

## Rugby League Team Manager 2015 Torrent Download [Ativador]



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## About This Game



Rugby League Team Manager 2015 puts you, the player, in the heart of the action, of managing your own Rugby League club. The season is long, and the challenges aplenty, as you navigate your way through domestic campaigns and international competitions, within officially licensed leagues, in both the Northern and Southern hemispheres, with over 7000 senior players to choose from!

Do you have what it takes to steer your team over the line to victory?

### **Key Features**

- Officially licensed by the world's biggest leagues and competitions
- 226 Clubs including representative clubs and internationals
- 7064 senior players and 1980 alliance players
- Full 2D and 3D match engines with real-time interaction with your team
- Control all staffing, including Assistants, Coaches, Doctors & Physios
- Upgrade facilities, including Stadium, Gym, Training Paddock, Track, Kicking Enclosure, Tactical Briefing Room, Academy Clubhouse, Alliance Clubhouse & Centre of Excellence
- Discover hidden talents among youth teams and work with Agents and Scouts to deliver the best players to your club
  - Work your way up the ladder, and lead your club out in the biggest tournaments in the world
- Experience the pain and joy of representative competitions
- Get closer to the simulation with the customised game editor
- Up to 7 tiers of domestic promotion and relegation
- Experience the thrill of the World Club Series and the Challenge Cup!



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Title: Rugby League Team Manager 2015  
Genre: Action, Casual, Simulation, Sports, Strategy  
Developer:  
Alternative Software Ltd  
Publisher:  
Alternative Software Ltd  
Release Date: 19 Jun, 2015

a09c17d780

English,French

**Batley Bulldogs**

Championship

BOARD BACKING:

AVAILABLE BALANCE: £500,000

Friday 1st January 2016

01 / 01 / 2016

PSF Clubs Announced

02 / 01 / 2016

03 / 01 / 2016

Calendar

**Main Squad Team Calls**

- Intro
- Tutorial
- Club
- Manager
- Main Squad
  - Player of the Year
  - Form
  - Scouting Report
  - Current Formation
  - 19-Man Announced
  - Players
  - League Table
  - Fixtures & Results
  - Squad Numbers
  - Team Calls**
  - Team Tactics
- Alliance
- Contracts
- Training
- Recovery
- Injuries
- Details
- Next Season
- Comparison
- Recruitment

Reset

**Team Calls**

- Select Team Call
- Select Team Call
- Select Team Call
- Upgrade Tactical Briefing Facility to make available
- Upgrade Tactical Briefing Facility to make available

**Team Call**

Mad Dog

(High Impact & Group Tackles)

**Team Call**

Playmaker Shutdown

(Blitz Pivotal Positions)

**Team Call**

Engerroom Overdrive

(Fwds Increased Driving)

**Team Call**

Champagne Rugby

(All Advanced Moves Available)

**Team Call**

Scrum Complete

(Push & Strike for the Ball)

**Team Call**

Defensive Rally

(No Missed Tackles & Energy Boost)

**Team Call**

Opposition Call Respond

(Cancel Opposition Team Call)

1 New

World Overview



**Jonathan Thurston**

North Qld Cowboys

BOARD BACKING:

AVAILABLE BALANCE: £2,000,000

Friday 1st January 2016

Dream Team  
Job Offers

Calendar  
01 / 01 / 2016    02 / 01 / 2016    03 / 01 / 2016

**Profile**

Form

Rep. / Int.

Transfer Bids

Attributes

**Player Profile**

Personal Details

Name	Jonathan Thurston
Nationality	AUS
Age	33 years
Position ( Prim / Sec )	HB S/B
Height	179 cm
Weight	86 kg

Contract

Current Club	North Qld Cowboys
Value	£ 273 K
Weekly Wage	£ 3890
Contract Type	Full Time
Contract Expires	End of 2018
Signed from Alliance	
Transfer Status	None
Loan Status	None

Calibre

Calibre	Elite
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Information

Responds Best To	Encouragement
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Seasonal Club Statistics

Appearances / as a Sub	0 / 0
Tries / Conv / Drop Goals	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	93
Form	50
Morale	93

Forward Orientated ( -5 / -4 )

PR SR LK LF

Aggression

Muscle Mass

Strength

Tackling Ferocity

Half Orientated ( -5 / -4 )

S/B HB HK LH

Acceleration

Creativity

Passing

Skil

Back Orientated ( -5 / -4 )

FB WG CE LB

FR-Power

Speed

Stamina

Tackling Technique

Kicking Technique ( -5 / -4 )

Drop Goal

Goal Kick

Positional Kicking

Current Calibre

Current Calibre	Elite
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Potential Calibre

Potential Calibre	n/a
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Progress to Calibre . . . .

n/a

Total Club Statistics

Total Appearances / as a Sub	0 / 0
Total Tries / Conv / Pens / Drop Goals	0 / 0 / 0
Total Sin Binnings / Sendings Off	0 / 0

Half Back

Brockway

Welcome to North Qld Cowboys

1 New

World Overview

**North Qld Cowboys**

NRL Premiership

BOARD BACKING:

AVAILABLE BALANCE: £2,000,000

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Main Squad

Player of the Year

Form

Scouting Report

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19-Man Announced

Players

Ladder

Fixtures & Results

Squad Numbers

Team Calls

Team Tactics

Tactics

Ad-Lib Attack

Structured Attack

Structured Defence

Defence Zones

Academy

Alliance

Contracts

Training

Recovery

Injuries

Details

Next Season

Comparison

Reset

### Main Squad Tactics

Captaincy

Captain LK ▶



Positional Kicker Setting

Primary HB ▶



Positional Kicker Setting

Secondary 5/8 ▶



Pivotal Player Setting

HK Play Maker ▶



Pivotal Player Setting

HB Play Maker ▶



Pivotal Player Setting

5/8 Play Maker ▶



Team Policy

Off the Ball Incident Policy Break It Up ▶



Team Style

Attack Structured ▶



Team Style

Defence Structured ▶



Welcome to North Qld

1 New

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An excellent basis for the series to push on but feels slightly dated for a modern management game in places, though an excellent effort considering the size of the development team and resources available to them.

Nicely detailed with licensed teams and players, youth systems, good tactical options to play the style you like, ability to upgrade all sorts of club facilities, player pictures also a nice touch.

Just needs polishing in some areas, for example, by making the user-interface smoother and easier to navigate and improving the match day presentation to look more 2015-like (matchday can be satisfying at times when you're watching your players implement your tactics as you want, but it would be nicer for it to be prettier, as when you've spent hours perfecting your tactical plan you want the reward of being able to watch it implemented as something nicer to look at. Team selection needs to be made a smoother process (changing positions around can be a touch tedious). Also contract/transfer negotiations are too simple and easy.

Overall a very enjoyable game that's essential for any Rugby League V management sim fan. Look forward to further, improved installments.

Additional note: Please pay for the game and support the small development team so they can continue the series.. I definitely think there is potential. The NRL and Australia leagues have been a bit poorly implemented. Also, some of it is rather confusing. Particularly the training etc... I was getting breached for not enough players being promoted and it took forever to work out how to actually fix this.

By far the worse bit has to be the presentation. I find it awkward and ugly.

However, there's definitely some good things within it. I think the games themselves work well and definitely a good base.

Hopefully, the developer takes some feedback and works to improve the game itself. I'm happy to support it, but there's still a bit of work to go.. At long last, rugby league fans have a management simulation to enjoy. RL is quite a small sport, certainly when compared to football, but given the success of Football Manager over the years it always puzzled me that fans of rugby league didn't have the opportunity to enjoy a cerebral, strategic management game given the tactical nature of the sport.

Well, now we do.

There's a 3D match engine, which you can change to a 2D top-down style if that's your preference, and you can see the plays and tactics you selected being carried out by your players. How your team plays is totally up to you - recruit speedy backs and play a wide, expansive game or construct a juggernaut of a pack to rumble over the opposition. In defence it's entirely your choice as to whether your boys concentrate on conserving their own energy and just make the tackles, or whether it's a case of grinding the opposition players down with bone-crunching 3-man tackles.

The level of detail is absolutely staggering; there are real people I know playing for tiny amateur clubs who are in the game's database. The research that has gone into this title is truly impressive and I don't doubt that many an amateur player will buy this game and be surprised to find himself in there.

I look forward to this game turning into a successful series and really growing its fanbase. If you like rugby league, if you like strategy games, if you like football management games and fancy a challenge, get into this.. awesome game i need more!!!!!! Is there a newer version coming out? Please tell me there is. Really fun and addictive rugby league management game. Not exactly cutting edge but it achieves what it sets out to do. I'm going to assume people reading this review have some sort of understanding of the sport.

Pros:

- The match engine does a very good job of simulating how attacking sets would work. Early in the set your forwards create a 'platform' by how well they get up the field, The better your 'platform' the more successful your back moves will be. This is a simple and easy to understand method of simulating attacking sets.
- Has a good level of tactical control, allowing you to choose what plays to use in which sets and control how much freedom



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your playmakers can have when attacking. You can choose to let your team play a very simple structure with your playmakers having very little say, or incorporate more complex moves with your playmakers having more freedom.

- The team calls give you a stronger control of the game i.e. one such is Engineerroom Overdrive, which for a set or so, once per game, makes your forwards much more potent and create a much better platform.
- Staff management and training is also fun, allowing you to retrain players to different positions.
- The transfer market is fun, if not overpowered, other teams do not partake in mid-season transfers between themselves, only from players you have personally transfer listed in your own side. Ignoring the transfer market and only signing players whose contracts come to an end is a much more challenging and rewarding experience, this also forces you to cap manage.
- In game A.I. is pretty good, each team has unique attacking and defensive structures.

Cons:

- A little buggy, major one is when a scrum happens with your starting hooker off, the ball gets constantly passed to them.
- Players attributes do not change from season to season, defeats the purpose of signing young players. Player development is also strange, the games forces the few players that can increase in calibre to stay in your academy (reserves) until they reach their max calibre, even if they are good enough to be in your first team.
- The player 'calibre' system is strange, occasions occur that despite two players having similar attributes, the player that is 'professional' calibre will still be much stronger than the 'semi-pro' one.
- Attributes are more centered to positions than players, resulting in, for example, James Roberts having a speed of 63/100 because he's a centre, despite being arguably the fastest guy in Rugby league. I understand that this may be required to make the match engine work though.

A really good start to what can hopefully be a strong long term franchise, really fun and I'm still not bored of it. If you love rugby league you'll adore this game.. what a game!!!!!! finally a rugby league manager game that give you the option of running your team and getting them as far as possible in the cup or to win promotion or the superleague/nrl finals.

just a few things that i feel need to be changed -

- 1) when offered a dream job - make it easier to go straight to the offers from the message notification
- 2) rfl criteria - when you provide a warning, please give us a hit as to how far over we are so we can rectify the issue - for example i had too many players earning over 43k but didnt tell me by how many so had to put everyone on a pay cut which effected team morral.

other than these issues its a great game

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other than these issues its a great game. I would recommend this game if you are a rugby league fan as it is arguably the best simulated rugby league game however my game regularly randomly crashes unsure if it's just my pc or the game itself. [This is my opinion]

As a big rugby league fan, I do absolutely love this game, and will spend many hours on this game in the future. I played the 2013 version of this game and there is definitely a huge improvement.

Good points:

- Ability to change between 2D and 3D match views.
- Realistic Super League Squads (Updated 2016)
- More Realism
- Includes the Magic Weekend fixtures & World Club Series Matches (St James' Park, Newcastle. Although not sure whether the 2013 game included this or not)

Bad Points:

- The menu systems can be hard to navigate for new users, however a rough tutorial is supplied.
- I experience a bug at the end of matches, meaning I have to re-launch the game, and re-play the match.

As a Rugby League Fan, the game is fantastic and enjoyable. There are a few little things that could be improved, but it's nothing big. I recommend any rugby league fan, NRL or Super League to buy this game.

. i really like this rugby league manager 15 it is good for testing your skills at managing a team of any status and as got good tension in a game it really could go anyway thats when you have to be smart with the formations player changes etc. When i first got the game i went as sydney roosters and went all season unbeaten and now iam managing leigh centurions and second in the championship.. Must buy for all Rugby League fans!!!

Graphics are dated and some players dont have the right stats but overall its a fun way to live out your dream as a rugby league coach. Have been liking the game until the 2016 season update. Unable to play previous saved games as it crashes. Any help to have the updates and continue to play previously saved games?. Literally just like your everyday manager game.

graphics are VERY basic! has a huge player profile and will most likely see the players you are looking for PRE-UPDATE. Unfortunately, i am indeed a knights fan and since they signed Ponga, i thought id try and bring him to the knights earlier! coz you know, you can do that in games! lol.. but he wasnt in the database yet as he hasnt made any appearances since the last update which was early 2016 i believe.

This game does has potential however im sure they have stopped updates and funds etc! after all, it is a league game! its a very little known sport world wide and i can only see Aussies, Kiwis and some pommys buying this game.

So in saying that, id loved it for the time i played and it was truely a good manager game, but very basic graphics, but a good list of options to play with such as signings, feeding team signings, lineups, staff etc etc.. alot to play with but when your in the game, it can get boring for those who are looking for something exciting.

must have a league passion in management to enjoy this game.

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