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Metroho Betting Theory

By: Bodazafa

To start off, I would like to point out that this guide was designed to help those GM's that have had very little or no success with betting, and therefore some of it will seem obvious or even elementary. If you have been successful doing something else or already have a system in place that contradicts what I do, then by all means do not alter your methods. There are many prosperous options out there, so stick with what works for you and your team!

Note: There are several principles that you must be better than the average GM at in order to be successful LONG term with betting in MetroHo. Please keep that in mind as you review this article.

Game Mechanics:

Game Mechanics are essentially the fundamentals required in order to obtain the optimal advantage when placing a bet in MetroHo.

Always play your games manually: There exists a school of thought which states that there is virtually no difference between simulating games and playing them manually. Although I have a lot of respect for some of those GM's, they are dead wrong! The only way that Quick-Simming your games could be either equal to, or an advantage over manual play, is if that GM is someone who does not fully comprehend mechanics (the little details) of the game yet. The reason being is that, as good as Adam is at programming, he can not simply account for every possible variable, situation and devised strategy. Bots have a much more difficult time adapting and recognizing new strategies than an above average human brain. Playing your games manually ultimately gives you an advantage over your opponent because they have only limited control over what lines are used. I have a multitude of gaming years under my belt and I can not recall a time when a computer was able to implement my strategy better than I could manually. This principle is true for practically all games btw!

Learn the game inside and out: There is already a great deal written in the forums and excellent guides by Kehmesis and others about the nuances of MetroHo. Since that information is abundant and a huge topic there is no point in reiterating it here but simple stuff like pulling your goalie and switching to an *All Out Attack* late in the match have probably won me an additional 5% of games (or at least sent us to overtime.) In the betting world, an extra 5% is a lot!

Always choose the right opponent: What I mean by this is that you have to identify and continue to play against teams that you have success against. Look for a weakness you can exploit and learn how to counter their strengths. For example, a team that has a weak goalie (relatively speaking) will not want to face a lot of shots so you have to make sure that he does! This increases your odds of winning the game and earning some dough as a result. Sometimes you are able to regularly rock one team, or happen to always get demolished by another opponent. It helps a great deal

to know why but that is not 100% necessary. Just be sure to always play the first team and never bet against the second. Simple and logical. You will want to compile a list of teams that you have success against and play them as much as possible.

TIP: Keep track of all your results especially in the beginning. After you play the same team several times over a week or so you should be able to determine if the risk is worth it. I don't care what the theory tells me about my chances of putting up a win against this guy – in practice, if I have never beaten his team after a minimum number of games than he is out of the rotation! That team clearly has my number so why take the chance going forward?

Trials and Experimentation: You need to change coaching strategies a lot as well as in game instructions in order to determine what works for you as every team is different in its make up. Play the same team many, many times in order to draw some conclusions. Make sure the team you play is not overly active. The reason behind this is that if you play against someone like me, your results may not be indicative of something you have done. I am always changing my line-up and my strategy so you won't know for certain what has caused a success or failure. When you find a team that is fairly static, you will have an easier time determining what works and what doesn't. You can then implement this knowledge against other opponents. Experiments to consider *might* be concepts such as when is the best time to drop the gloves or perhaps when to send a guy into the land of concussions via a Scott Stevens's style Big Hit. It is imperative that you know what to do in most game situations and when to be aggressive or decide to sit back. Your ultimate goal here is to increase your win percentage for a defined opponent type.

TIP: Once I have an opponent rotation that I like, I set up my team and go through them accordingly whenever I have the time. This could be once a week or everyday if you prefer.

Don't underestimate the importance of Game Mechanics!

* Once you have done all the above and are confident that you are ready, proceed young padawan ...

Betting Theory:

Note: Firstly, there are many theories on betting and some of them are pretty damn good but not all are useful in MetroHo. For those of you that are unaware, Adam has placed a betting cap (per bet) of \$250, so unfortunately this restraint limits the quantity of betting strategies and any guarantee of success that I can give you. Secondly, I am not an expert nor do I claim to be, however, several other GM's have requested my input since betting has been implemented so I figured what the hell, I've learned a lot from you guys so now I'm (perhaps) giving a little something back to the community. Lastly, this is what works for me and is in no way all encompassing so keep that in mind.

If something else IS working for you, don't change on my advice ;) 2

* A common question I get is can this betting concept translate into success for top end teams? The simple answer is yes. It may be more difficult due to a lack of quality opponents (based on the moneyline) at your level. However, other teams with decent PR have shown they can do well too (although I honestly don't know what system they use.) In addition, you are able to manipulate your PR as easily as anyone else, which is explained later on.

Odds and Payout/Moneyline: You need to understand these two variables to determine who your opponents should be when you place a bet. In general, as your odds of winning increase, your payout (for that one game) will decrease. The moneyline is indicated by a + or - followed by a 3 digit number when you attempt to shinny an opponent. When you click on that box, it takes you to another screen where you can choose which team to bet on and how much to wager. Note: You CAN NOT bet against your own team, therefore, you will only be interested in the moneyline beside YOUR team's name. A negative moneyline means that you are favored and a positive one shows that you are the underdog. You need to determine what is an acceptable risk-reward scenario over the LONG term for you.

To be honest, I am not entirely sure what the overall money line range is, given the recent update. However, in the past, I was able to locate values lying anywhere from -650 to +650 or thereabouts. So, for the purpose of this article, I'll use that range in my examples as long as you understand that those extreme values may no longer exist or at the very least might be difficult to locate. The first number (-650) indicates that you have an exceptionally good chance of winning (high odds) so if you bet \$650 you would ONLY win \$100. Conversely, the latter figure (+650) indicates that you are probably facing a derivative of Team Canada (in relative talent) so you had better bring your "A" game. Therefore, if you bet \$100 you would win \$650 if you managed to pull off the upset. N/A tells you that the MetroHo bookies are unwilling to accept bets on that game for one reason or another. (Probably not enough players on a team or the payout is beyond the permissible range)

What payout range is the best: This is obviously very debatable but I initially found the most success betting on games with a moneyline around +/- 100. (However, this was prior to the latest tweak.) The reason being is that you are getting even odds (or thereabouts) on winning the game, so a \$100 bet would give you \$100. This might not seem obvious right away as it looks like you would only break even on the surface so how could it possibly be profitable? The answer is in the advantage you get from Game Mechanics. With that in play, you should be able to win 6 or 7 out of every 10 games played. In light of the most recent update, you may want to consider other payout levels that would sweeten the pot for you without adding a great deal of risk. I'd look at +120 to +135 to start with but YOU will need to experiment in order to obtain the most favorable results.

Luck: Luck plays a huge role in the game (as in real life). However, luck will (theoretically) even out over the long haul, which is why you must have a long-term success plan in place. DO NOT rely on luck alone to make money in betting, as you will inevitably fail.

TIP: Don't let freak events (positive or negative) dissuade you from a solid strategy. For example: The other team manages two short-handed goals in a single round against your star power play line. It happens - that is just random crap you have to learn to accept and shrug off.

Losing Streaks: Everybody has them, therefore a good strategy must account for them. Losing streaks can be an indicator that either you are just unlucky or that your strategy is flawed. If you

have more losing streaks than winning streaks, there is a good chance it is your strategy that is the problem. ;) When I lose 3 or 4 consecutive games I start to get concerned. A fifth *straight* loss and I am done for the day. Period! (Remember - your goal is to win 60 to 70 percent of the time). If they are all 1 goal losses then it was probably just bad luck, but you may want to tinker with your strategy. If you are getting blown out of the water, then its definitely time to re-examine what you are doing.

How to bet in the beginning (Less than \$100): How you start off is not as important because you always have the opportunity to make \$10 with the Daily Challenges (every day as VIP, or every day in a league if not) and since you are dealing with such small amounts, you can quickly make the money back. At this level, luck can play a much more important role as it can make or break you if you get into a streak. Here you are just trying to build up your pocket change any way you can. At first, I attempted to go for the long shots with small bets but could not make it work. You might have a different result. I ended up beating up on a few pylons in order to make some money but it took a lot of games because the payout was so low. Beware though...there are no certainties in MetroHo such as a guaranteed win (as you will find if you read some of the betting rants in the forums.) That being said, I would recommend the "pylon approach" but anything might work here to help get you started. You could even try the bet everything philosophy and hope for the best but this concept will burn you in the long run with continued usage.

TIP: The majority of my wins (and losses) are by 1 or 2 goals and several games go to OT. That is what you should be looking for in order to make optimal money. If you are man-handling most of your opponents, the competition is probably not strong enough for you and the payout will show that. Likewise, if you are getting your ass handed to you consistently, you may have a problem with your strategy but if you have done your homework then your competition could just be a bit out of your league. Result: less dough in the long run in both cases.

Stage 1 (\$100 plateau): Here is where you want to implement a solid long term strategy as you don't want to lose your hard earned money. There are only two methods that I used for the most part and they are exactly the same in application. Option one is the *10% rule*, which is safer but will take longer. Option two is the *20% rule*. While it is still somewhat safe (except for losing streaks) it will earn you money a lot faster. So, you line up your competition that you plan to play that day (your rotation of similar payouts) and run through them. Under option 1 you bet \$10 per game (10% of \$100). If you lose 4 or 5 in a row, re-read losing streaks and maybe Game Mechanics again and then tweak your strategy or opponent list.

Once you get to the next plateau of \$200 dollars (or for safety, one win over like I did) then you start betting \$20 and so on. Option 2 works the same way with just \$20 to start (20% of \$100). The plateaus are \$200, \$400, \$800, \$1600, and \$2500. You can basically double your money every 5 (net) wins with Option 2, while Option 1 requires 10 (net) wins. This probably goes without saying but just to be sure you understand, "net wins" are all games won minus all games lost for that betting session. You can also mix and match the two methods depending on your confidence level concerning the team you are about to square off against. If you ever drop a plateau then you MUST reduce the amount you are betting accordingly.

Stage 2 (\$500): Not really a stage or a plateau but a good point to be at. If you get this far you likely have a good plan in place with a good understanding of mechanics (or you have just been lucky). Nevertheless good job! This is a critical point so don't get cocky or overconfident - stick to your plan.

TIP: If your club generally requires a lot of shots to win games (on average) then you might want to stay away from teams where you only generate 15 or less shots. Those teams with great

goalkeepers that utilize the Trap can be difficult to win against if your team does not have the necessary scoring punch to capitalize on the limited opportunities presented.

Stage 3 (\$2500 Plateau): This is more of an artificial plateau because of the hard cap. As mentioned above, Adam has installed a limit of \$250 per bet. So the most you could ever wager at this point is \$250 under any rule or strategy. If you use option 2, this cap limitation will have affected you at the \$1600 plateau where you would want to bet \$320 per game but obviously can not. At this point you clearly understand what is going on and how to make money so you should always bet \$250 going forward unless you drop below this plateau!

Final Stage (\$5000 and above): You have made it to the big time! Here you can take more risk if you want to get a larger payout (+250 moneyline or even higher) but don't lose too much on any given day. I'd say stick with what works for you but that is your call now as you have proven that you can get the job done in spite of any bad luck streaks you have had to suffer through. I can sometimes make \$2000 a day or even more at this point although other days I take a beating but usually only end up a little down overall. Depending on your risk threshold, you can now either preserve your capital by making smart bets or look for the big payday and let it ride.

TIP: What is really the difference between an average team where you get a payout of +100 versus a lousy managed team where the pay out is +150? IMO, probably not much so I might take on the additional risk for a greater payout. The difference between +100 and +500 is usually quite substantial however so the risk may not be worth it.

Items to Avoid:

Betting it all: It's tempting at first to bet it all (when you have \$250 or less of course), but in my opinion, this is an absolute no-no! If you do this consistently, the house will always win and your fun will be over. If you have gotten through this technique unscathed a few consecutive times, consider yourself lucky.

Betting on other Games: You have the option to bet on games throughout any league, but I personally don't do this because you can not influence the outcome of those games. Therefore, all your game mechanics knowledge will go to waste since you have no control over what either team does. Also, the bet doesn't happen until the game is played (which you also have no control over) and as a result your money is tied up and making you nothing. Lastly, if there is a change in the line up or an injury before the game is played, the bet is nullified as a result. So, bottom line: Don't give up control! – That is the difference maker in my opinion if you're serious about earning capital. If you want to just have some random fun than be my guest. (But I send my goons over to Kanzi's team for that.)

Betting with Key Injuries: Injuries are common in MetroHo, so I want to point out that if you have a key injury you may want to wait until that player is healed before you bet again. In my experience, every time a certain player gets injured, my winning percentage drops as he is usually crucial to my success/strategy. If you find this is not the case for you then don't worry about it and start betting with his replacement.

Don't spend it: You will be tempted to spend your earnings as soon as you start making some money. A great example is if you really want to buy that Enforcer in order to beat the crap out of your nemesis. Don't do it. It is too difficult and time consuming to earn money in the early stages. Ideally, you should have a minimum of \$5000 or 3 times the cost of whatever you want to buy, whichever is greater. This is due to the simple principle that it is generally easier to make money once you have money. That being said, if you want to buy cheap trinket crap for less than \$100 from time to time have at it - but it will just take you a little longer to reach the top end.

Managing your PR and resultant payouts:

Note: For whatever reason, this is a controversial topic for some but I assure you that it is completely legit and one of the key ingredients to my past and present success. (Both pre and post update) It is necessary for the simple fact that you may want to operate at a certain payout range but there are, unfortunately, not enough teams (based on your target criteria) at that level. Therefore, you need to manipulate your lineups accordingly. It does require some practice and patience however, which can only be learned through trial and error. This concept is especially useful for those GM's that reside at the upper end of the Bell Curve. Without this practice there are likely only a handful of teams that will produce a decent payout.

How it works: If you want your PR to rise (and payout to decrease) relative to your opponent, then you will need to bring in more talent. Conversely, if you want to decrease your PR (and payout to increase) then you'll need to have some lower rated players suit up for the game. Take note that although the second method is much easier to implement, the game in question becomes more difficult to win because of your weaker line-up.

*If you try to adjust your line up after the bet is placed, you will nullify the bet so you can NOT cheat the Moneyline under this method. Nor can you substitute your all star back up goalie in place of your rubbish starter until you have a deficit of 5 goals at which point, in all likelihood, you have virtually no chance of winning the game anyway.

Update: With the recent tweak to the moneyline generator, you will likely find that using lower rated players *solely* on your fourth line (to lower your team's PR) is no longer a viable option due to the simple fact that the payout is not worth the additional risk you accept. In some cases, you may even find that you get an equal or better payout with your normal lines. Nevertheless, managing your PR is still useful for obtaining a reasonable payout against the opponent(s) of your choosing.

Intangibles:

Time: Time is a very important commodity in MetroHo. If you have very little of it, you will unfortunately be at a disadvantage as you can't manually play as many games as the next guy or put in the research that is likely required to be successful. Nevertheless, you can still become wealthy if you are smart about it and only bet on weekends or whenever you can find the time. Up until this point, I have put in the better part of countless days researching, testing and playing games. It is not uncommon for me to play 50 or more games a day, (on the weekend) although I don't bet on all of them.

TIP: Have a blacklist of teams you consistently have a poor outing against. Then don't play them anymore when YOUR play money is at stake. This will save you some time and money!

Discipline: You must be disciplined and stick to the rules you establish for yourself. Try not to get angry over a bunch of losses or when your opponent climbs out of a 4 - 0 deficit and beats you in OT. This will cause you to make poor judgement calls or act in haste on your next bet, such as doubling down in order to win it back. This strategy *can* work but should only be implemented if you have had ample success against that upcoming team in past games. Remember though – there are NO Guarantees!

It's not a race: It's hard not to measure your financial success against another GM and luck does play a role, no question. Pilla was kicking my ass in the early going and was the first to get an Enforcer (and I was envious of this fact) but I knew long term success was more important than bragging rights. At the time of writing this guide, I am certain that I have earned at least 4 times as much money as he has (and I also have my own enforcer now among other things.) So, be patient, make smart bets and the money will come!

Hopefully, you will find a few tid bits in this guide helpful. In addition, if you know of some other technique that you would like to share by all means let me know. I'm always interested in the next breakthrough strategy.

Cheers!
Bodazafa

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ViciousHenry for proofing this submission for me.

Alfie for publishing this article. (and thereby making me feel important.) ;)

PillaKilla for (unknowingly) providing early inspiration.

Everyone Else for your input, guides and taking the time to answer forum inquires!

Disclaimer: All information is accurate to the best of my knowledge and is current as of early September 2010.

Adam (the game's creator) may wish to make another tweak (or two) with the betting system or implement a new rule some time in the future however, which is of course his prerogative. That being said, most concepts in this article should remain insulated from any minor changes.

The Cookie Jar

with Trogdor

The Cookie Jar is what I have my hands on right now. It's called "The Cookie Jar" because I fill my head with a lot of ideas (cookies) and not all of them are good. But...they all go in the jar just in case I want to use them and/or supplement a similar idea that someone else proposes. Yes, I've been known to shoot down the ideas of other users when the game alteration either doesn't make any sense or isn't worth the time Adam would have to put into it. But I'm much harsher on my own ideas. I usually think things through and make sure everything is right before making a real suggestion. This is where I'll reach into The Cookie Jar and hopefully pull out something that can interest everyone. I'm usually one of the more active MetroHO'ers so here are some things I've been doing lately. A few you already know about, and something you might not know about.

I'll start with the one that most don't know about. I mentioned it on the forum once, but I don't think too many people saw it. There has always been talk about new leagues. People want 24, 30, or 32 team leagues to play in. We don't need that big of a jump. We started with 10 team leagues as the only option, and then Adam gave us 15 team leagues that replicated an NHL Conference. The next league in line is the 19 Team League. Adam has said he likes the idea and will add it one day. That one day may be years from now, but I think it will show up eventually. Adam, this is not intended to put pressure on you in any way. I realize you're a busy guy and you'll do things when you can do them. I also realize that there are MUCH more important things to get to before you can even begin to think about a new league. So anyone getting excited about the prospect of a new league, please don't. It's a long way away.

Why 19 teams? It's simple really. There's enough trouble starting up a good 15 team league, so we don't need to make the immediate jump to 24 or 30. 19 continues the slow steady progression that we saw when we went from 10 to 15. Also, the number 19 let me be pretty creative with scheduling. I devised (and submitted to Adam) a perfect 72 game schedule for all 19 teams that fits into 18 days. Each team plays 2 home and 2 road per day against 4 different opponents. Each team plays each other team in the league exactly 4 times (2 home and 2 road) throughout the season. There are no divisions, just a straight 19 team standings list.

Now for my own personal twist that would need to be agreed upon...

The league creator would get the option of having either 10 or 12 playoff teams. Since the league only takes 18 days to play, there would be room for an extra playoff round. By default, this opening round would be a best of 3 and then the next rounds would be played either best of 5 or best of 7 (but we all know everyone picks 7). I think this makes more sense than just going with a standard 8 team playoff because you have more teams and more leftover days. Also having it be an automatic best of 3 will ensure that a lower seeded team can't play more home games throughout the playoffs than a higher seeded team who didn't get to play in the opening round. In a 10 team playoff you would have 6 first round byes and 4 teams playing in the qualifying round. In a 12 team playoff it would be 4 first round byes and 8 teams playing in the qualifying round. I guess you could even add in the option for 9, 11, and 13 team playoffs with 7, 5, and 3 first round byes respectively. In a leveled league, there would be 4 promotion spots (3 trophy winners + best record OR 2 trophy winners + best 2 records) and 4 relegation spots.

Now we'll dig a little deeper into The Cookie Jar and pull out...The Trogdor Tournament Series II. This is the 2nd time I've run the "TTS", but this one is definitely bigger and better. If you're interested in some fun tournaments and a chance to win a portion of over \$200 worth of VIP prizes, then you should be playing every month. Our first event went well with over 20 teams participating in "Baseball". The 2nd Event will be held by Sonic-Burn and will feature 4 different divisions with a winner in each one. This gives all of you lower ranked teams out there a chance to play in and compete in a tournament without feeling outmatched by the big names of MetroHO.

There will be 12 Events in the TTS-2 and then the Grand Finale. After 12 Events, the user with the most Grand Prix points (earned by playing well throughout the series) will be awarded with a 1 year VIP Prize. There will also be runner up prizes and a random drawing

prize. The 13th Event (Grand Finale) will be an attempt to break DBs record for biggest tournament ever. The winner of this single Event will earn a 1 year VIP Prize, and again there will be runner up prizes. A twist in the Grand Finale is that there will be a chance for teams to be entered twice, doubling their odds of winning it all. You can earn a "Double Entry Invite" by hosting your own tournament, winning a tournament (or certain stipulations within a tournament), and/or donating to the series.

More information on the TTS-2 and details about how to host/donate are available in the following link: <http://www.metroho.com/loggedin/forums. ... ead=107092>

The final item in The Cookie Jar for this issue is the vote for a new Denslow Cup logo. I have 2 of them already and there will be a community vote sometime in the coming months. Just PM me if you want to submit something to be added to the vote. The winning logo will become the new official logo of The Denslow CUP.

I will no longer be doing Tourney Tracking. It was fun, but it's also stale. Anyone that wants tournament results can simply go to the Tournaments Board and look it up. Hopefully I will be continuing The Cookie Jar in future issues. If you want an idea or suggestion of yours featured in The Cookie Jar, PM me and if it's good we'll put it in. I'm all for getting more people involved. This time was only my own stuff because I just came up with the concept recently and didn't have time to get input from others. In the future, I see only one of my own ideas to go with 2 or 3 ideas/announcements/suggestions from other users.

Q & A with Sonic-Burn

By: Kwest



Q – Firstly, how did you come up with the name Sonic-Burn?

A – When I first started playing Starcraft back in '98, I wanted to come up with a good account nickname, so I stole the name "Acid-Burn" from the movie Hackers and blended it with Sonic the Hedgehog. Ever since then, I have used Sonic-Burn as my nickname for pretty well every game I play.

Q – How do you know Metroho's creator Adam?

A – I met Adam for the first time back around '99 or '00 on a game called Alien Adoption Agency. I was pretty addicted to the game at the time and I joined Adam's guild. Not long after joining, I became one of his staff members and began getting to know him better at that time. He was in the process of putting his own game together at the time (Frog-Life), and I was trying to lend him a hand whenever possible. We stayed in touch through MSN/AIM for a couple of years, but then I became really busy with university and we fell out of contact. Then I found out about his new game, Metroho. And being the avid fantasy hockey fan that I am, I felt I definitely had to give it a shot. And let me tell you, it didn't disappoint.

A – Honestly, it is tough to pick one particular moment. But I guess in regards to "my team" specifically, it would probably

Q – How are you enjoying the game so far?

A – Adam has done a terrific job with this game and I don't plan leaving any time soon!

Q – You're still a relatively new player. What advice do you have for folks just starting out?

A – My advice to them would be to "hang on to your talent". I see so many young teams starting out worried about winning in their first season or two, and so they cash out all their good long term talent for a couple of rentals as a result. My motto, and the way I have built my team, is to grind out the first couple of seasons. Do your research and make smart draft selections. Do not stress out about winning immediately! Instead, build a deep, solid, young corps of players who will be around with you for 6+ seasons on good bargain contracts. And remember, you can always grab rentals for free off the market.

Q – What has been the best Metroho moment to happen to your team since being here?

overseas in India, which is on the opposite side of the globe of Canada. And because all of our family is back in

have to be the drafting of Sidney Silvernale who has already reached a rating of 99, while just turning 20 years old.

Q – What has been your favourite tournament to participate in?

A – I really love the Denslow, because it happens every month and I have participated in it every month that I have played the game. But I also want to mention that Friedjeebus' Premiership tourney has also been a complete blast since being started up last month. This guy does a wonderful job of running the tournament and all the while he is entertaining the participants with game recaps and headlines. (EDITOR'S NOTE: Sadly, friedjeebus recently announced his metroho retirement thus ending the Premiership tourney)

Q – If you were an administrator for the day, what would you do first, then second?

A – I would probably do the exact same thing the rest of the Admins do. I would check out the game wide trade log and make sure all the trades were kosher. I would then respond to any issues that arose requiring my attention. And apart from that, I would do what I already do as a regular member of the game, by playing my games, making trades, chatting with friends, and frequenting the forums.

Q – What is your least favourite thing on Metroho?

A – I would have to say my least favourite thing about this game is the numerous multiple accounts that are being run. I believe it creates more competition for resources (such as UFAs) for those of us who only run one account, which can sometimes be unnerving. Its one thing to lose out on a bid to another single account owner, but it is another thing to lose out on a bid to "whosyourdaddy17"...

Q – You state you recently graduated from University. What were you taking?

A – I was taking the Bachelor of Arts program with a major in Criminology. Most of my courses were a blend of the social sciences, law, and criminal justice.

Q – What are your future plans with that degree?

A – I hope to one day work for the beloved RCMP here in Canada. However, if that falls through, I would be honoured to work for any of the police forces in the country.

Q – Have you had an opportunity to travel much? What's been the best place you've ever visited?

A – Yes. In fact, I have been really blessed with the opportunity to do a ton of traveling in my life. I grew up

Canada, we would come back for visits every couple of years. We always made each trip count by taking weeks, if not months, to travel and explore different areas of the world on our way to and from Canada and India. Once we did a trip through the Middle East, and explored Israel, Egypt and Jordan. Another time we went through Europe and travelled through Italy and Switzerland. And we also did several trips throughout Central and South East Asia, including Nepal, Thailand, Singapore, China, Japan, and other countries. It's really impossible to pick "the best" place, because they were all so wonderful for so many different reasons, but I have to say, nothing beats beautiful British Columbia.

KWEST: "Here are some either/or questions. The answers 'both' or 'neither' are not options:"

Q – Donald Duck or Daffy Duck?

A – Donald Duck. Daffy's slur gets bloody annoying after a while.

Q – Pepperoni/mushroom or ham/pineapple?

A – Pepperoni/mushroom, even though I hate mushrooms, because I can't even begin to describe my distaste for fruit on pizza.

Q – Backstreet Boys or N Sync?

A – Backstreet Boys. "You are, my fire..."

Q – Winter or Summer?

A – Oh, that's a toughie. Winter for hockey, summer for bikinis.

Q – Finally, if you had the unfortunate choice of giving up food for a week or playing Metroho for life, which would you choose?

A – Well, I have already experienced option number 1 on several occasions, and that can be verified... Therefore, since I have plenty of experience with starvation, I may as well go with what I do best. And I know that I certainly can't go a day without Metroho (at least by choice), so that option is out of the question.

Thanks Sonic-Burn!



"Do you feel the burn?"

Trogdor Tournament Series II

MID-OCTOBER 2010

UNDISPUTED

EVENT #2

Host: Sonic-Burn

Signups will be open in the Tournaments forum section.

MID-NOVEMBER 2010

CLASH OF THE +/-

EVENT #3

Host: beefrog

paqoll01's predictions

My inaccuracy percentage from last time: 86% inaccurate. Not bad, I'll try to be even more inaccurate this time!

Alfie's decision to grow a playoff beard in support of his team backfires on him when the hottest girl in school approaches him and says "Hey you have a little dirt on your chin there... oh my god! that's supposed to be a beard!" and then laughs at him uncontrollably.

After finally winning a level 5 metro cup, The Richmond Hill return to their old ways of choking in the playoffs.

Two well known GMs will be inducted into the Metroho GM Hall of Fame. Kyxooan will just miss the cut and not be among them.

Vicioushenry, GM of the Evans City Zombies, will decide to NOT have his players bite (thus zombifying) his team's newest off-season acquisitions. He's realized that his team might play a little better in the playoffs without everyone having decaying limbs.

It will be revealed that Steve, GM of the Bayside Brawlers, does indeed have a multi... Me, I am Steve's multi... on second thought, no I'm not. I would never have a wuss like Dominic Limbach on my team.

Adam reveals his newest addition to the game will be detailed injury reports... They get a little too detailed...

- Forward Terry Schwinn of The Shadows went on an all night bender and suffered a back injury from falling through a table. He will be on the disabled list for 2 days.

- Forward Kyle Mortis of The Badonkadonks spent a night with a cheap prostitute and will be playing sick for the rest of his career.

- Defenseman Evgeni Marotte of The Silver Seven had a bad acid trip and kicked a brick wall thinking it was his ex-wife nagging at him. He will be playing hurt for 3 days.

Medallion winner: The Random Name #42

Why he'll win: Anti has a solid PR and 100 rated goalie that could carry the team through the tourney.

Why he probably won't win: He's already won it once, share man. Share and embrace the love of the metro community!

Denslow winner: The Blue + Gold

Why he'll win: He was the first to post his entry on the forums, that has to count for something, right?

Why he probably won't win: Plenty of tough competition in the tourney and blah blah blah, just win it and make me look like a genius!

Random league: Level 2 Public #7

Winner: The Edmonton Oilers

Why he'll win: Come on, a professional team in a league of nobodies! This is an easy call.

Why he probably won't win: Oh right, it's the Oilers, nevermind... they won't win.

Horoscope: Libra Sep 23 - Oct 23

Trust in your instincts this NHL season and bet it all on the Sharks to win the cup. Losing your life savings is the only sure fire way to get your wife to leave. Single and back on the prowl baby!

Life as the GM of the Quebec Demons

By: Demonous_Xodus

Its always nice to finish off a season like I just did. My first all-level league finishes with me playing in the same division as the 1st, 4th, 5th and 6th placing teams. I ended 6th, and lost in the semis to the New Bedford Hax. Not that it matters now anyways. I have an off-season ahead of me.

Logging on, I get some surprises which I saw coming a while ago. My 99 playmaker, Owen Hunke, is back to his shenanigans and asking for 11M\$. I'm not going to pay him that much again, and I hope that he wants to come back when he realizes that 100 Snipers like Toyoshima aren't always around on every time. I really wish there was a team loyalty factor though. My 3rd string goalie for about 3 seasons retired too. Good luck to you, Dallas Cleaver.

First thing I'll do in the off-season is scan the off-season trading block and the off-season trading forum. Knowing what you want can greatly help in this department. You'll know exactly what to look for, and you need to remember to stick to what you need. Quality over Quantity. However, the off-season block is usually ridiculous offers for overpaid hacks. There have been some good deals though, but you've got to wait and scan. Patience is the key to a good off-season.

I'll then move on to my mail. Usually, it'll be people asking for Joe Freel. Can I make it clear that I'm not trading Freel? Oh, and an e-mail from Alfie asking for this article. That's it for my mail.

The next best tool is the chat. Many people in chat are off-season teams looking to trade. I've always found that a lot of people seriously need to start considering the chat as a good trading tool rather than a waste of time. I can understand that there are better things out there to use, but the chat will always be a good tool if you know how to use it.

Next, I get on with my press releases. The Quebec Demons are a big role playing team for me. I will constantly run the Quebec Demons Live Network in a season, which is large for team news and analysis. Now, with the addition of press releases (Metro Tweets), people can get their news about the Demons on a day-to-day basis. It might not be the most popular thing, but many enjoy reading my tweets. I inform most people of what I'm doing through them, and I'm writing this article thanks to the QDLN. So think about it.

-DX

Stay Tuned!

Demonous_Xodus will soon be hosting the first ever metroho blog!

From his daily metroho life, to gamewide news, to real life issues; everything will be covered by the one and only DX several times a week!

Keep your eyes peeled for additional info soon to be released!

Ask the Community

By: Alfie

With Adam

Do you have a backup copy of metroho ready in case one of the new admins (coughcoughkwest) unleashes his fury and deletes everything?

Adam (1): I backup the game automatically now every day. So if ever METROHO ran into problems, the furthest the game would be rolled back is one day.

On a more serious note, What's the next big change you're working on (or will in the future)?

Adam (1): I'd like to add more official tournaments to METROHO. I need to come up with some creative formats. I know a lot of people don't care for The Medallion, but I like it. Rather than changing The Medallion, I think it would be cooler to add another tournament.

I think adding on to the idea of the daily challenge could be cool. Right now you're just challenged to defeat a random team. For the future, I'm thinking of having something like a weekly challenge where you get thrown into a mini tournament with a group of teams.

The record book needs to be updated. Career stats need to be added, hall-of-fame stats need to be added, and stats between different levels need to be capable of being separated.

I also want to have the option for bigger leagues. Unfortunately, I won't be adding that until the game is bigger.

I'm also interested in improving fighting so that you can have fights during games not being played round-by-round and somehow more control over who fights and when they occur.

With Lord Mike

Should I be seeing the Doomsday Cup back up and running any time in the future?

Lord Mike (1524): I've given a lot of thought to bringing back the Doomsday Cup as a permanent monthly tournament but not right now, other parts of my life are taking up my time and until some of these "issues" are sorted out it will have to remain on the backburner but "the double elimination tournament from hell" will return, that I have no doubt of and hopefully a lot sooner than later.

You're on the verge of level 5 with a decent PR and you're starting a level 4 league in the next few days, thoughts?

Lord Mike (1524): I look forward to battling for a Level 5 upgrade, there's a lot of good teams joining that level 4 league so it will certainly be tough but I like tough leagues where every team has to battle tooth and nail for the standings. I've been to level 5 before but it was in a rebuild year so I got beaten severely and sent packing to level 4 again. I swore that day to return to the glory to level 5 and to win one of those big ole trophies.

With PillaKilla

How does it feel to have had the very first enforcer: Kyle Mortis?

PillaKilla (2884): Seriously that is the best you could ask me?

Feel free to ask yourself a better question and then send me the answer XD

PillaKilla (2884): Do you have a multi? A: Moi. There I said it.

With Mr fanntastic

I believe you to be an adult, if that is correct, please answer the following: How often do you get frustrated with members of the younger generation for "immature" behavior?

Mr fanntastic (2159): I am an adult. The "immature" acts get old, but I travel around the United States for work, so I often take breaks from the game. The business that I'm in (Nuclear Industry) is pretty tight-knit on how you act in real life, so I try to carry over into this game.

What's your opinion on people posting a picture of themselves on the forums?

Mr fanntastic (2159): I don't care either way. I think it is neat to see what face goes with the personalities, but I keep my pics on facebook.

With zigzag

Do you have kids? If so how many? (any grandkids!? :O :P)

zigzag (2035): Yes I have four kids. My oldest son is 21. My daughter is 16. My Son is 13. And last but not least my 8 year old son. No grand kids yet, and it better be quite sometime before I do have any.

Your team has held a top PR spot for many seasons but that looks like it may end following the end of Cherry's Grapes. What's in store for The Warthogs for the coming seasons?

zigzag (2035): Well I will fall some in the rankings, but I have a good crop of young guys coming on fast. So I really don't think I'll be down for long at all.

With Mattman13

Who's your biggest rival and why?

Mattman13 (2288): My biggest rival would probably be Felix. He is right around my age and activity level, and he is quite a good GM. I have had the misfortune of trading my 2 most prized possessions to him 2 seasons back, and other than that we always seem to turn up in each others paths in leagues and tournaments, not to mention he was the sole reason Team Matt lost the TTS Baseball Event, and then tries to blame it on the team. What a jackass.

If you could meet someone on metroho in real life and beat him up, who would you choose?

Mattman13 (2288): If I could punch anyone in the face, it would be Steve and Pilla with a double uppercut. They are both super cocky and don't realize that it doesn't matter what the number next to your team name is, its how your players go together. So please, don't complain when the Brockport Blue Devils crush Pilla, and the B + G torch the Brawlers en route to a double dominance trophy in my current season. So yeah, step up you two, you are going down!

With Nquiksilver

Have you ever been in a serious fist fight with pillakilla?

Nquiksilver (2116): No, he would rip my arms off and beat me with them... ever see a bear playing with a small rodent... well you get the picture.

Someone (I forget who) mentioned I (Alfie) looked sorta like you. What's your reaction to that? (lol)

Nquiksilver (2116): **** no, then I struck Piller as he told me it was he who made the comparison.

What was the game change you liked the most in the last few months?

Nquiksilver (2116): Betting, even if it's a heartless bitch.

With Flyguy+24

What's your opinion on being potentially the youngest metroho user?

Flyguy424 (2999): It really does not bother me although when people talk trades with me it is tough for me sometimes so i will often ask for help from more experienced players. But i'd rather be my age then some people on this game.

With trogdor1009

Describe Bodazafa's betting success in 1 word.

trogdor1009 (822): don't-know-who-that-is

(Look at his play money total) <http://www.metroho.com/loggedin/viewteams.php?team=3957>

trogdor1009 (822): I wouldn't know how to put that in one word. I'm sure it's pretty easy for him since he has so much.

To what extent to you use your admin powers?

trogdor1009 (822): I use them to intimidate! Actually, I just use them how they're intended. Reversing trades, deleting posts that need to be deleted, and bringing good ideas to Adam's attention when I feel he may have missed them on the main forum.

Q & A with Alfie



Q & A this month is with Alfie, the proud owner of both The Silver Seven and The Ottawa Senators as 16nico.

Q - Alfie, how did you first discover Metroho?

A - I had just found out about a few other games like goodhockey.com and arena.com or whatever they were called but didn't really like those and I quickly became inactive. I did a few google searches to try to find another one to try out because I really liked the concept of being in control of every aspect of a franchise. I found Metroho on like the 10th page in google and the rest is history!

Q - What has been your favorite part of the game so far?

A - At first, for the first year or so I'd say it was just trying to get the best PR possible. I'd slowly improve until I reached 100ish and I was really proud, but since I cut too many corners I quickly fell back, made some dumb decisions and then finally quit temporarily. When I came back with The Silver Seven I quickly rose to a high PR (took 4-5 seasons) but then my favorite part was no longer trying to be the best, of course that was a blast and for me it was exciting since I'm a competitive person, but the best part became meeting and chatting with new people every day. I don't think I could ever quit metroho even if the game takes a turn for the worst. I love talking to these people.

Q - When you won your first Metro Cup, how did you feel?

A - Relieved. Pure and 100% relief. The whole playoff stretch it was a mix of excitement and eagerness but when I actually won it I was surprisingly calm. I just felt so relieved that after all these 100s of years I had snagged a metro cup. I'd say I was more excited when I won my first trophy than when I won my 1st metro but that's another story.

Q - You were brave and put a picture of yourself in a forum thread. Why?

A - I don't know. I really don't know. Many people on metroho I have known for a very long time and that day it felt like the right thing to do. It's hard to explain it but I felt like showing what I looked like to the community. I knew I'd get thumped by users like beefrog but it's all in good fun and I don't take anything said on here seriously.

Q - You've said you are a fan of camping. Here's your chance to advertise your favorite place to go.

A - It all depends on what you like to do when you camp. Some like to go hiking up mountains and enjoying good views. Others simply like to relax in the peace and quiet of nature. For good hikes I'd recommend the obvious; the Rockies. I was young when I traveled there so I don't remember much other than Lake Louise being a god damn beautiful sanctuary. For all those people that like in north eastern US and Ontario/Quebec, going to Mount Desert Island is a prime choice. Off the coast of Maine it's one of the most beautiful spots in all of USA (which is why it's a national park; in the US it usually means it's a great spot). I'm going to try not to ramble here too much but The Adirondacks is also a beautiful location especially during the fall for obvious reasons. Lastly the White Mountains in New Hampshire are pretty; I'd suggest camping at Franconia Notch a top class camping spot that is surprisingly relatively low-key.

Q - Have you seen any live NHL games? How many and where at?

A - No, I have not seen too many NHL games. My parent's are well-off but are the types of parents that are all about saving. Whenever I ask they just tell me to watch the games on TV; "it's the same thing" they tell me. pffffff clearly not real hockey fans. And that's a bunch of bull too since they won't even buy cable or satellite. So I'm either stuck listening to it on the radio or if I'm lucky I can find a stream on the internet. I only get a dozen or so games on TV (free CBC FTW!) Back on-topic, and geez I just noticed how much I rambled in this Q and A. Oh well. I usually end up watching anywhere from 0 to 2 games per year. I watch lots of the OHL though at the civic centre (Go 67's!)

Q - There was an earthquake in Ottawa this year. Can you tell the community about that?

A - haha oh boy. I was driving around with my mom dropping off job applications, and while we didn't hear too much of the actual earthquake, we certainly saw the aftershocks! lol all the intersection lights were off and I needed to turn left across one of the biggest intersections in western Ottawa. Long story short this huge crash happened like not even 5 metres away from me involving a bunch of cars and I was literally one of the closest cars to the accident that didn't get touched. Others "volunteered" as witnesses and I quickly left the scene haha but man what a moment.

Q - Living in the Ottawa region, do you speak both English and French?

A - Yep. I'm bilingual. French was actually my first language (mom was french, dad english) my parents agreed I should be raised in french since I'd learn english just from my surroundings. And since being bilingual is clutch in today's society in Canada I'm glad they did it. Although I am somewhat losing my french because I don't speak it enough anymore. :S

Q - You've told me before that this is your last year of high school. What are your plans after your last mandatory school year?

A - I'm most likely gonna be doing Communications Studies. I really badly want to go to an out-of-town university, or at least stay in rez; I'm tired of living with my parents (I live in the country outside public transit zone so I'm stuck with them more than the average kid which makes me want to leave more than the average kid). But since I don't have enough money and my parents aren't helping me pay unless I stay local I'll probably end up at Ottawa U or Carleton.

Q - You are given Admin powers for the day. What do you do?

A - Snoop around in people's accounts of course... (editor's note: Admins cannot do this)

Q - You've won a level 5 Finalist trophy. What in your opinion will it take to win a level 5 Dominance Trophy?

A - It will take getting admin powers and be able to set it so my 96R PF doesn't get injured for 10 days and miss half the season.

Q - I'm a brand new player and I see this Alfie guy posting all over the place. I ask him for help with the game. What do you tell that new GM?

A - When I used to post tons in the forums I actually had quite a few n00bs come and ask me for advice. They would (correctly) assume I'm a knowledgeable user since I post so much. Usually I'd just give them general info such as they should keep their youth and accumulate as much of it as possible for the first 150 days or so of playing. I'd also show them how the money goes up at every rating tier and stuff like that. In my opinion getting contracts right is the most important part of metroho.

Q - You're on top of Mount Everest and shout a message to the world. What is it?

A - I would love to say something hilarious or witty but *sigh* knowing me, I'd probably yell something cliché like WOOOOOOO! **** YEAH!



Top Users of August and September!

This is a slight alteration to the previous award of GM of the month. Since Metrohomonthly is now a bi-monthly product, and we have deemed that winning championships is not the only form of success, we have made this an all-around achievement. Things like contribution, success, forum involvement, etc. are judged when considering the 3 winners. All NL team members as well as several randomly picked active metroho users get to cast their votes. **Each person selects who he or she thinks were the top 3 users in no particular order of the previous 2 months.** After the votes are compiled, the 3 users who were chosen the most are awarded with the title of "Top User of Aug. and Sep." To stop the same users from winning this over and over each 2 months, a rule has been made where the only way a user can be a repeat winner is if he has not only succeeded in becoming in the top 3 the following edition, but **accumulated the most votes** in that following edition.

Without further ado, I am pleased to announce this edition's top users (in no particular order):

trogdor1009 (The New Bedford Hax)

Kanzi (The Kanzis Habs4Cup)

kwest (The Dragons 78)

Fun And Games



Hockey Trivia

By IronDogg

1. What was Wayne Gretzky's jersey number?
2. Which team drafted Brett Hull?
3. List the "Original Six" teams of the NHL.
4. Mario Lemieux was captain of what NHL team?
5. Name two of four different, "Types of News" found on your MetroHO news page when you log in.
6. List one of two ways to earn a bonus extra \$5 dollars in your daily MetroHO Sportsbook challenge.

Rules

- Send your responses to IronDogg via PM on Metroho.com before the end of November 20th, 2010.
- Only 1 submission per user, if more are sent the first one will be the ONLY one used.
- 1 point per correct answer.
- If there are multiple winning submissions, then a random winner will be selected from the winning submissions as the October Edition trivia winner.
- Winner's prize is 1 month of **VIP**.
- Newsletter team members are not eligible to win but can still submit answers.

Answers from last month's Trivia

Volume 1 Issue 7's trivia consisted of True or False questions.

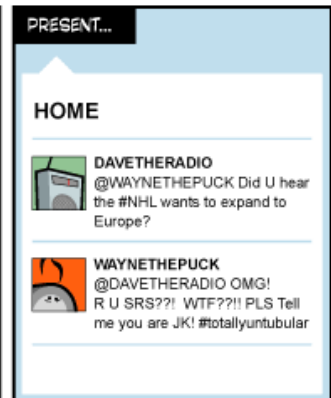
1. False. Chris Chelios was 43 years, 253 days old on October 05, 2005 against the Blues. Gordie Howe was 43 years, 4 days old in his last game with the Wings in 1971.
2. True. Iginla's full name is Arthur-Leigh Elvis Adekunle Jarome Jij Junior Iginla.
3. True. Goalie Joe Turner played one game for Detroit on February 05, 1942, then joined the marine corp, then was killed in action in 1944. The IHL honored him with The Turner Cup as a championship trophy.
4. False. Bobby Hull, Steve Shutt, Wayne Gretzky, and Keith Tkachuk have all led the league in goals while scoring less than 10 on the powerplay.
5. True.
6. False. Metropolis Hockey Organization

Congratulations, to Steve3141 (2783), who is the MetroMonthly August 2010 Edition Trivia Winner.



Funny Sayings

1. The man who smiles when things go wrong has thought of someone to blame it on.
2. Time is a great teacher, but unfortunately it kills all its pupils...
3. Never take life seriously. Nobody gets out alive anyway.
4. There are no stupid questions, just stupid people.
5. Flying is learning how to throw yourself at the ground and miss.
6. What you call dog with no legs? Don't matter what you call him, he ain't gonna come.
7. Men are like bank accounts, without a lot of money they don't generate a lot of interest.
8. Everyone needs believe in something. I believe I'll have another beer.
9. A computer once beat me at chess, but it was no match for me at kick boxing.
10. Everyone is entitled to their own opinion. It's just that yours is stupid.





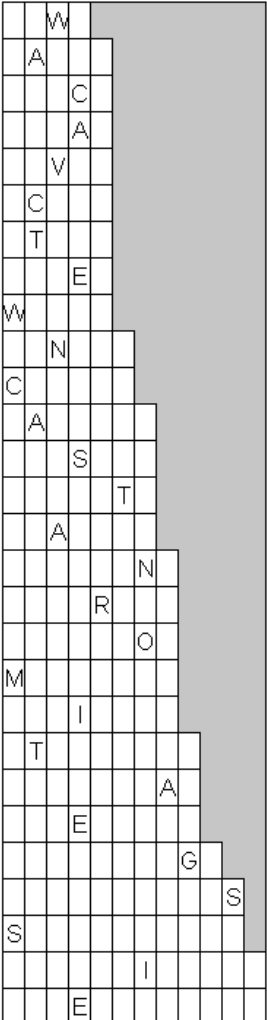
THE CANADIAN HIGH-FIVE

Because in Canada, stitches are free

Found on: WWW.REMPTY.COM

TAXI FARE	
\$ 2.50	INITIAL CHARGE
40¢	Per 1/5 Mile
40¢	Per 2 Minutes Stopped/Slow traffic
\$ 1.00	Weekday Surcharge 4 pm - 8 pm
20¢	Patrick Kane Surcharge

Legendary player Gordie ___ was once featured in a Simpsons episode
 To bounce the puck off of the boards in another direction
 ___ the attacker and try to slow him down or steal the puck
 The offense must ___ the zone if the puck leaves the attacking zone
 If you ___ a player, it will be difficult to pass to him
 When the puck slides from center ice to the behind the net untouched
 Used for moving the puck and sometimes defenders
 A hat-trick is when a player scores ___ goals in one game
 Famous player ___ Gretzky was known as The Great One
 ___ ice is the area between the blue lines
 The six foot radius semicircular area in front of the goal
 A ___ - ___ is like a jump ball in basketball
 An offensive player out of position during an attack may be called ___
 A team is shorthanded when one of their players is in the ___ box
 The ___ Cup was named for a Canadian leader in the 1800s
 Causing a player to slam into the walls to slow them down
 An ___ watches out for his teammates and is often penalized
 A shot where the player scoops the puck off the ice and forward
 An official may delay calling a penalty to continue the ___ of the play
 A deke is a motion that causes the defender to move out of ___
 The ___ zone is the third of the ice that contains the opponent's net
 When an attacking player has only the goalie to beat
 A team has a ___ if the other team is shorthanded
 A ___ substitutes several players at once
 A Disney hockey movie and the former name of a real team
 The 1980 Winter Olympics saw the "Miracle on Ice" against the ___
 A penalty resulting from using a stick above the opponent's shoulders
 A penalty for impeding a player who doesn't have the puck



F C P H K J F B R Y M A S L G
 F R O O P C O A E I T I I L N
 O E S W F A E L G M P N A U I
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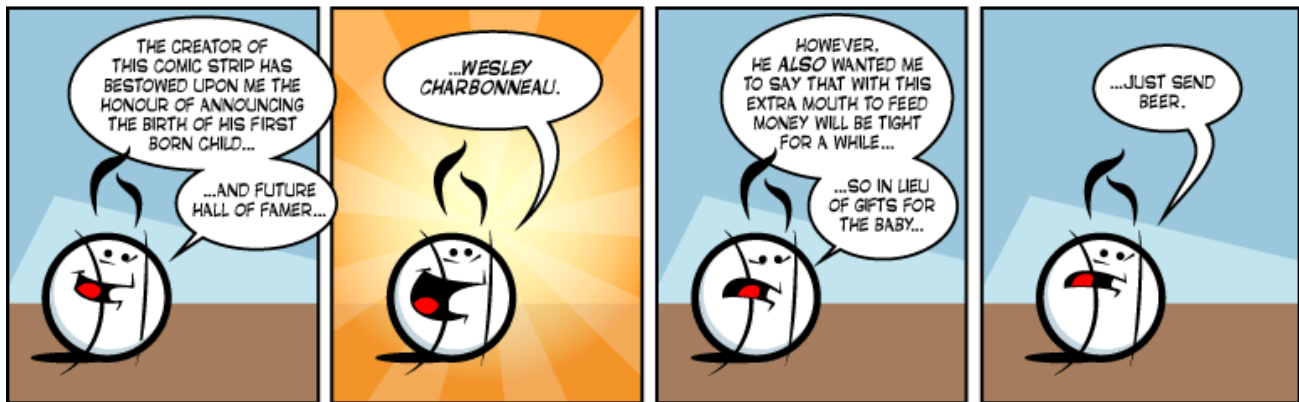
Enter unused letters from puzzle, in order:

___ _ _ _ _ _ _

___ _ _ _ _ _

___ _ _ _ _ _

Copy boxed letters to form your hidden message:



www.smallmarketsports.com

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Editor's Note

Congrats to DX who had his debut as a NL team member. His article in my opinion was a simple yet interesting, intriguing, and refreshing read. It was good to have something different brought in the NL. If you like what he wrote, be sure to check out his blog he will be starting up very soon! Thanks to Bodazafa who after collecting a ridiculous amount of playmoney, wrote an epic betting guide who will surely help me at least and I'm sure many others at betting (I'm pretty sure I've hit betting rock-bottom so the only way now is up!) (I'm hoping anyways lol) Unfortunately kehmesis could not put together a funny comic strip this time because he's been busy. He hasn't even had enough time to update his own <http://iqvngce.com/> comics (You should check it out) I hope the new stuff kwest and I found and posted in the Fun and Games section satisfies your thirst for laughs! Remember to tell us what you thought of this edition by posting your feedback in the newsletter thread found in the forums. Lastly I look forward to working alongside KindDavid in the upcoming months as he will bring a fresh new look to the newsletter with his wicked designing skills. Your eyes will melt from the beauty. (No pressure David!) ;) Oh and a quick shout out to ironogg and his website <http://www.jameschristie.ca/> who has consistently supplied us with discussion spot (and a fun arcade too! :P) You should really check it out. Cheers, happy thanksgiving to the Canadians, and go sengs go! ;)