



Newsletter Crew

Publisher
Adam

Editor in Chief
Alfie

Tech Support
IronDogg

Senior Interviewers
Kwest
Footballmdm11

Tourney Tracker
Trogdor1009

Writing and Editing Staff
Alfie
IronDogg
Kwest
Kehmesis
Footballmdm11
Trogdor1009

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GM of The Month

The Robbles

Honorable mentions

- The Kanzis Habs4Cup
- The Guardians
- The Rockford Rejects
- The Ultimate Fighter's

ADVERTISEMENT

Q & A With Kyxoan

By: Kwest

Our first Q & A this month is with the always controversial GM of The Long Island Knights, Kyxoan.

Q - Have you ever cheated on Metroho?

A - Yes, recently as everyone knows although the situation is a bit gray due to the circumstances, I violated a rule that was established due to me "Multimimicing". Unlike most think, I do not actually have a multi that I have ever interacted with. The killswitch was an actual player with an actual team, he grew tired of the game and I decided to try to get his picks since he really didn't care about the team, I tried to offer the best I could without hurting my team and obviously I was caught, good work Adam!

Now that that question is out of the way lets get down to business.

Q - Where are you from?

A - Long Island NY

Q - Have you travelled much? If so, where was your favorite place?

A - I don't travel too much, I'm more of a homebody, I enjoy competitive online gaming and tinkering with computers so I'm more of an indoor rebel. My favorite place is Fisher's Island which is actually a part of NY, but it is between Orient Point and New London, Connecticut.

Q - What is your dream holiday?

A - A week long hockey party with NHL games and roller hockey games (that I'd actually play in) I played a lot of hockey growing up but after college started I lost touch with a lot of my hockey buddies so I stopped playing.

Q - Do you get a chance to check out many NHL games? What is your favorite NHL team?

A - All the time, even though I hate the Islanders. I'm a big Devils fan.

Q - How did you come across Metroho?

A - Jip4good showed me it one day while I was messing around with GLB, I thought it sounded stupid at first (I still do think the game playing is a bit annoying (which is why I quicksim every game now)) I've always liked team franchise sims though, such as NHL10 or Madden, I really focus on building the best team and only play the playoff games to ensure I win the championship.

Q - What do you think is so addicting about the game?

A - My love for establishing a franchise is what hooked me, probably the fact it is free (obviously not a perk to me) is what draws in the others. Free way to kill time.

Q - What improvements would you make if you were in charge?

A - Add my dynasty mode write-up where you join a predefined league season in and out and your teams are restricted to that league, meaning FAs only come from your left over draft pools/ released players from your league. I think it would make this game a lot more fun to have 10 - 30 people in a static league with out the game wide interaction, much better rivalries and a much stronger impact via the draft.

Q - You've mentioned to me you've done some game development. Care to share?

A - I was a hard core map maker for Warcraft3, I assisted making a few maps such as Tides of Blood, W.A.L.K Football and a few other random ones, I also solo created a franchise hit "Ice Troll Tribes" Which was of course ripped off and spawned Jungle and Island Troll Tribes (they stole the idea after I made Ice).

Continued on next page

to me, it is no big deal to support the game, luckily in this game I can support the game

GM Steve3141 of The Bayside Brawlers will be opening up his very first league here on Metro. It will be a 15 Team, All level league with chances of winning free VIP!!! League will open within 2-3 days of this newsletter being released. Send all PM's to Steve3141 if your interested.

It will be called the "Jersey Shore Invitational 1". The league will be private but open to most. The Brawlers are interested in only active teams. You can also count on an active forum with reports, predictions and everything else possible.

3 different teams will win a free month of VIP! It will be awarded like this....

1. Metro Cup Winner gets 1 Month VIP
2. 8th place finishing team gets 1 Month VIP
3. Which ever team has the most fights in regular season gets 1 Month VIP*

Steve3141 said "Our first league is to support fighting in Metro Hockey. Each Jersey Shore Invitational after that will be focused on a different aspect of the game."

*A Fight Log will be posted and updated daily after all games have been played.

I am also working with a professional programmer currently to create my own browser game. It will be a futuristic sports based game, GLB style with the ability to create players or own teams but we are building the sport from the ground up, so we can establish our own rule set for the game. Q - A player that posts very similar to you showed up right around the time you were banned. What are your thoughts on everyone thinking Sonic-Burn was you?

A - I honestly was unaware there was ever an accusation of me being someone else while I was banned. Not really sure who sonic-burn is. I know I have people telling me I have 15 multis and that I post and defend myself from them. For the record, Eastside Knights is NOT a multi of me.

Q - A lot of people think you kept getting away with one-sided trades because you keep pouring money into the game. This isn't the case but what are your thoughts on it?

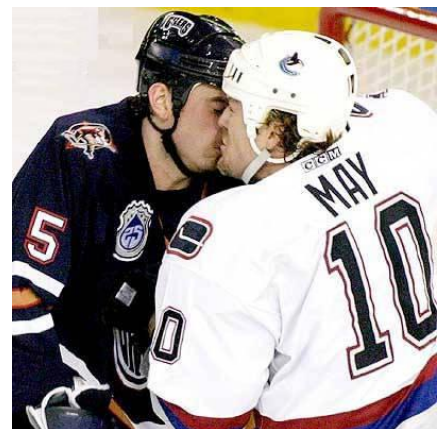
A - I was never getting away with one sided trades to my knowledge, 99% of any trade that was reported about me got reversed or I lost something to keep said players. MY first set of trades when I first started, to me now looks terrible, but coming into this game (I was like 30 days old at the time) from an NHL / Madden background, the trades did not look that bad to me back then. For that trade I lost 3 years of picks + anything else I gave up in the trades themselves. Other trades I had some half reversed where I kept 1 pick (if I got a 1 and 2) but lost the prospects I traded to get both so I lost a few picks that way too. As far as money goes, money makes the world go round, without people donating to Adam, he would be unable to keep his game running for very long, money is just money

and also help others by getting them VIP (Monthly VIP contests).

Q - It seemed that you would weed out good teams from your created leagues so you would always be the strongest. Your Power Ranking would be very similar to the teams that would sign up but you'd also usually be about 20 million below cap. Can you comment on that?

A - From ECL1 - 4ish we had a lot of the same teams involved, I happened to grow in PR a lot faster than the others in my league, either due to "bad trades" or lucky drills or having VIP with extra drills available. We all started ECL1 around PR 600 - 1000, I ended up being 300ish by ECL2 and steadily PR 200ish from then on, I did not want a bunch of "expansion teams" filling in the league being that much more ahead of the whole league and just stomping all of the former members of ECL. Anytime a team around my PR PMed me I let them in if we had a spot, the PMs I get or forum posts I get that I ignore or weed out are usually 100 and below PR.

All in all, welcome back. Thank you for answering the tough questions. I hope the past can be put behind everyone and we can start over clean.



Adam's Opinion

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Adam is a man short on time so he's direct and to the point, just as we like it.

Will you be adding a notes section ?

Maybe, not a priority.

What will be the stat categories that you will be adding to the record book?

Having career stats, separating stats for different levels, maybe Medallion records. I'm not sure. I'm still working on other things and haven't thought a lot about the record book.

Having a trade council ?

No.

Making announcing your multis mandatory?

I don't want people making multis so there shouldn't be anything to announce. If someone does have multis and they cheat, they'll get banned.

Allowing us to filter the draft board by position, playing, style and all manner of stats?

Yes, I'm working on this.

Removing drafted players from the list instead of just crossing them out?

Probably.

When important polls are made (ex: trade reversals) a link is put on the news page since not everyone reads the forums?

Probably.

Have an option when making polls to keep results invisible until the person has voted?

Maybe.

Adding a next and previous button to player profiles?

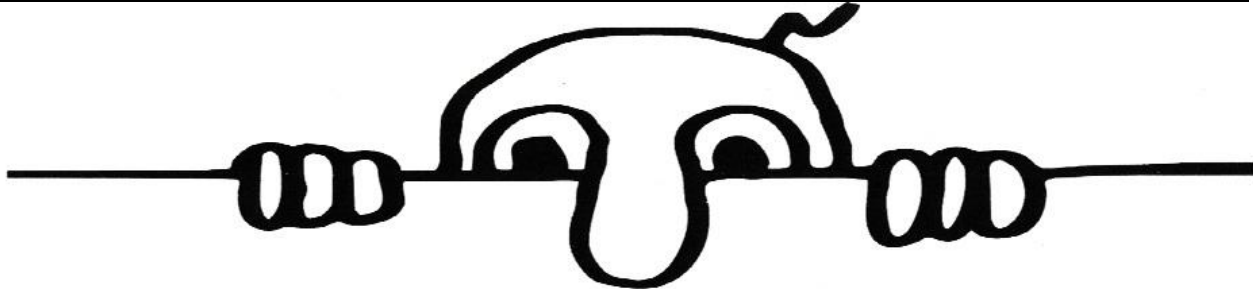
No.

Having the option to move up and down any grouped news (like you can already do with game news)?

Maybe eventually.

Which team will win CCXX?

A Canadian team



Pakoll01's Predictions

August Predictions:

Alfie mistakenly gets banned from the forums so he decides to post all of his would-be forum responses as press releases. The sheer amount of press releases breaks the new system, ruining it for everyone. This is why we can't have nice things, Alfie.

DB13 will be shocked to receive an in-game email from his own player, Hong Kent. It reads "Seriously dude, even I know I'm not worth that much, cut me loose already!" Later that day DB is seen being dragged to an asylum screaming "They're real I tell you! Kent and Cheever are real!"

Someone will post a suggestion. One that's so epic, so complex, so brilliant, one that could change the face of the game as we know it forever. Everyone is left stunned and speechless except for one person. Trogdor shoots down the entire idea with one simple line "This isn't the NHL."

PillaKilla will have a trade reversed. It will be deemed lopsided by the community because the player Pilla received was 1 point higher than the player he gave up.

Team USA will win Canada Cup XX... Bring it Canada!

Medallion winner: Dragons 78

Why he'll win: Great GM that knows the game well. Gave up a lot of prospects that he had built up over a rebuilding period to return to the top 20 in PR.

Why he probably won't win: He still has Dong Plump on his team. All the new players he's acquired will be too busy laughing at Dong to focus on winning their games. (Editors note: Dong Plump has since been traded... and The Dragons 78 still can't win a thing.)

Random league prediction: Level 3 Public #1

Winner: The Don't Toews Me

Why he'll win: I like the team name... What? you think I'm gonna actually do more research than that in making these predictions?

Why he probably won't win: He has a player named Alejandro Meanor. I can't take anyone named Alejandro seriously.

Editor: Anything else going to happen in the month of August?
pakoll01: ... Nope, I've covered everything!

Tourney Tracking With Trogdor

THE WEEKEND TOURNEY

The Weekend Tourney was held by Alfie at the end of May. It was simple and thrown together pretty quickly. 8 teams signed up to play single elimination hockey. Teams were seeded by power ranking and lower ranked teams were given home ice advantage throughout the tournament. All series were best of 7.

Quarterfinals - The top 4 seeds all advanced with only The BC Warriors winning at least 1 game for the bottom seeds. The Canadian Eagles, The Slapnuts, and The Dragons 78 were all swept.

Semifinals - Easy for the top seeds again with The Bastions Blainville and The Zamboni's both bowing out 4 games to 1.

Finals - Not much drama for the 3rd straight round. The Kentucky Squirrels cruised to an easy 4 games to 1 victory over The Silver Seven.

Overall the top seeds went 7-0 in series play with a 28-6 record in individual games. No word on whether there will be any more Weekend Tourneys.

DENSLOW CUP TOURNAMENT OF CHAMPIONS #4

The 4th Denslow Cup Tournament of Champions was held in July for winners from the first half of 2010. A new format was introduced, replacing the old 8 team single knockout format used in the first 3. The new format featured the 7 most recent champions playing a 12 game round robin with the top 4 advancing to the best of 7 semifinals. The tournament winner got an extra month of VIP as the prize, to go along with a guaranteed spot in TOC #5.

Pool play wasn't very exciting, with the top 4 distinguishing themselves after just 5 of the 7 total days. The Longerwood Enzytes and Bayside Brawlers were caught in a rebuilding time and combined for just a 3-0-1-20 record. The Kanzis Habs4Cup led the way with 30 points, followed by The WartHogs with 26. The top 2 seeds were important because they decided who would play a game 7 if necessary in the knockout rounds.

The semifinals were easy for those same top 2 teams. The Kanzis took out The Ice Pirates 4 games to 1 and The WartHogs knocked off The Yabba Dabbas by the same total. That set up a final between 2 dominant teams with a combined winning percentage of .794 through 34 games. The WartHogs managed to steal 2 games on Kanzis home ice and took the series 4 games to 2.

T&A LIVE TOURNAMENTS

Trog's Live Tournaments are back and have been renamed "T&A Live Tournaments" now that Alfie is on board as a 2nd tournament director. June and July have had 5 tournaments so far (as of July 23rd) and Alfie will be running live tournaments in the Chat Room every Sunday evening. I'll also be hosting 1-3 per month at unscheduled times. If you've never played in one of these, give it a try. They're real exciting and a fun time with whoever shows up. The playoff format is 100% unique in MetroHo, no other tournament guarantees drama like a Live Tournament Playoffs.

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JULY 2010 DENSLOW CUP

A new format was introduced for the 24th Denslow Cup Tournament. It breaks the field down to a 28 team Cup Division, along with a varied team Qualifying Division. The idea is that the top 5 from each of the 4 pools (along with the top 8 from Qualifying) will make up the roster for the following month's cup. This increases the pressure on each team to play and be competitive month after month. Another big change is to the Knockout Rounds. Instead of being grouped by tournament seed, teams are now matched up on a results basis only. Tournament seed will ONLY be used to determine pool placement. Each of the 4 pools sends 3 teams to the Knockout Rounds, with 1 team eventually being crowned Pool Champion. The 4 Pool Champions play in a mini-pool semifinal with the top 2 facing off in The Denslow Cup Finals.

Let's start off with The Robbles. Who are The Robbles and why would we talk about them? The Robbles made their Denslow Cup debut in July after qualifying in June (without actually playing in June). They've quickly become one of the best teams in all of MetroHo racking up 3 trophies and a top 10 ranking in just 4 seasons. They also completely destroyed their pool going 10-1-0-1 while allowing a Denslow Cup record FOUR GOALS in their 12 games. That breaks the record of 7 set by The Silver Seven, and I doubt 4 will ever be broken. Hopefully we see more of The Robbles in the future. On the other end of the spectrum, Denslow newbies The Colorado Penguins went 0-0-0-12 with a -30 goal differential.

Other pool play leaders getting a bye to the Pool Finals were The Yabba Dabbas (29 points), The Richmond Hill (30 points), and The WartHogs (25 points). Tough luck teams were The Azfathead and The Game who missed the knockout rounds by 1 point, along with The Dragons 78 who missed out based on goal differential. The only upset of the Pool Semifinals was the #3 team from Pool A, The Evans City Zombies, knocking off The Zamboni's 7 to 5 in points. All 3 #2 seeds cruised to the Pool Finals by a combined score of 33-3, eliminating The New Bedford Hax, The Husky, and The Strikers.

Pool Finals were very interesting with 3 of the #1 seeds being eliminated. Most surprising was the dominant Robbles being bumped out easily by The Tirelrons 9 to 3. Other #1 seeds The WartHogs and The Richmond Hill were eliminated by The Shadows and The Kanzis Habs4Cup respectively. Only The Yabba Dabbas were able to complete the sweep of pool play leader/pool champion by knocking out The Evans City Zombies.

That set up the final 4 to play in the round robin Semifinals. The Tirelrons went 0-0-0-6, scoring just 6 goals to finish in 4th place. Lone #1 seed Yabba Dabbas managed 9 points in a 3rd place finish, being edged out by a point by The Kanzis. The Shadows cleaned up going undefeated to set themselves up with The Kanzis in the Cup Finals. Both teams had 1 Cup to their name heading to the Finals, but only one would claim a 2nd cup and join the ranks of The Longerwood Enzytes, The Pioneers, and former great The Wilsanators as the only teams with multiple Denslow Cups.

Despite the hype, it turned out to be not very close. The Shadows started off playing 3 home games and losing all 3, picking up just one point. That made it easy on The Kanzis who picked up 4 points in 2 games to seal it and take home the Cup. The Shadows finished in 2nd place for an excruciating 4th time. This format seems to work very well and it will stay in effect until at least the end of the year. It will be re-evaluated at that time.



HOCKEY

Q & A with Mikenold

By: Kwest

Mikenold is one of the oldest guys that are on Metroho at 51. His team is the Pucknolds and he is in level two and sitting on a trio of level one Dominance, Finalist and Metro Cup trophies.

Q - You've been on the game for around 200 days, how are you enjoying it so far?

A - Actually I had a Birthday and am now 52. I love this game!

Q - What do you think is so addicting about Metroho?

A - Building the team through trading and draft. Being a GM of a winning team and getting to number one. I am very competitive and like the challenges presented by the game.

Q - I remember you posted somewhere once that you bought your daughter's team VIP. Was she thankful or did she just kind of roll her eyes at you?

A - She was thankful. I wanted her to have the same advantages as I do being a VIP. It is well worth the money.

Q - How did you get your team started? By that I mean did you read Kehm's guide or did you just do trail by fire?

A - I did read the guide and Forum posts while trying to build my team and join my first league. Even though some of what I read was just a bit late. I made some early mistakes because I did not realize the value of contracts and age of players early on (and even as of late).

Q - Lets find out more about yourself. What's your favorite NHL team?

A - The Buffalo Sabres are my favorite as I grew up and still live in the Buffalo area. I have always liked Detroit and think that the Canadians are almost always a force in the NHL. Especially in Montreal.

Q - Have you been to any NHL games?

A - Yes, I have been to many games over the years. The best was a Buffalo playoff game 7 against Boston in overtime when Brad May scored the game winner.

Q - How about the other professional sports? What are your favorite teams and have you seen any games live?

A - I root for the Bills (football) and Bisons (baseball) and have been to many of their games.

Q - What kind of work do you do for a living?

A - I am a System Administrator.

Q - Being a little more 'experienced' age-wise can you tell me some of the interesting things you've done in your life?

A - I played organized hockey from age 7 until I was around 18. All star defenseman as a Bantam hockey player 2 years and played the Bantam tournament in Canada. My life has been good so far, I am married for 21 years with a stepson and 2 daughters. I hunt deer and turkey and like to go camping. Maybe not so interesting but I don't want to be a bore by going on. LOL

Q - How about travel? Have you been anywhere so cool that you just wish everyone could experience it?

A - New York City. I have been there to see the ball drop and when I was 18 I hitchhiked there to see a girl for a couple weeks. It is the city that never sleeps. Disney World in Florida is a place that everyone should see at least once. Awesome!

Q - Being a child of the 70's, were you more of a rocker or a disco guy? I imagine rocker for some reason.

A - Is it that evident? Yeah, rocker. I lived in the day of The Beatles (I had a pair of Beatle boots, LOL), Led Zeppelin, The Who, Pink Floyd. It was a day that you could take a case of beer, a quart of Schnapps and drive through the country all night listening to great tunes on the 8 track player. I am wondering how many reading this don't know what an 8 track player is? Google it!

Q - Speaking of music, is it just too loud today or can you get into it?

A - Too loud? I still have a hard time hearing because of standing near the stage in front of speakers at concerts. I have mellowed some with age but I do like some of the groups today like Green Day, Smashing Pumpkins and Kings of Leon (I had to ask what the names of a couple that I like were).

Q - Back to Metroho, what advice would you give a team just starting out?

A - Read the guide and Forums and take your time when making deals and signing players. But get in to a league as soon as you can. Get rid of bad contracts and drill, drill, drill (get the VIP for the extra 5 drills as every player you can drill you should drill) .

Q - Dominance Trophy or Metro Cup? What is most prestigious in your mind?

A - Metro Cup, hands down.

Q - What improvement would you make to Metroho if you were in charge?

A - Adam has done a most excellent job! It is hard to come up with ways to improve what he has already done. I will post any that I happen to stumble on if I get the chance.

Q - How long do you see yourself playing this game?

A - I hope to play for another 52 years at least.

Thanks for the interview Mikenold!



Asset Management

By: Kehmesis, Edited By: Vicioushenry

INTRODUCTION

You should have the basic GM strategy knowledge down now: Signing your players to good contracts by underpaying them based on their rating level, and signing your prospects efficiently. If you don't understand how to do this, look for my GM strategy guide in the forums and my previous Newsletter articles.

What I'm noticing now from GMs in the community, especially newer users, is a total lack of understanding of asset management. An asset is a resource that is valuable, or that can produce value. Just like any successful company, as the GM of your team you need to manage your assets properly if you want to compete at the highest level.

So what are a team's assets? Well, it's quite simple: Players and draft picks. No need to look any further than that. Draft picks aren't much different from players, either. They are basically future players. So I'll just say that assets are players.

When looking at an economy, you can assess the money supply. There is an injection of money into the system, and there is a drain out of the system (usually called money-sinks). If you study an individual business, you will see their revenues and spending. A hockey team is not that different. In Metroho, you get 3 "free" new assets every season (as draft picks). This is your default revenue. And you lose a few players to free agency, which is your spending. A good GM will know how to make the most of your new assets, and get the most out of his spending. This article will give you some tips and pointers on how to do that.

OLD ASSETS (CONTRACT EXPIRATION)

Most of the GMs I talk to or hear from in the forums have a very hard time managing their expiring contracts. This is mostly due to the fact that they are not looking at those players as assets about to be lost; all they see are worthless players. The problem lies in the fact that many GMs don't realize that these players with expiring contracts can be assets to their team because they are not worthless to everyone and can be traded to acquire new assets. Asset value is relative to the GM that you are dealing with (within the confines of the trade police that is!). One man's garbage is another man's treasure!

When a good contract expires and a player asks for his true-value salary, they should be let go. You want as few as possible true-value players on your team, unless you're a new team. In which case, any 90+ player is good to compete in the lower leveled leagues. It's important to acknowledge the fact that for some lower PR teams, those players do have some value.

Disclaimer: For top teams, breaking the line-up happens when a player break the 90 rating. If it's a different rating for your team, simply substitute 90 for whichever number breaks your line-up. There are 3 main conditions of Asset Value: Age, rating, and style. These three factors are all used to determine the type of contract that your upcoming free agent should be offered.

When a good contract expires, I offer an extension right away if the player will be 29 or younger next season, no questions asked. I'll offer between 4 and 6 years, depending on age and rating (you don't want a player's age to cause his rating to decrease below his contract value). If they are 30 or older, I will generally accept the fact that they are worthless assets and let them go to free agency.

Age matters because of the free agent (FA) market. Upcoming free agents that can be had "for free" from the free agency list hold very little to no trade value so you can't consider them to be assets. Younger free agents very rarely ask for their true-value. Trading a 30ish 91 rated player whose contract is \$7.5 million for any type of asset (usually a 3rd round pick) is against the rules as it's considered multi-mimicking (for more information on multi-mimicking, you can contact me via PM, or ask on the forums.)

The other thing that matters is the rating. Any player who's rated 92 or less can usually be had at their true-value on the FA market, and sometimes for 10% less. However, 93+ rated players are a lot more difficult to find on the FA market since they are first to disappear from the market. Those who are left usually ask for more than their true value (7.5M). This is especially true for gold star (elite) players. In that case, rating can compensate for a slightly older age.

Finally, some player types are worth more than others. Stay At Home defensemen are certainly the most sought after players in the game at the moment. Since the demand for them is so high, they are harder to find in the FA market. In my opinion, these are the most sought after styles in order: Stay at home defensemen, Playmaker, Sniper, Checker. The other 3 styles are mostly fill-ins and are generally easier to find in the FA market. Note that this doesn't mean that those styles are better, just that there is a higher demand for them. Supply and demand in this case can work in your favor. If you have a supply of sought after player types signed to good contracts (the demand), they can be traded and turned into new assets.

SO WHAT'S THE PLAN?

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continued...

EXAMPLES OF OLD ASSETS VALUE

The basic idea is that any player that can't be easily had in the FA market holds some value. Younger teams will often give a 3rd round pick for those players, and sometimes a 2nd round pick, depending on the 3 conditions we've talked about above: age, rating, and style. Remember the following player examples are signed at true contract value. I have listed their potential trade value and why they may be useful to other teams.

Consider:

A 31 year old 91 rated Two-Way: worthless. This type of player can be had easily in the FA market for 6.75M. Don't extend him.

A 27 year old offensive defenseman 90 rated player: 3rd pick. A cheaper, older one could be found in the FA market. But for 750k more, this player can be used for a good 5 years without fear of him losing rating, and saving the trouble of replacing him every offseason. There is definitely some worth in that.







A 30 year old 94 rated stay at home defenseman: 3rd round pick. You shouldn't sign him for too long, but despite the age, mid 90's stay at home defensemen are hard to find. I bet some might even pay a 2nd round pick for them. But that's pushing it. That trade could be denied and reversed. Don't be greedy.

28 year old 95 rated playmaker: 2nd round pick, maybe a 3rd if you lack patience. Elites are great for younger teams, even at true contract value. And playmakers are probably the most important players on a team's first line. You will not find a young elite playmaker for \$8.7 million in the FA market. They usually go for upwards of \$10 million. I'd offer him up on the offseason trade block for a 2nd round pick for about two days. If there are no takers, consider dropping your asking price to a 3rd round draft pick, depending on how long you want to spend in the offseason.

NEW ASSETS (DRAFT PICKS)

I see way too many GMs give away 3rd round picks too easily. They are assets, trust me. If you're adding a 3rd round pick to sweeten a deal, make sure it is really worth it because you are indeed losing an asset.

I still see GMs out there arguing that 3rd round picks have very little value. Let me show you otherwise.

Forward	Dave Frezza 	70	19	Playmaker	\$800,000 (0)	Draft Pick
Defenseman	John Popken 	70	19	Stay-At-Home Defenseman	\$800,000 (0)	Draft Pick
Forward	Terry Schwinn 	72	19	Checker	\$800,000 (0)	Draft Pick
Forward	Zachery Timmreck 	72	18	Sniper	\$800,000 (0)	Draft Pick
Defenseman	Craig Mcgibboney 	74	19	Stay-At-Home Defenseman	\$800,000 (0)	Draft Pick
Forward	Terry Friese 	92	24	Two-Way Forward	\$1,500,000 (2)	Healthy

Frezza: 55th pick overall, in 3rd round. Original rating: 65.

Popken: 34th pick overall, in 3rd round. Original rating: 51.

Timmreck: 58th pick overall in 3rd round, Original rating: 63.

Schwinn: 36th pick overall in 3rd round, Original rating: 50.

Mcgibboney: 32nd pick overall in 3rd round, Original rating: 60.

Friese: 27th pick overall in 3rd round, Original rating: 74. When the contract is over, he'll have played 4 seasons as a 90+ rated player at \$1.5million per year.

There is not a single player on that list that you wouldn't want on your team. If you say otherwise, you're either lying to yourself or you don't have a good understanding of the value of prospects. And I haven't "hidden" any bad 3rd round picks either. The only other 3rd round picks I have on my team at the moment that are not on the above list are recently drafted 50ish prospects that most people consider to be crappy prospects. I'll eventually turn them into assets, just like the ones above, through drilling and increases over time. So what happened to all my other 3rd round picks? Well, take a look at my team's lineup. They've been turned into major assets by way of trade, which has made my team (The Shadows), one of the top ranked team in Metroho for almost all my career as a GM, very rarely dropping under the top 40.

Unlike what most people think, you don't need luck to turn 3rd round prospects into valuable assets. The idea that you need luck is mostly due to an old (and in my opinion obsolete) strategy. Many GMs like to sign their prospects when they are 69 in rating, getting the best possible deal at a salary of \$400k per season. If that's your strategy, it's true that you need luck if you're hoping to have your third round picks into 90+ rated \$400k players. Not all players make it. Rating increases take time and patience, and by the time those cheaply signed players hit 90, they likely won't have many years left on their contract. That strategy has a lot of value when dealing with 17 year old draft picks whose original rating is between 67 and 69. But if your player starts at a rating in the 50's (like my examples above), you need a ton of luck to get real value out of signing them to the cheapest contract.

My point is that turning 3rd round picks into assets has nothing to do with luck if they are handled properly. It's about asset management and good contracts. And I'm going to show you how to do just that.

DEALING WITH PROSPECTS

This is hard to explain, as every team has different needs and financial situations. Some of this has been covered in my Strategy Guide and in previous Newsletter articles, but I'm going to give you a few tips on how to deal with prospects assuming that your goal is to have a lineup filled with 90+ rated players. Keep this in mind while you read what follows and make the needed adjustments when you assess your own team's needs.

When you invest drills in a prospect you want them to make your line up, obviously. The speed at which they make your line up doesn't matter as much as the length of their contract when they do make it.

Everyone loves a 90+ rated player signed at \$400k in their lineup. However, if it's only for 2 seasons, you may not be getting the most value out of your player. The prospect that you had has been turned into a very cheap 90+ rated player that will play in your line-up for 2 seasons. That player will probably be young when his contract expires, so the asset you are about to lose can likely be turned into a 3rd round pick (as described earlier). Overall, this is a pretty good deal when you think about it. But it might not be the best of deals, either. The reason is that you took a gamble on that player. If he never reaches a rating 90 before his cheap contract expires, you just lost 2 assets: the player itself that never reached a rating of 90 and therefore didn't crack your lineup, and the 3rd round pick that you would get back for him once he was extended and traded. This is a huge risk for only a decent reward. Any prospect that will never make your lineup should be counted as a loss, unless you can trade him away.

When I assess my prospects before signing them to a contract, I ask the following questions:

What are the chances of this prospect breaking my lineup?

How many years, approximately, will there be left on his contract when he cracks the lineup?

At what contract price?

I like to say that every prospect I keep is because the answer to the first question is: 100%. When it is the case, I'm trying to evaluate when and how I will sign them by answering questions two and three. The salary and the number of years left when he breaks your lineup is what determines the value of a player/asset. You obviously want the player make your lineup with the cheapest salary, and signed for as many years as possible.

But how exactly do we determine how to sign the prospects? You can see the article I posted in last month's Newsletter for more details. But basically, the younger and lower rated the player, the cheaper contract you can sign them to. I don't like the \$400k and \$800k contracts, but they are fine if that is the method you choose. However, make sure you player is really young because natural increases are a big part of a player's development. Young players can make up for being signed cheaply through natural increases and an extra year of drills. The older they are, the fewer natural increases they will get before they hit 25 years of age (this is when natural increases stop). Older 69 rated prospects (20 year old, for instance) should never be signed to a \$400k contract. They will NOT make it to a useful rating with drills alone, unless you are extremely lucky. They've already "spent" two years of natural increases to get to 69 in rating. But if you have an 18yo 69 rated player, you still have 6 years of natural increases, which makes his chances of breaking the 90 rating exponentially bigger, with more years left on his contract when it happens.

When a prospect is getting older and will not break into your lineup at the price you want, you have two choices. The first option is to wait it out. Keep drilling him and re-assess him later. Maybe the answer to the first question will be different by then. The second choice is to turn him into another asset by trading him away. Remember, not every team has the same pre-requisites for breaking the lineup, and very few have the top team's "90+" condition. There are always lower PR teams that value a prospect differently than you do, because when they assess that prospect, the answer to the first question above is "100%".

This is not about ripping newer players off. This is all about turning your worthless (to you) players into assets. You get a draft pick back in compensation and the lower PR team gets a prospect that will eventually break his lineup. It's a win-win situation.

My preference is to wait as long as possible before trading a prospect away. With a good assessment, you can turn bad prospects into really good draft picks.

Let's say I have an unsigned 69 rated 20 year old prospect in the offseason. Basically, this player is unlikely to break my lineup. I prefer my players to be close to 80 in rating when they turn 20. I have a few choices here of what to do with my 20 year old 69 rated player. I can try to trade him. It will be very difficult to trade him unless he is used as an add-on in another deal. Trading this player by himself, you would be lucky to get a 3rd round pick from a newer team. This is a borderline deal as far as fairness goes. You are likely to get nothing at all in return.

My second option is that I can wait it out and see if he gains a few rating points this season. I could hope for 4-5 points, in which case I'd have a 73-74 rated player next offseason at 21 years of age. This looks like a slightly better player when other teams are judging his value because I've invested a season worth of drills on him. Some teams might take him in a bigger deal for rental players. You can most likely get a 3rd round pick from a newer team on which he will immediately crack the line up for \$800k. You might even get lucky and get 2nd round pick, but it's unlikely. Some GMs can't scout because of a lack of credits, and others hate drafting so you might find a GM who will take him off of your hands.

What I would do is sign that player the following season at \$800k and keep investing drills in him until he turns 80+, after which he will be much more valuable as trade bait. He could get to 80+ by the time he's 22 or so, or maybe 23. My friend (The North Stars) just traded an 83 rated player at 24 years old with 5 years left on his contract (\$800k) for a 3rd round pick. Many GMs reported this trade as unfair, saying a 3rd round pick was too cheap a price to pay for such a player. But since the player probably wasn't going to crack the North Stars lineup, he quickly got what value he could for him. Personally, I wouldn't have even given a 50 rated prospect for that player, but the debate this trade sparked shows you that many GMs would've given a lot more than he got for him. Some might've even gone as high as 1st round draft pick or a good young prospect.

And this is how you turn bad prospects that are seemingly worthless into great assets. If you have drills to spare, keep investing them into your bad prospects; you may turn them into valuable assets for lower rated teams. You can get back a great return for a prospect might have spent their entire career on your bench, or that you could have easily let go for next to nothing instead

of waiting. It's very easy to turn bad prospects into cheap 80 rated players because all prospects can be drilled into the 80's. And there are many teams who are looking for these kinds of players, because they will break into their lineup. 80+ rated players are valuable for young teams to use on most of their lines, while older, higher PR teams may use them to cheaply fill in their fourth line.

I hope you now have a clear understanding of what an asset is, and how to properly manage the assets on your team. Players from all ages and ratings can have value if signed to good contracts at the right time. Finding the right market for your assets and getting a good return, thereby turning your old assets into new assets, is the best way to build and maintain a competitive team.

Thanks vicioushenry for taking the time to edit this article and make it infinitely more readable.

The Wall of Shame

July Banned teams

The Compton Redemption
The xx_Snipers_xx
The canucks 25
The Vancouver Canucks 23
The asdfghjkl
The deers
The Bull-Dogs
The kovi27
The kopitar11
The Heat
The canadian eagles
The Crazy Chickens
The Fighting Gerbils
The Black Magic
The RaptorZ
The Jah Warriors
The SkillZ that Kill
The Crazy Geese
The Chargers
The Bossie Bossie Bwois
The Bangers
The XXX-stars
The Sidney



Hockey Trivia

By: IronDogg

June Questions:

1. Who was the last NHLer to score 50 goals in one season without wearing a helmet?
2. In 2005-06, what NHL goalie won a wager with his team's captain by eating a live cockroach?
3. Who was the first US president to attend an NHL game while in office?
4. Who scored the last WHA goal?
5. What is the link between MetroHO user trogdor1009 and the shirt his South Park character is wearing?
6. What is the maximum salary a MetroHO player can make without the risk of being lost on waivers when sent down to the farm?

Answers For Above Questions:

1. Al Secord of the Chicago Blackhawks scored 54 times in 1982-83.
2. Ray Emery, with the Ottawa Senators.
3. Bill Clinton watched the Washington Capitals beat The Buffalo Sabres 3-2 on May 25, 1998.
4. Dave Semenko, with the Edmonton Oilers on May 20, 1979.
5. The Movie BASEketball, The team wins the denslow cup which Trogdor runs on MetroHO.
6. \$1,000,000

There were NO winners for June.

July Questions:

This month will feature a set of true or false questions.

1. Gordie Howe is the oldest player to appear in a game for the Detroit Red Wings. True or false?
2. One of Jarome Iginla's birth names is Elvis. True or false?
3. A player with just one NHL game behind him had a hockey championship trophy named after him. True or false?
4. No NHLer since 1967-68 has won the goal scoring race with less than 10 power play goals. True or false?
5. There are more than 4000 teams in MetroHO. True or false?

6. MetroHO stands for Metropolitan Hockey Organization. True or false?

Trivia Rules:

- Send your responses to IronDogg via PM on MetroHO.com before the end of August 28th, 2010.
- Only one (1) submission per user, if multiple the first one will be the ONLY one used.
- One (1) point per correct answer.
- If there are multiple winning submissions, then a random winner will be selected from the winning submissions as the month's winner.
- Winner's prize is one (1) month's worth of "Bragging Rights" and VIP.
- Newsletter Crew members are not eligible to win but can still submit answers.

Kehm's Comic

Metroho Comic #6: Front Loaded



(C) Kehm@ www.jayngee.com

Editor's Notebook

Well, this edition came out extremely late but as they always say: better late than never. You

know, I always wondered who "they" were. Anyway, I digress. We sincerely hope you enjoyed the August edition of MetroMonthly. If you have any article ideas or wish to contribute yourself, please pm Alfie (2828). Please continue to support Kehmesis (524) by visiting <http://jayngee.com/> and it also never hurts to support Metroho by donating for VIP and getting as many referrals as you can. An extra special thanks to Vicioushenry for helping to edit Kehm's Asset Management article. One final note, Mattman13. That is all.

See you soon!

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