

Rugby Union Team Manager 2017

Welcome to the Rugby Union Team Manager 2017 Quickstart Guide. Details of the introductory screens are included here, to get your management career started at your chosen club



The objective of RUTM 2017 is to have a long and successful career, spanning many seasons, and if desired, many clubs. If you fall out of favour with the Chairman and the board at your current club, accept a new job offer and continue your management career. Your retirement at the age of 65 years is the only event which spells game over.



Fill out the details and initial contract length. Remember when choosing your age, you will retire at 65 years. There are 2 types of manager to choose from:

- Shorts & Whistle Manager . . . receives bonuses on the team training screen.
- Collar & Tie Manager . . . receives bonuses on the staff & player negotiation screens.



Use the drop down menus to select the governing body and league, then the list to choose any club from that league. Use the tabs to switch view between details, expectations, squads and history. Different clubs have varying expectations from their Chairman and board of directors, with stronger clubs having higher expectations. Once the desired club has been chosen, press the Select Club button to confirm your club selection.

To go back to a previous screen, click the relevant area on the timeline at the bottom.

The user interface design, which runs through the whole game, includes a Section Menu, which sits vertically down the left of the screen, and a Screen Menu which sits horizontally across the top of the screen.



The Home screen displays important information about finances, league position, upcoming fixtures, squad status and board backing. You are redirected back here after processing has finished.



The Email Messages screen shows your email inbox. By left clicking the email title, the contents will be displayed along with the details of the sender. The buttons underneath the contents will either show the actions available in response to the email, or a link to the relevant section and screen.



The Main Squad screen is used for team selection. Either drag and drop the positional colours on the desired player, or left click a player's drop area to bring up the position selection menu. Alternatively there are auto selection buttons at the bottom of the screen.



The Advance screen is where the game does all of its processing of both results and club activity. If there is an outstanding issue that requires your attention, the Advance button becomes blocked and a link to the relevant section and screen for the issue becomes activated. Also the number of days processed at any one time can be altered on this screen.



Early in the game you'll be required to choose a sponsorship deal for the club. Company options are listed on the left, with each option having a varying amount and reputation boost. The reputation boost is the amount your club's reputation backing will increase if you carry out the advertising campaign which is available once a season.



At the start of the game, then onwards fortnightly, the team training rota must be completed and locked in. Click the desired training session, which will become highlighted with a red cone, then click any morning or afternoon slot on the rota to set the training session. Each training session also has an option addition, which if selected, will cause the session to involve more coaches and effect more attributes. Once a training session is highlighted, the involved coaches list will be completed, showing which coaches are involved in this session and will influence the players. The effected attributes per session list will also become completed, showing which of the players attributes will be positively affected from this session, and with what quality rating. There is an auto-complete button which will share out the training sessions throughout the 2 weeks, but rest players the day after a match.



Pressing P during the match will pause the action, and pressing the Space bar whilst your team has the ball will display your kick options. The numbers associated with each player is their match energy value.



If your bank balance goes over the threshold amount overdrawn, you will send the club into financial administration and you will be sacked. The threshold amounts are:

- National calibre clubs £2M overdrawn
- Professional calibre clubs £1M overdrawn
- Semi-Pro calibre clubs £500K overdrawn
- Amateur calibre clubs £100K overdrawn



If all 3 director's backing fall to 10% or below, you will be given a vote of no confidence and you will be sacked.

If you are sacked, assess your options and take a new job offer at another club. The game continues until you retire at 65 years.

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SUPPORT

Website: www.alternativesoftware.com Email:help@alternativesoftware.com

NOTE: E-mail is for technical issues only.

Please note that online support is available in English only.

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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 Monday - Friday except holidays.

SYSTEM REQUIREMENTS	PROCESSOR	GRAPHICS	MEMORY
Windows Vista/7/8/10 64-bit or 32-bit	Intel Core 1.8GHz+	DirectX*: 9.0c compliant	2GB RAM 1GB HDD
Mac OS X 10.8+	Intel Core 1.8GHz+	OpenGL 2.0 compliant	2GB RAM

STEAM REGISTRATION CODE

This registration code will enable you to register your name on Steam:



Please keep this registration code in a safe place.