

League Soccer Game 8

Some Call It "Turbo Necom" – Because It's Fast !!!

We started up a brand new game of League Soccer a month or so back – and the first season has already finished. It's game number 8, and we have been playing three turns a week, finishing the season with a mad "Super Saturday" on which the last six matches were played. It was somewhat hectic – but great fun nonetheless. A one off charge of £18.00 pays for the whole season. Turns are done online only – you get them back in PDF format from the necom website and have to use the online return sheet to make your team changes, so the game won't be of much interest to you if you've not got internet access. If you have though it's worth looking at – check out the noticeboards at www.necomgames.com for more info.

Adding Players To Necom Database

If one of your scouts has looked for a player but finds someone different, it's likely that the person you're after is not on the main necom database. At this point you need to send us info to get him added.

You need to provide us with the players full name, real life club, date of birth, position, and some tangible evidence that the player actually exists. If you're sending it in by post, print something off the internet that corroborates your evidence, or cut something out of a magazine. If you're doing it by email then send him a URL to the website that corroborates your facts (but please remember to send the info too – not just a page full of links).

He'll be added to the database at some point, but you MUST still use one of your scouts to bring him into your squad. If he doesn't find him the first turn - try next turn, as he might not have been added yet. If you're using the online return sheet, remember to enter the name of players with only one name (eg. Ronaldinho) in the second (normally surname) box, otherwise the scout will look for players with the closest matching surname (probably uncovering Ronald McDonald instead of Ronaldinho).

Please don't send info on players until you've tried to scout them – having to wade through pages of players that are already on the database just slows down adding the ones who aren't. And don't tell anyone who you've added, or you'll probably find he'll be somewhere else by the time you get him...

Top Rated Players On The Database

These players currently have the highest ratings on the necom database. If you've any strong views on any players rating just get on the necom noticeboards, ratings section, and let us know what you think.

Cristiano Ronaldo	M/A (Man. United)
Kaka	ATT (AC Milan)
Alessandro Nesta	DEF (AC Milan)
Ronaldinho	M/A (Barcelona)
Gianluigi Buffon	GK (Juventus)
Thierry Henry	ATT (Barcelona)
Samuel Eto'o	ATT (Barcelona)
Fabio Cannavaro	DEF (Real Madrid)
Ruud Van Nistelrooy	ATT (Real Madrid)
Andrea Pirlo	M/A (AC Milan)
Lionel Messi	M/A (Barcelona)
David Villa	ATT (Valencia)
David Trezeguet	ATT (Juventus)
Gianluca Zambrotta	D/M (Barcelona)
Didier Drogba	ATT (Chelsea)
Xavi	MID (Barcelona)
Deco	MID (Barcelona)
Rio Ferdinand	DEF (Man. United)
Javier Zanetti	MID (Inter Milan)
Francesco Totti	ATT (Roma)
Miroslav Klose	ATT (Bayern Munich)
Raul	ATT (Real Madrid)
Gennaro Gattuso	MID (AC Milan)
Iker Casillas	GK (Real Madrid)
Wayne Rooney	ATT (Man. United)
Robinho	ATT (Real Madrid)
Carlos Puyol	DEF (Barcelona)
Patrick Vieira	MID (Inter Milan)
William Gallas	DEF (Arsenal)

Necom News

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LSFA Introduce New UEFA Cup !

Changes To CL Qualification

After a good deal of pressure from the online League Soccer community, the LSFA have finally bowed to public demands and agreed to introduce the UEFA cup to League Soccer. This will run alongside the Champions League – as with the Champions League, teams that qualify will be split into groups of four, and UEFA Cup fixtures will take place in the same week as those in the Champions League.

Following re-negotiation of TV deals and sponsorship as a result of the change, the prize money paid out will now be as follows:

Champions League - £2.5m for winning a match, £1.5m for a draw and £500,000 for a defeat.

UEFA Cup - £500,000 for winning a match, £300,000 for a draw and £100,000 for a defeat.

After the group phase is completed, the top two teams in each group go through to the semi finals, where the games will now be played over 2 legs. The winners of the Champions League semi final will receive £5 million prize money. The winners of the UEFA cup semi final will receive £2.5m.

The winners of the Champions League final receive an additional £5m (on top of all the other money they've picked up in the competition) whilst the winners of the UEFA Cup get an additional £2.5m.

Due to the introduction of a 'UEFA Cup' and the opportunity to play the semi finals of the Champions League over two legs, qualification for next seasons Champions League has now changed.

The following teams qualify for the Champions League:

- Holders
- Super Cup winners
- FA Cup winners from each league
- Top two sides in each league that had not already qualified through one of the above methods.

Beaten cup finalists do not qualify for the champions league. If the cup winners already have a place in the competition then an extra league place will be awarded (so if the same team wins the Super Cup and FA Cup for example, then the top three sides in their league will qualify).

The following teams will qualify for the UEFA Cup:

- League Cup winners from each league
- Top three sides in each league that haven't qualified for the champions league (or the UEFA Cup through winning the league cup)

Eight teams qualify for each competition. Both will be run on the same lines as at present, with teams split into groups of four and fixtures played on the same weeks that we play them at the moment. Prize money for the UEFA Cup will obviously be substantially lower though. Semi final first leg will take place in week 16, second leg in week 19.

The UEFA Cup final will take place in week 21, the Champions League final will still be in week 22.

Reserve And Youth Tournaments Info

The reserve and youth tournaments are now appearing in the newsletter – so it's a good idea to explain what they're all about. In the past I have explained how you are able to select the line up for your reserve team or youth side so I won't go into too much detail on that here – just use the extra action RT (ON) to turn the option on if you want to manage them.

Both the youth and reserve competitions will run along the same lines, it's slightly complicated to explain but simple once you understand it! Each group has six teams in it – and there are thirteen groups arranged in a hierarchical system with the Premier at the top (this is the one in the newsletter), three groups below this one (groups 1.1, 1.2 and 1.3) that feed into the premier one, and nine groups below these (2.1, 2.2, 2.3 and so on) that feed into the level above them.

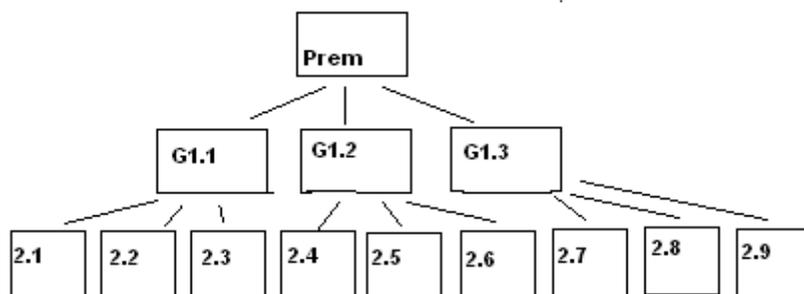
The top team in each group (except the Prem) will be promoted to the level above. The bottom THREE teams will be relegated. That means three out of six sides are relegated – making for quite a tough competition and a pretty speedy changeover in teams. Hopefully it should mean that you aren't just playing the same teams over and over again.

You will play a fixture almost every week (there are two weeks in the season where each team doesn't get a game because of the way the fixtures fall), playing each team in your group twice. By week 11, everyone will have played everyone else in their group twice, and so the first round of promotion and relegation will take place. The teams that are currently top of each of the thirteen groups in week 12 will each be awarded £500,000 prize money.

After the teams are promoted and relegated, the teams play each team in their group twice again over the second half of the season. At the end of the season, the team winning the Premier division will be the reserve or youth champions and will be awarded £3 million. The runners up will

receive £1 million whilst the team finishing third, as well as the winners of all the lower groups, will get £500,000.

Please post any questions about this online and I'll do my best to answer them!



The above diagram may help to show how the groups work – the top team in each group is promoted to the level above, whilst the bottom three teams in each group are relegated.

The Online Return Sheet

To use the online sheet, go to www.necomgames.com and log in with your account number, game number, team number and password (if you haven't got a password yet, click on 'here' where it says "*Forgotten your password? Click [here](#) to be sent a reminder!*" and one will be sent out to you. From the options then presented to you, choose 'Online Return Sheet' and your current team selections will appear.

All you then have to do is alter this – change players and positions by selecting the box you wish to alter and typing in new values. Note that you don't need to enter player names – once you hit the SUBMIT button down at the bottom, the computer will put them in for you.

Do the same to change training, extra actions, staff actions and put in your transfers. Again with transfers, there's no need to put the player name in unless you want to – the computer will do that for you and over-write whatever you type in anyway. Regarding amounts – for transfers enter the number of millions (eg. if the deal or bid is for £500,000 you would type 0.5 in the box, if it was for 2 ½ million you would write 2.5) and for wage offers just write the amount you want to offer (1000 for an offer of £1000 per week, 100000 for an offer of £100,000 per week). When you've finished, click on 'SUBMIT' and your changes will be saved. The updated sheet will then be displayed and you should look through it carefully to make sure everything is as it should be – that you've put the correct player numbers in (the computer will put in the correct player name to help you) and all the correct values.

At any time before the next turn deadline you can return to your team changes and make additional changes – so if you agree a late transfer or decide to alter your tactics, it's easy to just go back and update your sheet.

The usual options of sending sheets in by fax and post will obviously still apply – but this is a helpful and quick way to submit your changes, and a sure fire way for you to be certain the team is as you want it to be. There are also a few other useful utilities on there for looking at your squad, and hopefully a few more things to be added over the coming months.

Latest news – we now have reserve and youth team selections working on the online return sheet, and I'm pleased to say that it's also now possible to put advertisements and press releases in there too.

Necom Meet ?

The latest Necom meet was a resounding success – held in Marple in mid April, attendance was slightly higher than normal and we all had a great time with the newly launched game 8 (more on that over the page).

We're hoping to hold another event sometime over the summer – for more details see the necom noticeboards

Player Ratings

I'm often asked about player ratings – managers often think that their particular player is rated too low whilst other teams players are highly over-rated. Well we have a place for you to express your opinion on such matters – it's the necom noticeboards. There's a section specially for ratings – post the name of the player you want to talk about and give your reasons (it's a good idea to check that a post hasn't been made for that particular player in the past six months or so). You should also familiarise yourself with the 'Ratings Guide' which gives a broad outline of how ratings are determined.