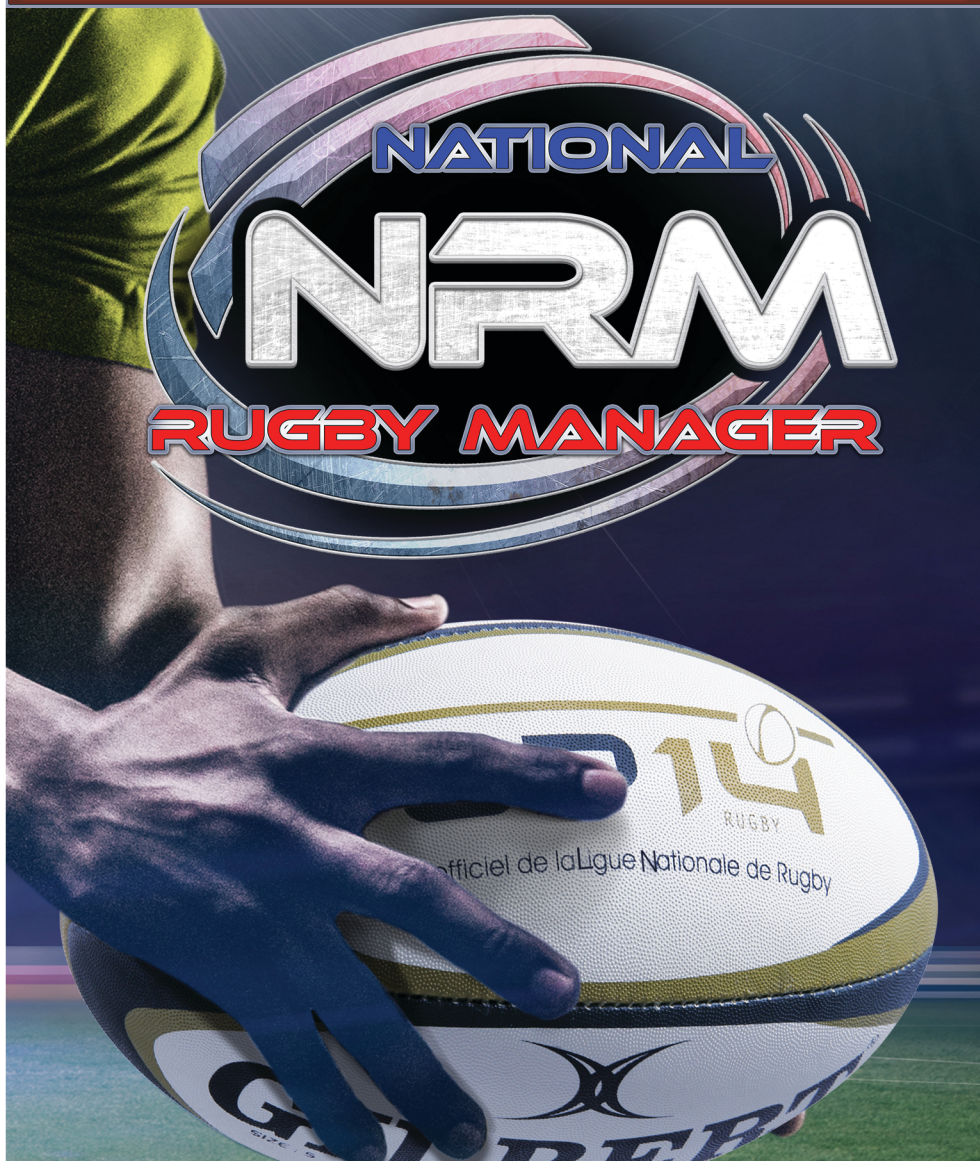


# Frequently Asked Questions



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## General

### **Q: Is there a game manual?**

*A: The manual is contained within the game. Each page has a '?' icon that has the relevant information for the page you are currently on.*

### **Q: How do I save the game?**

*A: The game saves automatically after any actions are performed.*

### **Q: How many seasons can I play?**

*A: You can play unlimited seasons.*

### **Q: How do friendlies work?**

*A: Friendlies allow you to share and download instances of yours and other players teams and strategy to play against in one off matches. In order to initiate a friendly, you will need to have downloaded the data from at least two teams, including yours. To access your team, you must first have initiated a franchise so that you have a team associated with a save file. Then the option to share it will become available.*

*Once you have shared your team it will then be available for you to select in a friendly match alongside any other teams you have downloaded.*

### **Q: Is there a Mac or Mobile version?**

*A: NRM is currently available for windows PC only.*



## Training

### **Q: Do physical attributes and skills train at the same rate?**

A: Each player has a unique rate of training (shown on the player card) for his physical attributes and skills which determine how fast the player trains. Skills generally improve faster than physical attributes. For example, a player who has 99 for both his physical and skill training rates will experience larger gains in skill training from week to week.

### **Q: Do my players benefit or suffer any consequences from playing training matches?**

A: No. Training matches are purely for you to test different line ups, strategies and practice making decisions on the fly. You can turn injuries on for training matches, but these injuries will not carry over outside of the training matches. Winning or losing does not matter, training games are it is simply a place for you to practice, and compare yourself to benchmark teams.

## Recruitment

### **Q: Why are my free agents and transfer listings empty?**

A: The number of players you see on these markets is determined by your scouting level. The better your scouting level the more likely you are to see more players. Sometimes a poor scout has a bad week and turns up nothing. If you see a player one week, there is no guarantee that your scout will be able to secure negotiations with him the following week. Take this into consideration when you see a player you are interested in.

### **Q: How do I recruit a player from another team?**

A: You can currently only recruit players from other teams if that team decides to list them for sale. The computer managed teams are always trying to improve their teams for the future, so keep an eye out for any newly listed players.

### **Q: When I list a player for sale, nothing happens. What do I do next?**

A: You simply need to wait until you advance the next round. At that time, you will be presented with a pop up showing any offers on players you listed.

## Finances

### **Q: How do I consistently make money?**

A: Your primary source of income is the gate takings from home matches, so the best way to make money is to fill your stadium with fans at home games. Other smaller sources of income include the members and merchandising facility. You can also sell players on the transfer market.

### **Q: Fans are not coming to my home games. How do I increase attendance?**

A: Attendance will always start out full, or close to it at the beginning of the season. From there, fans will react to your team's performance and numbers will go up or down accordingly. Losing one off games will not have a major impact, but a losing streak or dipping below a 50 percent win rate will result in reduced attendance. To increase attendance, simply put wins together. However, you can upgrade your marketing facility to help keep fans coming when the team is not performing well.

### **Q: How do I cut costs?**

A: If you are struggling financially you can cut costs by trimming your roster down. You can sell players on the transfer market or release them when their contract expires. If facilities are incurring more costs than you can afford, you can downgrade them for a small cost which may free up funds in the long term.

### **Q: What penalties do I face for having income in the negative?**

A: Your player wages and facility bills will always be paid on your behalf if you do not have sufficient funds. This will be added to your bill as debt that must be paid back before returning to a positive income. With negative funds, you will not be able to recruit new players, upgrade facilities, focus train players or play training matches.

### **Q: Can I be fired?**

A: You cannot be fired currently, so even if things get bad you can still have a long term plan to rebuild and turn things around without the fear of imminent sacking.

### **Q: Do I need to cover my players wages during the playoffs?**

A: Yes, so be sure to factor this into your financial planning.

## Facilities

### **Q: When should I upgrade facilities?**

*A: There is no right or wrong time. Facilities can only be upgraded when you have sufficient funds available. Each facility comes with its own unique upgrade and maintenance costs. You need to decide which facilities fit best within your budget and plan for progressing your team. Having all facilities at 5 stars is not a viable goal, focus on the ones that are important to you and that you can afford.*

### **Q: Will Stadium upgrades guarantee increased attendance and income?**

*A: No. You are just increasing stadium capacity. If you upgrade your stadium but fail to fill the seats then it could end up costing you money due to the increased upkeep costs of larger stadiums. It is up to you to evaluate costs versus potential income your team can generate through gate sales and if you think they can put together a sufficient winning record.*

## Live Game

### **Q: Do players get any kind of bonus for playing in their preferred position or penalties for playing outside of it?**

*A: No. Their skills will dictate how they perform in any position on the field.*

### **Q: Sometimes players do not obey my commands during a match, why?**

*A: Players will try their best to do what you have indicated, but sometimes the requested action is not available so the players will improvise based on your strategy. For example, if you choose 'tight play right' and there are no forwards available the AI will make an alternative choice based on your strategy. You will also need to make your decision before the halfback plays the ball. Finally, on some rarer occasions players will override your instructions in favour of what they perceive as a better option. In these cases, they may get it right or they may get it wrong, just like in real life*

### **Q: What effect does my strategy have on each game?**

*A: The strategy you set is what players will use to decide what they do in certain areas of the field. You can override this with moment to moment decisions on the fly during a game, but when set to auto they will revert to your game strategy. You can switch back and forth between auto and choosing actions directly at any time.*

### **Q: What happens if I don't interact at all during a match?**

*A: If you leave everything set to auto during a match, then your players will continue playing following your regular match strategy. You can interact as much or as little as you feel like.*

### **Q: What are the 'sim ahead' options for?**

*A: This will briefly pause and simulate ahead the amount of time you choose, allowing for smooth uninterrupted playback. This is mainly for those who prefer to watch the action or for those who have a low-end pc that struggles with smooth live play. Note that you can still rewind and watch previous action while waiting for a requested sim ahead to finish.*

### **Q: Game moves too fast, how can I more effectively make live decisions?**

*A: You can make effective use of the pause button to stop the game at any moment and give yourself the time you need to make a decision. If things get too much, just hit pause. From here you can rewind, slow down and change the camera to really look at what is happening and then make your decision before you hit play.*

### **Q: The live gameplay options sometimes disappear. Why?**

*A: The live controls will disappear anytime you rewind or click back through the timeline and the game is no longer live. Simply click the timeline, fast forward or play back to the point where the game is live and the controls will re-appear.*

### **Q: What role does the skill awareness play?**

*A: Awareness dictates the speed at which a player makes decisions on the field. For example, a fullback with high awareness will be more likely to react and recover a kicked ball quickly, while one with low awareness will be more likely to react slowly and have the ball get away from him.*

### **Q: What does the leadership skill do?**

*A: The team Captain gives a small boost to his layers based on his leadership.*

### **Q: My team keeps losing, why?**

*A: What happens in each match is largely dictated by the skills and attributes of your players, combined with your match strategy. If you are losing try to look at what is happening on the field and adjust your squad and strategy and training areas to try and fix problems and fill holes. Also, use your control in live matches to give yourself a strategic advantage by making the right decision at key moments.*

### **Q: Why is the difference between a quick sim and full 3D sim?**

*A: The quick simulation is a simplified version of full simulation. It is not played out in real time 3D like the full simulations are and can therefore never be as accurate. Use full simulations for the most accurate results.*

### **Q: I am experiencing performance issues during a 3D match. What can I do?**

*A: You can try a variety of pre-set graphical settings designed to suit various system requirements. These are available when you launch the game.*

*Your PC may be struggling to keep up in live interaction mode. You can use the Sim Ahead options on the playback panel to simulate ahead by 2 minutes, 5 minutes, or to the end of the match. Doing this should allow for smooth viewing. Note, that if you use these options you will not be able to use the live interaction feature during these time periods and your default 'Auto' strategy settings will be used. Player substitutions will be made automatically and only in the event of an injury.*

## Support and Feedback

### **Q: Where can I post feedback and suggestions for this game?**

A: The Rugby Forum

<https://www.therugbyforum.com/threads/national-rugby-manager-due-out-soon-to-download-from-steam.40421/>

### **Q: Where can I report bugs for this game?**

A: Please email [customersupport@alternativesoftware.com](mailto:customersupport@alternativesoftware.com)



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