

Chapter 1 : ICC Women's World Twenty20 Tournament guide and players to watch | Find News

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The second step to becoming a competitive player is remembering that having fun while playing, win or lose, is more important than any other skill. The third step is physically getting out there, going to an event, and meeting new people. It is true game strategies are sometimes simplified during competitive play to help bring risk back into balance with reward, but competition also offers different types of excitement, social interaction, and unusual in-game decision-making that casual play can never supply. When it comes to attending an event and giving the experience a try, the risk versus reward equation in this case is always in your favor. If you still find yourself double-flipping flipping with both flippers at the same time or machine-gun-flipping repeatedly hitting both flipper buttons for no reason, you still have a long way to go. PAPA has already provided a series of videos designed to show players of all skill levels a series of techniques they can learn that will help them improve. Nothing will make you a better pinball player than actually playing pinball, but before you drop a bunch of tokens into the nearest coin slot and fire up a four-player contest all for yourself, re-consider for a moment how you practice. The first question to ask is: Do you have a strategy? The more you play games, the more you will understand the different in-game strategies, and the easier learning the rules of new pinball machines will become. If you are still at the beginning of this process, however, focus on keeping the ball under control and in play. What does the artwork on playfield say? Do the playfield inserts light up when you shoot certain things? What happens if you shoot something more than once? Gather information as you play the game. Pinball is as much a mental experience as a physical one. Pay attention to the sounds the game makes and open yourself to what information it gives you. What may initially appear to be nothing more than flashing lights and arrows are actually a roadmap to what is happening within the game. Every time the flipper is engaged, it should be engaged with a specific purpose. Whether you are attempting to hit a specific target to start a mode or just to gather information, you should always have an associated reward in mind any time you put the ball at risk. If you always play games the same way with the same strategies, you are not challenging yourself to improve. If you own the games you play and never adjust anything on the playfield, different types of flipper rubbers, tightening or loosening the tilt, or adjusting slingshot sensitivity, you similarly are not challenging yourself to improve. A major step toward becoming a skilled pinball player is developing the ability to adapt to different games, or the same game setup in different ways, and learning to do so faster than your opponent. A significant part of pinball success is due to muscle memory, but if you repeatedly play the same games prepared the same way, your body will use that muscle memory against you when playing a game that is prepared differently. If you have the capability, force yourself to play a wide variety of games, or adjust the games you do play frequently. Examples of simple things you could do to change the way a game feels include: Something as simple as changing one aspect every week can do a great deal to help you as a player. If you find yourself becoming so comfortable with your games that you can handle the kickouts, feeds, and rebounds with your eyes closed, you will never maximize your potential! Some players are not fortunate enough to be able to make regular alterations to the games they play. To Change things up from time to time, consider the following ideas: Play for modes instead of score, or vice versa. Play one handed for ball one, then switch for ball two. Pick one target, or objective in a game and focus entirely on that shot. Pick a target, similar to above, but also choose a Death Shot that ends your ball. Try playing Iron Man for Iron Man Letters, but agree that any successful ramp or full orbit shot ends your ball. Play a few games doing nothing but attempting flipper skills. Compete with a friend to see who can post pass, tap pass, or alley pass more times before draining. Play a game Split-Flipper! Choose a partner, and have each player take one flipper button. Discuss strategy decisions collectively as the game progresses. Disallow a mode, major feature, or flipper skill during a game. If playing with someone else, have each opponent decide which mode, feature, or skill is disallowed each ball for the other player. The list above is just a small fraction of the possible ways you, as a player, can put yourself into new situations. For every obstacle

you manage to overcome, you will learn a little bit more about both the game and yourself as a player. Being able to control the ball is only half of the battle. Only when you know what shots, or sequences of shots, are worth the most points will you know what strategy to use at a given time. The easiest way to learn a game is by playing it. A second way to learn about games is by watching videos and using traditional game rule sheets. PAPA provides rulesheets and a series of video Tutorials, broadcast coverage, and gameplay videos to help you learn more about a wide variety of games. What to Shoot Next? In addition to placing a rulecard on the game offering basic instructions, most pinball machines will guide players by lighting inserts or flashing lights on the playfield to signify important shots. Playfield inserts are clear or colored pieces of plastic set into the playfield. As you play more games and learn more sets of rules, you will begin to recognize similarities between games, between multiballs, and sometimes even between multiple games from the same programmer or designer. The process of learning pinball rules builds upon itself, and while the adventure may seem daunting in the beginning, things will become easier as you progress. Although modern pinball machines can seem extremely complicated, the good news for new players is that most machines employ similar concepts regarding how the rules work. In most newer games, there will be a sequence of shots that begins a multiball. A multiball is when more than one ball is on the playfield at the same time. Multiballs are good for players for a variety of reasons: The more balls you have available, the more balls you can drain without losing your turn. Multiballs give players the opportunity to try out new shots with less risk than during single-ball play. The points are usually higher during multiball. Not only are there more balls with which to score, but specific shots are generally also worth jackpots, which can be large sums of points. In most games, a multiball must be started by locking a ball or balls. Some modern games use virtual locks, where the game will announce a ball has been locked, keep track of the number of locked balls in the rules, but then release the same ball back into play. If you find yourself walking up to a new game with no strategy in mind, one of the first questions you should ask yourself is whether the game has a multiball, and if so, how do you lock the balls to start it. This information is generally found on the rule card or written somewhere on the playfield itself. Do yourself a favor and look over the game before plunging. Read any writing that is available and take note of prominent or unusual features. What is classified as a mode, or whether modes are important to scoring, varies from game to game. As a rule of thumb, modes will start a sequence of shots within a game, usually designated with lit or flashing lights on the playfield. Most modern games have modes, while most older games do not. Modes are important because they will change the scoring pattern for a game. Generally speaking, they will make certain shots worth additional points or build toward a goal. When playing Addams Family, for instance, shooting the center ramp will award very few points during normal play. If the Addams Family mode Seance is running, however, that same center ramp will award 5million points, 10million points, and then 15million points on three consecutive shots. Unfortunately, not all modes are created equally, and some are even beneficial to ignore. The key to playing modes in a competitive setting is knowing which are worth a significant amount of points and which are not. Some games allow competitors to play multiple modes, or multiballs, at the same time. When two features are running simultaneously during a game, the player has stacked them. Stacking is important because certain modes can be very risky, but playing them during a multiball alleviates the risk of losing a single ball and ending your turn. In some situations, players can stack two separate modes together, meaning a single shot to a ramp or playfield feature will count toward multiple modes at the same time, offering the player a two-for-one type scenario. Some games allow stacking. Still curious about learning the rules? PAPA has already done a great deal of research for you and provides a number of different tutorials, rule sheets, and gameplay videos to help players learn the rules. Competition Strategy Competition Play: When stepping up to a competition game, it is important you move at your own pace. Some players attempt to clear their minds and distance themselves from any nerves. Other players embrace the added energy and try to use it to their advantage. You can watch other players and learn from them or mimic their styles, but in the end, it will always boil down to you and the game, one-on-one, and only you can discover the style, mental preparation, and state of mind that leads to your personal success. Different players have different pre-plunge rituals. Some of these rituals are superstition and can benefit state of mind, but others serve more practical purposes. Similarly, the series of flips that many players make prior to plunging can offer crucial information

later in the ball. Are the flippers responsive? Do both flippers feel equal? Are the opto-interruptors sensitive? Is a flick pass or tap pass possible? Are the buttons clean and working well? Take note of where the outlanes are positioned and look for signs of any modifications. Check the backglass for any notices written by the tournament director.

Chapter 2 : Tournament Info - Masters Tournament

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Chamari Atapattu Sri Lanka Role: Left-handed opener, right-arm seamer, captain T20 international record: Regained the captaincy in March, but missed the Asia Cup with dengue fever and has a top score of 31 in T20 internationals this year. Massively watch out for her.

Deandra Dottin West Indies Role: Right-handed middle-order batter, right-arm seamer T20 international record: An unremarkable year by her standards, averaging under 20 in eight T20I appearances - with a ball 59 in an ODI being a highlight.

Sophia Dunkley England Role: Right-handed middle-order batter, leg-spin bowler T20 international record: Won the Kia Super League with Surrey Stars, impressing coach Mark Robinson enough to name her as one of three uncapped - and uncontracted - players in the England squad. Although this is her first official England call-up, Dunkley trained with the full side during the summer series against New Zealand.

Ashleigh Gardner Australia Role: Right-handed batter, off-spin bowler T20 international record: Established herself at number three for Australia, recently hit 63 not out from 37 balls against Pakistan.

Amelia Kerr New Zealand Role: Right-handed batter, leg-spin bowler T20 international record: Burst on to the scene at age 17, hitting a world record ODI score of not out against Ireland in June - then took in the same game. With that potential variation on West Indies wickets, she will be vital to watch. Kerr comes from a cricketing family - her maternal grandfather Bruce Murray played 13 Tests for New Zealand between 1962 and 1964, while her father Robbie Kerr played first-class cricket for Wellington.

Lizelle Lee South Africa Role: Right-handed opener T20 international record: Smashed from 58 balls in the final to help Surrey Stars win the Super League. Hit three half-centuries for the Proteas, flogging England for six sixes in a ball 68 at Taunton in June.

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Guyana, St Lucia, Antigua Dates: The hosts are also the defending champions after their victory in India in Three-time winners Australia remain strong, while World Cup runners-up India, perennial semi-finalists New Zealand and improving South Africa will also fancy their chances. The structure of the competition is simple – the 10 teams are divided into two round-robin groups of five, with two teams from each group qualifying for the semi-finals. Chamari Atapattu Sri Lanka Role: Left-handed opener, right-arm seamer, captain T20 international record: Regained the captaincy in March, but missed the Asia Cup with dengue fever and has a top score of 31 in T20 internationals this year. Massively watch out for her. Deandra Dottin West Indies Role: Right-handed middle-order batter, right-arm seamer T20 international record: An unremarkable year by her standards, averaging under 20 in eight T20I appearances – with a ball 59 in an ODI being a highlight. Sophia Dunkley England Role: Right-handed middle-order batter, leg-spin bowler T20 international record: Won the Kia Super League with Surrey Stars, impressing coach Mark Robinson enough to name her as one of three uncapped – and uncontracted – players in the England squad. Although this is her first official England call-up, Dunkley trained with the full side during the summer series against New Zealand. Ashleigh Gardner Australia Role: Right-handed batter, off-spin bowler T20 international record: Established herself at number three for Australia, recently hit 63 not out from 37 balls against Pakistan. Amelia Kerr New Zealand Role: Right-handed batter, leg-spin bowler T20 international record: Burst on to the scene at age 17, hitting a world record ODI score of not out against Ireland in June – then took in the same game. With that potential variation on West Indies wickets, she will be vital to watch. Kerr comes from a cricketing family – her maternal grandfather Bruce Murray played 13 Tests for New Zealand between and , while her father Robbie Kerr played first-class cricket for Wellington. Lizelle Lee South Africa Role: Right-handed opener T20 international record: Smashed from 58 balls in the final to help Surrey Stars win the Super League. Hit three half-centuries for the Proteas, flogging England for six sixes in a ball 68 at Taunton in June. Smriti Mandhana India Role: Left-handed opener, vice-captain T20 international record: Started the year well, hit T20 half-centuries against South Africa and Australia, and two against England, averaging 49 from eight innings between February and March – but has only averaged 10 from 10 since June. If she gets going, India will qualify, simple as that. Mandhana top scored in the Super League with runs from nine innings for Western Storm, including a century at Old Trafford – but had to miss Finals Day to attend an India training camp. Hayley Matthews West Indies Role: Right-handed opener, off-spin bowler, vice-captain T20 international record: Who will reach the semi-finals? Could India and West Indies meet in the semi-finals? If they end up clashing, that could cause a problem. While they might not qualify, they might cause an upset.

Chapter 4 : TOUR Championship

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