

Rugby League Team Manager 2015



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Support & System Requirements

Minimum System Requirements

Processor: 1 GHz

Memory: 512 MB

Hard Drive Space: 4 GB

Graphics: 2D or 3D Accelerator

Screen Resolution: 1024 x 768 or 1024 x 600 24-bit colour Display

Input Devices: Mouse & Keyboard

Sound: DirectX 9 Compatible Sound Device

Operating System: Windows 8 / 7 / Vista / XP

DirectX: DirectX 9 or better

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.

Mail:

Alternative Software Customer Support

PO Box 109

Castleford

WF10 10 4TA

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.

Video or Video Card Issues

Rugby League Team Manager 2015 requires that your video card support running in 1024x768 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 but there are several websites on the Internet where you can download drivers for free.

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.

Screen Resolution Issues

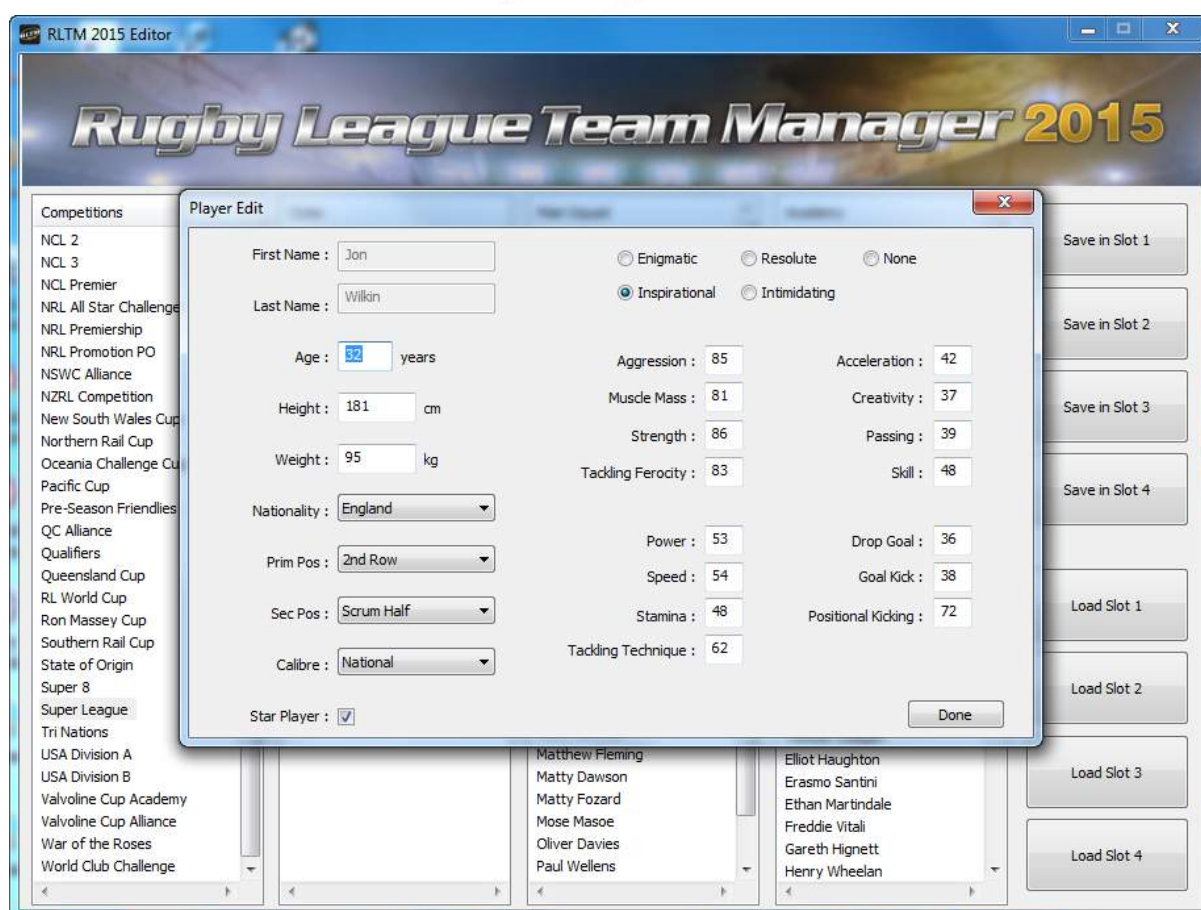
In some instances playing the game on full screen mode may cause issues on certain resolutions. In order to solve this, choose the "windowed" option on the start-up screen by clicking on the check box.

Editor

The Editor allows for changes to elements of the game, including competition, club, manager and player names, player attributes and player qualities. In the Editor, left double click to access the dialog box from which values can be edited. There are 4 slots available to save edited games in. Once a game is saved in a slot, it will be available to load in game. Please note – Licensed Teams cannot be edited.

Changing the Manager's name

Editing the name of a manager can be done by locating your chosen team, double clicking on the team name, replacing the name of the manager with your desired name and then saving the change in a slot. (You can use this feature to change the manager's name to your own if you wish.) You will then need to load this saved game using the instructions in the next section below.



Loading a save from the editor

There are 9 load slots in total. The first 4 slots are for general save/load game use. The next slot is used for the auto save feature. The game automatically saves just before entering into a match. The final 4 slots represent games saved in the editor and can be loaded like any other saved game.

Once you have made changes to the game using the editor, start a new game. Click on the options icon in the top toolbar and navigate to Load Game. The bottom four slots correspond to the save slots in the editor. Clicking on the relevant slot will load the game with your changes.

Getting Started

Installation

Double left click the installer package either on the drive (if downloaded) or on the cd. The Steam installer automatically installs to [Program Files] or [Program Files (x86)] in the Rugby League Team Manager 2015 Steam folder.

Load/Save game

There are 9 load slots in total. The first 4 slots are for general save/load game use. The next slot is used for the auto save feature. The game automatically saves just before entering into a match. The final 4 slots represent games saved in the editor and can be loaded like any other saved game.



Settings

Under the Options button, there are several settings options. The selected options for these settings are saved automatically and take effect when the game is started up.

Increment

Determines how many days to process with a single click of the Advance button.

Screen Guides

Determines whether screen guides should be displayed. Screen guides are explanations of the current screen and what it is used for.

Music

Determines whether to play music.

Sound FX

Determines whether to play sound fx.

Voices

Determines whether to play the voices which introduce competitions and clubs.



User Interface

General User Interface



General User Interface Components :

Title Bar

- A) Currently selected Club badge
- B) Navigation buttons: back & forward, cycle left & cycle right
- C) Advance button advances game date by 1-7 days (increment amount optional)
- D) Name of currently selected game object & name of associated game object
- E) Title Bar buttons with various selections
- F) Backing and balance display
- G) Calendar

Side Window

- H) Side Selection Window displays main screen options for currently selected game object
- I) Side Action Window displays available actions for currently selected game object

Main Area

- J) Some main area layouts have drag and drop options
- K) Some main area window frames have buttons, lists and check boxes
- L) Left clicking main area titles sorts the display
- M) Main area entries can be highlighted with a left single click and selected with a left double click
- N) Some main area entries have buttons and lists associated with them

Footer Bar

- O) Club Meeting Buttons
- P) Running Text in the Footer Bar displays recent match results and information
- Q) Button to navigate to messages inbox
- R) Button to navigate to RL World Overview

Match User Interface part 1



Match User Interface Components :

Title Bar

- A) Title Bar
- B) Current match time and score
- C) Viewing mode button for switching between 2D and 3D

Match User Interface part 2

Side Window

- D) Player number, name and energy display, can be selected to show more player information
- E) Auto manage options
- F) Feat buttons

Main Area

- G) Match option buttons
- H) Ad-lib attack move queue, moves are performed in this order
- I) Current ad-lib move being performed
- J) Ad-lib defence options

Team Calls Bar

- K) Team calls options and buttons

Tackle Count

- L) Current tackle count

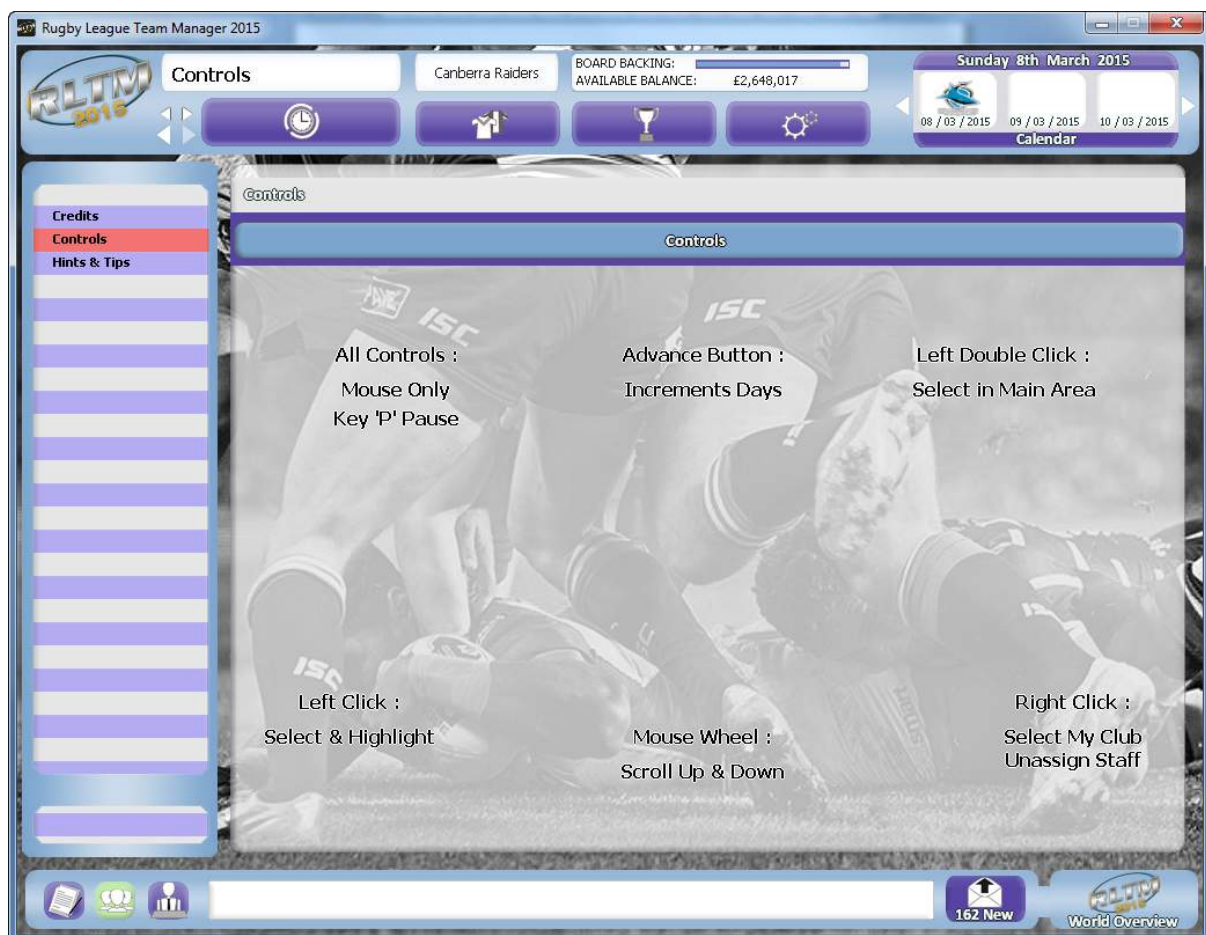
Footer Bar

- M) Ad-lib attack move options and buttons, left click to select, right click to display move

Scrum options

Please Note, when the game says 'Select Scrum move', press one of the scrum move buttons and the team will carry out the move. Scrum move buttons are located on the bottom toolbar in the scrum panel.

Controls and Advancing



All controls are with the mouse, except for in match where the 'p' key can be used to pause the match.

To advance in the game, left click the Advance button once to navigate to the Advance screen, then left click the Advance button a 2nd time to begin processing the days. The number of days processed together can be set under the Options button in the Increment section.

Screen Guides

Screen Guides are explanations of the current screen and what it is used for. They are meant for beginners and can be switched off under the Options button in the Screen Guides section.

Objectives

The objective of RLTM2015 is to remain employed by a rugby club for 15 seasons. During this time, managers will be sacked if their board backing falls to 0% or if their bank balance becomes over £2M overdrawn, which sends the club into administration. If a manager is sacked the game is over.

Tutorial

There is a basic tutorial available which displays various tasks in the game. Left click a task to display the step-by-step explanation of how to carry out the task. Once a task has been completed, a green tick will be displayed next to it.

Selecting a Club



Navigate the competitions and clubs in the left selection window. Once a club is selected, the club's name will be shown in the left action window. To choose this club highlight the club's name, then choose a difficulty mode from the option list which appears.

Board Expectations

Every domestic club has an executive board who have expectations of the club's seasonal development & achievements. There are 8 areas in which the manager is expected to achieve set criteria. The expectation criteria vary between clubs, with more successful clubs having higher expectations from their executive board.

The executive board also has reactions to events such as match outcomes, the state of the club's bank balance and disciplinary warnings & fines from the governing bodies. This has an impact on the backing the current manager has from the executive board, and if the backing falls to 0% the manager will be replaced.

The screenshot displays the Rugby League Team Manager 2015 (RLTM 2015) interface. The top bar shows the club name 'Widnes Vikings', the league 'Super League', and the 'BOARD BACKING' at 'AVAILABLE BALANCE: £2,000,000'. The date is 'Tuesday 6th January 2015'. The left sidebar contains a navigation menu with options like 'Intro', 'Tutorial', 'Club', 'Manager', 'Profile', 'Calendar', 'Trophies', 'Job Offer Dates', 'Messages & Reports', 'Season Achievements', 'Main Squad', 'Player of the Year', 'Form', 'Scouting Report', 'Current Formation', '19-Man Announced', 'Players', 'League Table', 'Fixtures & Results', 'Squad Numbers', 'Team Calls', and 'Team Tactics'. The main area is titled 'Manager - Profile' and shows details for 'Dennis Betts', including 'Coaching Grade' (46 years), 'Nationality' (ENG), and 'Club Record' (Wins / Draws / Losses: 0 / 0 / 1). The 'Executive Board' section shows a 'Backing' of 90%. The 'Super League Expectation' section lists goals like 'Reach Super 8' and 'Current Position: n/a'. The 'Challenge Cup Expectation' section lists goals like 'Reach Semi Finals' and 'Current Stage: Round 4'. The 'Northern Rail Cup Expectation' section lists goals like 'Win % Expectation (Assessed - 12th Oct)' and 'Current Win %: 0%'. The 'Academy Expectation' section lists goals like 'Do Not Finish Bottom' and 'Current Position: n/a'. The 'Alliance Expectation' section lists goals like 'Do Not Finish Bottom' and 'Current Position: n/a'. The 'Development Expectation (Assessed - 12th Oct)' section lists goals like '7+ Alliance Promotions (max 12)' and 'Promotions: 0'. The 'Financial Expectation (Assessed - 12th Oct)' section lists goals like 'Profit of £100K' and 'Current Profit: £0'. The bottom of the screen shows 'RLTM 2015 - Season 1/15' and a '9 New' notification.

Date	Backing	Description	Job Offers	Comp	Deadline
6 / 1 / 2015	Grace	RFL Club Warning Received - Players U21 or from Alliance	SL DT	DTC	10 day/s
5 / 1 / 2015	Grace	RFL Club Warning Received - Players U21 or from Alliance	NRL DT	ASC	10 day/s
5 / 1 / 2015	Grace	Main Squad Home Match Lost	Ind DT	ASC	10 day/s
4 / 1 / 2015	Grace	RFL Club Warning Received - Players U21 or from Alliance			
3 / 1 / 2015	Grace	RFL Club Warning Received - Players U21 or from Alliance			
2 / 1 / 2015	Grace	RFL Club Warning Received - Players U21 or from Alliance			

Governing Body Criteria

The RFL & ARL impose restrictions on clubs in order to protect them from the risk of bankruptcy, ensure fair competition for the acquisition of talented players, promote the development of the sport at a domestic grassroots level & increase and maintain the quality of ground facilities.

The governing bodies issue daily warnings of regulation breaches, and weekly disciplinary action in the form of fines. The club's executive board will not take governing body warnings & fines lightly and will lose patience with managers who do not respond to them diligently.

The screenshot displays the Canterbury Bulldogs management interface for the NRL Premiership. The top navigation bar includes the club logo, name, and league, along with a board backing progress bar and a calendar for January 2015. A left-hand menu lists various management sections, with 'Details' and 'ARL / RFL Restrictions' highlighted. The main content area shows the 'Details - ARL / RFL Restrictions' section, which is assessed until 12th October. It contains three sub-sections: Player Restrictions, Squad Registrations, and Current Ground. The Player Restrictions table lists various metrics and their current values against limits. The Squad Registrations table shows the number of players registered in different categories. The Current Ground section indicates that the club is meeting the specified criteria. Below these sections is a table of penalty fines, listing the amount and description for various breaches.

Details - ARL / RFL Restrictions		
Player Restrictions ((Assessed Until - 12th October))		
Current Senior Player Salary Expenses (max £2M)		£ 1,584,440
Number of Players Salaried to £43K or more (max 15)		13
Number of Players either U21 or graduating from Alliance in Main Squad (min 3)		2
Overseas Quota Aust / NZ (n/a)		n/a
Number of Players Aged Over 23 years in Academy (max 3)		0
Squad Registrations ((Assessed Until - 12th October))		
Current Main Squad Player Registrations (min 21)		27
Current Academy Player Registrations (min 21)		26
Current Alliance Player Registrations (min 21)		26
Current Ground ((Assessed Until - 12th October))		
Meeting Specified Criteria ✓		
Penalty Fine	Amount	Description
ARL Weekly	n/a	Overseas Quota breach
ARL Weekly	£ 10K per player	Players U21 or from Alliance breach
ARL Weekly	£ 20K per player	Players Aged Over 23 in Academy breach
ARL Weekly	£ 30K per player	Players salaried to £43K or more breach
ARL Weekly	£ 100K	Salary Cap breach
ARL Weekly	£ 20K per player	Main Squad Player registrations
ARL Weekly	£ 10K per player	Academy Player registrations
ARL Weekly	£ 10K per player	Alliance Player registrations
ARL	£ 500K	Fielding a banned player

Email Messages & Training Reports

Messages are received on a daily basis and are a manager's main source of information. The subject of messages ranges from RFL / ARL warnings & fines to dream team, representative & international job offers. Incoming messages should be checked by Managers daily.

Reports are received on a weekly basis and contain information on all players' training development. Reports displayed in black text contain information about player attribute improvements and reports displayed in **red** text contain information about player attribute reductions.

Left double clicking on a message or report opens its full contents for viewing.



Job Offers

Job offers are made at set times throughout the season, in preparation for upcoming competitions. Throughout the season a manager will be offered the chance to manage a dream team club, a mid-season club, a representative club and an international club. Domestic club job offers are made by interested clubs at the end of the season with the transition being made for the next season.

South Syd Rabbitohs

NRL Premiership

BOARD BACKING:
AVAILABLE BALANCE: £652,347

Monday 9th February 2015
2 Day Squad Announcement
09 / 02 / 2015

Manager - Profile

Details

Name: Michael Maguire
Coaching Grade: ★
Age: 41 years
Nationality: AUS

Club Record

Wins / Draws / Losses: 2 / 0 / 3

Executive Board

Backing: 94%

NRL Premiership Expectation

Win Championship: Current Position: n/a

Southern Rail Cup Expectation

n/a

Academy Expectation

Do Not Finish Bottom: Current Position: n/a

Development Expectation (Assessed - 12th Oct)

8+ Alliance Promotions (max 12) Promotions: 0

Oceanis Challenge Cup Expectation

Reach Final: Current Stage: Round 2

Win % Expectation (Assessed - 12th Oct)

70% Current Win %: 40%

Alliance Expectation

Do Not Finish Bottom: Current Position: n/a

Financial Expectation (Assessed - 12th Oct)

Profit of £500K Current Profit: £152,347

Date	Backing	Description
5 / 2 / 2015	+ 5%	No ARL Fines
4 / 2 / 2015	+ 9%	Main Squad Away Match Won
1 / 2 / 2015	Grace	Executive Board Warning Received - Financial Profit
1 / 2 / 2015	Grace	Executive Board Warning Received - Win %
29 / 1 / 2015	Grace	No ARL Fines
25 / 1 / 2015	Grace	Main Squad Home Match Lost
22 / 1 / 2015	Grace	No ARL Fines
18 / 1 / 2015	Grace	Main Squad Home Match Lost
15 / 1 / 2015	Grace	No ARL Fines
11 / 1 / 2015	Grace	Main Squad Home Match Lost
8 / 1 / 2015	Grace	No ARL Fines
5 / 1 / 2015	Grace	Main Squad Home Match Won
2 / 1 / 2015	Grace	ARL Club Warning Received - Players U21 or from Alliance

Job Offers	Comp	Deadline
Lancs	WotR	14 day/s
Yorks	WotR	14 day/s
City & NSW	CvC	14 day/s
Country & NSW	CvC	14 day/s
Queens	SoO	14 day/s

Accept Job Offer
Decline Job Offer
Delete
Delete All

RLTM 2015 - Season 1/15

100 New

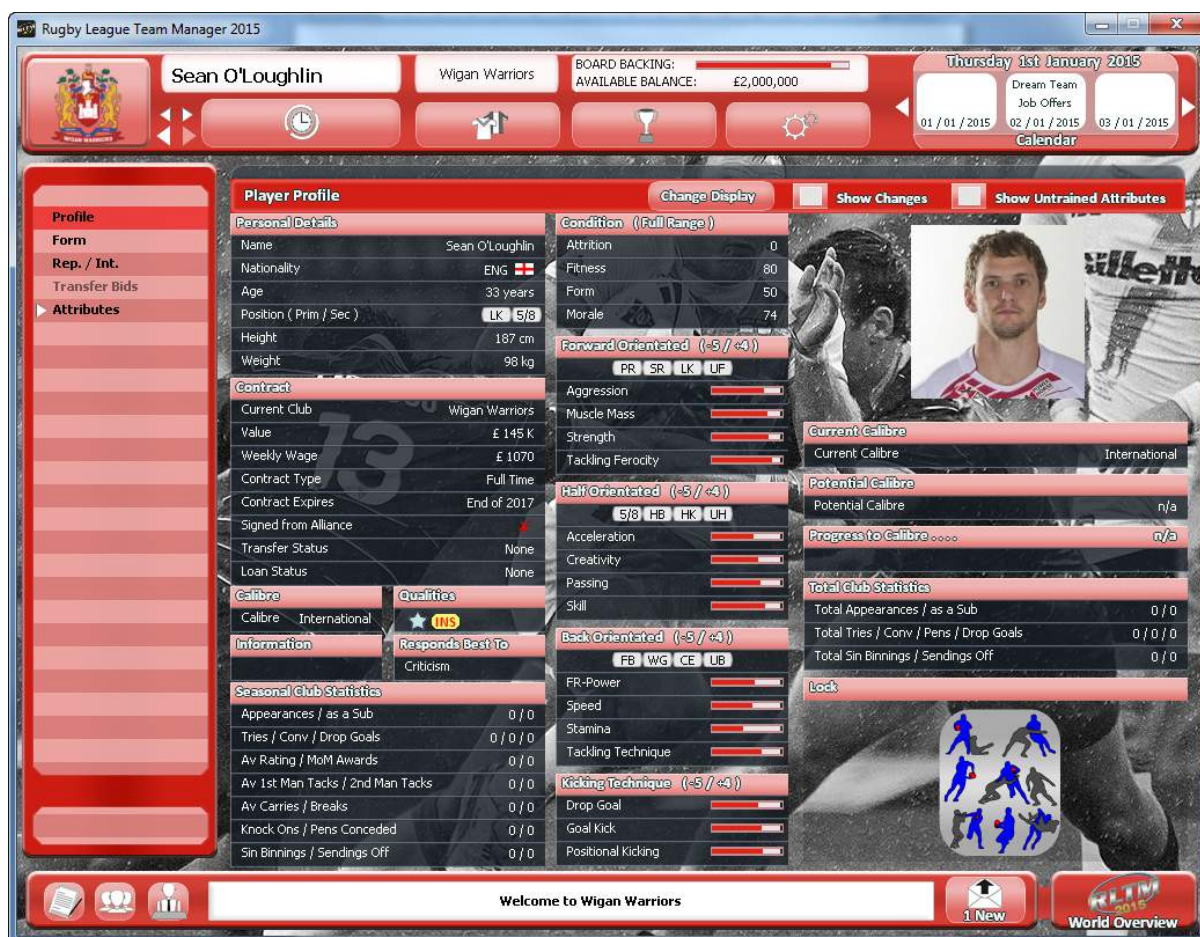
World Overview

Senior Player

Senior Players form the Main Squad & Academy and ultimately decide the success of any Club by their performances on match day.

Senior Player composition:

- Personal Details
- Contract
- Qualities
- Condition
- Information
- Club Statistics
- Experience / Youth Ratio
- Half Orientated Attributes
- Back Orientated Attributes
- Kicking Technique Attributes
- Forward Orientated Attributes
- Responds Best To : Encouragement or Criticism



Attributes

Each senior player has 15 attribute values. These are divided into 4 forward orientated, 4 half orientated, 4 back orientated, and 3 kicking technique attributes. Attribute values change over time with training.

Calibre

Each senior player is of a certain calibre, which shows the overall quality of the player. The calibre range is as follows: local, amateur, semi-pro, professional, national, international, world class, elite.

Qualities

Each senior may exhibit a quality as well as being a star within their calibre bracket. These qualities include: star player, enigmatic, inspirational, intimidating, and resolute.

Alliance Players

Developing alliance players is the key to future success for any national or professional calibre club.

Potential/Progress

An alliance player has a potential & progress value & a potential calibre value. Through training & participating in matches during the season, potential will be developed into progress.

Promoting to Senior Squad

Alliance players can be offered a senior contract at any time, from the alliance contracts section, at which point they will join the academy / main squad and a combination of their primary position and current progress will determine their attribute & calibre values. Any undeveloped potential will go to waste. Any alliance player whose contract expires will leave the club to pursue a rugby union career.

The screenshot displays the RLTM 2015 - Season 1/15 interface. At the top, a header bar shows the player's name 'David Harney', club 'Brisbane Broncos', and financial details: 'BOARD BACKING: £500,000' and 'AVAILABLE BALANCE: £500,000'. A calendar on the right indicates the date 'Saturday 3rd January 2015' and upcoming events: '2 Day Squad Announcement 03 / 01 / 2015' and 'vs Cairns 04 / 01 / 2015'.

The main content area is titled 'Alliance Player Profile' and features a sidebar with a 'Profile' tab. The profile details are as follows:

Personal Details	
Name	David Harney
Nationality	SA
Age	17 years
Position (Prim / Sec)	WG CE

Contract	
Current Club	Brisbane Broncos
Value	£ 190 K
Weekly Wage	£ 250
Contract Expires	End of 2016

Potential Calibre	
Potential Calibre	World Class

Progress / Potential	
Progress	+0

The background of the profile page shows a rugby field with a 'Wing' label and a graphic of players in action. The bottom status bar indicates 'RLTM 2015 - Season 1/15' and includes a '5 New' notification and a 'World Overview' button.

Team Selection

Players can be selected in a position by either dragging and dropping the appropriate positional button from the Drag & Drop Bar at the top of the main area, or left clicking the Main Area button and selecting the position from the list.

Also there are 5 auto select options available in the side action window. Auto select Options :

Best Individuals

Selects the best 17 players, then arranges their positional formation.

Best Positional

Selects the best specialist player for each position.

Best Exp./Yth.

Selects the best blend of experience & youth.

Best Form

Selects the most in-form 17 players, then arranges their positional formation

Best Rotation

Selects the 17 players with the least appearances, then arranges their positional formation (prevents players leaving the Club due to low Morale).

Sydney Roosters | NRL Premiership | BOARD BACKING: £500,000 | AVAILABLE BALANCE: £500,000 | Thursday 1st January 2015

Main Squad Players - General | Change Display | View | Players Selected: 0 / 19

Pkd	Inf	No.	Name	Calibre	Qualities	Prim Sec	Nat	Height	Weight	Age	Exp / Yth	Value	Att	Fit
-	-	1	Daniel Tupou	World Class	★	FB	CE	AUS	195 cm	99 kg	24 yrs	£ 217 K	97	80
-	-	3	Michael Jennings	World Class	★	CE	CE	AUS	180 cm	94 kg	27 yrs	£ 215 K	89	90
-	-	4	Shaun Kenny-Dowall	World Class	★	CE	WG	NZ	194 cm	102 kg	27 yrs	£ 215 K	87	82
-	-	21	Aidan Guerra	World Class	★ RES	SR	LK	AUS	190 cm	103 kg	27 yrs	£ 219 K	73	98
-	-	8	Jared W-Hargreaves	International	★	PR	PR	NZ	193 cm	116 kg	26 yrs	£ 136 K	63	99
-	-	13	Boyd Cordner	International	★	LK	SR	AUS	188 cm	102 kg	23 yrs	£ 140 K	91	99
-	-	2	Roger T-Sheck	National	★	WG	FB	NZ	178 cm	93 kg	22 yrs	£ 86 K	66	92
-	-	5	Blake Ferguson	National	★	WG	CE	AUS	192 cm	103 kg	25 yrs	£ 79 K	40	80
-	-	6	James Maloney	National	INS	S/8	HB	AUS	176 cm	83 kg	29 yrs	£ 86 K	68	91
-	-	7	Mitchell Pearce	National	★	HB	HB	AUS	182 cm	91 kg	26 yrs	£ 81 K	56	81
-	-	9	Jake Friend	National	★	HK	HK	AUS	175 cm	92 kg	25 yrs	£ 88 K	80	88
-	-	10	Sam Moa	National	★	PR	PR	TON	183 cm	105 kg	29 yrs	£ 78 K	30	88
-	-	11	Willie Manu	National	INS	SR	SR	TON	179 cm	100 kg	35 yrs	£ 83 K	44	90
-	-	12	Lagi Setu	National	★	SR	SR	SAM	187 cm	105 kg	27 yrs	£ 79 K	42	88
-	-	14	Siosua Taukeiaho	National	★	SR	CE	NZ	184 cm	101 kg	23 yrs	£ 79 K	38	86
-	-	15	Samisoni Langi	National	★	SR	CE	TON	180 cm	103 kg	22 yrs	£ 79 K	40	93
-	-	16	Kane Evans	National	★	PR	PR	FIJ	192 cm	110 kg	23 yrs	£ 78 K	32	96
-	-	17	Isaac Liu	National	★	PR	SR	SAM	187 cm	107 kg	24 yrs	£ 78 K	32	89
-	-	18	Jack Siejka	National	★	SR	LK	AUS	190 cm	97 kg	22 yrs	£ 78 K	36	93
-	-	19	Mitchell Aubusson	National	★	CE	SR	AUS	181 cm	98 kg	28 yrs	£ 80 K	54	88
-	-	20	Dylan Napa	National	★	PR	SR	AUS	194 cm	109 kg	23 yrs	£ 77 K	26	85
-	-	22	Martin Kennedy	National	★	PR	SR	AUS	190 cm	122 kg	26 yrs	£ 77 K	26	90
-	-	23	Nene Macdonald	National	★	CE	FB	PNG	192 cm	100 kg	21 yrs	£ 79 K	46	91
-	-	24	Willis Meehan	National	★	SR	SR	NZ	195 cm	115 kg	20 yrs	£ 78 K	36	84
-	-	25	Brendan Elliot	National	★	CE	WG	AUS	186 cm	89 kg	21 yrs	£ 80 K	52	98

Welcome to Sydney | 1 New | RLTM 2015 World Overview

Academy

(National calibre leagues only)

The club's academy exists to support the main squad. Players can be reassigned to and from the main squad and academy, however they must remain registered with the new squad for at least 21 days and there is a registration fee.

Fringe players in the main squad who are not being selected to play in matches on a regular basis may lose morale, and this will eventually lead to them requesting a transfer from the club. Reassigning a player to the academy will provide more opportunity to participate in matches and increase their morale, and prevent them from placing themselves on the transfer list.

Also reassigning higher quality players from the main squad to the academy increases the financial income generated by the academy, without reducing the financial income generated by the main squad.

Alliance

(National & professional calibre leagues only)

The club's alliance exists to develop alliance players throughout the season. Senior contracts can be offered to alliance players at any time.

The attributes of a newly promoted alliance player depend on how far they have progressed in the alliance. It may be a good strategy to leave players in the alliance for as long as possible to allow potential to be developed into progress.

The contract of an alliance player cannot be extended and they will leave the club if it expires before they are offered a senior contract.

Alliance players can be released from the club at any time without financial cost.

A recruitment drive can be carried out once per calendar month to replenish the alliance back up to 30 players.

Injuries/Suspensions/Int. & Rep Duty

Throughout the season players may become available due to injury, suspension or international / representative duty. This is displayed as an icon in the Inf field on the player selection screen.

Rugby League Team Manager 2015

Leeds Rhinos Super League BOARD BACKING: AVAILABLE BALANCE: £2,343,333 Friday 6th February 2015 2 Day Squad Announcement 06 / 02 / 2015 vs Hull KR 07 / 02 / 2015 08 / 02 / 2015 Calendar

Main Squad Players - General Change Display View

Pkd	Inf	No.	Name	Calibre	Qualities	Prim	Sec	Nat	Height	Weight	Age	Exp / Yth	Value	Att	Fit
FB		20	Josh Walters	National	CE	CE	ENG	180 cm	93 kg	21 yrs			£ 79 K	46	99
LW		2	Tom Briscoe	National	WG	WG	ENG	180 cm	84 kg	25 yrs			£ 86 K	70	99
LC		4	Kallum Watkins	International	CE	CE	ENG	185 cm	98 kg	24 yrs			£ 144 K	87	99
RC		3	Joel Moon	National	CE	5/8	AUS	185 cm	96 kg	27 yrs			£ 80 K	52	99
RW		21	Robbie Ward	National	HK	HB	ENG	178 cm	65 kg	20 yrs			£ 80 K	50	99
S/B		6	Danny McGuire	National	5/8	5/8	ENG	180 cm	88 kg	33 yrs			£ 89 K	88	99
HB		22	Stevie Ward	National	LK	SR	ENG	185 cm	93 kg	22 yrs			£ 80 K	52	99
PR		10	Jamie Peacock	National	PR	PR	ENG	196 cm	105 kg	38 yrs			£ 89 K	62	99
HK		9	Paul Aiton	National	HK	HB	PNG	175 cm	88 kg	30 yrs			£ 81 K	60	99
PR		18	Brad Singleton	National	PR	PR	ENG	188 cm	99 kg	23 yrs			£ 78 K	34	99
SR		12	Carl Ablett	National	SR	CE	ENG	183 cm	100 kg	30 yrs			£ 85 K	64	99
SR		14	Mitch Achurch	National	SR	PR	AUS	193 cm	110 kg	27 yrs			£ 78 K	34	99
LK		19	Liam Sutcliffe	National	LK	5/8	ENG	183 cm	95 kg	21 yrs			£ 81 K	64	99
INT		8	Kylie Leulua	National	INS	PR	PR	NZ	178 cm	107 kg	37 yrs		£ 82 K	34	99
INT		23	Andy Yates	National	PR	PR	ENG	185 cm	104 kg	25 yrs			£ 77 K	24	99
INT		16	Adam Cuthbertson	National	UF	UF	AUS	183 cm	105 kg	30 yrs			£ 78 K	34	99
RES		24	Elliot Minchella	National	LK	5/8	ENG	178 cm	92 kg	19 yrs			£ 81 K	56	99
RES		17	Jimmy Keirhorst	National	CE	CE	ENG	185 cm	92 kg	25 yrs			£ 80 K	52	99
		1	Zak Hardaker	International	ENI	FB	FB	ENG	188 cm	90 kg	24 yrs		£ 146 K	95	99
		5	Ryan Hall	World Class	WG	WG	ENG	188 cm	105 kg	28 yrs			£ 214 K	83	99
		7	Rob Burrow	National	ENI	UH	UH	ENG	165 cm	70 kg	33 yrs		£ 91 K	72	99
		11	Jamie J-Buchanan	National	SR	PR	ENG	183 cm	98 kg	34 yrs			£ 85 K	64	99
		13	Kevin Sinfield	International	INS	HB	LK	ENG	185 cm	91 kg	35 yrs		£ 146 K	95	99
		15	Brett Delaney	National	RES	SR	CE	AUS	188 cm	102 kg	30 yrs		£ 90 K	68	99

RLTM 2015 - Season 1/15 Difficulty 54 New World Overview

Attrition

Senior players accumulate wear & tear through match collisions & impacts and this is represented by an attrition build up. Although this is not an injury as such, it does require a certain time span for recovery and the value to drop. Attrition falls between matches at a rate determined by the player's recuperation rate, however the recovery rate can be increased by assigning a physio to players between matches. If Players enter the next match whilst still having attrition from previous matches, they will have reduced match energy and run a higher risk of sustaining an injury.

Staff

There are six types of staff which can be employed to carry out a range of tasks at the club:

Agent

Agents represent the club during staff & player contract negotiations. The higher rated the agent is, the lower the agreement % has to reach for the deal to be made. If no agent is employed, 100% agreement must be reached.

The screenshot displays the RLTM 2015 game interface. At the top, the player's name 'Sailosi Brame' is shown next to the 'Brisbane Broncos' team. A 'BOARD BACKING' bar is set at 'AVAILABLE BALANCE: £500,000'. The date is 'Thursday 1st January 2015', and a 'PSF Clubs Announced' calendar shows dates from 01/01/2015 to 03/01/2015. The left sidebar contains a 'Profile' menu. The main area shows the 'Agent Profile' for Sailosi Brame, including personal details, contract information, and time allocation.

Agent Profile	
Personal Details	
Name	Sailosi Brame
Job	Agent
Nationality	SAM
Age	39 yrs
Rating	★★★★★
Specialisation	Negotiation
Contract	
Current Club	n/a
Weekly Wage	£ 2200
Contract Expires	n/a
Time Allocation - Representation :	
Negotiation	100%
Negotiates Contracts	

Below the profile, there is an 'Agent' section with a blue silhouette icon of a person carrying a briefcase. The bottom of the screen features a navigation bar with icons for documents, people, and a '1 New' notification, along with a 'World Overview' button.

Assistant

Assistants can be assigned to the main squad, the academy or the alliance and will manage the squad without the requirement for decisions from the manager.



Assistant Assignment – skipping Academy and Alliance games

In the Assistants section drag and drop the 'A' button from an assistant onto a squad image to assign that assistant to that squad. Once this is done, you will no longer have to select players or make decisions for that squad. Instead you will be updated with match results and other important information via your inbox.



Coach

Coaches have an essential role at the club in training players during the time between matches. All coaches have a specialisation which dictates which player attributes they will influence if assigned to a player. Also coaches have a positional expertise position and can re-train the primary & secondary positions of players. However the original position of the player dictates which positions they can be re-trained to.

Isaac Deardon

Parramatta Eels

BOARD BACKING:

AVAILABLE BALANCE: £500,000

Thursday 1st January 2015

Dream Team

Job Offers

01 / 01 / 2015 02 / 01 / 2015 03 / 01 / 2015

Profile

Coach Profile

Personal Details	Assigned To :	Continued :	Continued :	Continued :
Name: Isaac Deardon	Anthony Watmough A	Joseph Ualesi A	Jordan Muna A	
Job: Coach	Isaac De-Gois A	Junior Paulo A	Jonathan Mose A	
Nationality: AUS	Richie Fa'aoso A	Vai Toutai A	Dylan Izzard A	
Age: 36 yrs	David Gower A	Halauafu Lavaka A	Micahel Doolan A	
Rating:	Danny Wicks A	Pauli Pauli A	Denzal Tonise A	
Positional Expertise: WG	Beau Champion A	Eric Newbidding A	Nathan Davis A	
Specialisation: Fitness	Reece Robinson A	Fabian Goodall A	Jack Anderson A	
Contract:	Brad Takairangi A	John Folau A	Shane Hunt A	
Current Club: Parramatta Eels	Justin Hunt A	Kaysa Pritchard A	Anthony Katrib A	
Weekly Wage: £ 1950	Manu Ma'u A	Ryan Matterson A	Alec Bush A	
Contract Expires: End of 2016	Tim Mannah A	Tui Kamikamica A	Brad Speechley A	
Training Time Allocation - Fitness :	Cody Nelson A	Tepai Moeroa A	Abbas Miski A	
Fitness: 100%	Joseph Paulo A	Zach Dockar-Clay A	Jermaine Mati-Leifi A	
	Chris Sandow A	Bevan French A	Joey Lussick A	
	Darcy Lussick A	Atini Gafa A	James Gammidge A	
	Kenny Edwards A	Reimis Smith A	Jack Morris A	
	Luke Kelly A	Tui Oloapu A	Erickson Aukafolau A	
	Bureta Faraimo A	Suliasi Suli A	Tyrell Fuimaono A	
	Nathan Peats A	Jason Vidal A	Jamie Stowers A	
	Ryan Morgan A	Jeff Markus A	Josh Aloiai A	
	Corey Norman A	Tepai Tepu-Smith A	Tom Field A	
	Peni Terepo A	Faimanifo Seve A	Alex Twal A	
	Adam Quinlan A	Brandon Raeli A	Tom Amone A	
	Semi Radradra A	Aaron Pene A	Paula Kaufusi A	
	Will Hopoate A	Craig Field A	Kurt De-Luis A	
	Ben Crooks A	Sean Walpole A		
	Daniel Alvaro A	Jared Clarke A		

Coach

1 New

World Overview

Coach Assignment

Players must train to either maintain their current attribute values or improve them. If players do not train their attribute values will drop and this will impact on their match performance. Clubs can hire up to 12 coaches at any given time, with any combination of specialisation, positional expertise & rating. Coaches can be assigned to players in 3 ways:

- Assign train to player's attributes

This assigns the specified coach to train the attributes of the selected player.

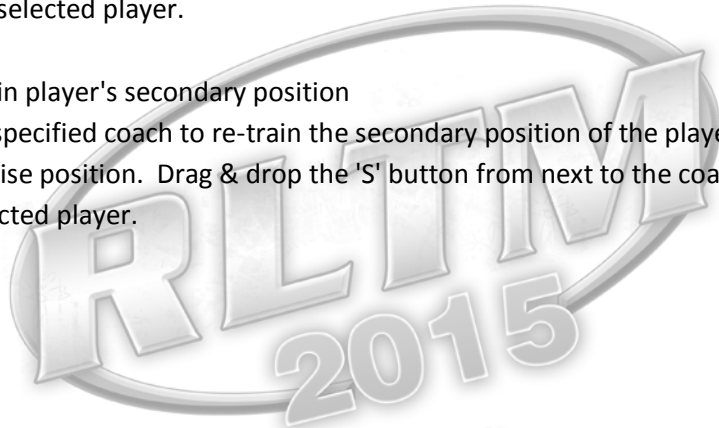
Drag & drop the 'A' button from next to the coach's name onto the name of the selected player.

- Assign to re-train player's primary position

This assigns the specified coach to re-train the primary position of the player to the coach's positional expertise position. Only certain positional changes can be made, depending on the player's original primary position. Drag & drop the 'P' button from next to the coach's name onto the name of the selected player.

- Assign to re-train player's secondary position

This assigns the specified coach to re-train the secondary position of the player to the coach's positional expertise position. Drag & drop the 'S' button from next to the coach's name onto the name of the selected player.





There are also Assign To Whole Squad options for the highlighted coach in the main area window frame. This assigns the coach to train attributes for the whole squad.

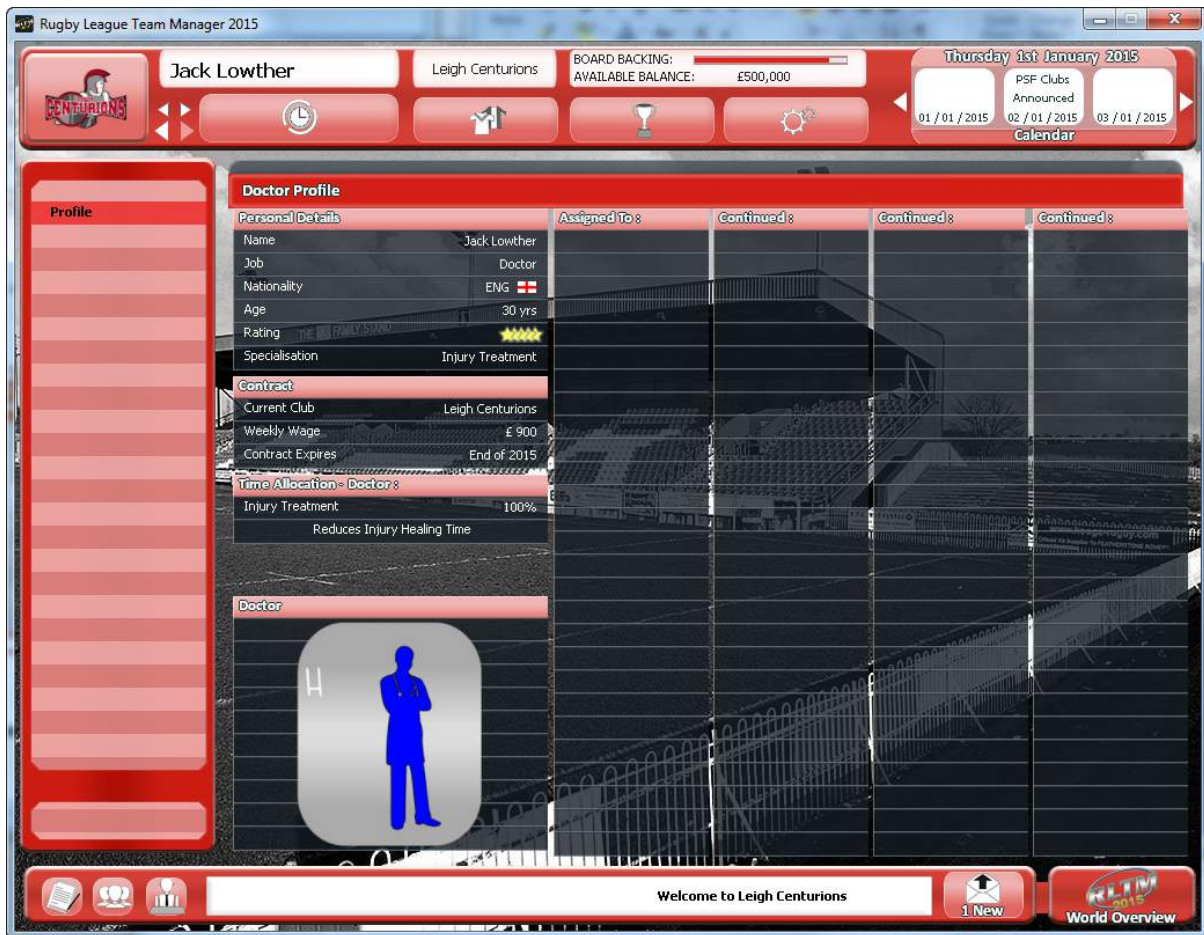
Senior player coaches can only be assigned to players in the main squad & academy and alliance player coaches can only be assigned to Players in the Alliance.

There is an Auto Assign option in the side action window. If this set then all training will be managed automatically, and all assignments will give priority to the main squad. Player's positions will never be re-trained automatically.

To unassign, either: highlight the coach and right click the player's name (for unassign attributes), right click the R-Pm positional symbol (for unassign prim pos) or right click the R-Sc positional symbol (for unassign Sec Pos), or highlight the player and right click the coach's name.

Doctor

Doctors have an essential role at the Club in treating injuries and reducing the time required for injuries to heal.



Doctor Assignment

Players can pick up injuries in matches and training. Players will heal naturally over time, but the rate of healing can be increased by assigning a doctor.

To assign a doctor to a player, drag & drop the 'I' from next to the doctor's name onto the name of the selected Player. There are also **Assign to All Injured in Squad** options for the highlighted doctor in the main area window frame, for each squad.

There is an Auto Assign option in the side action window. If this set then all assignments will be managed automatically, and priority will be given to the main squad.

To unassign, either highlight the doctor and right click the player's name or highlight the player and right click the doctor's name.



Physio

Physios have an essential role at the club in improving the condition (lowering attrition) of players in the time between matches.



Physio Assignment

To assign a physio to a player, drag & drop the 'A' from next to the physio's name onto the name of the selected player. There are also Assign To All options for the highlighted physio in the main area window frame, for each squad.

There is an Auto Assign option in the side action window. If this set then all assignments will be managed automatically, and priority will be given to the main squad.

To unassign, either highlight the physio and right click the player's name or highlight the player and right click the physio's name.

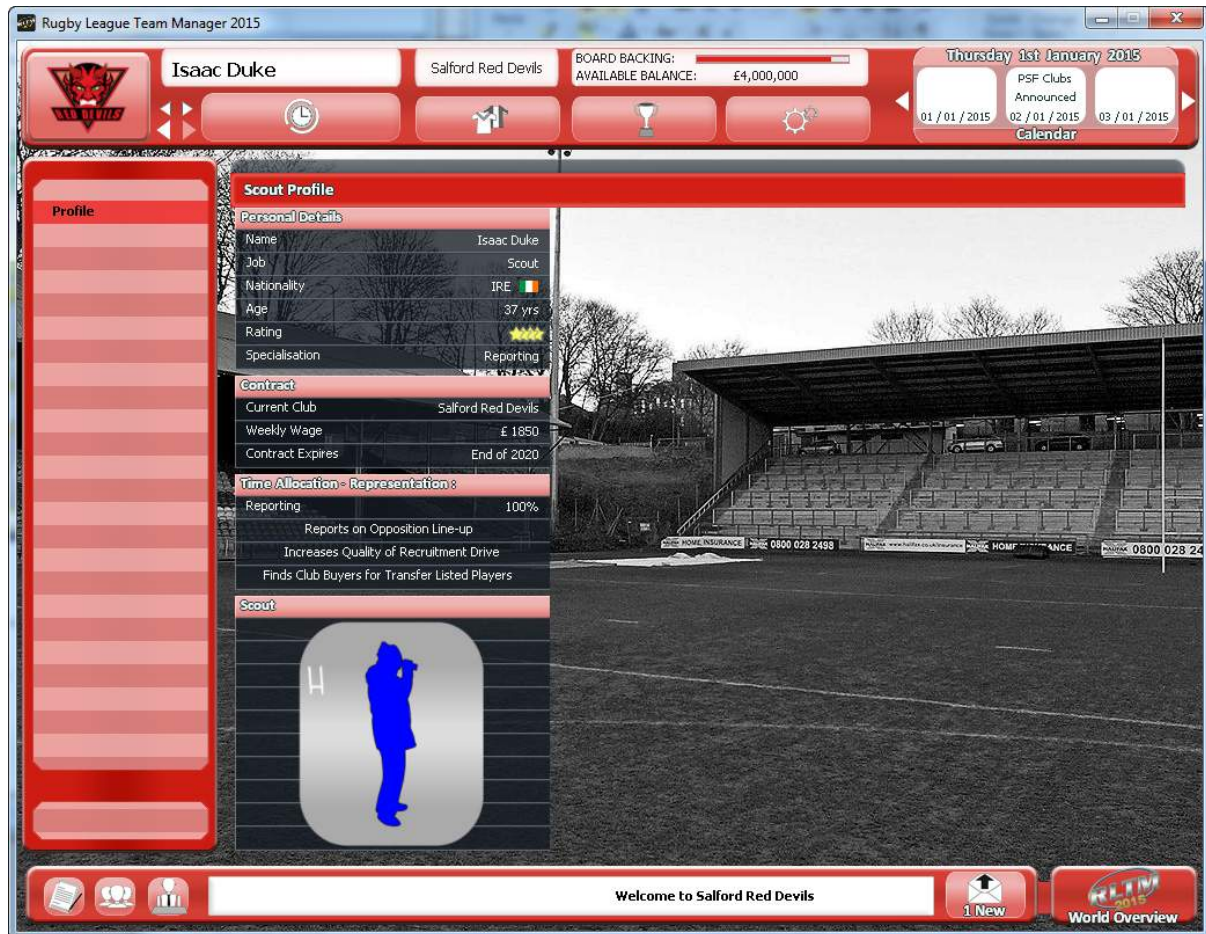
The screenshot displays the Cronulla Sharks management interface. At the top, it shows the club name, NRL Premiership status, board backing (£500,000), and the date (Tuesday 6th January 2015). A sidebar on the left contains navigation options: Intro, Tutorial, Club, Manager, Main Squad, Academy, Alliance, Contracts, Training, Recovery, Players, Physios (highlighted), Injuries, Details, Next Season, Comparison, and Recruitment. Below the sidebar, there are buttons for 'Auto Assign', 'Instant Assign', and 'Unassign All'. The main area is divided into four panels: 'Recovery - Physios' (showing Joel Laxton with a 2-star rating and 'Attrition Recovery' specialization), 'Recovery - Main Squad' (listing players like Paul Gallen, Ben Barba, Gerard Beale, Sosa Feki, Anthony Tupou, Luke Lewis, Sam Tagataese, Matt Prior, Blake Ayshford, Andrew Fifita, Nathan Gardner, and Mitch Brown), 'Recovery - Academy' (empty), and 'Recovery - Alliance' (listing players like George Leivesley, Rhys Straton, Tabish Mahmud, Danny Southall, Matthew Woodley, Max Rogala, Toby Ortiz, Branislav Kolarov, Terry McMillan, Billy Wagner, Brandon Silcock, and George Jackson). Each player has a progress bar and a 'Tr Qu' value.

Scout

A Scout can be hired and utilised by the Club in 3 ways:

- Reports on opposition line-up

- Increase the quality of recruitment drives
- Finds club buyers for transfer listed Players



Contract Negotiation

All players & staff at the club have contracts which run to the end of an agreed season. If the season of the contracted expiry year ends, the player or member of staff will leave the club. Offers can be made to extend contracts throughout the season, however players with low morale will decline contract extension offers.

Players can be placed on the transfer or loan list at any time. All loans are contracted to run to the end of the current season, and the player will return to their original club when the season ends (or if the contract is terminated prematurely).

Player & staff contracts can be terminated, however a contract buy-out payment must be made.

To negotiate player and staff contracts, increase and decrease the relevant variables appropriately, until the required agreement % is reached. If the club has an agent employed the agent image will be present in the negotiation box and the required agreement will be reduced.



Recruitment Drives

National and professional calibre clubs (who have an Alliance) can carry out a recruitment drive from the Alliance Contract screen once per calendar month. The recruitment drive replenishes the squad back to 30. The quality of the players recruited depends on whether the club has a scout employed,

and the star rating of the scout. If a scout is employed the scout image will be present on the confirmation dialog box.

Melbourne Storm NRL Premiership BOARD BACKING: £1,995,000 Thursday 1st January 2015

01 / 01 / 2015 Dream Team 02 / 01 / 2015 03 / 01 / 2015

Calendar

Contracts - Alliance Players

No.	Name	Inf	Prim	Sec	Nat	Age	Ct Exp	Pot Cal	Progress / Potential	Wk Wg	Value
1	Jens Mansley	-	FB	CE	AUS	17 yrs	End of 2016	Professional		£ 250	£ 50 K
2	Jens Quinney	-	WG	FB	AUS	18 yrs	End of 2015	National		£ 250	£ 95 K
3	Ewan Lappin	-	CE	WG	ALB	17 yrs	End of 2016	World Class		£ 250	£ 195 K
4	Shayne Pendlebury	-	CE	LK	AUS	17 yrs	End of 2016	National		£ 250	£ 97 K
5	Max Cawley	-	WG	CE	AUS	17 yrs	End of 2016	National		£ 250	£ 95 K
6	Ivica Stankovic	-	S/R	HR	SER	18 yrs	End of 2015	National		£ 250	£ 102 K
7	Noah Hughson	-								£ 250	£ 105 K
8	Paul Easthorpe	-								£ 250	£ 95 K
9	Joel Sorrell	-								£ 250	£ 97 K
10	Zak Arkwright	-								£ 250	£ 47 K
11	John Kempson	-								£ 250	£ 146 K
12	Sam Ingre	-								£ 250	£ 1 K
13	Joel Lindsay	-								£ 250	£ 50 K
14	Taylor Miller	-								£ 250	£ 47 K
15	Daniel Follows	-								£ 250	£ 19 K
16	Steven Meakin	-								£ 250	£ 100 K
17	Barry Spibey	-								£ 250	£ 50 K
18	Nathan Law	-								£ 250	£ 20 K
19	Brent Winstanley	-								£ 250	£ 48 K
20	Notise Tauafao	-	UB	UB	SAM	17 yrs	End of 2016	Semi-Pro		£ 250	£ 20 K
21	Dominic Massingham	-	HB	S/R	AUS	17 yrs	End of 2016	Semi-Pro		£ 250	£ 21 K
22	Mason Myles	-	FB	WG	AUS	17 yrs	End of 2016	Professional		£ 250	£ 50 K
23	Gary Welbourn	-	WG	WG	AUS	18 yrs	End of 2015	National		£ 250	£ 95 K
24	Kai Griggs	-	SR	CE	NZ	17 yrs	End of 2016	National		£ 250	£ 97 K
25	Shane Kombi	-	SR	PR	AUS	17 yrs	End of 2016	Professional		£ 250	£ 48 K
26	Benjamin McKenzie	-	HB	HK	AUS	17 yrs	End of 2016	Semi-Pro		£ 250	£ 21 K

Recruitment Complete

4 Player/s recruited.

Recruitment Drive & Signing Fee expenses £ 5,000

OK

Welcome to Melbourne Storm 1 New World Overview

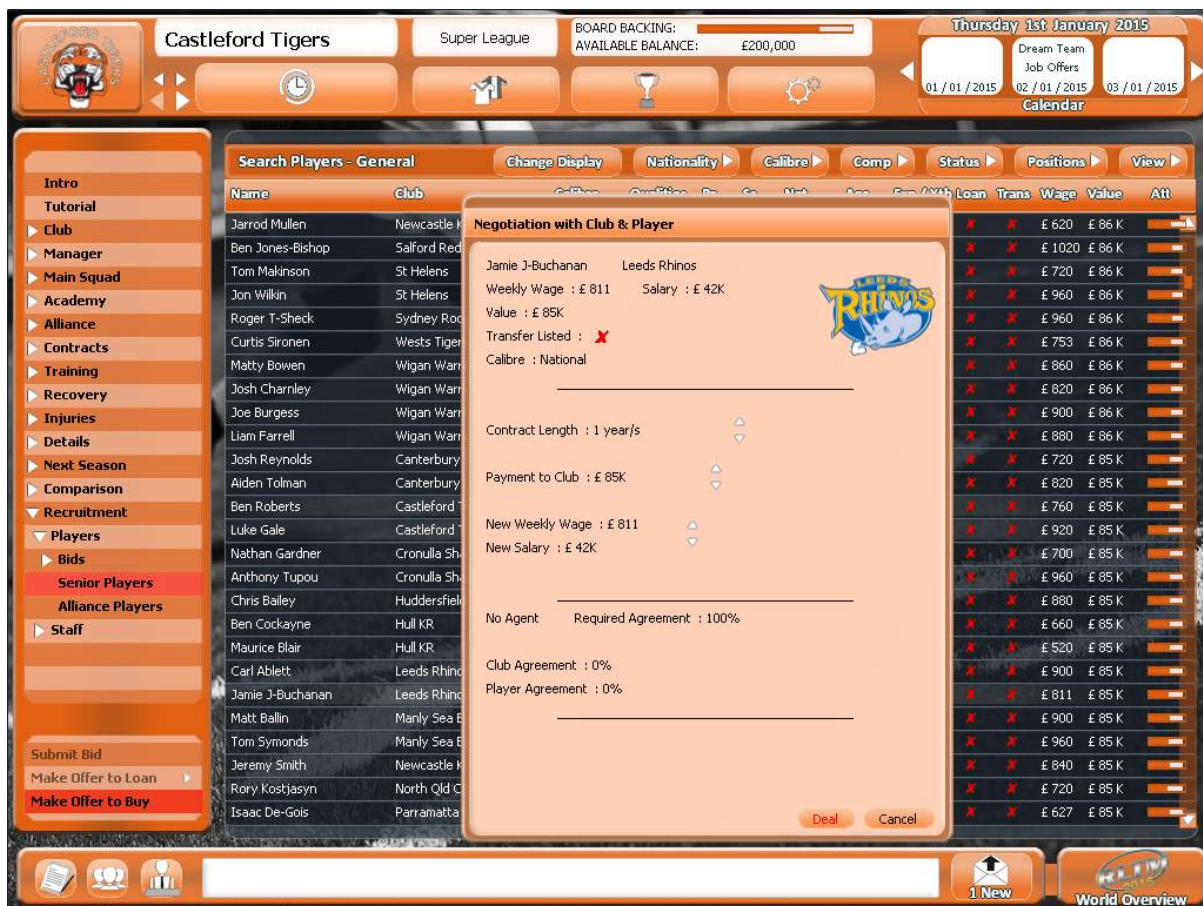
Recruiting New Players

Recruiting Players

New players are acquired by clicking on the recruitment option on the side menu. Once expanded this will allow you to recruit players and/or staff, as well as browsing any bids that have been made. Clicking on the Senior Players option will bring up the player database, allowing you to sort the database using a number of filters to help narrow your search. Simply click a filter on the toolbar to select a specific option, or click on the relevant field to sort the players in ascending or descending order based on that particular field.

The screenshot shows the Castleford Tigers recruitment interface. The sidebar on the left contains navigation options: Intro, Tutorial, Club, Manager, Main Squad, Academy, Alliance, Contracts, Training, Recovery, Injuries, Details, Next Season, Comparison, Recruitment, Players, Bids, Senior Players, Alliance Players, and Staff. The main area displays a 'Search Players - General' table with columns for Name, Club, Calibre, Qualities, Pr, S, Elite, Exp / Yth Loan, Trans, Wage, Value, and Att. A dropdown menu is open for the 'Elite' column, showing options: World Class, International, National, Professional, Semi-Pro, Amateur, and Local. The table lists various players from different clubs, including Kieran Foran, Jonathan Thurston, Sam Tomkins, Matt Moylan, Dean Whare, Jason Nightingale, Ben Hunt, Josh Hoffman, Daly Cherry-Evans, Cooper Cronk, James Roby, Beau Scott, James Graham, Paul Gallen, George Burgess, Daniel Tupou, Shaun Johnson, Alex Johnston, Isaac Luke, Shaun Kenny-Dowall, Michael Jennings, Corey Parker, Ryan Hall, Josh Mansour, Adam Blair, and Sam Thaiday. The bottom of the interface has a 'Welcome to Castleford Tigers' message and a '1 New' notification.

Once you have found a player you wish to recruit, select the player from the list and click on the “Make Offer to Buy” option in the bottom left of the screen. A pop up will appear allowing you to begin negotiations with that player.



Negotiations with players or staff revolve around reaching 100% agreement with both the club and player. (This % drops depending on whether your team has hired an agent, it is recommended to do this in order to save on wages and transfer fees.)

Use the arrows to increase the Contract length, Payment to Club and New Weekly Salary until the Deal button can be clicked. Once this agreement has been reached the individual will join your team immediately.

Recruiting staff and Alliance players also follows a similar process.

Bids

Bids are submitted for players in the last year of their contract and are a different process to buying a player.

Once a bid has been accepted the player will join the new club at the start of the next season and is effectively a free transfer. Players themselves decided whether or not to accept a bid.

All bids made and received are displayed at Recruitment -> Players -> Bids

Team Tactics

Tactical settings apply to the Main Squad.

Captaincy

Any Quality exhibited by the designated Captain has a small chance of resonating to other Players in the team for the current tackle, if he is currently fielded.

Off The Ball Incident Policy

The Off the ball incident policy determines how players will react when an off the ball incident breaks out. 1 in all in will give players a psychological advantage in match, but may lead to disciplinary action against those involved.

Positional Kickers

The designated positional kicker for punts, up & unders, grubbers and drop goals.
The First Choice kicker will always undertake kicking duties unless they are involved in the current tackle, in which case the Second Choice kicker will step in to take his place.
Goal kicks are always carried out by the fielded Player with the highest Goal Kick Attribute, regardless of designated positional kickers.

Pivotal Player Settings

This setting determines how likely the half back, five eight and hooker are to override the current move and attack the line themselves.

Attack Style part 1

There are 2 styles of attack:

Structured Attack

Players take traditional roles in moves, which are decided in pre-determined structured sets.

The screenshot shows the Gold Coast Titans NRL Premiership interface. The top bar includes the team logo, name, and season. The left sidebar lists various menu options. The main area displays 'Move Sets - Structured Attack' with a list of 'Basic Moves' and 'Advanced Moves - Forwards' and 'Advanced Moves - Backs'. A central field shows a tactical diagram with player positions and movement arrows. On the right, there are tables for 'Set A', 'Set B', 'Set C', 'Set D', and 'Set E', each with columns for 'Move' and 'Alt Move'. The bottom of the screen features a 'Welcome to Gold Coast Titans' message, a '1 New' notification, and a 'World Overview' button.

Drag and drop the M button onto the appropriate Move and Alt Move areas to change the designated move in the relevant set.

Attack Style part 2

Ad-lib Attack

Players occupy designated zones across the pitch, and when the next play is decided the relevant Players take up the appropriate roles in the move. Players are divided into 3 categories, Fwds, Halfs & Backs with no further differentiation within the move.



Defence Style

There are 2 styles of defence:

Structured Defence

The pitch is divided into zones. Each zone can be set to either conserve, slide, umbrella or blitz. This setting will determine the style of defence for that zone.

Ad-lib Defence

The defence setting is set in match as the play unfolds.

Conserve - Concede territory but conserve energy.

Slide - Hold territory whilst defending overlap.

Umbrella - Flank the move forcing play down the middle.

Blitz - Gain territory but expend energy.



Team Calls

Team calls are tactical options that give the team an advantage for a limited amount of time. The number of team calls available depends on the quality of the tactical briefing facility, and can be selected from:

Mad Dog - Group Tackles & Big Hits

Playmaker Shutdown - Blitz Pivotal Positions

Engineroom Overdrive - Fwds Increased Effectiveness

Champagne Rugby - All Intermediate & Advanced Moves Available

Scrum Compete - Push & Strike for the Ball

Defensive Rally - No Missed Tackles & Energy Boost

Opposition Call Respond - Cancel Opposition Team Call



Team Cohesion

Advanced & Intermediate Moves require a certain level of inter-cohesion between Players in key positions. This is represented by Team Cohesion. Every time a Player is involved in a match with another team mate their shared cohesion value increases, but reduces over time if they do not play in the same team together.

Different Moves require varying levels of cohesion between relevant positions before they can be performed. If all Players in the starting line-up are selected to play in their Primary Position, all cohesion values receive a +20% bonus.

Once a Player leaves the Main Squad for any reason other than Representative / International duty, all their Team Cohesion is lost.

Wests Tigers | NRL Premiership | BOARD BACKING: £2,000,000 | Thursday 1st January 2015

Team Cohesion - Ad-Lib Attack

Pkd	Inf	No.	Name	Calibre	Qual	Pr	Sc	Cohesion
-	-	32	Aaron Woods	International	★ RES	PR	PR	-
-	-	40	Andrew Kazzi	National	LK	HK	-	-
-	-	34	Andy Fligatusa	National	INT	PR	SR	-
-	-	15	Asipeli Fine	National	CE	SR	-	-
-	-	30	Ava Seumanufagai	National	INT	PR	PR	-
-	-	29	Brendan Santi	National	LK	SR	-	-
-	-	27	Chance Peni	National	CE	CE	-	-
-	-	19	Chris Lawrence	National	CE	S/8	-	-
-	-	6	Curtis Sironen	National	S/8	HB	-	-
-	-	17	Dallas Graham	National	PR	SR	-	-
-	-	26	David Nofoaluma	National	WG	CE	-	-
-	-	18	Deloise Hoeter	National	WG	FB	-	-
-	-	13	Dene Halatau	National	INS	LK	HK	-
-	-	39	Inno Inosiesio	National	SR	PR	-	-
-	-	35	Jack Buchanan	National	PR	SR	-	-
-	-	31	James Tedesco	National	FB	CE	-	-
-	-	23	Joel Luani	National	HK	SR	-	-
-	-	41	John Sila	National	WG	FB	-	-
-	-	38	Jordan Grant	National	PR	PR	-	-
-	-	7	Josh Drinkwater	National	HB	HB	-	-
-	-	16	Keith Galloway	National	PR	PR	-	-

Required Cohesion - Back Basic B

No Cohesion Required for Basic Moves

Forwards Moves

Move	Availability
Fwds Basic A	Relevant Players Unselected
Fwds Basic B	Relevant Players Unselected
Fwds Basic C	Relevant Players Unselected

Halfs Moves

Move	Availability
Half Basic A	Relevant Players Unselected
Half Basic B	Relevant Players Unselected

Backs Moves

Move	Availability
Back Basic A	Relevant Players Unselected
Back Basic B	Relevant Players Unselected
Back Basic C	Relevant Players Unselected

Kick Moves

Move	Availability
Kick Basic A	Relevant Players Unselected
Kick Basic B	Relevant Players Unselected
Kick Basic C	Relevant Players Unselected

Players may vary subject to their availability

Welcome to Wests Tigers | 1 New | World Overview

Facilities

Stadium (1 - 5 star) - Increases Club Income by 15% per star

Gym (1 - 5 star) - Increases Max gain in Fwd Orientated attributes by 1 per star

Training Paddock (1 - 5 star) - Increases Max gain in Half Orientated attributes by 1 per star

Track (1 - 5 star) - Increases Max gain in Back Orientated attributes by 1 per star

Kicking Enclosure (1 - 5 star) - Increases Max gain in Kicking Technique attributes by 1 per star

Tactical Briefing Facility (1 - 5 star) - Increases number of Team Calls available by 1 per star

Academy Clubhouse - Requirement for National Calibre Competitions

Alliance Clubhouse - Requirement for National & Professional Calibre Competitions

Centre of Excellence (0 - 5 star) - Increases number of World Class & Elite Players the Club can support by 1 WC per star or by 1 Elite per 2 stars

Rugby League Team Manager 2015

Widnes Vikings | Super League | BOARD BACKING: AVAILABLE BALANCE: £2,000,000 | Thursday 1st January 2015

Calendar: 01 / 01 / 2015 | Dream Team Job Offers | 02 / 01 / 2015 | 03 / 01 / 2015

Club - Facilities

Facilities: Stadium, Gym, Training Paddock, Track, Technical Kicking Enclosure, Tactical Briefing Facility, Academy Clubhouse, Alliance Clubhouse, Centre of Excellence

Gym

Current Quality: ★★★★★

Next Upgrade Cost: £1,000,000

Benefit: Increases Max gain in Fwd Orientated attributes by 1 per star

Super League Minimum Criteria	
Stadium	★★★★★
Gym	★★★★★
Training Paddock	★★★★★
Track	★★★★★
Technical Kicking Enclosure	★★★★★
Tactical Briefing Facility	★★★★★
Academy Clubhouse	★
Alliance Clubhouse	★
Centre of Excellence	★★★★★

Current Facilities		Next Upgrade	
Stadium	★★★★★	£2,000,000	
Gym	★★★★★	£1,000,000	
Training Paddock	★★★★★	£1,000,000	
Track	★★★★★	£500,000	
Technical Kicking Enclosure	★★★★★	£1,000,000	
Tactical Briefing Facility	★★★★★	£1,000,000	
Academy Clubhouse	★	n/a	
Alliance Clubhouse	★	n/a	
Centre of Excellence	★★★★★	£2,000,000	

Welcome to Widnes Vikings | 1 New | World Overview

Club Meetings.

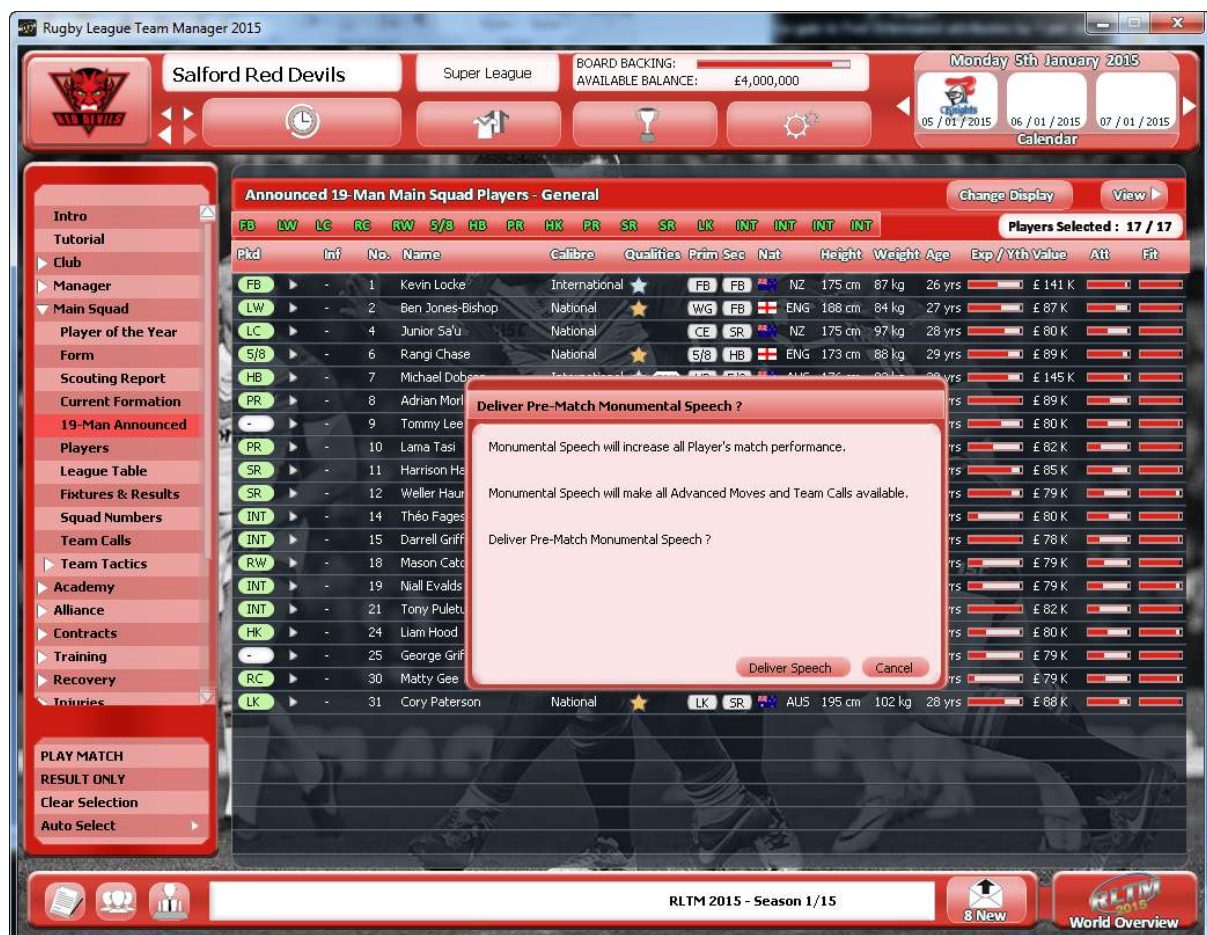
There are 3 types of Club Meeting, each can be called once in a Manager's career :

Contracts Meeting - Persuades all Players to take wage cuts below the Salary Cap

Team Meeting - Delivers a Monumental Speech to Players on Match day boosting their performance

Board Meeting - Increases the current Executive Board Backing

Club Meeting buttons flash green when they are available.



Promotion/Relegation

Every domestic league is part of a promotion and relegation structure. Promotion and relegation takes place at the end of the season.

Unlicensed competitions are included to form promotion gradients, so that lower league clubs have the infrastructure available to gain promotion to those leagues at the pinnacle of the sport. These unlicensed leagues are generic, and, although may loosely resemble real life leagues, are fictionally created in the interests of providing a more comprehensive gaming experience.



Feats

Before every match there is a pre-match head-to-head analysis. This analysis determines which team is awarded each feat. Each team may use any awarded feat once in the match.

- Fwds vs Fwds (8, 10, 11, 12, 13)

Most Aggressive Fwds awarded Disruption feat.

The disruption feature could cause an off the ball incident.

- Halfs vs Halfs (6, 7, 9)

Most Agile Halfs awarded Evade feat.

The Evade feat enables a Play Maker in the next move to effectively avoid oncoming tackles.

- Backs vs Backs (1, 2, 3, 4, 5)

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.



Match

Matches can be played out in 2D or 3D, or alternatively just the result can be generated.

Team Talks

Select styles of pre-match & half-time team talks :

Passionate - Encourage

All players who respond best to encouragement receive a positive all round playing bonus

All players who respond best to criticism receive a negative all round playing bonus

Passionate - Criticise

All players who respond best to criticism receive a positive playing bonus

All players who respond best to encouragement receive a negative playing bonus

Balanced

Team remains balanced

Technical - Attack

All players receive a positive attacking playing bonus

All players receive a negative defensive playing bonus

Technical - Defence

All players receive a positive defensive playing bonus

All players receive a negative attacking playing bonus

Off The Ball Incidents

Off the ball incidents during matches are not condoned by the RFL / ARL, but due to the physicality of the sport off the ball incidents do break out and can even influence the balance of a match, especially at the lower Calibre levels.

Auto Manage

Either make decisions manually or select an Auto Manage option:

- Tactics only
- Subs only
- Subs & Tactics

Hints & Tips

Tiring Players? Blitz Defence and other issues

- The Club will start with a selection of Coaches to cover all Player attributes in training, but make use of the allowed limit of 12 Coaches and hire high quality staff
- Fitness is the most important attribute so ensure Players selected to play have high values. Hiring a Fitness Coach will ensure that your squad has a sufficient fitness attribute for the next match.
- Continued use of the Blitz Defence tactic will quickly tire out your team. Use sparingly to ensure that players can make it through the game.
- Make developing Alliance Players a priority and do not promote to the senior squads until they have reached their full potential
- Senior Players will retire from the sport in their mid to late 30s and leave the Club
- Sign Alliance Players with high Potential in positions where your senior squads are weak, or hire Alliance Coaches with the required Positional Expertise and re-train Alliance Player's Primary / Secondary Positions
- Be aware that Australian & New Zealand Alliance Players will count towards the Overseas Quota if they are promoted to the senior squads
- Ensure Player's Attrition levels fall back to 0 between matches, even if it means hiring an extra Physio to assign to older Players who will have lower Recuperation Rates. Hiring a Physio that specialises in Attrition Recovery will vastly improve the performance of your team on match day.
- Be aware that introducing a new key positional Player into the line-up will disrupt Team Cohesion
- Make the most of the 3 Player loan limit to bolster your squad
- Once you loan out a Player they will no longer be included in the RFL/ARL Player restriction assessments for your Club
- A good match strategy is to select forward moves to increase the Platform value, then later in the tackle count run wide backs moves to utilise the overlap
- Advanced moves have a greater chance of breaking the defensive line than basic moves and Advanced Forward moves build the Team Platform at a faster rate than Basic Forward moves
- Players selected to play out of their Primary & Secondary Positions will perform significantly poorer than they would in their Primary or Secondary Positions

- Players selected to play in their Secondary Position will perform only slightly poorer than they would in their Primary Position
- Players on the substitute's bench regain Match Energy at a rate determined to some extent by their Recuperation Rate attribute, so older Players will replenish slower
- Select low risk basic & forward's moves for plays in the Red & Orange Zones close to your own try line
- Select more adventurous advanced & back's moves for plays in the Yellow & Green Zones close to the opposition try line
- Forward's Moves are intended to build the Platform for the Set, so that an overlap may be created for subsequent Back's Moves
- Advanced Forward's Moves build the Platform at a faster rate than Basic Forward's Moves
- If you can sign Players of a higher Calibre than your current league they will have a huge impact in match
- The number of Players of a higher Calibre than your current league who will sign for your Club is influenced by the difficulty setting

FAQ's

The following section is designed to answer some of the more Frequently Asked Questions via forums and our Customer Support email address.

Mac Compatibility?

The game is for PC only, but it will work on Macs that have been set up to also run in Windows mode.

Can I change the name of a Manager to my name?

Yes you can, please see page titled "Changing the Manager's Name" in the contents page for a full explanation.

How do I sign World Class / Elite calibre players?

You will need to construct and upgrade the Centre of Excellence to sign World Class and Elite senior/alliance players. Player that show World Class / Elite potential can appear during recruitment drives in the Alliance screen or alternatively they can be signed from senior teams.

My defence is constantly tired and struggles during match days?

It is important to enter the match with lots of energy. To achieve this you will need a good fitness coach and a couple of good physios to reduce attrition build up throughout the season. Ensure you

assign your coaches or set them to Auto→ On. This should stop your players from tiring and dropping off tackles later in the game. Using the blitz defence is effective, but overuse will tire out players very quickly!

Current, potential and progress for calibre – a Brief explanation.

Developing Alliance Players is the key to future success for any aspiring club. An Alliance Player has a Potential & Progress value alongside a Potential Calibre value. Through training and participating in matches during the season, Potential will be developed into progress.

Alliance Players can be offered a senior contract at any time, at which point they will join the Academy and a combination of their Primary position and current Progress will determine their attribute & calibre values. Any undeveloped Potential will go to waste. Alliance Players whose contracts expire will leave the Club to pursue a Rugby Union career.

Recruiting Players who are out of contract

In order to recruit players that are in the last year of their contract you will need to submit a Transfer Bid. This is a different process to buying the player, as it will be a free transfer due to their contract having expired. You can submit bids from the Recruitment -> Players-> Senior Players screen. (select the option Status-> Accepting Bids to filter) or directly from the Player Profile screen.

If the player accepts your Transfer Bid they will join your team at the start of next season.

Is there a tablet version of the game?

We currently do not have a tablet version of the game, but we are looking into developing the title for tablets in future versions.

Credits

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