

Rugby League Team Manager 2015



Quickstart Guide

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Rugby League Team Manager 2015

INTRO

Rugby League Team Manager 2015 puts the player in the thick of the action of Rugby management. The season is long and the challenges aplenty as you navigate your way through domestic campaigns and international competitions. With fully licensed leagues in both the Northern and Southern hemisphere and over 7000 thousand licensed senior players to choose from, do you have what it takes to take your team over the line to victory?

OBJECTIVE

Complete RLTM 2015 by remaining employed for 15 seasons.

Game over if a player loses all backing from executive board or by sending the club into financial administration.

ADVANCING

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.

TROPHIES & SEASON ACHIEVEMENTS

All the trophies a club has won are displayed in the Trophies section under the Club option. The trophies are displayed season by season and are updated each year. Also updated yearly is the Season Achievements section under the Manager option. This is a record of all the competitions the manager participated in, and shows the achievements made in each.

MANAGER PROFILE

Under the Manager option is the Profile section. This displays :

- Manager Details
- Club Record (W/D/L)
- Executive Board Backing
- All the Executive Board Expectations along with the club's current standings
- A record of the positive / negative movements in the Executive Board backing due to events

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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

Technical 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

Colts Clubhouse - Requirement for National & Professional Calibre Competitions

Centre of Excellence (0 - 5 star) - Increases the number of World Class Players the Club can support by 1 per star



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GENERAL USER INTERFACE



General User Interface Components :

Title Bar

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

Side Window

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

Main Area

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

Footer Bar

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

GOVERNING BODY REQUIREMENTS

Governing Body requirements are displayed in the Criteria section under the Details option, and include :

Player Restrictions :

- Current Senior Player Salary Expenses
- Main Squad Overseas Quota
- Number of Players Aged Over 23 years in Academy

Squad Restrictions :

- Current Main Squad Player Registrations (min 21)
- Current Academy Player Registrations (min 21)
- Current Colts Player Registrations (min 21)

Current Facilities Meeting Specified Criteria

There is also a summary of fines displayed, for the various breaches of the Governing Body rules.

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.

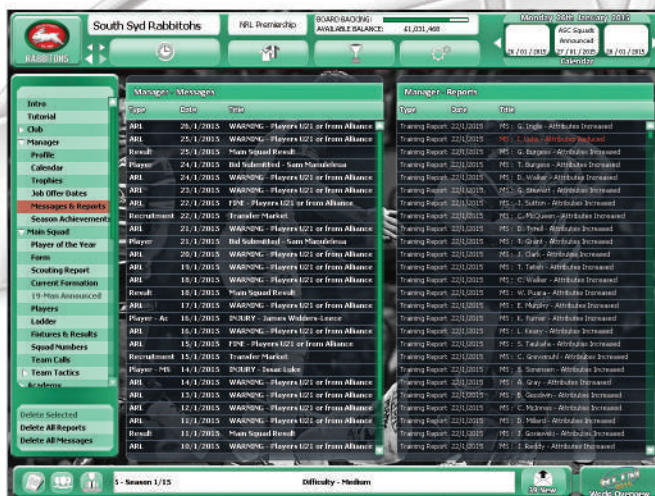
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EMAILS

Messages are received on a daily basis and are a manager's main source of information. The subject of messages ranges from ARL/RFL 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 player's 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.



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. Recruitment Drives are carried out from the Alliance Contracts section.

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STAFF

AGENTS: 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.

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

COACHES: 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.

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

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

SCOUTS: 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

EDITOR

Use the Editor to fully customise teams and players in game by selecting the Editor option from the start-up screen.

Please note - Licensed teams cannot be edited.

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

Monday - Friday except holidays.

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

STEAM REGISTRATION CODE

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



Please keep this registration code in a safe place.