

# Necom News

O.M.G.A.N.W.D.T.C.F.

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## Much Thank You !



A huge thank you to everyone who donated to Cancer Research UK during February as I ran every day for the charity. Over £700 raised in the month, a distance in excess of 200km covered and more than 100 donators – the whole thing was a great success so many thanks to you all.

## The Drugs Don't Work (they just make it worse)

A bug has been fixed in the staff section of the program where it turned out unlimited physios could be used on an injured player without penalty!

From the League Soccer rulebook :

The probability of a physio improving an injury increases with physio rating. The probability of intensive physio work making an injury worse reduces with the rating of the physio but increases with the amount of intensive pressure you put on that injury – ie. the number of physios you have working on it.

An important thing to note is that physio actions are processed in physio number order – so the physio with the lowest player number will be the one that acts first on a player, and so on.

## £££ Player Values £££

Some drama this week as a long overdue look at player values has been completed. The changes should better reflect the differences between the lower rated and higher rated players. Values were changed last year so that they are linked to the 'database rating' of a player rather than his actual rating – that is the rating of the player on the Necom database (see box below for more info). Here's a basic guide to help you:

Values based on a 26 year old

78ov	£1.2m
79ov	£2.8m
80ov	£10m
81ov	£16.7m
82ov	£26.9m
83ov	£42.2m
84ov	£58.7m
85ov	£80.8m
86ov	£110m

## Squad Limits & Contracts

There is a first team squad limit of 28 players and an overall squad limit of 98 players. If you have more than 28 players in the first team, some will automatically move to the development squad. If you have more than 98 players in total then some will leave on free transfers. Better players (those with overall ratings of 80 and above) are not happy sitting in the development squad and will lose morale if left there for any period of time.

The reduction in maximum contract length seems to have had one unintended consequence – that of making paying the maximum allowed wage to a player on the out of contracts list more worthwhile. When you sign a player from the OOC you also have to pay a signing on fee for the player. According to the Necom rulebook this fee is as follows:

81 or less	10%
82 rated	20%
83 rated	30%
84 rated	40%
85 rated	50%
86 rated	60%
87 rated	70%
88 rated	80%
89 or above	90%

Signing a player on such huge wages might also have the unintended consequences of unsettling other players in your squad who will wonder why they aren't being paid as much as their team mates.

## The Database

The Necom database can be searched online at [www.necomgames.com](http://www.necomgames.com). It contains all the players in League Soccer along with their ideal rating. The value on your squad sheet comes from this. However, in your squad you will be able to use your coaches and training to increase your player ratings a few points above this level (whilst injuries and poor form can also drop the rating below this level too).

If you want search and find a player you want is not on the database you need to email me with their info to get them added. Please send no more than two players at a time. Players are added every two or three weeks so you may have a slight wait. You must send their full name, date of birth, nationality, real life club and links to more info.