

The League

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Conversion Kick — Field Manual

YOUR SCORE SETS YOUR DRAFT PICK · READ BEFORE YOU KICK

Five kicks. Three rounds. One crosswind that does not care about you. Highest score drafts first; last place gets written up in the newsletter.

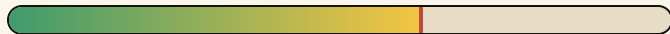
How To Play

- 1 SIGN IN WITH GOOGLE.** Use the address the commissioner has on file. The game knows who you are — there is no name to pick and nothing to get wrong.
- 2 TAKE 5 KICKS.** They get longer each time: 20, 30, 40, 45, 50 yards.
- 3 LOCK YOUR POWER.** A meter sweeps 0 → full → 0. Tap, click, or press Space to stop it. Below the marked threshold and the kick falls short.
- 4 LOCK YOUR AIM.** A marker sweeps left and right. Tap again to stop it.
- 5 BEAT THE WIND.** Every kick has a crosswind shown up top, like → **6**. It drags the ball that way. Aim into it.

THE ONE THING THAT ACTUALLY MATTERS

The green window on the aim bar shows **the posts** — it is not adjusted for the wind. A dead-centre lock in a stiff crosswind is a **miss**. Compensating is the whole game.

1 · POWER — STOP IT PAST THE RED LINE



Just past the line scores best. Burying it still works, but wastes points.

2 · AIM — WIND IS BLOWING RIGHT



Marker locked left of the window, so the wind carries it back to centre.

Scoring

A miss is **zero**. A make pays a distance base, plus two bonuses:

DISTANCE	BASE	POWER NEEDED	TARGET	BEST POSSIBLE
20 yd	30	35%	wide	70
30 yd	40	48%	wide	80
40 yd	55	62%	medium	95
45 yd	65	72%	narrow	105
50 yd	80	82%	narrow	120

Accuracy bonus — up to **25**, most for dead centre.

Efficiency bonus — up to **15**, most for stopping the power meter *just* past the line rather than maxing it. Precision beats brute force.

A flawless round is **470**. Nobody will do that.

Rules, Tips & Excuses

EVERYTHING ELSE YOU NEED BEFORE DRAFT DAY

How Many Goes You Get

RULE	DETAIL
Rounds per sitting	3 — you keep your best one
Sittings	3 — so 9 rounds in total
What counts	Your single best round, ever
Draft order	Highest score picks first
Ties	Broken by kicks made, then alphabetically

YOU CANNOT GRIND THIS

The count is kept on the server. Refreshing the page does not give you more goes, and the game will tell you how many you have left before you start. Run out and you are done — unless you can talk the commissioner into another.

Tips From A Machine That Has Never Kicked A Ball

STOP THE POWER JUST PAST THE LINE

Maxing the meter still makes the kick, but throws away up to 15 points a time — 75 across a round. That is the difference between picking 4th and 8th.

READ THE WIND NUMBER, NOT JUST THE ARROW

A → 2 barely matters. A → 9 at 50 yards will put you outside the posts if you aim at the middle.

EVERYTHING SPEEDS UP AT DISTANCE

Both meters move faster on the long kicks, and the target is narrower. The 50-yarder is worth 120 — it is where rounds are won and lost.

BANK A SAFE ROUND FIRST

Your best round is what counts, so get a decent score on the board, then swing freely with what is left.

When Something Goes Wrong

IT SAYS	WHAT TO DO
"...isn't on the league roster"	You signed in with the wrong Google account. Sign out and use the one the commissioner has.
"Your sign-in expired"	Left the tab open too long. It re-signs you in automatically — just submit again.
"No sittings left"	You have used all 3. Go and be charming at the commissioner.
Nothing happens on tap	Wait for the meter to start moving; the first fraction of a second is ignored so a double-tap cannot lock both at once.

Where To Play

theleaguepsu.com/game

Works on your phone. Best of 3 sittings. Blame the wind.