

PC DVD  
ROM

ONLY DVD COMPATIBLE

# RUGBY UNION TEAM MANAGER 2015



## **Table of Contents**

Support & System Requirements.....	4
Minimum System Requirements .....	4
Video or Video Card Issues .....	5
Errors occurring during use.....	5
Errors during installation .....	5
Sound Cards .....	5
Editor.....	6
Getting Started.....	6
Installation .....	6
Settings .....	7
User Interface .....	8
General User Interface.....	8
Match User Interface .....	9
Controls and Advancing.....	11
Screen Guides .....	12
Objectives .....	12
Tutorial.....	12
Selecting a Club.....	12
Board Expectations .....	13
Governing Body Criteria.....	14
Email Messages & Training Reports.....	15
Job Offers .....	16
Senior Player .....	17
Attributes .....	18
Colts Players.....	18
Potential/Progress .....	18
Promoting to Senior Squad .....	18
Team Selection.....	19
Academy .....	21
Colts .....	21
Attrition.....	22

Staff.....	23
Agent.....	23
Assistant.....	24
Assistant Assignment.....	25
Coach.....	26
Coach Assignment.....	27
Doctor .....	28
Doctor Assignment.....	29
Physio .....	30
Physio Assignment .....	30
Scout .....	32
Contract Negotiation .....	33
Recruitment Drives .....	34
Team Tactics .....	35
Captaincy.....	35
Off The Ball Incident Policy .....	35
Pivotal Player Settings.....	35
Attack Style .....	35
Defence Style .....	35
Back Line Depth .....	36
Sweeper .....	36
Team Calls .....	37
Team Cohesion.....	38
Facilities .....	39
Club Meetings. ....	40
Promotion/Relegation .....	41
Feats.....	41
Match .....	42
Team Talks .....	42
Off The Ball Incidents .....	43
Auto Manage.....	43
Interchanges .....	43
Hints & Tips .....	44
Credits .....	46

## 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](http://www.alternativesoftware.com)

Email:

[help@alternativesoftware.com](mailto: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 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 Union 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***

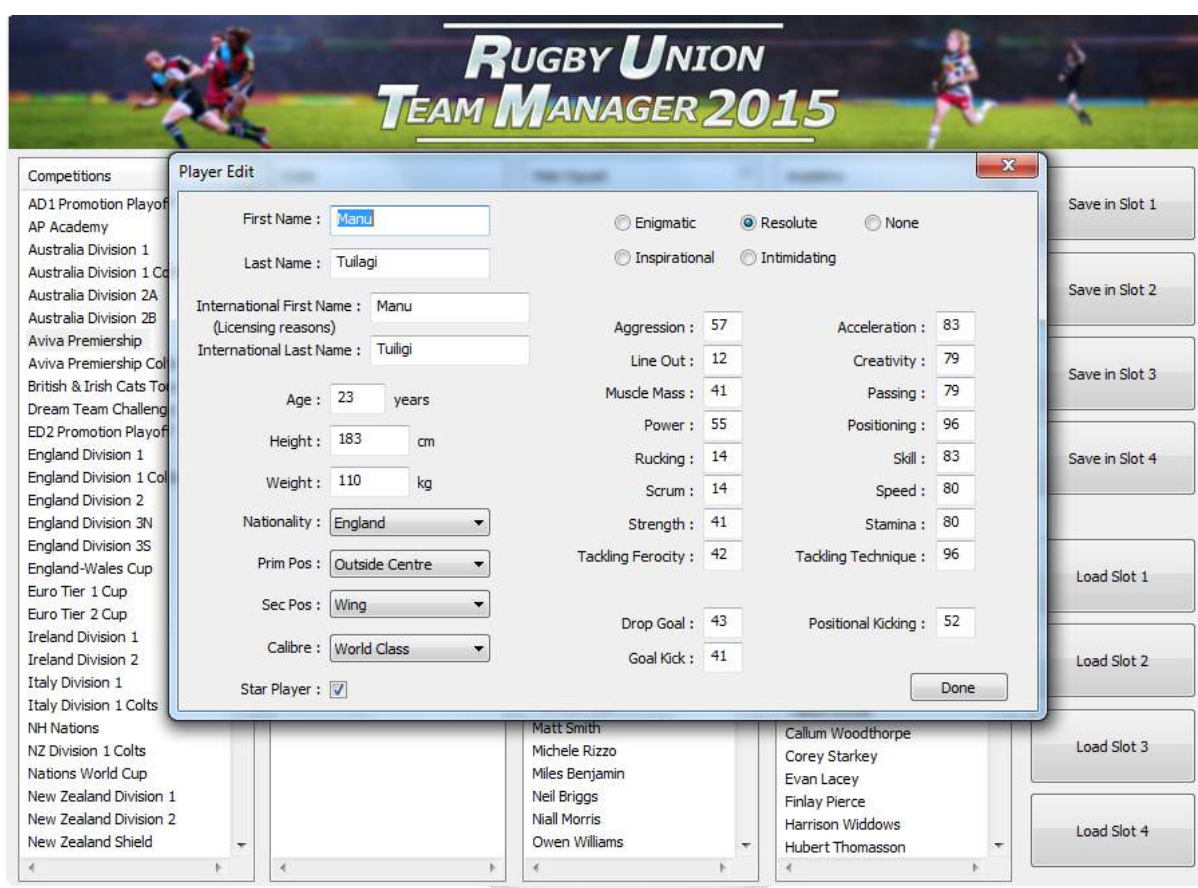
If you have errors running the installation. Disable your anti-virus software and try again. Some anti-virus software has a sandbox type of feature which may wrongly exclude the program from running correctly.

## ***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.

## 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 team names and player names cannot be edited, however you are free to edit the attributes of every licensed player.



## Getting Started

### **Installation**

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

### **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**

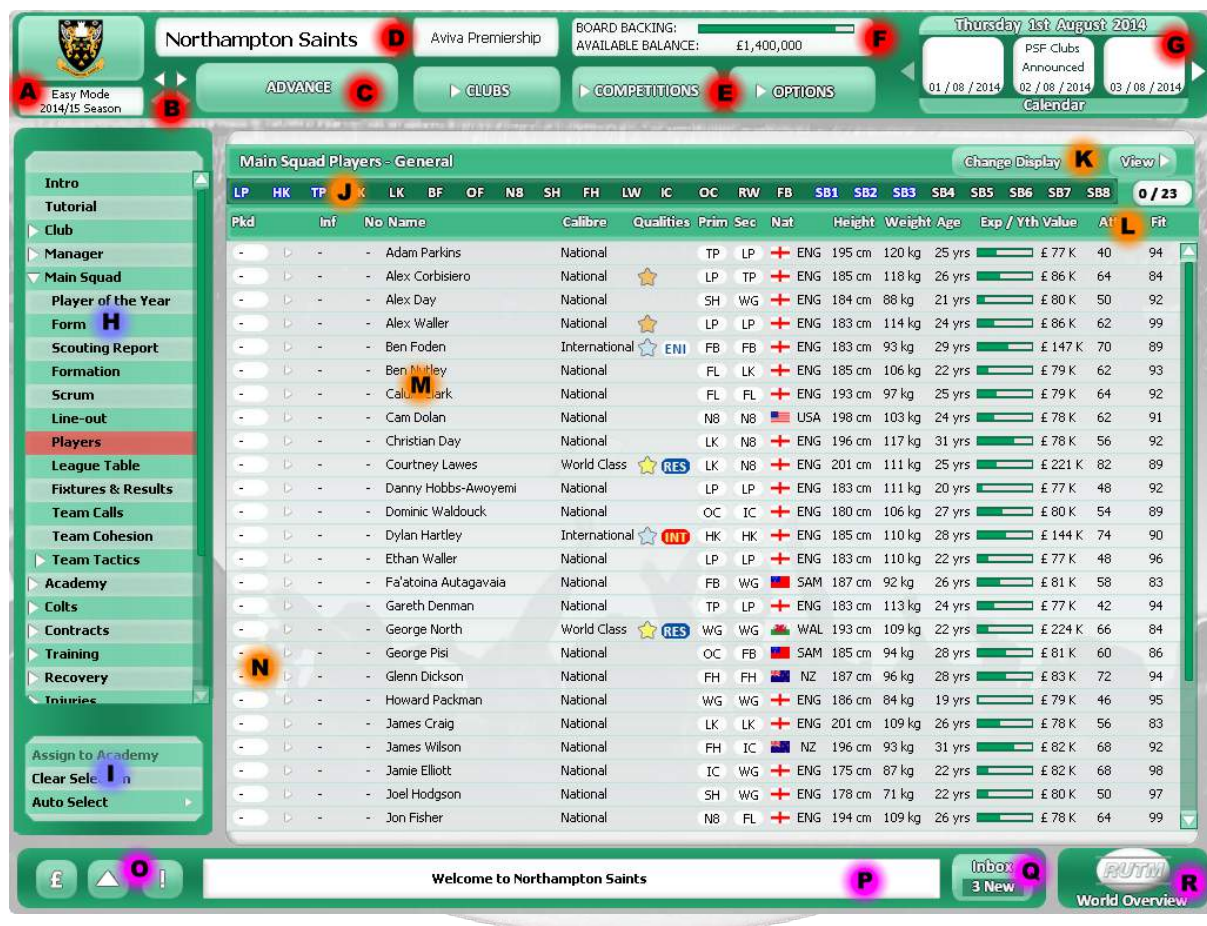
Determines whether to play sound fx.

### **Voices**

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

## User Interface

### General User Interface



General User Interface Components :

#### Title Bar

- A) Difficulty and current season
- 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 RUTM World Overview

## Match User Interface



Match User Interface Components :

## Title Bar

- A) Set-Piece button for displaying scrum and line-out balance
- B) Current match time and score
- C) Viewing mode button for switching between 2D and 3D

#### 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

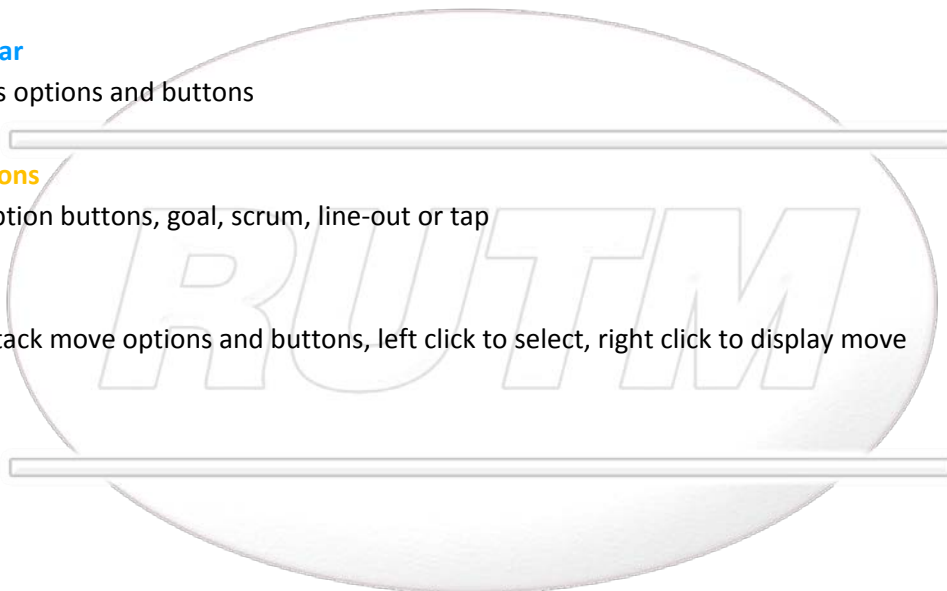
- K) Team calls options and buttons

#### Penalty Options

- L) Penalty option buttons, goal, scrum, line-out or tap

#### Footer Bar

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



## 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 RUTM2015 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 Saracens management interface. At the top, the Saracens logo and name are shown, along with the Aviva Premiership and a board backing of £1,400,000. The date is Thursday 1st August 2014. The interface includes a left sidebar with navigation options like Intro, Tutorial, Club, Manager, Profile, Calendar, Trophies, Job Offer Dates, Messages & Reports, Season Achievements, Main Squad, Academy, Colts, Contracts, Training, Recovery, Injuries, Details, Next Season, Comparison, and Recruitment. The main area shows the Manager Profile for Mark McCall, including details like Name, Coaching Grade, Age, and Nationality. It also displays various expectations for the Aviva Premiership, England-Wales Cup, Academy, Development, Euro Tier 1 Cup, and Financial. A table at the bottom shows Job Offers with columns for Date, Backing, Description, Job Offers, Comp, and Deadline.

Manager - Profile		Aviva Premiership Expectation		Euro Tier 1 Cup Expectation	
Details	Name: Mark McCall	Win Championship	Position: n/a	Finish Runners-Up or Top	Position: 2nd Pool 3
	Coaching Grade: [Star]	England-Wales Cup Expectation	Position: 4th Pool 2	Win % Expectation (Assessed - 27th May)	70%
	Age: 47 years	Academy Expectation	Position: n/a	Current Win %: 0%	
	Nationality: IRE	Development Expectation (Assessed - 27th May)	Position: n/a	Colts Expectation	Do Not Finish Bottom
Club Record	Wins / Draws / Losses: 0 / 0 / 0	8+ Colts Promotions (max 12)	Promotions: 0	Financial Expectation (Assessed - 27th May)	Profit of £500K
Executive Board	Backing: 90%				Profit: £0

## Governing Body Criteria

The ACR, France, EFU & NZARSAR 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 Scarlets club management interface. At the top, the club name 'Scarlets' is shown alongside 'Pro 12' and a 'BOARD BACKING' bar. The 'AVAILABLE BALANCE' is £1,400,000. The date is Thursday 1st August 2014. Navigation buttons include 'ADVANCE', 'CLUBS', 'COMPETITIONS', and 'OPTIONS'. A calendar shows dates from 01/08/2014 to 03/08/2014.

The left sidebar contains a menu with options: Intro, Tutorial, Club, Manager, Main Squad, Academy, Colts, Contracts, Training, Recovery, Injuries, Details, Senior Transfers, Squad Summary, Board Summary, Financial Summary, ACR Criteria (selected), Next Season, Comparison, and Recruitment.

The main content area is titled 'Details - ACR Criteria' and is assessed until 27th May. It includes the following sections:

- Player Restrictions (Assessed Until - 27th May)**

Current Senior Player Salary Expenses (max £2.5M)	£ 2,410,720
Main Squad Overseas Quota (max 20)	7
Number of Players Aged Over 23 years in Academy (max 3)	0
- Squad Registrations (Assessed Until - 27th May)**

Current Main Squad Player Registrations (min 25)	48
Current Academy Player Registrations (min 25)	35
Current Colts Player Registrations (min 25)	35
- Specialist Front Row Requirements - LP / HK / TP (Assessed Until - 27th May)**

Current Main Squad Specialist Front Rowers (min 7)	12
Current Academy Specialist Front Rowers (min 7)	8
Current Colts Specialist Front Rowers (min 7)	11
- Current Facilities (Assessed Until - 27th May)**

Meeting Specified Criteria ✓
- Penalty Fine**

Penalty Fine	Amount	Description
ACR Weekly	£ 100,000	Salary Cap breach
ACR Weekly	£ 50,000 per player	Main Squad Overseas Quota breach
ACR Weekly	£ 20,000 per player	Players Aged Over 23 in Academy breach
ACR Weekly	£ 20,000 per player	Main Squad Player registrations
ACR Weekly	£ 10,000 per player	Academy or Colts Player registrations
ACR Weekly	£ 20,000 per player	Main Squad Specialist Front Rowers requirements
ACR Weekly	£ 10,000 per player	Academy or Colts Specialist Front Rowers requirements
ACR Weekly	£ 50,000	Facilities not meeting specified criteria
ACR	£ 500,000	Fielding a banned player

The bottom of the interface shows a 'Welcome to Scarlets' message, an 'Inbox 3 New' button, and a 'World Overview' button.

## 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 ACR / France / EFU / NZARSAR 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.

The screenshot displays the Racing Metro 92 management interface. At the top, there's a header bar with the team name 'Racing Metro 92', 'TOP 14' league, 'BOARD BACKING: AVAILABLE BALANCE: £1,046,344', and the date 'Friday 15th August 2014'. Below this is a navigation bar with buttons for 'ADVANCE', 'CLUBS', 'COMPETITIONS', and 'OPTIONS'. A sidebar on the left contains a menu with options like 'Intro', 'Tutorial', 'Club', 'Manager', 'Main Squad', 'Player of the Year', 'Form', 'Scouting Report', 'Formation', 'Scrum', 'Line-out', 'Players', 'League Table', 'Fixtures & Results', 'Team Calls', 'Team Cohesion', 'Team Tactics', 'Academy', 'Colts', 'Player of the Year', 'Form', 'Scouting Report', and 'Formation'. The main area is divided into two panels: 'Manager - Messages' and 'Manager - Training Reports'. The 'Manager - Messages' panel shows a list of messages with columns for Type, Date, and Title. The 'Manager - Training Reports' panel shows a list of training reports with columns for Type, Date, and Title. At the bottom, there's a status bar with 'is 3 vs 56 RC Toulon', 'T14 Ac - ASM Clermont 27 vs 3 FC Grenoble', 'Inbox 35 New', and a 'World Overview' button.

Type	Date	Title
France	15/8/2014	WARNING - Academy Registrations
France	15/8/2014	WARNING - AC Specialist Front Row
France	14/8/2014	FINE - Academy Registrations
France	14/8/2014	FINE - AC Specialist Front Row
Recruitment	14/8/2014	Transfer Market
France	13/8/2014	WARNING - Academy Registrations
France	13/8/2014	WARNING - AC Specialist Front Row
France	12/8/2014	WARNING - Academy Registrations
France	12/8/2014	WARNING - AC Specialist Front Row
Player - MS	11/8/2014	INJURY - Virgile Lacombe
France	11/8/2014	WARNING - Academy Registrations
France	11/8/2014	WARNING - AC Specialist Front Row
France	10/8/2014	WARNING - Academy Registrations
France	10/8/2014	WARNING - AC Specialist Front Row
Result	10/8/2014	Main Squad Result
France	9/8/2014	WARNING - Academy Registrations
France	9/8/2014	WARNING - AC Specialist Front Row
France	8/8/2014	WARNING - Academy Registrations
France	8/8/2014	WARNING - AC Specialist Front Row
France	7/8/2014	FINE - Academy Registrations
France	7/8/2014	FINE - AC Specialist Front Row
Recruitment	7/8/2014	Transfer Market
France	6/8/2014	WARNING - Academy Registrations
France	6/8/2014	WARNING - AC Specialist Front Row
France	5/8/2014	WARNING - Academy Registrations
France	5/8/2014	WARNING - AC Specialist Front Row

Type	Date	Title
Training Report	14/8/2014	MS : J. Roberts - Attributes Increased
Training Report	14/8/2014	MS : J. Sexton - Attributes Increased
Training Report	14/8/2014	MS : D. Szarzewski - Attributes Increased
Training Report	14/8/2014	MS : L. Charteris - Attributes Increased
Training Report	14/8/2014	MS : M. Phillips - Attributes Increased
Training Report	14/8/2014	MS : D. Lydiate - Attributes Increased
Training Report	14/8/2014	MS : B. Le-Roux - Attributes Increased
Training Report	14/8/2014	MS : B. Dulin - Attributes Increased
Training Report	14/8/2014	MS : T. Thomas - Attributes Increased
Training Report	14/8/2014	MS : L. Ducalcon - Attributes Increased
Training Report	14/8/2014	MS : J. Cronje - Attributes Increased
Training Report	14/8/2014	MS : J. Kruger - Attributes Increased
Training Report	14/8/2014	MS : M. Andreu - Attributes Increased
Training Report	14/8/2014	MS : E. Ben-Arous - Attributes Increased
Training Report	14/8/2014	MS : A. Claassen - Attributes Increased
Training Report	14/8/2014	MS : C. Laulala - Attributes Increased
Training Report	14/8/2014	MS : B. Mujati - Attributes Increased
Training Report	14/8/2014	MS : J. Brugnaut - Attributes Increased
Training Report	14/8/2014	MS : B. Dambielle - Attributes Increased
Training Report	14/8/2014	MS : B. Lapeyre - Attributes Increased
Training Report	14/8/2014	MS : T. Dubarry - Attributes Increased
Training Report	14/8/2014	MS : C. Gerondeau - Attributes Increased



## 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 nations club, a dream team club, and an international / representative 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.

**Leicester Tigers**
Aviva Premiership

BOARD BACKING: 
  
AVAILABLE BALANCE: £3,357,643

**Friday 3rd January 2015**
  
03 / 01 / 2015 04 / 01 / 2015 05 / 01 / 2015

Easy Mode  
2014/15 Season

ADVANCE

CLUBS

COMPETITIONS

OPTIONS

Intro

Tutorial

Club

Manager

Profile

Calendar

Trophies

Job Offer Dates

Messages & Reports

Season Achievements

Main Squad

Academy

Colts

Contracts

Training

Recovery

Injuries

Details

Next Season

Comparison

Recruitment

Players

Accept Job Offer

Decline Job Offer

Delete

Delete All

**Manager - Profile**

<b>Details</b>		<b>Aviva Premiership Expectation</b>		<b>Euro Tier 1 Cup Expectation</b>	
Name	Richard Cockerill	Win Championship	Position : 3rd	Finish Runners-Up or Top	Position : 1st Pool 2
Coaching Grade					
Age	44 years				
Nationality	ENG				
<b>Club Record</b>		<b>England-Wales Cup Expectation</b>		<b>Win % Expectation (Assessed - 27th May)</b>	
Wins / Draws / Losses	21 / 1 / 20	Finish Runners-Up or Top	Position : 4th Pool 1	70%	Current Win % : 50%
<b>Executive Board</b>		<b>Academy Expectation</b>		<b>Colts Expectation</b>	
Backing	<input type="text"/> 96%	Do Not Finish Bottom	Position : 12th	Do Not Finish Bottom	Position : 2nd
		<b>Development Expectation (Assessed - 27th May)</b>		<b>Financial Expectation (Assessed - 27th May)</b>	
		8+ Colts Promotions ( max 12 ) Promotions : 0		Profit of £500K Profit : £1,957,643	

Date	Backing	Description
2 / 1 / 2015	+ 8%	No EFU Fines
1 / 1 / 2015	- 1%	Executive Board Warning Received - Academy Expectation
1 / 1 / 2015	- 1%	Executive Board Warning Received - Colts Promotions
1 / 1 / 2015	- 1%	Executive Board Warning Received - Win %
28 / 12 / 2014	- 7%	Main Squad Home Match Lost
28 / 12 / 2014	- 3%	Academy Home Match Lost
28 / 12 / 2014	+ 2%	Colts Home Match Won
26 / 12 / 2014	+ 8%	No EFU Fines
22 / 12 / 2014	+ 9%	Main Squad Away Match Won
22 / 12 / 2014	- 2%	Academy Away Match Lost
22 / 12 / 2014	+ 3%	Colts Away Match Won
19 / 12 / 2014	+ 8%	No EFU Fines
15 / 12 / 2014	+ 9%	Main Squad Away Match Won
12 / 12 / 2014	+ 8%	No EFU Fines
8 / 12 / 2014	+ 7%	Main Squad Home Match Won
5 / 12 / 2014	+ 8%	No EFU Fines
1 / 12 / 2014	+ 9%	Main Squad Away Match Won

Job Offers	Comp	Deadline
Argentina	SHN	11 day/s
Australia	SHN	11 day/s
England	NHN	11 day/s
France	NHN	11 day/s
Ireland	NHN	11 day/s
Italy	NHN	11 day/s
New Zealand	SHN	11 day/s
Scotland	NHN	11 day/s
South Africa	SHN	11 day/s
Wales	NHN	11 day/s

RUTM 2015 - Season 1/15

Inbox  
558 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
- Back Orientated Attributes
- Kicking Technique Attributes
- Forward Orientated Attributes
- Responds Best To : Encouragement or Criticism

The screenshot displays the 'Player Profile' screen for Sergio Parisse in the Rugby Manager game. The interface is divided into several sections:

- Top Bar:** Shows the club name 'Stade Français', the player's name 'Sergio Parisse', and the current date 'Friday 1st August 2014'. It also includes a 'BOARD BACKING' section with an 'AVAILABLE BALANCE' of £2,000,000.
- Navigation:** Buttons for 'ADVANCE', 'CLUBS', 'COMPETITIONS', and 'OPTIONS' are visible.
- Player Profile Section:**
  - Personal Details:** Name (Sergio Parisse), Nationality (ITA), Age (31 years), Position (N8 / N8), Height (196 cm), Weight (112 kg).
  - Contract:** Current Club (Stade Français), Value (£ 435 K), Weekly Wage (£ 3333), Contract Type (Permanent), Contract Expires (August 2016), Signed from Colts (marked with a red X), Transfer Status (None), Loan Status (None).
  - Calibre:** Current Calibre (International), Potential Calibre (n/a), Progress to Calibre (n/a).
  - Qualities:** A star icon labeled 'INT' and a section 'Responds Best To' with 'Criticism' selected.
  - Seasonal Club Statistics:** Appearances / as a Sub (0 / 0), Tries / Conv / Pens / Drop Goals (0 / 0 / 0 / 0), Av Rating / MoM Awards (0 / 0), Av 1st Man Tacks / 2nd Man Tacks (0 / 0), Av Carries / Breaks (0 / 0), Knock Ons / Pens Conceded (0 / 0), Sin Binnings / Sendings Off (0 / 0).
  - Condition (Full Range):** Attrition (0), Fitness (96), Form (50), Morale (88).
  - Forward Orientated (-5 / +4):** Aggression, Line-out, Muscle Mass, Power, Rucking, Scrum, Strength, Tackling Ferocity.
  - Back Orientated (-5 / +5):** Acceleration, Creativity, Passing, Positioning, Skill, Speed, Stamina, Tackling Technique.
  - Kicking Technique (-5 / +4):** Drop Goal, Goal Kick, Positional Kicking.
- Right Side:** A portrait of Sergio Parisse and a 'Number 8' badge.
- Bottom Bar:** Includes a 'Welcome to Stade Français' message, an 'Inbox 2 New' button, and a 'World Overview' button.

## Attributes

Each senior player has 19 attribute values. These are divided into 8 forward orientated, 8 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: amateur, semi-pro, professional, national, international, world class.

### **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.

## Colts Players

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

### **Potential/Progress**

A colt's 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**

Colts players can be offered a senior contract at any time, from the colts 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 colts player whose contract expires will leave the club to pursue a rugby league career.



## 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 23 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 23 players, then arranges their positional formation

### Best Rotation

Selects the 23 players with the least appearances, then arranges their positional formation  
(prevents players leaving the Club due to low Morale).

**Gloucester** Aviva Premiership BOARD BACKING: AVAILABLE BALANCE: £2,800,000 Thursday 1st August 2014

Easy Mode 2014/15 Season ADVANCE CLUBS COMPETITIONS OPTIONS 01 / 08 / 2014 02 / 08 / 2014 03 / 08 / 2014

**Main Squad Players - General** Change Display View 23 / 23

Pkd	Inf	No	Name	Calibre	Qualities	Prim	Sec	Nat	Height	Weight	Age	Exp	Yth	Value	Att	Fit
LP	-	1	Dan Murphy	National		LP	LP	ENG	191 cm	115 kg	29 yrs			£ 77 K	48	81
HK	-	2	Richard Hibbard	International		HK	HK	WAL	183 cm	110 kg	31 yrs			£ 138 K	74	92
TP	-	3	John Afoa	National		TP	TP	NZ	183 cm	118 kg	31 yrs			£ 86 K	56	99
LK	-	4	Tom Palmer	National		LK	LK	ENG	201 cm	118 kg	35 yrs			£ 87 K	68	86
LK	-	5	Mariano Galarza	National		LK	N8	ARG	203 cm	112 kg	28 yrs			£ 78 K	60	95
BF	-	6	Matt Kvesic	National		FL	N8	ENG	188 cm	104 kg	22 yrs			£ 89 K	76	82
OF	-	7	Ross Moriarty	National		FL	LK	ENG	188 cm	103 kg	20 yrs			£ 79 K	62	80
N8	-	8	Ben Morgan	International		N8	N8	ENG	191 cm	116 kg	25 yrs			£ 139 K	82	80
SH	-	9	Dan Robson	National		SH	SH	ENG	170 cm	80 kg	22 yrs			£ 91 K	64	99
FH	-	10	James Hook	International		FH	IC	WAL	183 cm	96 kg	29 yrs			£ 153 K	96	94
LW	-	11	Charlie Sharples	National		WG	FB	ENG	183 cm	89 kg	25 yrs			£ 90 K	60	85
IC	-	12	Tom Isaacs	National		IC	SH	WAL	183 cm	90 kg	27 yrs			£ 82 K	66	93
OC	-	13	Billy Twelvetrees	International		OC	IC	ENG	191 cm	100 kg	26 yrs			£ 143 K	70	94
RW	-	14	Jonny May	National		WG	WG	ENG	185 cm	90 kg	24 yrs			£ 90 K	58	80
FB	-	15	Rob Cook	National		FB	WG	ENG	183 cm	93 kg	30 yrs			£ 80 K	54	83
SB1	-	16	Sila Puafisi	National		TP	TP	TON	185 cm	122 kg	26 yrs			£ 77 K	46	93
SB2	-	17	Aleki Lutui	National		HK	HK	TON	183 cm	110 kg	36 yrs			£ 78 K	56	89
SB3	-	18	Yann Thomas	National		LP	TP	ENG	188 cm	120 kg	24 yrs			£ 77 K	50	81
SB4	-	19	Elliott Stooke	National		LK	N8	ENG	198 cm	114 kg	21 yrs			£ 78 K	56	90
SB5	-	20	Sione Kalamafoni	National		N8	N8	TON	191 cm	118 kg	26 yrs			£ 79 K	66	92
SB6	-	21	Greig Laidlaw	International		FH	SH	SCO	175 cm	80 kg	29 yrs			£ 153 K	96	80
SB7	-	22	Mark Atkinson	National		IC	FH	ENG	196 cm	102 kg	24 yrs			£ 81 K	64	99
SB8	-	23	Steve McColl	National		FB	WG	SCO	183 cm	98 kg	26 yrs			£ 80 K	52	88
	-		Aled Thomas	National		FH	FH	WAL	183 cm	91 kg	29 yrs			£ 82 K	68	83
	-		Billy Burns	National		FH	IC	ENG	180 cm	78 kg	20 yrs			£ 82 K	68	81

Assign to Academy Clear Selection Auto Select best Individuals best Positional best Exp./Yth. best Form best Rotation

Welcome to Gloucester Inbox 3 New World Overview



## Academy

(National calibre leagues only)

The club's academy exists to support the main squad. Player's 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.

Some clubs will not have enough registered players to participate in the academy competitions. There is a 2 week window for manager's to purchase new additions to their Academy Squads, please note that a minimum of 25 players are needed for an Academy Squad to be eligible to play regularly throughout the season.

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.

## Colts

(National & professional calibre leagues only)

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

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

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

Colts 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 colts back up to 35 players.

Injuries/Suspensions/Int. & Rep. Duty

Throughout the season players may become available due to injury, suspension or international /

**Stade Toulousain**

Top 14

BOARD BACKING:  
AVAILABLE BALANCE: £3,634,231

**Wednesday 29th January 2015**  
Nations Squads  
Announced  
29 / 01 / 2015 30 / 01 / 2015 31 / 01 / 2015  
Calendar

Easy Mode  
2014/15 Season

ADVANCE

CLUBS

COMPETITIONS

OPTIONS

Intro  
Club  
Manager  
Main Squad  
Player of the Year  
Form  
Players  
League Table  
Fixtures & Results  
Academy  
Colts  
Details  
Recruitment

**Main Squad Players - General**

Change Display
View

LP	HK	TP	LK	LF	OF	NG	SH	PH	IC	OC	FW	FB	301	302	303	304	305	306	307	308
Pkd	Inf	No	Name	Calibre	Qualities	Prim	Sec	Nat	Height	Weight	Age	Exp / Yth	Value	Att	Fit					
-		-	Thierry Dusautoir	World Class	★ RES	FL	N8	FRA	187 cm	101 kg	33 yrs	£ 223 K	88	99						
-		-	Neemia Tialata	International	★ INT	TP	TP	NZ	187 cm	136 kg	32 yrs	£ 143 K	64	99						
-		-	Yoann Maestri	International	★ INT	LK	LK	FRA	201 cm	118 kg	26 yrs	£ 144 K	74	99						
-		-	Alexis Palisson	National	★	WG	FB	FRA	177 cm	85 kg	27 yrs	£ 90 K	58	99						
-		-	Patricio Albacete	National	★	LK	N8	ARG	200 cm	119 kg	33 yrs	£ 87 K	70	99						
-		-	Yoann Huget	National	★	WG	FB	FRA	190 cm	91 kg	27 yrs	£ 90 K	58	99						
-		-	Louis Picamoles	National	★	N8	LK	FRA	192 cm	116 kg	28 yrs	£ 78 K	66	99						
-		-	Kisi Pulu	National	★	TP	LP	TON	175 cm	112 kg	35 yrs	£ 81 K	46	99						
-		-	Vincent Clerc	National	★	WG	WG	FRA	178 cm	89 kg	33 yrs	£ 90 K	60	99						
-		-	Census Johnston	National	★	LP	LP	SAM	189 cm	137 kg	33 yrs	£ 86 K	62	99						
-		-	Chilboy Ralepelle	National	★ INT	HK	LP	SA	179 cm	104 kg	28 yrs	£ 91 K	68	99						
-		-	Christopher Tolofua	National	★	HK	HK	FRA	182 cm	117 kg	21 yrs	£ 78 K	56	99						
-		-	Clément Poitrenaud	National	★	FB	WG	FRA	188 cm	86 kg	32 yrs	£ 91 K	64	99						
-		-	Corey Flynn	National	★	HK	TP	NZ	184 cm	108 kg	33 yrs	£ 87 K	66	99						
-		-	Edwin Maka	National	★	N8	N8	TON	196 cm	135 kg	21 yrs	£ 78 K	60	99						
-		-	Florian Fritz	National	★	IC	IC	FRA	178 cm	101 kg	30 yrs	£ 82 K	68	99						
-		-	Gaël Fickou	National	★	IC	FH	FRA	190 cm	93 kg	20 yrs	£ 82 K	70	99						
-		-	Gillian Galan	National	★	N8	LK	FRA	193 cm	118 kg	23 yrs	£ 78 K	58	99						
-		-	Grégory Lamboley	National	★	FL	LK	FRA	198 cm	107 kg	32 yrs	£ 79 K	68	99						
-		-	Imanol Harinordoquy	National	★	N8	N8	FRA	192 cm	103 kg	34 yrs	£ 83 K	70	99						
-		-	Iosefa Tekori	National	★	LK	LK	SAM	192 cm	131 kg	31 yrs	£ 87 K	68	99						
-		-	Jano Vermaak	National	★	SH	WG	SA	175 cm	84 kg	29 yrs	£ 81 K	56	99						
-		-	Jean-Marc Doussain	National	★	SH	SH	FRA	174 cm	90 kg	23 yrs	£ 80 K	54	99						
-		-	Luke McAlister	National	★	FH	FH	NZ	178 cm	92 kg	31 yrs	£ 95 K	88	99						
-		-	Maxime Médard	National	★	FB	IC	FRA	180 cm	89 kg	28 yrs	£ 91 K	66	99						

£

RUTM 2015 - Season 1/15

Inbox  
673 New

World Overview

representative duty. This is displayed as an icon in the Inf field on the player selection screen.

## 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 'Agent Profile' for Elie Herbin within a management interface. The interface includes a top navigation bar with tabs for 'ADVANCE', 'CLUBS', 'COMPETITIONS', and 'OPTIONS'. The 'Agent Profile' section is divided into three main areas: Personal Details, Contract, and Time Allocation - Representation.

Personal Details	
Name	Elie Herbin
Job	Agent
Nationality	FRA
Age	40 yrs
Rating	★★★★★
Specialisation	Negotiation

Contract	
Current Club	Aviron Bayonnais
Weekly Wage	£ 4300
Contract Expires	August 2018

Time Allocation - Representation :	
Negotiation	100%
Negotiates Contracts	

Below the 'Time Allocation' table, there is a section labeled 'Agent' with a blue silhouette icon of a person carrying a briefcase. The background of the interface features a grayscale image of rugby players in action. The bottom of the screen shows a 'Welcome to Edinburgh' message and an 'Inbox 2 New' notification.

## Assistant

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.

The screenshot shows the 'Assistant Profile' screen for Alan Smith at ASM Clermont. The interface is yellow-themed with a top navigation bar and a left sidebar.

**Top Bar:**

- Left: Club crest, 'Alan Smith', 'ASM Clermont', 'BOARD BACKING: AVAILABLE BALANCE: £2,000,000', and 'Friday 1st August 2014'.
- Center: 'ADVANCE' button, 'CLUBS' button, 'COMPETITIONS' button, and 'OPTIONS' button.
- Right: 'PSF Clubs Announced' and a 'Calendar' showing dates 01/08/2014, 02/08/2014, and 03/08/2014.

**Left Sidebar:**

- 'Easy Mode 2014/15 Season'.
- 'Profile' (selected).

**Main Content Area:**

- Assistant Profile:**
  - Personal Details:**

Name	Alan Smith
Job	Assistant
Nationality	SA
Age	50 yrs
Rating	
Specialisation	Squad Management
  - Contract:**

Current Club	ASM Clermont
Weekly Wage	£ 300
Contract Expires	August 2019
  - Time Allocation - Management:**

Squad Manager	100%
Manages MS, Ac or Co Squads	
- Assigned To - Main Squad:**
- Managerial Refinement:**

**Bottom Bar:**

- Left: Currency (£), a triangle icon, and an exclamation mark icon.
- Center: 'Welcome to ASM Clermont'.
- Right: 'Inbox 2 New' and 'RUTH World Overview'.



## Assistant Assignment

In the Assistants section drag and drop the 'A' button from an assistant onto a squad image to assign that assistant to that squad.

The screenshot displays the Football Manager 2014/15 interface for Montpellier HR. The top bar shows the club name, season, and various management options. The left sidebar lists navigation options, with 'Assistants' highlighted. The main area is divided into four panels: Management - Assistants, Management - Main Squad, Management - Academy, and Management - Colts. Each panel contains a table of staff and a squad image.

**Management - Assistants**

Name	Rating	Spec	Squad
A Dwayne Kromm	★★★★	Management	Colts
A Stephen Koteka	★★★★	Management	Academy

**Management - Main Squad**

Squad image showing 11 players.

**Management - Academy**

Name	Rating	Refinement	Squad
Stephen Koteka	★★★★		Academy

**Management - Colts**

Name	Rating	Refinement	Squad
Dwayne Kromm	★★★★		Colts

The interface also includes a sidebar with navigation options, a top bar with club information, and a bottom bar with a welcome message and inbox notifications.

## 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.

The screenshot displays the Football Manager 2014/15 interface. At the top, the header shows the club name "Bernard Traore" and "Bordeaux Bègles". The "BOARD BACKING" section indicates an "AVAILABLE BALANCE" of £2,000,000. The date is "Friday 1st August 2014". The "PSF Clubs Announced" section shows dates from 01/08/2014 to 03/08/2014. The "Easy Mode 2014/15 Season" is selected. The main navigation bar includes "ADVANCE", "CLUBS", "COMPETITIONS", and "OPTIONS".

The "Coach Profile" section for Bernard Traore is visible. It includes the following details:

Personal Details	
Name	Bernard Traore
Job	Coach
Nationality	FRA
Age	50 yrs
Rating	
Positional Expertise	LK
Specialisation	Track

Contract	
Current Club	Bordeaux Bègles
Basic Wage	£ 4100
Contract Expires	August 2017

Training Time Allocation	
Acceleration	33.3%
Speed	33.3%
Stamina	33.3%

The "Coach" section shows a small icon of a coach standing next to a group of players. The background image shows a football match in progress with players from different teams.

The bottom of the interface features a "Welcome to Montpellier HR" message, an "Inbox 2 New" notification, and a "World Overview" button.

## 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.

**Munster** Pro 12 BOARD BACKING: AVAILABLE BALANCE: £1,400,000 Thursday 1st August 2014

Easy Mode 2014/15 Season ADVANCE CLUBS COMPETITIONS OPTIONS

01 / 08 / 2014 PSF Clubs Announced 02 / 08 / 2014 03 / 08 / 2014 Calendar

**Training - Coaches** Unassign All

Name	Rating	Spec	P Ex	Asgn
A P S Charlie Kitchen	★	Dev Pot	FH	36
A P S Hubert Pickett	★	Defence	WG	81
A P S Gareth Weaver	★	Set-Piece	TP	81
A P S Ellis Pinkerton	★	Fitness	IC	82
A P S Stuart Rutherford	★	Gen Fwds	HK	82
A P S Jon Winninton	★	Gen Backs	FH	81
A P S Gareth Dignam	★	Gen Kick	WG	81

**Training - Main Squad** Assign To

Name	Pm	Sc	R-Pm	R-Sc	Asn	Unt	Att
Conor Murray	SH	SH	-	-	6	0	
Donncha O'Callaghan	LK	LK	-	-	6	0	
Paul O'Connell	LK	N8	-	-	6	0	
Keith Earls	UB	UB	-	n/a	6	0	
Peter O'Mahony	FL	N8	-	-	6	0	
Dave Kilcoyne	TP	TP	-	-	6	0	
Simon Zebo	WG	WG	-	-	6	0	
James Cronin	LP	LP	-	-	6	0	
Damien Varley	HK	HK	-	-	6	0	
BJ Botha	TP	HK	-	-	6	0	
Felix Jones	UB	UB	IC	30 dy	n/a	6	0
Tommy O'Donnell	FL	N8	-	-	6	0	

**Training - Academy** Assign To

Name	Pm	Sc	R-Pm	R-Sc	Asn	Unt	Att
Michael Davani	WG	FB	-	-	6	0	
Barry Warmingier	OC	WG	-	-	6	0	
Wayne Bamber	TP	TP	HK	30 dy	6	0	
Liam Weston	LK	N8	-	-	6	0	
David Judic	LK	FL	-	-	6	0	
Joshua Verlinden	LK	LK	-	-	6	0	
Bradley Lark	WG	IC	-	-	6	0	
Nikoloz Shengelia	N8	N8	-	-	6	0	
Alfie Tooze	HK	TP	-	-	6	0	
Leon Nerton	HK	TP	-	-	6	0	
Oliver Watford	UB	UB	-	n/a	6	0	
Riccardo Riva	IC	FB	-	-	6	0	

**Training - Colts** Assign To Whole Squad

Name	Pm	Sc	R-Pm	R-Sc	Asn
Henry Jeyaram	WG	WG	-	-	1
Aaron Harbot	HK	HK	-	-	1
Bailey Glancy	FL	N8	-	-	1
Ryan Bryers	TP	TP	-	-	1
Dylan Walth	IC	IC	-	FH	30 dy
Leo Sparks	WG	IC	-	-	1
Lewis Jarvey	N8	N8	-	-	1
Jacob Rawski	LP	TP	-	-	1
Kyle Peepall	FL	N8	-	-	1
Steven Ewington	HK	TP	-	-	1
Lewis Jayne	FL	FL	-	-	1
Alexander Wharton	LK	N8	-	-	1

Auto Assign Instant Assign Unassign Positional Unassign Attributes Unassign All

£ Welcome to Munster Inbox 2 New RUTM World Overview

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 colts player coaches can only be assigned to Players in the Colts.

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.

The screenshot shows the RUGBY MANAGER game interface. At the top, the player's name is Ionel Baratzky, and the club is Exeter Chiefs. The board backing is £2,000,000. The date is Friday 1st August 2014. The interface includes a navigation bar with buttons for ADVANCE, CLUBS, COMPETITIONS, and OPTIONS. A calendar shows the dates 01/08/2014, 02/08/2014, and 03/08/2014. The main area displays the Doctor Profile for Ionel Baratzky, including personal details, contract, and time allocation. A blue silhouette of a doctor is shown in the bottom left corner of the main area.

Doctor Profile	
<b>Personal Details</b>	
Name	Ionel Baratzky
Job	Doctor
Nationality	ROM 🇷🇴
Age	40 yrs
Rating	★
Specialisation	Injury Treatment
<b>Contract</b>	
Current Club	Exeter Chiefs
Basic Wage	£ 200
Contract Expires	August 2017
<b>Time Allocation - Doctor :</b>	
Treat Injury	100%
Reduces Injury Healing Time	

At the bottom of the interface, there is a status bar with a welcome message "Welcome to Montpellier HR", an inbox icon with "2 New", and a "World Overview" button.



## 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.

The screenshot displays the RUTM 2015 - Season 1/15 interface. The top header shows the club name "London Irish", the league "Aviva Premiership", and the "BOARD BACKING: AVAILABLE BALANCE: £2,901,087". The date is "Tuesday 18th August 2014". The left sidebar contains navigation options: Intro, Tutorial, Club, Manager, Main Squad, Academy, Colts, Contracts, Training, Recovery, Injuries (highlighted), Players, Doctors (highlighted), Details, Next Season, Comparison, and Recruitment. The main area contains four tables:

- Injuries - Doctors** (Unassign All):

Name	Rating	Specialisation	Asgn
Ki Williams	☆☆☆	Injury Treatment	1
- Injuries - Main Squad** (Assign to All Injured in Squad):

Name	Injury	Doctor	Tr Qu
------	--------	--------	-------
- Injuries - Academy** (Assign to All Injured in Squad):

Name	Injury	Doctor	Tr Qu
Giancarlo Crescenzi	Ankle Ligament Damage	Ki Williams	61
- Injuries - Colts** (Assign to All Injured in Squad):

Name	Injury	Doctor	Tr Qu
------	--------	--------	-------

The bottom of the interface shows the "RUTM 2015 - Season 1/15" text, an "Inbox 7 New" button, and a "World Overview" button. A diagram above the interface shows a drag-and-drop action from a doctor's name to a player's name.

## Physio

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

The screenshot displays the FUTWORLD game interface. At the top, the player's name 'Pablo Gress' is shown next to a 'SU Agen' button. To the right, a 'BOARD BACKING' section shows an 'AVAILABLE BALANCE' of £2,000,000. A date selector shows 'Friday 1st August 2014'. Below these are buttons for 'ADVANCE', 'CLUBS', 'COMPETITIONS', and 'OPTIONS'. A calendar shows dates from 01/08/2014 to 03/08/2014. The main area is titled 'Physio Profile' and contains a table with the following data:

Personal Details	
Name	Pablo Gress
Job	Physio
Nationality	FRA
Age	46 yrs
Rating	
Specialisation	Attrition Recovery

Contract	
Current Club	SU Agen
Basic Wage	£ 3200
Contract Expires	August 2016

Time Allocation - Physio :	
Attrition Recovery	100%
Increases Recovery Rate of Attrition ( MS & Ac )	
& Lowers Risk of Sustaining Injury in Training ( Co )	

Below the table is a small icon of a physio attending to a player. The background of the interface shows a soccer match in progress.

## 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.

London Irish

Easy Mode  
2014/15 Season

Aviva Premiership

BOARD BACKING:  
AVAILABLE BALANCE: £2,800,000

Tuesday 6th August 2014

06 / 08 / 2014

07 / 08 / 2014

08 / 08 / 2014

ADVANCE

CLUBS

COMPETITIONS

OPTIONS

Intro

Tutorial

Club

Manager

Main Squad

Academy

Colts

Contracts

Training

Recovery

Players

Physios

Injuries

Details

Next Season

Comparison

Recruitment

Auto Assign

Instant Assign

Unassign All

Recovery - Physios

Unassign All

Name	Rating	Specialisation	Asgn
A Daniel Vause	★	Attrition Recovery	23

Recovery - Academy

Assign to All

Name	Attrition	Physio	Tr Qu
------	-----------	--------	-------

Recovery - Main Squad

Assign to All

Name	Attrition	Physio	Tr Qu
Geoff Cross		Daniel Vause	1
Blair Cowan		Daniel Vause	1
Kieran Low		Daniel Vause	1
Daniel Leo		Daniel Vause	1
Topsy Ojo		Daniel Vause	1
Shane Geraghty		Daniel Vause	1
Jamie Hagan		Daniel Vause	1
Tom Court		Daniel Vause	1
David Palce		Daniel Vause	1
Tomas O'Leary		Daniel Vause	1
Luke Narraway		Daniel Vause	1
Andrew Fenby		Daniel Vause	1

Recovery - Colts

Assign to All

Name	Physio	Tr Qu
Riley Shimmin	-	-
Leo Vitali	-	-
Archie Lawin	-	-
Aaron Hinchy	-	-
Jake Medway	-	-
George Stirling	-	-
Pete Prady	-	-
Craig Yasin	-	-
Jock Massey	-	-
Bailey Scaragg	-	-
Jock Noakes	-	-
Shayne Coney	-	-

£ ▲ !

RUTM 2015 - Season 1/15

Inbox  
4 New

RUTM  
World Overview



## 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

The screenshot displays the Wastons Football Manager interface. At the top, the player's name "Mark Gallamore" and club "Wasps" are shown. The "BOARD BACKING" section indicates an "AVAILABLE BALANCE" of £2,000,000. The date is "Friday 1st August 2014". Navigation buttons include "ADVANCE", "CLUBS", "COMPETITIONS", and "OPTIONS". A "Calendar" shows dates from 01/08/2014 to 03/08/2014. The "Profile" section on the left is highlighted. The "Scout Profile" for Mark Gallamore is shown, including personal details (Name, Job, Nationality, Age, Rating, Specialisation), contract information (Current Club, Weekly Wage, Contract Expires), and time allocation (Reporting, Reports on Opposition Line-up, Increases Quality of Recruitment Drive, Finds Club Buyers for Transfer Listed Players). A "Scout" icon is visible in the bottom left corner of the profile area. The bottom of the interface features a search bar, "Inbox 2 New", and a "World Overview" button.

Scout Profile	
<b>Personal Details</b>	
Name	Mark Gallamore
Job	Scout
Nationality	ENG +
Age	36 yrs
Rating	★★★★★
Specialisation	Reporting
<b>Contract</b>	
Current Club	Wasps
Weekly Wage	£ 3900
Contract Expires	August 2016
<b>Time Allocation - Representation :</b>	
Reporting	100%
Reports on Opposition Line-up	
Increases Quality of Recruitment Drive	
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.

The screenshot displays the Newport G. Dragons management interface. At the top, the club name 'Newport G. Dragons' is shown along with 'Pro 12' and a 'BOARD BACKING' of £2,000,000. The date is 'Friday 1st August 2014'. A sidebar on the left contains navigation links: Intro, Tutorial, Club, Manager, Main Squad, Academy, Colts, Contracts, Training, Recovery, Injuries, Details, Next Season, Comparison, Recruitment, Players, Bids, Senior Players, Colts Players, and Staff. The main area is titled 'Search - Players' and lists various players. A 'Negotiation with Club & Player' window is open for Phil Dollman, an Exeter Chiefs player. The window shows his current contract details: Weekly Wage of £1,700 and Salary of £88K. It also displays the 'New Weekly Wage' and 'New Salary' fields. The 'Contract Length' is set to 1 year/s. The 'Payment to Club' is £164K. The 'Agent' is Felix Du-Plessis, and the 'Required Agreement' is 75%. The 'Club Agreement' is 100%, and the 'Player Agreement' is 50%. A warning message states: 'WARNING - Addition of this player's salary would breach the £3.5M salary cap.' The interface includes a 'Deal' button and a 'Cancel' button. The bottom of the screen shows a 'Welcome to Newport G. Dragons' message and an 'Inbox 3 New' notification.

Name	Inf	Club	Wage	Value	Att
Marty Bunks	-	Nap	£ 1193	£ 166 K	
Phil Burleigh	-	Edin	£ 788	£ 164 K	
Phil Dollman	-	Exet	£ 1700	£ 164 K	
Charlie Walker	-	Harl	£ 1900	£ 164 K	
Dean Schofield	-	Lond	£ 2300	£ 164 K	
Sam Davies	-	Osp	£ 1010	£ 164 K	
Riaan Smit	-	Oyo	£ 1500	£ 164 K	
Jimmy Yobo	-	RC	£ 1650	£ 164 K	
Kieron Fonatia	-	Sout	£ 1297	£ 162 K	
Luke Muraian	-	Wes	£ 1650	£ 162 K	
Hadleigh Purkes	-	Nap	£ 1243	£ 162 K	
Pierre Aguilon	-	Oyo	£ 1400	£ 162 K	
Samu Keravi	-	Que	£ 1600	£ 162 K	
SP Muals	-	Durb	£ 1202	£ 162 K	
Heini Adams	-	Bord	£ 2050	£ 162 K	
Telusa Veeinu	-	Vict	£ 1700	£ 160 K	
Kini Murimurivalu	-	Stad	£ 1500	£ 160 K	
Clayton Blommutjies	-	Pret	£ 2000	£ 160 K	
Benito Masilevu	-	CA	£ 2000	£ 160 K	
Aled Summerhill	-	Card	£ 713	£ 160 K	
James Luwe	-	Nort	£ 1578	£ 160 K	
Murray McConnell	-	Glas	£ 1426	£ 160 K	
David Mele	-	Leic	£ 1950	£ 160 K	
Ben Jacobs	-	Was	£ 1950	£ 160 K	
Alex Davies	-	Lond	£ 1950	£ 160 K	
Toby Arnold	-	LOU	£ 1350	£ 160 K	

## Recruitment Drives

National and professional calibre clubs (who have colts) can carry out a recruitment drive from the Colts Contract screen once per calendar month. The recruitment drive replenishes the squad back to 35. 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.

**Harlequins** Aviva Premiership BOARD BACKING: £1,993,000 Friday 1st August 2014

Easy Mode 2014/15 Season ADVANCE CLUBS COMPETITIONS OPTIONS

01 / 08 / 2014 PSF Clubs Announced 02 / 08 / 2014 03 / 08 / 2014 Calendar

**Contracts - Colts Players**

Name	Inf	Prim	Sec	Nat	Age	Ct Exp	Pot Cal	Progress / Potential	Wk Wg	Value
Terry Bacon	-	FL	FL	ENG	17 yrs	August 2016	World Class		£ 250	£ 600 K
Logan Mansley	-	LP	LP	ENG	18 yrs	August 2015	International		£ 250	£ 426 K
Aaron Leishman	-	IC	IC	ENG	17 yrs	August 2016	National		£ 250	£ 315 K
Billy Vause	-	LK	LK	ENG	18 yrs	August 2015	National		£ 250	£ 285 K
David Hemingway	-	LK	N8	ENG	18 yrs	August 2015	National		£ 250	£ 285 K
Michael Maxwell	-	FH	FH	IRF	18 yrs	August 2015	National		£ 250	£ 315 K
Sean Tustin	-								£ 250	£ 315 K
William Welsby	-								£ 250	£ 306 K
Yuichi Endo	-								£ 250	£ 291 K
Harry Holloway	-								£ 250	£ 153 K
Jack Helsby	-								£ 250	£ 150 K
Kyle Readett	-								£ 250	£ 150 K
Leon Mathew	-								£ 250	£ 141 K
Lewis Wyatt	-								£ 250	£ 156 K
Liam Friar	-								£ 250	£ 144 K
Luca Lillis	-								£ 250	£ 150 K
Robert Logan	-								£ 250	£ 144 K
Albert Ketji	-								£ 250	£ 57 K
Brent Geering	-								£ 250	£ 57 K
Daniel Klavins	-	FL	FL	ENG	17 yrs	August 2016	Semi-Pro		£ 250	£ 60 K
Ethan Spibey	-	N8	LK	ENG	17 yrs	August 2016	Semi-Pro		£ 250	£ 60 K
Hayden Sahin	-	HK	TP	ENG	17 yrs	August 2016	Semi-Pro		£ 250	£ 57 K
Jens Hulbert	-	UB	UB	ENG	17 yrs	August 2016	Semi-Pro		£ 250	£ 57 K
John Summers	-	FL	N8	ENG	18 yrs	August 2015	Semi-Pro		£ 250	£ 60 K
Luke Openshaw	-	LK	FL	ENG	18 yrs	August 2015	Semi-Pro		£ 250	£ 57 K
Michael Major	-	FB	FB	ENG	17 yrs	August 2016	Semi-Pro		£ 250	£ 60 K

**Recruitment Complete**

6 Player/s recruited.

Recruitment Drive & Signing Fee expenses £ 7,000

OK

£ Welcome to Harlequins Inbox 3 New RUTM World Overview

## 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 phase of play, 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.

### ***Pivotal Player Settings***

This setting determines how likely the scrum half and fly half are to override the current move and attack the line themselves.

### ***Attack Style***

There are 2 styles of attack:

#### ***Structured Attack***

The pitch is divided into zones. Each zone can be set to conservative, balanced or expansive. This setting will determine the style of play for that zone.

#### ***Ad-lib Attack***

Moves are selected in match, play by play. Moves can be queued and performed in sequence.

### ***Defence Style***

There are 2 styles of defence:

#### ***Structured Defence***

The pitch is divided into zones. Each zone can be set to either conserve, drift, aligned 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.

**Drift** - Hold territory whilst defending overlap.

**Aligned** - Align Defenders with Attackers.

**Blitz** - Gain territory but expend energy.

### ***Back Line Depth***

This setting determines how deep the backline position themselves for certain moves.

### ***Sweeper***

This setting determines whether a sweeper is utilised in defence. A sweeper is usually the scrum half and defends just behind the defensive line sweeping sideways to follow play.





## 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 - **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**



## 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.

**Team Cohesion**

Pkd	Inf	Name	Calibre	Qual	Pr	Sc	Cohesion
LP	-	Ross Harrison	National	INT	LP	TP	-
HK	-	Tommy Taylor	National	INT	HK	HK	-
TP	-	Alberto De-Marchi	National	INT	TP	TP	-
LK	-	Michael Paterson	National	RES	LK	FL	-
LK	-	Nathan Hines	National	INS	LK	N8	-
BF	-	Dan Braid	National	-	FL	LK	-
OF	-	Magnus Lund	National	-	FL	N8	-
N8	-	Villami Fihaki	National	-	N8	LK	-
SH	-	Chris Cusiter	National	-	SH	SH	-
FH	-	Danny Cipriani	National	ENI	FH	FH	-
LW	-	Mark Cueto	National	INS	WG	FB	-
IC	-	Sam Tuitupou	National	-	IC	FH	-
OC	-	Johnny Leota	National	-	OC	IC	-
RW	-	Charlie Ingall	National	-	WG	FB	-
FB	-	Luke McLean	National	RES	FB	WG	-
SB1	-	Eifion Lewis-Roberts	National	-	TP	HK	-
SB2	-	Shalva Mamukashvili	National	-	HK	HK	-
SB3	-	Darren Fearn	National	-	LP	LP	-
SB4	-	Andrei Ostrikov	National	-	LK	N8	-
SB5	-	Mark Easter	National	-	N8	N8	-
SB6	-	Nathan Fowles	National	-	SH	SH	-
SB7	-	Will Addison	National	-	UB	UB	-
SB8	-	Mike Haley	National	-	FB	FH	-
-	-	Andy Forsyth	National	-	OC	FB	-
-	-	David Seymour	National	-	FL	FL	-
-	-	James Flynn	National	-	TP	TP	-

**Forwards Move**

Move	Availability
Fwds Intermediate A	Available
Fwds Intermediate B	Available
Fwds Line-out Intermediate	Insufficient Cohesion
Fwds Scrum Intermediate	Insufficient Cohesion

**Backs Move**

Move	Availability
Backs Intermediate A	Insufficient Cohesion
Backs Intermediate B	Insufficient Cohesion
Backs Intermediate C	Insufficient Cohesion
Backs Intermediate D	Insufficient Cohesion

**Required Cohesion - Backs Intermediate D**

Player Combination	Percentage
FH - IC	40%
IC - OC	20%
IC - WG WG	50%

## 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 Back Orientated attributes by 1 per star

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

**Physiotherapy Clinic (1 - 5 star)** - Reduces the time taken for injuries to heal by 10% 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

The screenshot shows the RUTM football management game interface. The top bar displays the club name 'Stade Rochelais', the league 'Top 14', the board backing '£1,400,000', and the date 'Thursday 1st August 2014'. The left sidebar contains a navigation menu with options like Intro, Tutorial, Club, Profile, Facilities (selected), Trophies, Assistants, Manager, Main Squad, Academy, Colts, Contracts, Training, Recovery, Injuries, Details, Next Season, Comparison, and Recruitment. The main area is titled 'Club - Facilities' and shows a list of facilities on the left and a detailed view of the 'Stadium' facility on the right. The Stadium facility is currently at 4 stars, with a next upgrade cost of £2,000,000 and a benefit of increasing club income by 15% per star. Below this, there are two tables: 'Top 14 Minimum Criteria' and 'Current Facilities', both showing the current star rating and next upgrade cost for each facility.

Facility	Current Quality	Next Upgrade Cost	Benefit
Stadium	★★★★★	£2,000,000	Increases Club Income by 15% per star
Gym	★★★★★	£500,000	
Training Paddock	★★★★★	£1,000,000	
Technical Kicking Enclosure	★★★★★	£1,000,000	
Physiotherapy Clinic	★★★★★	£1,000,000	
Tactical Briefing Facility	★★★★★	£1,000,000	
Academy Clubhouse	n/a	n/a	
Colts Clubhouse	n/a	n/a	
Centre of Excellence	★★★★★	£2,000,000	

## 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

The screenshot displays the RUTM 2015 - Season 1/15 interface. The top bar shows the club name 'Stade Aurillacois', the league 'Pro D2', and the 'BOARD BACKING' at £1,000,000. The date is 'Monday 5th August 2014'. The left sidebar contains a menu with options like 'Intro', 'Tutorial', 'Club', 'Manager', 'Main Squad', 'Player of the Year', 'Form', 'Scouting Report', 'Formation', 'Scrum', 'Line-out', 'Players', 'League Table', 'Fixtures & Results', 'Team Calls', 'Team Cohesion', 'Team Tactics', 'Colts', 'Contracts', 'Training', and 'Recovery'. The main area shows the 'Main Squad Players - General' screen with a table of players. A dialog box titled 'Deliver Pre-Match Monumental Speech?' is open, asking if the user wants to deliver a speech. The dialog box contains the text: 'Monumental Speech will increase all Player's match performance.' and 'Monumental Speech will make all Advanced Moves and Team Calls available.' The bottom bar shows the 'RUTM 2015 - Season 1/15' logo, an 'Inbox 5 New' button, and a 'World Overview' button.

Pkd	Inf	No	Name	Calibre	Qualities	Prim	Sec	Nat	Height	Weight	Age	Exp / Yth	Value	Att	Fit
-	-	-	Adrien Pelissé	Professional	FL	LK	FRA	190 cm	101 kg	24 yrs	£ 42 K	70	95		
-	-	-	Albert Valentin	Professional	WG	IC	FRA	193 cm	80 kg	25 yrs	£ 34 K	46	93		
-	-	-	Antoine Fournier	Professional	HK	HK	FRA	185 cm	109 kg	25 yrs	£ 32 K	48	99		
-	-	-	Antoine Renaud	Professional	WG	WG	FRA	192 cm	86 kg	24 yrs	£ 34 K	40	93		
-	-	-	Arthur Roulin	Professional	WG	WG	FRA	188 cm	84 kg	23 yrs	£ 33 K	54	99		
-	-	-	Baptiste Héze	Professional	WG	WG	FRA	188 cm	84 kg	23 yrs	£ 33 K	54	95		
-	-	-	Bernie Tokotu	Professional	WG	WG	FRA	188 cm	84 kg	23 yrs	£ 38 K	52	99		
-	-	-	Brian Hayes	Professional	WG	WG	FRA	188 cm	84 kg	23 yrs	£ 32 K	48	95		
-	-	-	Conor Gaston	Professional	WG	WG	FRA	188 cm	84 kg	23 yrs	£ 35 K	48	99		
-	-	-	Flavien Nouha	Professional	WG	WG	FRA	188 cm	84 kg	23 yrs	£ 33 K	58	99		
-	-	-	Grégory Fabr	Professional	WG	WG	FRA	188 cm	84 kg	23 yrs	£ 36 K	62	99		
-	-	-	Jack McPhee	Professional	WG	WG	FRA	188 cm	84 kg	23 yrs	£ 32 K	46	98		
-	-	-	Jakobus Kemp	Professional	WG	WG	FRA	188 cm	84 kg	23 yrs	£ 36 K	60	99		
-	-	-	Jean-Philippe	Professional	WG	WG	FRA	188 cm	84 kg	23 yrs	£ 38 K	54	99		
-	-	-	Julien Maréché	Professional	WG	WG	FRA	188 cm	84 kg	23 yrs	£ 32 K	40	89		
-	-	-	Latuka Maituku	Professional	WG	WG	FRA	188 cm	84 kg	23 yrs	£ 32 K	44	99		
-	-	-	Lee Adriaanse	Professional	WG	WG	FRA	188 cm	84 kg	23 yrs	£ 38 K	50	98		
-	-	-	Levan Datuna	Professional	WG	WG	FRA	188 cm	84 kg	23 yrs	£ 32 K	48	99		
-	-	-	Lobu Taukeiaho	Professional	SH	WG	AUS	176 cm	88 kg	30 yrs	£ 34 K	46	99		
-	-	-	Manu Leiataua	Professional	TP	TP	SAM	192 cm	117 kg	27 yrs	£ 32 K	32	99		
-	-	-	Marius Vialle	Professional	TP	HK	FRA	183 cm	114 kg	22 yrs	£ 32 K	32	99		
-	-	-	Mathieu Lescure	Professional	FB	IC	FRA	184 cm	83 kg	32 yrs	£ 34 K	46	99		
-	-	-	Maxime Escur	Professional	LP	LP	FRA	192 cm	120 kg	26 yrs	£ 32 K	40	94		
-	-	-	Maxime Granouillet	Professional	FL	FL	FRA	191 cm	98 kg	22 yrs	£ 33 K	58	95		
-	-	-	Maxime Petitjean	Professional	TP	LP	FRA	184 cm	106 kg	30 yrs	£ 32 K	36	99		



## 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 (1, 2, 3, 4, 5, 6, 7, 8)

Most Aggressive Fwds awarded Disruption feat.

The disruption feature could cause an off the ball incident.

- 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.

## 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 ACR / France / EFU / NZARSAR, 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:

- Subs only
- Subs & Tactics

## ***Interchanges***





Up to 8 interchanges can be made at any time during the match. Once a player has been substituted off they may not return, unless under exceptional circumstances and they are a front rower.

## Hints & Tips

- 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.
- Make developing colts players a priority and do not promote to the senior squads until they have reached their full potential.
- If a colts player with very high potential fully progresses in the colts, the club may have developed a new world class Player.
- Senior players will retire from the sport in their mid to late 30s and leave the club.
- Sign colts players with high potential in positions where your senior squads are weak, or hire colts coaches with the required positional expertise and re-train colts player's primary / secondary



positions.

- 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.
- 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 ACR / France / EFU / NZARSAR player restriction assessments for your club.
- A good match strategy is to select forward moves to increase the attacking platform value, then later in the phase count run wider backs moves to create gaps in the defensive line.
- Advanced & intermediate moves have a greater chance of breaching the defensive line than basic moves and forward moves build the attacking platform at a faster rate than backs moves.
- The higher the attacking platform the greater the chance of creating a gap in the opposition defensive line.
- 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.
- If you can sign players of a higher calibre than your current league they will have a large impact.

## Credits

Made by:

Rich Beanland  
Simon Corbett  
Roger Hulley  
Richie Palmer  
Josh Pollard  
Alex Thomas

Copyright Notices

© 2014 Alternative Software Ltd

