MATCH)

PC BEST DEFENDER
ROMANEQ = 
9 GOALS IN 22 MATCHES
(0.409 PER MATCH)

AMIGA BEST ATTACKER
GOMI 

GOMI 

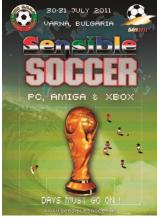
GOALS IN 20 MATCHES
(3.750 PER MATCH)

AMIGA BEST DEFENDER
BOBBIEBOBRAS —
25 GOALS IN 24 MATCHES
(1.042 PER MATCH)

### 2011 VARNA =

NATIONS PRESENT: 5





PC WINNER BLAZEJ



AMIGA WINNER HAWKZ



PC BEST ATTACKER
MARIN PARUSHEV

MHRIN PHROSHEV **=** 77 GOALS IN 22 MATCHES (3.500 PER MATCH)

PC BEST DEFENDER
MARIN PARUSHEV 
IT GOALS IN 22 MATCHES
(0.773 PER MATCH)

AMIGA BEST ATTACKER
LOBO WE 98 GOALS IN 24 MATCHES
(4.083 PER MATCH)

AMIGA BEST DEFENDER
BLAZEJ\_BDG =
IS GOALS IN 20 MATCHES
(0.750 PER MATCH)

#### 2012 & 2013



## PC WINNER PLAYAVELI



AMIGA

WINNER

PC BEST ATTACKER MARIN PARUSHEV 91 GOALS IN 19 MATCHES (4.789 PER MATCH)



#### AMIGA BEST ATTACKER PLAYAVELI 🧮 58 GOALS IN 14 MATCHES (4.143 PER MATCH)

AMIGA BEST DEFENDER DJOWGER : AND LOBO = (0.938 PER MATCH)





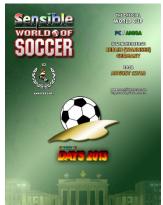
#### 2013 PC WINNER BERLIN











NATIONS



AMIGA

AMIGA BEST ATTACKER ALI 🚾 88 GOALS IN 26 MATCHES (9.985 PER MATCH)

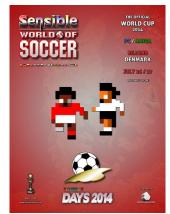
AMIGA BEST DEFENDER BLAZEJ\_BDG 12 GOALS IN 22 MATCHES (0.545 PER MATCH)

#### 2014 & 2015

#### 2014 BILLUND

NATIONS PRESENT: 8





#### PC WINNER MARIN PARUSHEV



AMIGA WINNER DJOWGER



#### PC BEST ATTACKER

PLAYAVELI == 44 GOALS IN 14 MATCHES (9.149 PER MATCH)

# PC BEST DEFENDER ANDIB [] IO GOALS IN I6 MATCHES (0.625 PER MATCH)

# AMIGA BEST ATTACKER

13 GOALS IN 20 MATCHES (3.650 PER MATCH)

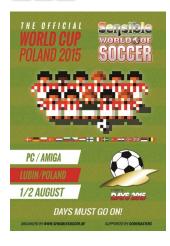
#### AMIGA BEST DEFENDER ALI 🚾

21 GOALS IN 22 MATCHES (0.955 PER MATCH)

### 2015 LUBIN =

NATIONS PRESENT: 9





PC WINNER PLAYAVELI



AMIGA WINNER BLAZEJ



## PC BEST ATTACKER

MARIN PARUSHEV **=** TO GOALS IN 16 MATCHES (4.975 PER MATCH)

## PC BEST DEFENDER

BLAZEJ\_BDG= T GOALS IN 29 MATCHES (0.304 PER MATCH)

# AMIGA BEST ATTACKER LOBO = 87 GOALS IN 22 MATCHES

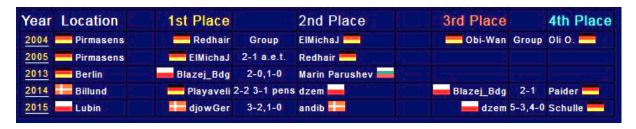
87 GOALS IN 22 MATCHES (3.955 PER MATCH)

## AMIGA BEST DEFENDER

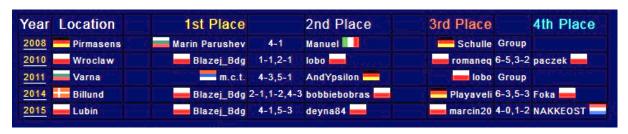
ANDYPSILON =
II GOALS IN 16 MATCHES
(0.688 PER MATCH)

#### SENSIBLE DAYS HISTORY - OTHER TOURNAMENTS

#### CLASSIC SENSI



#### XBLA SWOS



#### SENSIBLE SOCCER 2006



## SENSIBLE DAYS HISTORY - ALL TIME STATISTICS

## PC TOURNAMENT

	HIGHEST WINS (* = 5 MINUTE MATCH)					
I.	RASMUS	15	-	0	CAGLAN	2004*
2.	GREG	14	-	0	SWOSBE	2004*
Э.	GREG	Э	-	0	CAGLAN	2004*
Э.	ANDYPSILON	13	-	0	HADOR	2015
5.	OBI-WAN	13	-	I	SWOSBE	2004*
6.	MARIN P	12	-	0	BOESJESMAN	2012
٦.	SCHULLE	II	-	0	BOESJESMAN	2012
٦.	ANDYPSILON	II	-	0	ROSEFIRE	2013
٦.	PLAYAVELI	II	-	0	ROSEFIRE	2013
Ю.	PLAYAVELI	Ю	-	0	ZERO	2012
10.	ANDYPSILON	10	-	0	THOMAS	2013

М	MATCHES PLAYED				
I.	ELMICHAJ	260			
2.	PLAYAVELI	204			
Э.	SCHULLE	192			
Ч.	MARIN P	190			
5.	ANDYPSILON	176			
Б.	PAIDER	147			
٦.	BOMB	145			
8.	REDHAIR	197			
9.	LOBO	197			
Ю.	OLI O.	128			

	MOST POINTS				
I.	PLAYAVELI	502			
2.	MARIN P	458			
Э.	ELMICHAJ	HЮ			
Ч.	ANDYPSILON	926			
5.	SCHULLE	282			
6.	REDHAIR	280			
٦.	BLAZEJ_BDG	27			
٦.	BOMB	274			
9.	FOKA	264			
10.	LOBO	246			

BEST POINT AVG.					
I.	PLAYAVELI	2.46			
2.	MARIN P	2.41			
Э.	LUCAA89	2.40			
Ч.	BLAZEJ_BDG	2.90			
5.	COOLIO JACK	2.25			
Б.	MARTY	2.18			
٦.	OBI-WAN	2.15			
ω.	DILIANK	2.11			
9.	PETER	2.05			
0.	REDHAIR	2.04			

	BEST WIN %				
I.	PLAYAVELI	77.94			
2.	MARIN P	76.32			
∋.	LUCAA83	75.00			
Ч.	BLAZEJ_BDG	70.69			
5.	DILIAN K	69.44			
Б.	COOLIO JACK	69.23			
٦.	EGEBJERG L	68.75			
8.	MARTY	66.67			
9.	RASMUS	65.22			
10.	OBI-WAN	64.15			

	MOST GOALS				
I.	MARIN P	621			
2.	PLAYAVELI	569			
Э.	ANDYPSILON	470			
Ч.	ELMICHAJ	413			
5.	RASMUS	401			
Б.	SCHULLE	924			
٦.	LOBO	322			
٦.	BLAZEJ_BDG	287			
9.	REDHAIR	286			
10.	BOMB	272			

В	BEST GOALS AVG.					
I.	GREG	9.792				
2.	OBI-WAN	9.528				
Э.	RASMUS	9.487				
Ч.	MARIN P	9.260				
5.	MLADEN	9.250				
6.	PLAYAVELI	2.780				
٦.	LUCAA83	2.671				
8.	ANDYPSILON	2.670				
9.	DILIAN K	2.520				
10.	GEO	2.430				

BEST DEFENCE				
I.	PLAYAVELI	0.696		
2.	BLAZEJ_BDG	0.747		
Э.	ANDIB	0.760		
Ч.	COOLIO JACK	0.794		
5.	MARIN P	0.896		
б.	LUCAA89	0.859		
٦.	ROMANEQ	0.879		
8.	KARLOS	0.896		
9.	EMMETI	0.944		
Ю.	MARTY	0.972		

## AMIGA TOURNAMENT

	HIGHEST WINS					
I.	PLAYAVELI	14	-	0	MAREO N.	2009
2.	DJOWGER	ΙЧ	-	0	MOOLEY	2015
Э.	MANUEL	Ū	-	0	MAR⊑O N.	2009
Э.	LOBO	13	-	ı	GEO	2009
5.	ALI	13	-	I	ROSEFIRE	2013
6.	BOBBIEBOBRAS	12	-	ı	CHOMPEK	2011
٦.	LOBO	II	-	0	ZERO	5015
٦.	DZEM	II	-	0	SANDKAGEN	2014
٦.	FOKA	II	-	0	NIKOLA P	2014
10.	HAWKZ	12	-	2	CHOMPEK	2011

ŀ	MATCHES PLAYED			
I.	MARIN P.	188		
2.	LOBO	187		
Э.	ELMICHAJ	176		
Ч.	SCHULLE	169		
5.	BOBBIEBOBRAS	149		
6.	PLAYAVELI	148		
٦.	BOMB	142		
8.	FOKA	130		
9.	DIOR	126		
10.	BLAZEJ_BDG	124		
10.	ANDYPSILON	124		

MOST POINTS		
I.	LOBO	418
2.	MARIN P	<b>39</b> I
Э.	PLAYAVELI	343
Ч.	BOBBIEBOBRAS	313
5.	BLAZEJ_BDG	299
Б.	ELMICHAJ	282
٦.	SANEK	567
٦.	BOMB	259
9.	FOKA	256
10.	SCHULLE	244

I	BEST POINT AVG.				
I.	COOLIO JACK	2.71			
2.	BLAZEJ_BDG	2.41			
Э.	PLAYAVELI	2.92			
Ч.	GOMI	2.25			
5.	SANEK	2.26			
6.	LOBO	2.24			
Б.	ALI	2.24			
8.	(H)GIGGS	2.13			
9.	BOBBIEBOBRAS	2.10			
10.	LUCAA89	2.08			

	BEST WIN %				
I.	COOLIO JACK	88.24			
2.	BLAZEJ_BDG	76.61			
Э.	GOMI	72.73			
Ч.	PLAYAVELI	72.30			
5.	SANEK	71.19			
6.	LOBO	70.59			
٦.	ALI	69.61			
8.	BOBBIEBOBRAS	64.43			
9.	MARIN P	64.96			
10.	REDHAIR	69.59			

	MOST GOALS				
I.	LOBO	668			
2.	MARIN P.	516			
Э.	PLAYAVELI	499			
Ч.	FOKA	497			
5.	BOBBIEBOBRAS	490			
6.	BLAZEJ_BDG	394			
٦.	ELMICHAJ	366			
٦.	SCHULLE	999			
9.	ALI	999			
10.	SANEK	ЭІП			

BEST GOALS AVG.		
I.	LOBO	9.572
2.	COOLIO JACK	9.982
Э.	PLAYAVELI	9.971
Ч.	FOKA	3.361
5.	GOMI	9.940
Б.	ALI	9.264
٦.	BLAZEJ_BDG	Э.ІПП
8.	ASSURA	3.125
9.	LUCAA89	3.100
10.	MODICZKO	2.925

BEST DEFENCE			
I.	LUCAA83	0.850	
2.	COOLIO JACK	0.882	
Э.	BLAZEJ_BDG	0.903	
Ч.	OBI-WAN	0.950	
5	MANUEL	1.081	
6.	(H)GIGGS	1.125	
٦.	STROMBERG	1.128	
8.	PLAYAVELI	1.140	
9.	BOBBIEBOBRAS	1.212	
10.	MARIN P.	1.254	

## PERSONAL NOTES



SWOS UNITED
WWW.SENSIBLESOCCER.DE, (C) 2016