

Necom News

8th March 2012

Volume 24, No. 3

Game 64 – Final Day Glory For Villa !

Game 64 was launched back in September of last year, following the sad death of League Soccer manager Ross Sharp. Ross had been a key part of our community for many many years, particularly on the internet noticeboards, and it was with great sadness that we heard about him losing his battle with cancer. In his memory, we've arranged a number of events – a group of League Soccer managers will be entering the Cancer Research UK Relay For Life in Stockport (see last weeks issue for more details) and we started up a new game – game 64. In the first season, David Burton led Ross' favourite team, Man United, to the Premier League title, with Glen Pine's Inter winning Serie A. The second season has just finished – and it's been a real thriller!

Duncan Martin's Inter were crowned Serie A champions last week after a great battle all season long with Steve Bennett's Napoli. The two sides traded places at the top all season long, up until the final stages. The decisive game of the season came in week 18 when the two sides met in the San Siro, and goals from Stankovic, Cambiasso and Rothen saw Inter win 3-1. That put them four points clear at the top. When Napoli dropped points the following week, drawing 0-0 at home to Sam Smyth's Barcelona, Inter were all of a sudden six points clear, and they clinched it the week after with a 1-1 draw at Barcelona when Napoli lost 1-0 at Joe Spencer's Monaco. Inter may have taken their foot off the gas after that – they only took two points from their last three games – so Napoli closed the gap in the end to just two points, but Inter are deservedly champions. Monaco sneaked into third place on goal difference at the end, just about holding off Barcelona – both of them six point adrift of the champions.

The end of the battle for the Premier League title couldn't have been much closer. With two games to go, David Burton's United were still in the title hunt – after a 3-1 home win over Aston Villa, Fabregas with two goals and Corluka the other. Lee Jones' Villa had been out in front all season, but that defeat meant their lead at the top was down to just a point. A point behind the leaders were Jamie Maycroft's Spurs in second place, and United in third, with Billy Black's Man City in fourth place, just two points behind Villa. Any of those four could still win it. The penultimate week saw comfortable victories for three of the four contenders. Villa won 3-0 at home to Rangers, City won 4-0 at Cardiff and Tottenham recorded a superb 3-0 victory away at Kieran Hundal's Everton. United though were out of it – beaten 1-0 at Craig Rathey's Wolves. Villa needed a win at Adam Redfern's Blackburn otherwise Spurs- at home to Man United – or City – away at West Ham – could step in. Spurs won easily, beating United 4-1 at White Hart Lane – a result which amazingly saw the team which had been in 2nd place all season drop down to fifth place, below Wolves. City also won their game comfortably, a 3-1 victory at West Ham. That left Villa – needing three points for the title. In truth it was never in doubt, Lee Jones' side crushed Rovers 5-0 at Ewood Park, Gilardino with a brace, Evra, Pedrito and Young the other scorers.

Inter Milan won the Champions League, beating Shaun Wiltord's Fulham 1-0 in the final, whilst the Europa League went to Tottenham with a 2-1 victory over Napoli. FA Cups were won by Wolves and Ajax.

Game 64 is currently the one with more managers than any other. Fiercely competitive, it's no place for the faint hearted, but an excellent spot to test your management skills. The game is online only – since there are two turns every week (on a Tuesday and Friday morning) but costs an absolute bargain £18 per season. One payment covers all your turns for the whole season... As the game is currently at the end of season 2 it would be the perfect time to join up – if you're interested in a side go to our website www.necomgames.com and make your way over to the Game 64 section of the noticeboards for more information.

Using The Ratings Board

On the internet noticeboards we have a section where you can post messages and create threads about player ratings. This is where you get your chance to change the master database ratings of players – so please take it and get involved. If you think a players rating is too low or too high, create a thread with that players name as the title and give reasons. Give as much information as you can. Be specific – give details, not just vague comments. Say "Has 17 appearances for his country, including being the selected for the last six competitive matches" rather than "has numerous caps". Say why you think he deserves the rating you believe he should have. Opinions are fine, but they must come with some back up. Just posting "84 for me" or "I think 82" is pointless, we can't really take comments like that into account unless you give your reasons...

Niall Quinn's Disco Pants...

A regular look at the "real life" world of football outside Necom land with our columnist **Niall Quinn's Disco Pants!**

Sorry City, It's Not Your Time!

The fans of a few clubs really deserve a bit of success. Give me a pen and I'll write you a list of the teams that I think most deserve some premier success. Sunderland, obviously, West Ham, Wolves, Birmingham City, Sheffield Wednesday perhaps – teams that have spent their fare share of the so called football 'glory years' not even in the Premiership. Looking on from outside and having to endure your Sky Super Sundays whilst contemplating a round trip to Plymouth. Manchester City are for me a part of that. Their fans didn't desert them when they dropped to division 2, and for that reason alone I've much less jealousy when I see them as the richest club in the world – much rather they get that investment than say Liverpool, Arsenal or, heaven forbid, Newcastle United. And until recently, it did look like Robert Mancini's men were going to lift the title this season. After last weekend though – well, can anyone see United dropping a single point between now and the end of the season (okay, so even Ferguson says they'll probably slip up once or twice, but then so probably will City). Indeed, when quizzed after City's 2-0 win over Bolton, Mancini said that he fully expected United to win every game – and that City would have to win all theirs in order to beat them.

United went to Spurs on Sunday – many United fans told me that they'd be happy with a draw. In the end though, contrary to the reports I've read, United played it really well – controlling Spurs in the first half and then getting the goal at exactly the right time. Same thing second half – and once the second one went in it was over as a contest.

The other big news from the weekend of course was Chelsea's sacking of Andre Villas Boas. He took on the big name players at Chelsea – and unfortunately for him, came off second best. The job of building a whole new side whilst remaining successful is one that very few managers have achieved. Mourinho himself couldn't manage it at Chelsea –leaving the job just after his aging squad had reached their pinnacle. It takes a very special manager indeed to build team after team after team – I don't have to tell you of course who has done that, year after year, at Old Trafford, but he's one in a million. The job at Chelsea is made easier by Abramovic's money for sure, and whoever comes in will hope to make a large number of big name signings over the summer. Will Mourinho return? Would they give the job to Benitez (I can't see why myself) or is there someone else out there up to the job? If you have an opinion, why not send it in to Necom and they can print it here in the newsletter.

In the meantime though, I'm happy to continue to tell you what I think! There'll be more next week from **Niall Quinn's Disco Pants!**

Now it's time for some hints and tips from 'Craig Whyte's biggest fan', starting with a look at

The Scouting System

As I'm sure the majority of you are aware, an excellent feature of the game is the scouting system. By using one of your scouts, you can scout players in to your squad, that aren't already in your respective games. I find this feature incredibly useful, especially when starting with a smaller/lower rated squad. To attempt to scout a player in, under the 'staff orders' part of your return sheet, write the action 'Scout' in the first box, the number of the scout you are using in the second box and the players name you wish to scout in the third box. If using the online return sheet, there are four boxes; type the players first name in the third box and their surname in the fourth box. In the event the player has only one name (for example, Kaka) leave the third box blank and type his name into the fourth box. If you are successful in acquiring your desired player, he will join your club on an initial eight week contract. You can offer the player a longer contract straight away. I would advise offering the contract immediately and they will usually sign for under 10k per week, depending on their rating. A lot of the time, the player you are trying to scout, is already in the game. If he's at an unmanaged club, why not do a find player to discover his value and make a bid...

If the player is not on the database, you will know this by your scout returning with a similarly named player, or in some cases, a completely random player?!

To make Neil's job easier, by sending me the relevant information on the player (name, team, d.o.b., position, preferred foot and nationality) I'll gladly add them for you. Don't worry, if you're in one of my games, I assure you I won't try stealing them. I have enough players of my own to scout :-)

My e-mail for sending players to is; pmfa@live.co.uk

One to watch out for

Stefanos Kapinos

A goalkeeper for Panathinaikos who I added to the database a few months ago. Despite being just 17, he has already made his international debut for Greece.

I'm off now to enjoy some jelly and ice-cream :D

Regards,

Craig Whyte's biggest fan.

"Is Necom a Drug?"

Asks Craig Rathey...

Cocaine, Ecstasy, Marijuana, Alcohol...Necom Games?

Some of you will be looking at the above list and thinking "What? Is he for real?" - but hear me out...

The above drugs are addictive, which can have devastating effects on the lives of users who become addicted to them, and become more dependant on them on a day to day basis. User's just cannot get rid of these addictions overnight, and keep returning for more - similar to myself and many others with the harmless, fun, vibrant boards of Necom Games. Except we get a "high" out of leading our team to league glory, snapping up that world class player under the noses of everyone else or scouting in "The Black Messi".

So what exactly does Necom Games have to do with being compared to drugs?

Well, we have all "quit" Necom at some point - whether it be for weeks/months/years but yet here we all are reading this article. We just cannot stay away from the world of Necom for too long. In a nutshell, we are indeed addicts.

Personally, I originally joined Necom in the mid 90's when I was around 9 years of age. I discovered an article in the footballing magazine Match, which caught my interest (and most of yours!) and felt just that little bit more responsible being in charge of my own team. I stayed in Necom for a few years, and then retired from the game for one reason or another. In 2005, I googled Necom Games and was surprised to see it was still indeed very much active. I had the "bug" again and since then I have managed a few teams before settling down in G75. I even left for a few months before again the "need for Necom" kicked in again. I re-joined.

The challenge of bringing East Stirling from scratch to Premier League Champions kept me hooked, just as it does to yourselves with your own challenges in your respective games. The Necom Forum is also a place which we cannot stay away from - eagerly anticipating someone being made available and snapping him up before anyone else logs on, witnessing handbags been thrown around by managers or just chatting to some person you have never met in your life, yet feels like your best friend.

Some of us will eventually come to a point where we will decide enough is enough and pack it in for good. Or will we?

Try asking some of these managers who have quit at different times for different durations - Richard Ladd, Stuart Robertson, John Rosie, Paul Matthews, Sam Smyth as well as many others. And why exactly have they returned...

We are all in this together, and I am not comparing the effects of Necom Games to Drugs in real world situations. Although, the effect of some of your girlfriends/partners/wives may come close to this!

I'll leave the question to you - Is Necom Games really a Drug?.....

Cleanin' Out Me Dad's Loft

Last week I spent a day with my father cleaning out his loft (he's getting free loft insulation and had to empty it out!) Along with my old school books, NME, Melody Maker and Crash magazines, were the first 17 seasons worth of newsletters from League Soccer Game 1. Dating all the way back to Saturday May 23rd 1987, the date that the very very first turn in League Soccer was run, these were fantastically interesting to me - possibly not so much to anyone else but anyway. Back in those days of course, League Soccer was quit different - with only one rating for players, 8 teams in a division and no match reports or performance ratings for players (though they came in before the end of the first season). Incredibly though, in just two over two months time League Soccer will have been around for 25 years.

As the 25th anniversary approaches we'll be looking to set up some sort of special event...



The Debt and Transfer Request Lists

This suggestion came up on the noticeboards, thanks to Craig Rathey who put it forward. As you should know, if you are more than £5 million overdrawn, you are not permitted to buy any players at all that turn - this includes loans - and are not allowed to agree any contracts. Whilst the financial affairs of clubs has always been kept confidential in League Soccer up until now, we were persuaded by Craig and others that it might be a good thing to list those clubs that were in debt. The big advantage of course is that it then anyone who was thinking of selling a player to that team will know that they can't do so - the deal would fail. Knowing that a club needs to sell players to carry on may also cause other managers to contact that team in an attempt to buy their players.

In another move to try to help facilitate more transfer dealings, we have also listed on the printouts those players who have asked for a transfer. These are not players whose managers have put them up for sale - rather the players who themselves currently want to leave their clubs (the ones with REQ by their contract details on the Squad Sheet). Note that the transfer request list is just for your information. These players do not necessarily have to be sold, they are just players who have asked for a transfer. Look out next week for a bigger feature on players and their transfer requests.

Online Chat Nights

Those who aren't regulars on the Necom noticeboards might not be aware that there's a place to ask any game related questions you might have - our Necom Chat Nights. These are held roughly once every four or five nights (alternating between Monday & Friday or a Wednesday in a week) between 6pm and 10pm on the Necom noticeboards. To get there go to www.necomgmaes.com and click on the link for the noticeboards. There have been 80 such chat nights so far - they're all still up there to look over - the next ones coming up are Friday 9th March, Wednesday 14th March and Monday 19th March...