

The UniBall Weekly

Monday, February 2, 2009

Issue: 4

UB Help Adds Two To Its Team!! WHAT!?!?!

I would like to start off by welcoming Bryant and -Alien- to the team! As many people know Maria and myself have been hard at work getting the newsletter done and have done an outstanding job with the North American players. Although the North American players are satisfied, we have been lacking the European players support and approval; they feel it is too Americanized. By adding these two players to the team I feel that it will give the newspaper the UK appeal that those players are looking for! I also feel that it will be easier for some of the UK players that need support, to get the support that they are looking for. I can give my American opinion along with Maria, and I am trying to learn and become closer with the UK players. By adding Bryant and -Alien-, these players might feel more comfortable stepping forward to add things to the newsletter and feel more confident and secure with the issues they need help with.

Once again, welcome to the team Bryant and -Alien-! I am extremely excited to see the articles, thoughts, and ideas that you guys will offer!

UCL Kicks Off

The time has finally arrived! One of UniBall's most anticipated leagues kicks off officially this week on February 4th. Matches can be played at any time and will be played on either the MW or UK server. Games are timed at 25 minutes or 10 goals (whichever comes first). A win is worth 3 points, a tie is worth 1 point and a loss is worth 0 points. Each team plays all other teams 6 times. If the 2 teams claim different home servers, then 3 games will be played on each server. The season will last for 5 weeks and then playoffs begin! This season will surely be filled with close games, intense competition and even a few surprises!

Congratulations to all the qualified teams for this season's UCL:

MW

DD, One, pVc, MPT

UK

>Y, ZG, CPU, Flow



Topic Discussion: UCL Stirs Up Heated Discussion

As mentioned in last week's newsletter, there was a major discussion about having squads split up for the next UCL. We at The UniBall Weekly had asked the community for your thoughts and opinions on whether this was a good idea or not and how it would impact squads; those with mixed rosters and those with a roster of players from one server. This is what you had to say:

Destiny: WHY SPLIT UP Euro and USA players when all u need is an east server to make it all competitive and perfect

Baa: I think squads should be able to have players from both servers because they're not enough European players and squads and Europeans often ping better on Midwest than Americans to the Europe server.

eoity: Though the idea has merit, it is wrong to separate squads for the good of a league.

Flee: Personally, I don't agree with the whole concept. From what I've seen over the past month, with the amount of people joining/leaving squads for the UCL, I think it's ridiculous, as you just know that as soon as UCL is over they'll leave. Therefore some squad leaders should probably get a clue! But anyway, in terms of who plays on what server, there's always going to be a contrast in squads... some all MW, some all UK but then of course some mixed... it's part of how the community is made, therefore the UCL should be collaborating with all these types of squads. Of course, some will gain advantages on their favoured server, but then again, disadvantaged on the other, but again it's within the current nature of the game to do so.

Azzurri: The drama that has been going on is a little bit boring to follow because it seems like it's a repetitive issue between the same groups of people. It does bring up a bigger issue on whether or not it's good for the league for teams to recruit players strictly for the UCL.

At first I thought it wasn't that big of a deal because more teams generate more competitiveness and more games. However as the qualifiers progress I'm starting to think there is a deep seeded problem with newly formed/revamped squads because these teams have no reliability in terms of staying power. Yea, maybe a squad name has been around for a while, but when they get 5 new players they're basically a new squad for UCL purposes. When one of these squads falls apart during qualifiers or the actual league it ruins it for a lot of people.

Look at DVS. They recruited 5+ players for the UCL and before qualifiers are even over, for whatever reason, those players are gone. Certain teams have been able to get both qualifiers in against them, but for some squads like mine, our chances of getting a second game has seriously been dwindled down because 90% of their active roster is gone. Regardless whether or not we'd beat them, the total amount of points our team can receive is now less than teams who've played them twice. The situation sucks for everyone when teams that have no proof of stability/activity join leagues that require such characteristics.

Talks of an East Server Recommence

Ever since UniBall's host moved from NJ to CA, talks for an east server have always come about. At the time this happened, an east server wasn't possible and so the Midwest server was born (or graciously hosted by Ragnar and Kiara). While the MW server has been a great addition to UB and many are thankful for it, some are still missing the east server. This isn't the first time it's been discussed (and probably won't be the last if one isn't hosted). There are many reasons for and against this motion and it's been this week's major discussion point. Those for an east server argue the point that it will help the UK players compete on an even playing ground with US players. Most UK'ers don't use the MW server (competitively) because of the high ping they receive to it and those that do are competing with a ping of 130 or greater, compared to their MW counterparts that ping around 60. An east server would lower the pings of the UK players to around 100-120 and west players would have a chance to compete against UKers. It was discovered this week that eoity (a west player) and Bryant (a UK player) both pinged 105 to the in question east server (which is hosted by Ferocious), creating an even playing ground. Those for the east server say that it will be a bridge for US and UK player, thus expanding the NA community.

However, not all are for the east server. Those against it claim that an east server would split the community even more, creating subdivisions in the NA community. They argue that people from certain regions will stick to playing on the server that is closest to them, thus making it harder to get a decent competitive game. Also, other cons mentioned was that while there is an MW server, an east server isn't really needed and that it is contradictory to have both.

What is interesting is that it is not only the NA players wanting an east server and the UK'ers objecting to it, but a mixture of both. There are NA and UK players for an east server and likewise for not having an east server. But ultimately, the decision rests with the admins. They know what is best for the game and best for the community and will act in such a manner regarding this east server. If the east server does get denied, will it stop future discussions about it? Probably not. But in the mean time, it is a heavy topic, loaded with many opinions. Only time will tell.

Fundamental Defensive Tips

Written by: Ironman

As I stated from my previous article "Defense a Lost Art" the main requirement to play effective defense is to have the right mindset as playing defense requires only basic skill development. There are however, a few fundamental tips that can help no matter what your playing style is. I stress these are just my personal opinions on the general fundamentals of defense you can agree or disagree; we all play differently. I will not be discussing advanced techniques in this article as I believe those can be contradicting and confusing when talking about the basics of defense.

1. Here is the easiest tip for decent defense and yet it's the one people struggle with the most. It's the most common error so it must be vastly complex. I'll try to say it as simple as possible to not confuse anyone, **DON'T LET THE PERSON YOU'RE GUARDING GO PAST YOU.** Did I lose anyone yet? If you're the last man on defense don't even think about diving it's out of the question, you're the last line of defense, always play it safe. The worst goal is a clear goal, at least make them earn a goal. Preventing a player from getting in front of you on last man defense is pretty straight forward compared to staying in front of your opponent with the ball near his own goal but at least give it a try don't perform a high risk high reward play at the goal-line just try to contain the opponent don't allow him race by you. Performing a failed move near the goal-line where you end up behind your opponent. This forces your team-mates to adjust their positions in order to cover your opponent, this will most likely cause a chain reaction breaking down the team defense which usually leads to a goal for your opponents. Try to perform a move where you won't create a 2on3 scoring situation if it's unsuccessful. Team-mates are there for back-up support not for stopping your opponent on a risky move.

2. When playing the ball try not to give the person you're guarding much distance between you and him, always attempt to apply him pressure. One of your key objectives is limiting his options so you will be able to react better, the more distance you give him the more options your opponent has. When you're playing off the ball it's still a good idea to guard him closely so the person with the ball won't be able to pass to him. Some situations allow you to give him space such if he's pretty far away from the ball then you want to concentrate on the passing lanes more since he's less of a threat.

3. When you are guarding the person with the ball make sure you have near full boost so you will be able to react faster and recover more quickly if he gets past you.

4. Braking is so important on defense. Use it to establish a position where you have an advantage or where you know the offense player wants to go, make yourself a wall don't let him move you. I use brakes so much against great bouncers so when they hit me I barely move and my ship is still in good position to make a defensive play. If you need to charge an opponent brake right when you're about to hit them so you still remain close to him no matter that outcome is. If you're right on top of him he's more likely to make a mistake and turn it over.

5. When you are last man or going against a 2 on 1 fast break and the person you're guarding doesn't have the ball block him with the back side of your ship, slow him down just make sure you're always in front of the opponents. Delaying and slowing them down gives your team time to establish their defense. If its 2 on 1 and your other team-mates have no chance of catching up to you do not try to cover the goal. You will lose every time they have too many options and it's impossible to cover them all. Either charge the opponent with the ball or right at the last minute boost into the passing lane hopefully intercepting it. It's a gamble but at least you have a better chance then covering the entire goal 2 on 1.

6. Doubling is the second most common mistake I see players doing. They're only a few situations where doubling is great but some people absolutely abuse it. You should usually only double when your team knows where to be in order to successfully pull a trap so this requirement usually only applies to squad games not random ones. Only double if the person with the ball doesn't have much support for examples if your opponent with the ball is on one side and both of his team-mates are on the opposite side as long as one of your team-mates can cover the passing lane, you can attempt a double. Make sure you have a backup plan if there is an opponent ahead of you on the same side where you want to double (such as attacking backwards for a faster recovery) and if your last man, don't even bother risking a double.

7. Look around the field and see where your teammates are, there is no reason for you to both cover the same area, establish a zone area. In the event two offensive players enter your area which brings your team-mate in your area. Cover the opposite side your team-mate enters (if you team-mate enters your zone from the right side you will guard the left side) the two offensive players will realize they are too close together and separate. Do not follow the person you were originally guarding unless he goes to the side you're now covering. I've seen so many goals scored of a terrible switch; you must learn correctly how to switch to prevent your team defense collapsing. Also when you and a team-mate are at roughly the same distance to intercept the opponent with the ball let the better defender player rotate to the person. For example Elitedude has the ball and his partner Averagedude is moving towards his goal. Defenderdude and laggydude both are in position to pick up Elitedude. Defenderdude should intercept Elitedude and laggydude should cover Averagedude. Uniball is a team concept game so you have to play like a team. I switch on UK often because high pingers can be more effective on last man defense than playing man to man. Some situations call for you rotate don't let your pride make the decision.

8. When you're guarding your opponent with the ball point your ship in the direction you think you opponent will go so you can use your boost to established position for a steal or knocking the ball away for a possible recovery. If you perform a high risk move its best to be pointed towards the opponent's goal so you can recover quickly and resume the normal defense stance.

9. Make the opponent go where it is to your advantage. You can do this by blocking him or giving him space where it makes it easier to go the way you want then confronting your ship. You have a better chance of stopping a player 1 on 1 in the corner than you do against the middle. Close the middle lane forcing him to go around the corner. It might give you some time as well for your teammates to catch up since it's a slightly longer route for your opponent to take.

10. With graving and the popularity of racing, blocking has become a very effective skill and most players if they manage to get in front of you most will either shot block you giving them an additional momentum or grav you most of the way to their goal. This can be avoided by not chasing an opponent directly from behind, this will usually make the opponent move over to your ship in an attempt to stay in front and this is where you make your move. Just remember you will be moving faster since you don't have the ball so you can just catch up with him by chasing him with a slight angle. If he's still going full speed and heading towards you he's mostly likely going to shot block you, evade the block by boosting to the side or braking right away when the opponent is almost right behind you as this is the most likely point they will do a shot block. The shot block, if he misses contact with you, will cause him to lose momentum and you would then be in a good position to retrieve the ball and at the minimum if you brake behind him and he still hits you this would at least slow him down as well with no momentum gained where hopefully you manage to get in front of him by boosting and swerving or your team-mate can outrun him to the ball. If he's ahead of you and starts to slow down he's going to most likely perform a grav move, to evade this use your brakes right away when your opponent starts to slow down, so you perform a "love tap" on his ship. This will cause the ball to draft slightly forward and his gravity will prevent him from picking it up, immediately boost (he won't be able to boost, your opponent's ship is normally pointed at his goal) pushing him out of the way to retrieve the ball.

Once again these are just my basic fundamental tips and even the top 5 defenders do things differently. I know there is a lot more involved to become a top defender but this is a great way for people to start. If you're really interested in improving your defense I'd suggest the best way is by watching players such as myself, Babalybeck, Bryant, ham, Outkast, Superman, Maria, zorro, and Wawa, plus Pomm and Destiny make some of the best traps on doubles.

Uniball... Your ball, Your Goal, Their Rules

As all the old players know this game is very addictive, but what is it that makes this game so addictive? Maybe it's the fact that every game varies so much with the players. Maybe it's the fact it has many elements to the game but remains a simple concept. I am guessing it is a variety of components that make up the game's replay-ability factor. The problem with this is many of the new players don't (or didn't use to at least) stick around long enough to see all these components. Most of them were/are driven away due to the other players being frustrated their game is 'ruined' by one player especially the losing team. This causes an outburst of insults to be thrown at the new player and could also result in a kick or ban. This is wrong I know but if all you new players stay around long enough to see you will too one day understand and I can promise you, it is worth sticking around!

There are many sources of help for Uniball now. There is BRChat's UBHelp, UBC tutorial, Byte of Uniball guides and GamingU (linked websites). I suggest you all, older players included, to have a look at the ones you have not seen.

 **Hey! Did you hear...?**

Wow! Really? 

Purity Gravitates Away From Zero Gravity

Long time member of ZG, Purity, has decided to part ways from his Euro Squad. While reasons for this are unknown, what is known is that Purity has been a big part of ZG's powerful UK lineup as well as on MW, along side surreal and Bryant. They've played together for quite some time and have built a great chemistry defeating top squads on both servers. Purity has joined a newly created squad, Super Smash Bros (SSB). SSB will not be competing in UCL, which can only mean 1 of 2 things for Purity. He will either sit this UCL out or will join an already qualified team and compete. Will Purity return to ZG in the future? That's something that will be up to him and ZG to decide.

Carrot Cake Invitational

Carrot Cake Invitational has begun. Started by Azzurri, it is created to capitalize off of and continue the squad competition created by the UCL; phear, mmof, hnc, A-F, SSB, NTA, dvs, and pub will compete to capture the first ever Carrot Cake Trophy. /join carrot for more information.



About BurningRage

My name is BurningRage; the 3rd of the BR's to join the game (after ByteRyder and BloodRed). The name came from my high school years when I was an angry, emo kid 24/7. Since then I came to realize that the name isn't really all that great as I thought it was way back when =X.

I joined the UB community alongside my cousin neoguy2012, under the name of KingDragon, way back in 2000. But never really getting into the game (this was around the time ARC was at its peak, and I was rocking the ARC, under the alias KingDragonSlayer).

Few years later, when ARC began to die, I started up again and still couldn't really get into it. So we jumped to Subspace Continuum. Where upon becoming bored, left for the UB scene once more where lo and behold we found a place to our liking. I remember back then playing against this dude in figure 8, one of the first games I played in. It was me, sylph (neoguy2012) and some other guy against Texas, he owned us 1v3, like 15 games in a row, and it was amazing.

He would be my UB role model if he were still around. There has been a lot of squad changing for me, and I have yet to get into a top tier squad. But currently I am satisfied with the bunch I'm with in NTA. Great potential players, this squad has. I'm currently going by the name of Dragon.

Ok Personally, I am from the state of Massachusetts, currently living in Boston and going to school working on a Chemical Engineering BS.

I plan to keep going to school until I've got a PhD, to back up my increasingly expansive ego. Let's see, I'm 5'7" (Yea, I know I'm short), Indian (ASIAN), and damn near godly.

Things you might not know about me: I play the guitar, dabble in programming, love thermodynamics (even though I fail at it), can dance anyone into the ground, write short stories (which will be integrated into my novel once I'm done; feel free to ask to read one of my SS's I like getting peoples opinion on it!), run about 5 miles every day, am a total nerd (cause I watch anime and sci-fi shows), and I am planning to take over the world one day. So live free while you can. =)

About -Alien-

Hey all. I am Steven, as most of you know by now thanks to Alex (LunarLite) Jones amongst others. I started playing Uniball back in April of 2005. I am probably the only UniBaller that hates hockey even though I have no real reason; I just find it is the map. As almost all the older players know I love miniball and am usually found playing miniball on the Euro server. Interestingly from about 2 month onward I always wanted to be in either Phear or Kiu, that's the reason I refuse to leave. Most of my time is spent playing games I admit, UniBall has become quite insipid over the last year since I do not play hockey but it has kept me addicted and wanting more.

I play a variety of games such as Call of Duty 4, Bioshock, Half life 2 mods, Armadillo Run (love that game), Rainbow Six Vegas 2 etc. I have finished most of the single player games unless I get bored of it half way through as it is always the same thing. I intend one day to make a massive collaboration of all the games in one video one day.

I own a website, <http://www.gamingu.co.uk>, which is home to tutorials, hints, tips and videos. Feel free to sign up at the forums anyone who gets chance. I am trying to get this websites content expanded so it covers more games and hopefully attracts more users to it.

I am a student in England in a sixth form studying 3 subjects of which being English language/linguistics, media studies and information, communication technology (ICT / computing). English language being my favourite due to the power of language. I currently enjoy sixth form but hate the work (it's a very relaxed environment at my sixth form). I am hoping to get to University as to stay off work as long as possible and enjoy more holidays.

I have travelled about a lot, been on about 46 airplanes, 12 boats, 30 trains etc. I've been to Florida 5 times, really great place with lots to do. I plan to revisit it at least once more in the distant future (no sorry I'm not inviting anyone off Uniball either :)).

I hope one day for an Ultimate game with 99 people in. I hope you enjoyed reading my admittedly boring bio as the more personal stuff I keep to myself :D.

If you want to submit your bio, email uniballhelp@gmail.com.



Happy Birthday UniBallers!



Happy Birthday to UniBallers celebrating their birthday this month:

skybluesoldier	February 3rd	23 years old
Maverick	February 9th	23 years old
Destiny	February 17th	23 years old
piloto	February 24th	22 years old

If you would like your birthday posted in the newsletter, e-mail uniballhelp@gmail.com with your name, birthday and how old you're going to be!

