

RUGBY UNION TEAM MANAGER 2017



Contents

Support & System Requirements	4
<i>Minimum System Requirements</i>	4
<i>Support</i>	4
<i>Video or Video Card Issues</i>	5
<i>Errors occurring during use</i>	5
<i>Errors during installation</i>	5
<i>Sound Cards</i>	5
<i>Steam API Error</i>	5
 Configuration	 6
 Editor	 7
<i>Swapping a player to a different club</i>	7
<i>Saving an edited game into an Editor Slot</i>	9
 Load & Save Game	 10
 New Game	 11
<i>Create Manager</i>	12
<i>Select Database</i>	13
<i>Select Club</i>	13

General User Interface	14
Executive Board	15
<i>Manager Rating</i>	15
Sponsorship	16
Scouting	17
<i>Scouting Players & Squads</i>	17
<i>Scouting Staff</i>	18
Negotiation	19
Buying a Player	20
Player Calibre Range	24
Team Training	24
Player Progression	25
International & Representative Jobs	27

Player Qualities & Team Choices	29
Substitution	30
Team Calls	31
Match Feats	32
FAQs	32

Support & System Requirements

Minimum System Requirements

Windows

OS: Windows Vista
Processor: Intel Core 1.8GHz+
Memory: 2 GB RAM
Graphics: DirectX 9.0c compliant
DirectX: Version 9.0c
Storage: 1 GB available space

Mac OS X

OS: Mac OSX 10.8
Processor: Intel Core 1.8GHz
Memory: 2 GB RAM
Graphics: OpenGL 2.0 compliant
Storage: 1 GB available space

Support

Website:

www.alternativesoftware.com

Email:

customersupport@alternativesoftware.com

NOTE: E-mail is for technical issues only.

Please note that online support is available in English only.

Mail:

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Contact a customer support representative on:

Phone: +44(0)1977 555 222

Fax: +44(0)1977 555 111

Between the hours of 10:00am and 4:00pm UK time

Monday - Friday except holidays.

Video or Video Card Issues

Rugby Union Team Manager 2017 requires that your video card support running in 1024x600 screen resolution and 24-bit or above colour depth.

Also, it is a good idea to make sure you have the latest drivers for all of your hardware, including your video card. These drivers can usually be found at the manufacturer's website.

In full screen mode, problems can occur whilst running this game with 2 monitors. This game is best run on a single monitor.

Errors occurring during use

User account control or running the program on a limited user account can cause problems. If you see an error box appear whilst using the program, right click on the program shortcut and select Run as administrator or alternatively turn off user account control.

Errors during installation

If you have errors running the installation. Disable your anti-virus software and try again. Some anti-virus software has a sandbox type of feature which may wrongly exclude the program from running correctly.

Sound Cards

Some audio drivers may disable the audio device if no speakers or headphones are plugged into the front socket of your computer. Please refer to the manufacturer's instructions on how to setup your drivers for the correct configuration.

Steam API Error

You may see this message when you first try to run the game through Steam.

Fatal Error. Steam must be running to play this game (SteamAPI_init() failed)

Should this occur, please exit and restart steam. You should then be able to play.

Configuration

Select the desired Screen resolution. All resolutions available to your graphics card are listed. It is recommended the game is played at 1024 x 600 or higher. Screen resolution can be further changed in game in the Options screen.

Select the appropriate Graphics quality. Begin with the highest quality - Fantastic and reduce if the game runs slowly on a particular system. Graphics quality cannot be changed further in game.

Select the appropriate monitor, for if there are more than one monitor setup on a system. A different monitor cannot be selected further in game.

The Input tab is redundant and is not used in RUTM 2017.



Editor

The Editor allows for changes to elements of the game, including competition, club, manager and player names, player attributes and player qualities. Player's International Name Appearance is the name the player will use when selected for international & representative clubs (due to licensing restrictions). Players can also be swapped from club to club. Please note – some features of Licensed Teams cannot be edited.

Swapping a player to a different club

Navigate to, and highlight the player to be swapped.



Then press the Remove Player button. The player will be removed from this club and added into the Player Slot in the banner at the bottom of the screen.

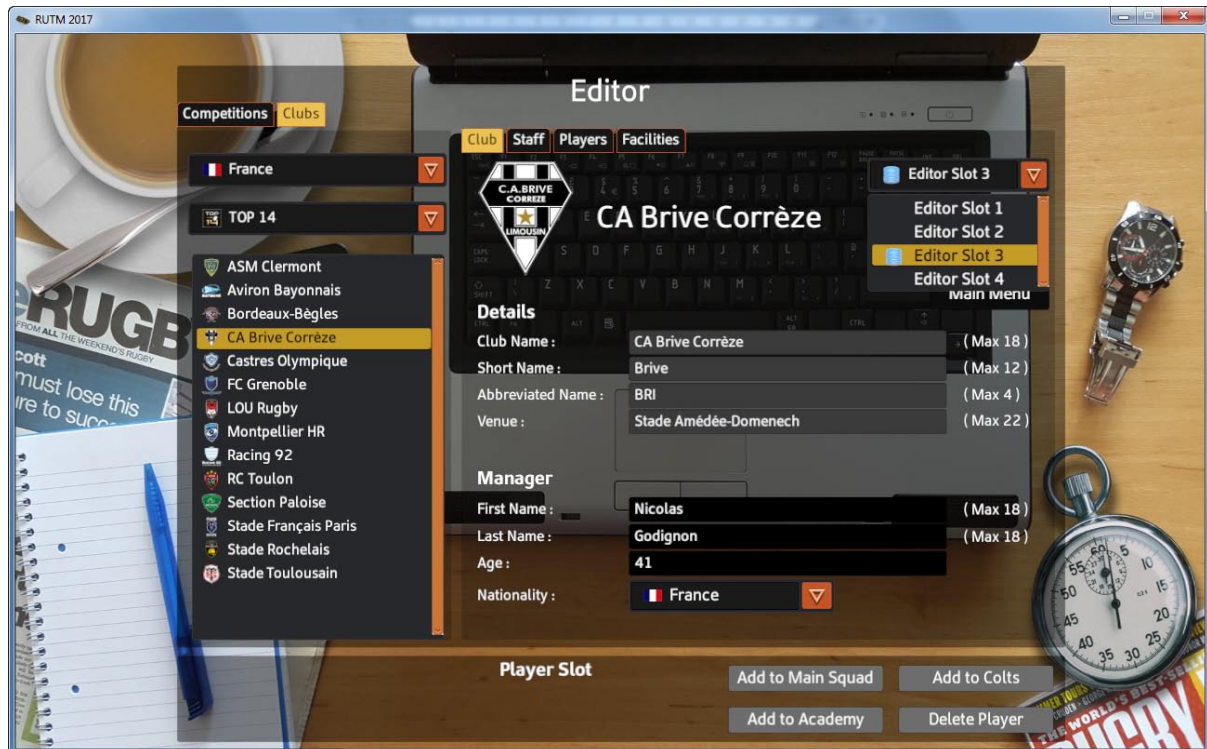


Now navigate to the club the player is to be added to, and press one of the Add to buttons in the banner, depending on which squad you want to add the player to. Only players under the age of 19 can be added to the colts. Also, if Delete Player is pressed, the player in the slot is deleted from this edited game. Only loading the Default RUTM 2017 database, in a separate edited game, will restore a deleted player.

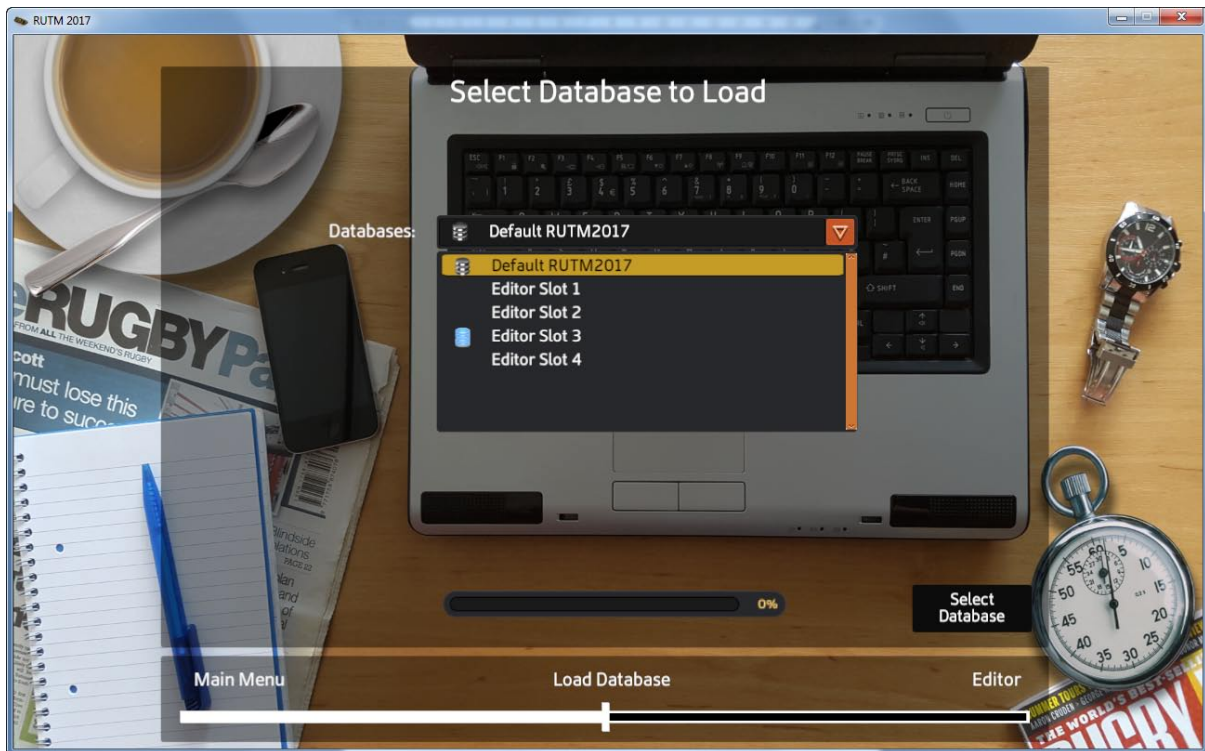


Saving an edited game into an Editor Slot

Once all the desired edits have been made to a game, the changes can be saved into an Editor Slot. There are 4 Editor Slots to be utilised. To save, select the desired Editor Slot in the drop down menu, then press the Save in Selected Slot button.

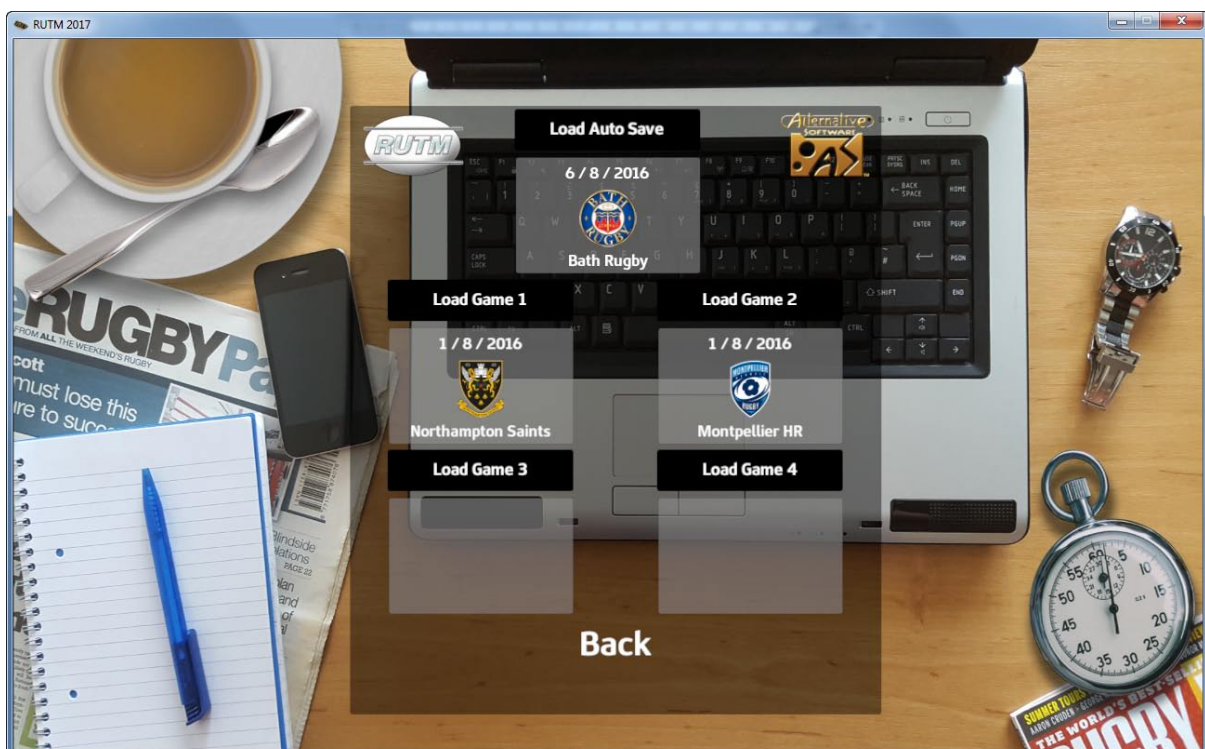


Games saved in an Editor Slot can be loaded back into the editor for further changes, or selected as the starting database as part of a new game. Editor saved games always define the starting point of a game, games mid way through cannot be edited.



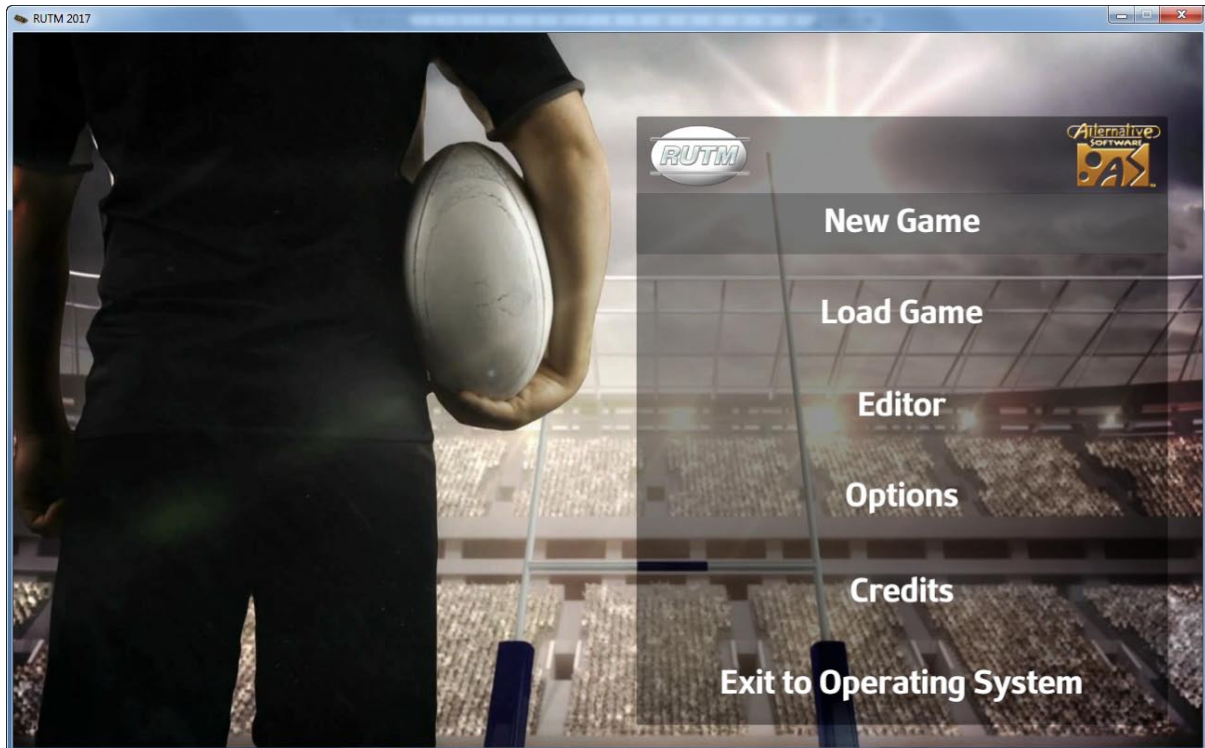
Load & Save Game

Games can be saved and loaded at any time except for when the match is in play. There are 4 save game slots and an auto save slot.

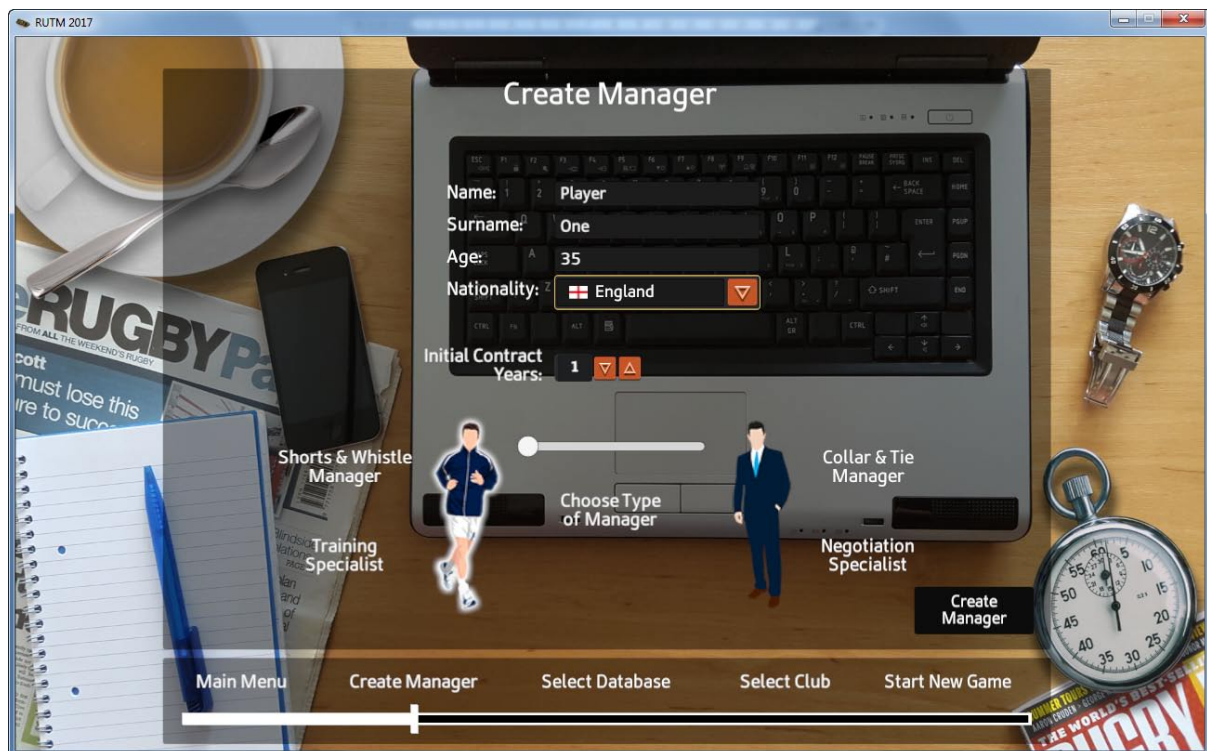


Auto save will save all games just prior to a match, into the Auto Save Slot, and they can be loaded like any other saved game.

New Game



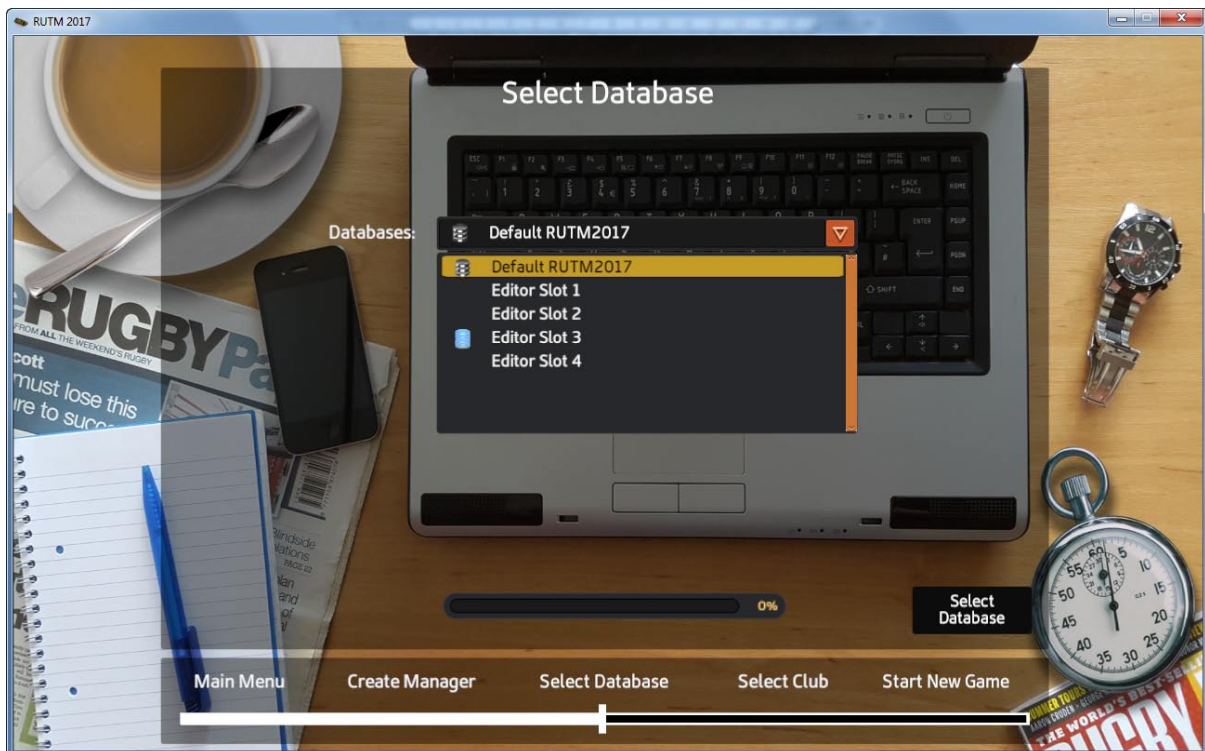
When a New Game is selected there are a number of steps that need to be taken, and decisions to make, before the game can commence. These steps are shown on the timeline in the banner at the bottom of the screen. To go back to a previous screen, just click the relevant area on the timeline.



Create Manager

Here you create what will be your avatar in the game world. When selecting your age, remember you will retire at 65 and it will be game over. Depending on the type of manager you choose to be, you will receive bonuses in different areas of the game, centring around either player training or negotiation.

Select Database



Here you have the opportunity to load in any Editor Saved game you have created. This will be the starting point of the new game. If no Editor Saved games have been created, the Default RUTM2017 database will be used.

Select Club

Use the drop down menus and list on the left to highlight a club. There are 4 tabs each with a different part of information about the club. Once the desired club has been highlighted, press the Select Club button to confirm selection. Job offers in game make it possible to switch clubs, so you are not tied to this choice for the whole of your career.



General User Interface



A - Navigate screens forward & back

B - Main screen selection

C - Sub screen selection

D - Main area

The buttons labelled B navigate you to a certain section, in which there are sub sections which can be navigated to with buttons labelled C.

Executive Board

There are 3 members of each club's executive board, a chairman and 2 directors. Each chairman and director judge the club's manager in a different way :

Chairman - Judges expectations

Director - Judges results

Director - Judges reputation

The best way to remain employed as the club's manager is to keep the backing of the board in your favour. If each of the board members backing drops below 10%, then the manager will be sacked. If a manager is sacked, they have the opportunity to take a new job from the existing offers.



Manager Rating

If a manager fulfils all the Chairman's expectations in one season, their rating will increase by 1 star. This will increase his training effects and also his negotiating power.

Sponsorship

The club's main annual income is from their sponsor. When the time comes to enter into a sponsorship deal, a choice must be made from the offers on the table. However, sponsorship is not only about finance, each offer comes with a varying reputation boost for when the seasonal advertising campaign is launched.



Scouting

Scouting Players & Squads

To view a player's attributes, or a club's squad, you must first assign a scout to the task.



- Use the < > buttons to select the relevant scout
- Select League : select the relevant league from the drop down boxes
- Then either Scout Squad, Scout Listed, Scout Opposition, Scout International or Scout Position

The length of time it takes scouts to complete their assignments varies depending on their rating.

Scouting Staff

To scout a member of staff to hire is a similar screen as above, although here, results are shown on the same screen.

The screenshot shows the 'Staff Search' window in the RUTM 2017 application. The window is titled 'Bath Rugby' and shows the date 'Mon 1st Aug 2016'. The search criteria are as follows:

- Name: Adrian Komu
- Age: 31 years
- Rating: ★★
- Nationality: PNG

Under 'Advertise for vacant staff position', the following roles are selected:

- Agent
- Assistant
- Coach
- Doctor
- Physio
- Scout

The 'Scout Staff' dropdown is set to 'Coach'. The 'Select League' dropdown is set to 'Aviva Premiership'. The 'Scout Speciality' dropdown is set to 'Backs'. The 'Assign Scout' button is visible.

Again, the length of time it takes scouts to complete their assignments varies depending on their rating.

RUTM 2017

Home

Staff List

Staff Negotiation

Assistant Roles

Staff Search

Tue 9th Aug 2016

Rep / Int

Options

Advance Screen

Home

Staff List

Staff Negotiation

Assistant Roles

Staff Search

Tue 9th Aug 2016

Rep / Int

Options

Advance Screen

Staff Search

Search Results

Adrian Komu

Job Role	Club	Name	Age	Nationality	Rating	Specialisation	Pos	Wk Wage	Contract Exp
Coach		Louis Sinden	53 yrs	 CAN	★★★★★	Backs		£ 1350	August 2018
Coach		Siyabonga Van-Staden	48 yrs	 SA	★★★★★	Backs		£ 2000	August 2017
Coach		Finlay Levitt	47 yrs	 ENG	★★★★	Backs		£ 1100	August 2018
Coach		Adam Rickaby	40 yrs	 ENG	★★★★	Backs		£ 1550	August 2017
Coach		Kevin Paddington	44 yrs	 ENG	★★★	Backs		£ 1250	August 2018
Coach		Shane Hawcroft	53 yrs	 ENG	★★	Backs		£ 700	August 2017
Coach		Owen McGuinness	42 yrs	 ENG	★★★★	Backs		£ 1400	August 2019
Coach		Shayne Lavelle	49 yrs	 ENG	★★	Backs		£ 900	August 2019
Coach		Benjamin Bursnoll	49 yrs	 ENG	★★	Backs		£ 1200	August 2018

Approach Staff

Negotiation

There are 3 types pf negotiation :

- Club to Club
- Club to Player
- Club to Staff

All 3 calculate an overall leverage ratio, with the contributing factors listed down each side. The overall leverage ratio determines how much, or how little of their asking price they are likely to accept before agreeing a deal.



A Collar & Tie style manager will have more weight in the ratio calculation, than a Shorts & Whistle manager of the same rating. They also receive an extra 2 offer attempts.

Buying a Player

There are several steps to buying a player :

1) The player must be scouted, that is, they must be listed in a scout's Scouting Network through either scouting their club, their position or scouting them out of contract or transfer/loan listed.



2) The player must then be added to your Shortlist. This can either be done on the Scouting Network screen or the player's Profile screen.



3) From the Shortlist screen you can approach a player's club to buy. You now enter the Club Negotiation screen.



4) Once a price has been agreed in the Club Negotiation screen, the player is then added to the Club Permitted screen.



5) From the Club Permitted screen, the player can now be approached, and the Player Negotiation screen is entered into.



6) The player Negotiation is the final step to buying a player, and once the salary details have been agreed, the player will join your club.



For players who are out of contract, it is not necessary to pay a price for them, so no club to club negotiation is required. Therefore, shortlisted out of contract players go straight to Club Permitted and miss out steps 3) and 4).

Player Calibre Range

Calibre range :

- World Class
- International
- National
- Professional
- Semi-Pro
- Amateur

As attribute values range from 0 to 99 and there are many per player, the calibre range can be used as an instant guide to the level a player is currently at.

Team Training

Every fortnight, the team training rota must be filled in and submitted. Highlight the training session, then click on the slot in the rota to assign that session. The manager also has the choice of Additions, which can be added to supplement a training session. The number of additions a manager has at his disposal depends on his rating and management style. A Shorts & Whistle manager will have more Additions than a Collar & Tie manager at the same rating.



For any given combination of training sessions on the training rota, the overall effect on player's attributes can be seen on the Training Overview screen.



Player Progression

Through training and game time, player's attributes increase, or decrease through injury. The average gain or loss is carried through to the next season as a long term change. This in turn, drives the calibre changes as the player progresses. All player attribute increases are proportional to their Potential Left, so a younger player with lots of potential will see greater improvements for the same training, than an older player with little potential. Once a player reaches around 30 years old, their attributes will begin to fall away.

A young player with lots of Potential Left :



An older player approaching retirement :



International & Representative Jobs

At certain dates in the rugby calendar, international and representative jobs will become open for application. As a domestic club manager you are free to apply for these jobs, as they run concurrently with your domestic position.



Player Qualities & Team Choices

Star - Star player within their calibre bracket

Eni - Enigmatic

Ins - Inspirational

Int - Intimidating

Res - Resolute

Star players are the very best within their Calibre bracket.

They have the ability to individually swing the course of the match in their team's favour, and draw large spectator attendances.

However, they demand large salaries and signing fees.

N.B. A non-star player of a higher calibre will generally perform better, than a star player of a lower calibre,

Enigmatic

(Attack only – Strong negative effect on multiple defenders)

Enigmatic players have a rare ability to put challenging defenders in two minds and cause doubt and unsureness, leading to defenders standing off and performing significantly weaker and less effective tackles.

Resolute & Inspired defenders are immune to the effects of Enigmatic attackers.

Enigmatic defenders are also immune to the effects of an Enigmatic attacker.

Inspirational

(both Attack & Defence – Prevents all negative effects on multiple team mates)

Inspirational players inspire all team mates with a 6 metre radius of themselves, in both attack and defence.

Inspired players are immune to both Enigmatic and Intimidation effects of opposition players.

Inspirational players cannot themselves be Inspired.

Intimidating

(both Attack & Defence – Slight negative effect on multiple opposition)

Intimidating players cause Intimidation in the challenging defender whilst in attack, and in the ball carrier whilst in defence. Intimidated players perform slightly weaker tackles and poorer carries.

Resolute & Inspired players are immune to the effects of Intimidation.

Intimidating players cannot themselves be Intimidated.

Resolute

(both Attack & Defence – Prevents all negative effects on themselves only)

Resolute players are immune to both Enigmatic & Intimidation effects of opposition players.

Team Platform

The Team Platform gauge increases as your forwards make metres and win the tackle collision. The higher the Team Platform, the more likely you are to break through the opponent's line with your backs.

Ad-Lib Attack

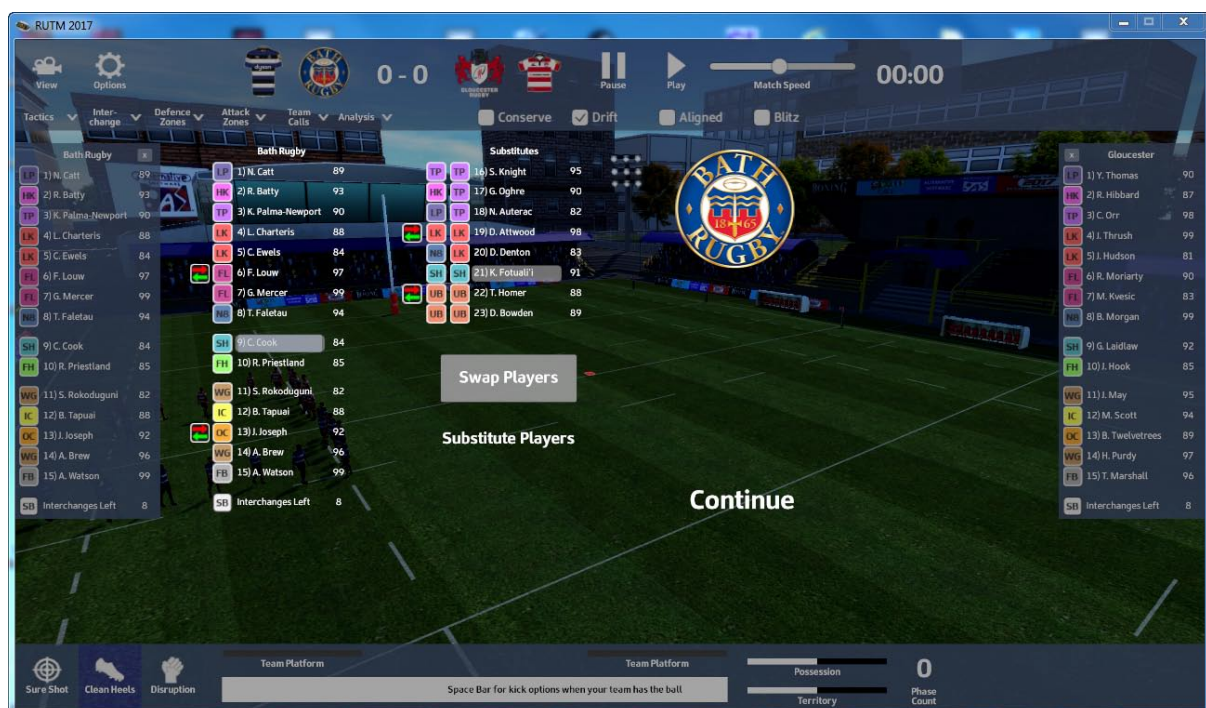
Use the slider on the interface at the bottom of the screen to decide whether to run the ball with the forwards or backs.

Ad-Lib Defence

Use the check boxes on the interface at the top of the screen to decide the current defensive pattern.

Substitution

In the match, press the Interchanges button in the top left. Players will then be listed on the left and substitutes will be listed on the right. Click the substitute you wish to bring on first, this will highlight him, then click the player you wish to bring off, this will highlight him also. Now click the Substitute button to confirm the interchange. The players will make the substitution at the next break in play.



Team Calls

- Mad Dog
Group Tackles & Big Hits
- Playmaker Shutdown
Move Up Fast on Pivotal Positions
- Engineroom Overdrive
Fwds Increased Effectiveness
- Champagne Rugby
All Intermediate & Advanced Moves Available
- Set-Piece Turnover
Turnover Opposition Scrums & Line-outs
- Defensive Rally
No Missed Tackles & Energy Boost
- Opposition Call Respond
Cancel Opposition Team Call



Match Feats

Fwds vs Fwds (1, 2, 3, 4, 5, 6, 7, 8)

Most Aggressive Fwds awarded 'Disruption' feat

The 'Disruption' feat initiates a fight between the Teams

- Backs vs Backs (9, 10, 11, 12, 13, 14, 15)

Fastest Backs awarded 'Clean Heels' feat

The 'Clean Heels' feat enables the ball carrier of a line break to maintain their maximum velocity for the remainder of the phase

- Kickers vs Kickers (10, 12)

Best Kickers awarded 'Sure Shot' feat

The 'Sure Shot' feat guarantees the accuracy of a Penalty/Conversion kick at goal

FAQs

Q: Does it not let you play main squad's matches if you have an assistant managing the team ?

A: No, if you have an Assistant assigned to the main squad you will just receive an email containing the result.

Q: Also can you only simulate the match for academy & colts ?

A: Yes, you can only simulate academy and colts matches.

Q: Why is my defence tiring so quickly ?

A: You are either entering matches with reduced energy due to having attrition from the previous match, or you are over using the Blitz Defence. To reduce attrition, make sure physios are being assigned after matches. The Blitz Defence is very effective but will tire players quickly. It should only be used at crucial stages of the match.

Q: There are not enough players available in the Colts. More players must be recruited ?

A: You need to buy colts players through the Assign Scout screen, from one of the 'Immediate' options. Make sure Select League has a colts league selected to scout for colts players.

Q: There are not enough front rowers available in the Colts. More front rowers must be recruited ?

A: You need to buy colts front rowers through the Assign Scout screen, from one of the 'Immediate' options. Make sure Select League has a colts league selected to scout for colts players.

Q: How can I keep fitness levels up ?

A: As well as team training players can be assigned an individual training regime. This can include swimming or hill running, both will improve player fitness.

Q: What does the attrition system do and how to increase recovery time ?

A: Attrition is accumulated during matches due to wear and tear on the player's body. If a player enters a match with attrition from a previous match, they will have reduced match energy. To increase recovery time, hire good quality physios and assign them to players after a match.

Q: A front row specialist must be substituted on due to the sin binning / sending off ?

A: One of your front rowers has been sin binned or sent off. Say it is your loose head prop that has been sin binned. Sin binned and sent off players automatically swap with the flanker 7 position. So now your flanker 7 player is in the number 1 slot, potentially playing at loose head prop. But as he is not a specialist front rower this cannot progress, so you must substitute off the flanker in the number 1 slot for a specialist front rower (LP, HK or TP) off the bench, and then the game will continue.

Q: How many times can I advance the game during one play?

A: Between 1 and 7 days depending on the setting on the Advance screen.

Q: Can I make changes in already selected sections (training rota, sponsorship)?

A: Once the training rota is submitted, it remains for 2 weeks, when it can be changed and submitted again. A new sponsor can be acquired at the start of the game, then every time a deal's duration has expired.

Q: Which teams are the best for a beginner and for an advanced player?

A: Clubs in lower leagues are best for a beginner as they don't have academies or colts to handle.

Q: The game won't maximise on my laptop. Should I change starting configurations to fix it?

A: In the Options screen the screen resolution can be changed or full screen mode can be selected.

Q: How can I delete a saved game?

A: In the Options screen of the main game (not the Intro), saved games can be loaded or deleted.

Q: Can you choose to be a female manager?

A: Although the manager images are of male players, a female name can certainly be inputted.

Q: How can I get a new job offer?

A: New job offers are listed automatically in Home -> Job Offers.

Q: How to start a negotiation?

A: Please see 'Buying a Player' from page 20 of this manual.

Q: How many different jobs can I apply for?

A: You can apply for a domestic position, a mid season international position, a dream team position, and an end of season Int/Rep position.

Q: Can I change a type of manager or do I have to start a new game?

A: Once the type of manager is selected at the start of the game, this remains for the duration of that manager's career.

Q: Can I go back to a previous club after accepting a different job offer?

A: Yes, an old club may wish to reemploy you and offer a contract.

Q: How to improve my ratings and increase a salary?

A: Win games and fulfill the executive board's expectations.

Q: How can I employ more staff?

A: Go to the Staff -> Search Staff screen and either advertise for the different positions or search other clubs' staff to approach with an offer.

Q: Can I negotiate other team's offers over players?

A: No, it is a single standing offer which you must choose to accept or decline.

Q: What is 'Overall leverage ratio' based on?

A: The 'Overall leverage ratio' calculated on the negotiation screens is dependant upon all the factors shown on the screen at that time.

Q: Can I choose to have matches more frequently?

A: No, you have a set of fixtures from all the competitions you are involved in which must be adhered to, with the exception of Pre-Season Friendlies which can be arranged or left at the beginning of each season.

Q: Does the game save changes automatically?

A: Yes, the auto save file is created automatically before any match your club is involved in.

Q: How do I save changes?

A: Goto Options and save the game in one of the four slots.

Q: What's the difference between auto save and other saved games?

A: No difference, except auto saves are created automatically before matches.

Q: What's the best way of improving clubs reputation?

A: Causes of movements in the club's are listed in game on the Board -> Board Confidence screen.

Q: Can I play the match if I'm a 'collar and tie' type of manager?

A: Yes, you can play a match regardless of what type of manager you are.

Q: In training overview section there's some coaches that had 0 training sessions while others had loads. Can I change it?

A: Yes, see which training sessions those coaches are involved in, then add more of them sessions in the training rota.

Q: Can I change players and their positions during the match?

A: Yes, players can be substituted or swapped during a match in the Interchanges screen.

Q: What do the icons in the left bottom corner stand for? (sure shot, clean heals, disruption)

A: These are known as Feats. Please see page 32 of this manual.

Q: What are my chances of winning a simulated match compared to playing the match?

A: You have a better chance of winning a played match than a simulated match, because tactical changes, substitutions and the use of team calls can be administered more accurately.

Q: What do the 'team platform' bars tell me?

A: Your Team Platform increases with successful forwards moves which gain ground and dominate the tackle. The higher the Team Platform, the greater the chance of a break in the defensive line with a subsequent backs move.

Q: Is the game 4K resolution compatible ?

A: No, not this release.



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