

Making Everything Easier!™

Novelty Edition

RED ZONE ACTION

FOR
DUMMIES®

Learn to:

- Apprehend globally how to manage your team
- Avoid common beginners' mistakes
- Have fun trying to reach glory





INTRODUCTION

RZA INSIGHTS



The purpose of this guide is to help you to have a global understanding of the way Red Zone Action is working. RZA is not the kind of game you can handle after 2 minutes of playing. As you're managing your team from front office to the field, you have to be curious and to take some time to study all the aspects of the game.

US football is quite a complexe sport and this managing game tends to be the more realistic as possible. So, variables are multiple and you can easily be lost when you start to play, thinking that this game is too hard and too messy for you. Furthermore, the user interface is not really pretty at this moment, because the game is really young and focuses on depth and function.

If you decide to dive into RZA, you will find one of the most enthusiastic online management game because of the multiple choices that you have in managing your team. You can design your team the way you want it to play. Do you rely on passing or rushing game? Do you spend money on transfer market or do you prefer to bet on your youth academy?

I won't give you in there a strategy to win games or to develop your team but I will try to clarify as most as possible the game to allow you to have fun playing it. And you'll find some beginners' tips to avoid common mistakes. And maybe in some times you will be fighting for the Global Bowl!



PART I



GETTING STARTED

- WELCOME TO THE GAME

Welcome to RedZoneAction.org, an American Football Management Simulator, where you will find the fun of managing and coaching your squad from the lowest ranks of league rivalries to the lofty heights of international football glory! You run the team from the front office to the field, all completely for free!

Want to have a speedy passing attack or is power rushing more your style? Do you want to control the line of scrimmage or rely on your defense to steal the ball away to win the game? Use your depth chart and playbook to decide how your team makes your gameplan happen. We don't just toss numbers out there and see what happens. We play football!

What makes RedZoneAction.org different from other football sims out there? We stay true to the American style of football, by featuring drafts, playoffs and a championship that is decided on the field. All of this and more is available here in RedZoneAction.org! It's time to play the game!

• GAME PRESENTATION

✓ *Your Team*

When you register in RZA, you'll have to choose a region to play (Admirals, Sea Devils, Monarchs...) and then you'll be the manager of a team on the lowest league available. At this point you'll have to choose your team name, colors and stadium name. Make it your own and let's start to your full RZA experience!

✓ *Time Zone, Weekly Schedule and Season Length*

The server clock of RZA is running at GTM. Depending on your local time zone, you will have a time difference with the game. Be aware of that when you're seeing game time/update time or whatever referring to an hour in RZA. (The server clock is on the bottom bar).

A week in real life equals two weeks in RZA (the week starts on Sunday and Wednesday in the game). Here is the weekly schedule:

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
4.00 - Training and Financial Updates 5.00 - Youth Pull Reset	Supercup Game	League Game	4.00 - Training and Financial Updates 5.00 - Youth Pull Reset	Supercup Game	Free Friendly Game (or Champ of Champs Cup Games)	League Game



When the game is referring to a week, keep in mind that it's a RZA week (so a half real week). So sponsors, maintenance costs, players and staff wages and all others weekly costs and incomes are due twice a real week.

A season in RZA is 24 weeks long (12 real weeks). In the 23rd week, promotion and relegation are made during the season rollover and you're ready for a new one!

✓ *Game Interface*

Home ▾ Front Office ▾ Team ▾ Games ▾ Mag ▾ Mails ▾ Forum ▾ Help ▾ New York Bulldogs (log out)

Home of New York Bulldogs
 Welcome, this is your club, NYDOGS
 Sponsored by Arctic Airlines
 League: Admirals 2.2 NC East

Team chemistry: **93 %** Morale: **100 %** Physical condition: **84 %** Financial situation: **great**

Passing: **37.9 %** Rushing: **34.7 %**
 Pass Defense: **40.4 %** Rush Defense: **38.2 %**
 Special Team: **39.0 %** Overall: **38.0 %**

Stadium: Punkette Arena (capacity: 15505)

October 2011

Sun	Mon	Tue	Wed	Thu	Fri	Sat
25 4:00 Training-Finances 5:00 Youthpull	26 16:00 @Carlow Crusaders (SC)	27 21:00 @Team 2.2.24 (L)	28 4:00 Training-Finances 5:00 Youthpull	29 21:00 Team 1.1.19 (SC)	30	1 21:00 Berlin Raptors (L)
2	3	4	5	6	7	8

X f f t Hide Results \$ 2,360,178 Cr 21 Forum 0 Mail 9 Pinboard 0 Chat 1 Fri, 28 Oct 2011 16:59:22 GMT Season 1 Day 49 1 hint Friends online 0

- *Home*: Game updates (new features, updates...). Don't forget to read these articles. It could be major game evolution as the game is perpetually improving.
- *Front Office*: Team overview and front office management (economic and facilities datas, staff management and game settings).
- *Team*: Players management and team coaching (roster, training, depth chart and playbook of your team). You'll find here Team development (transfer market, youth academy).
- *Games*: Match settings and results (forthcoming games, league and supercup standings)
- *Mag*: In game news (transfers, rumors, stories...)
- *Mails*: Team news (scout reports, training reports...)
- *Forum*: RZA Community (help, suggestions, discussions...). Here you can feel the RZA community living and growing!
- *Help*: When you're lost, a must read section (FAQ, manual...) and ask RZA mentors for some help.

• FIRST STEPS

✓ *Manager License*

The manager license is an essential step in your learning experience of Red Zone Action. It's the first thing to do when you finally own your team. Without it, you would be lost in RZA depth and just make huge mistakes or be bored by a lack of understanding.

You have 12 steps to complete it, each one giving you insights of the core features of the game. So read it carefully and don't overpass any step... Furthermore, each step completed will give you some money...

✓ *Build your economy*

RZA is about American Football but you need to build your economy in order to be successful in this game. Always keep an eye on it because mismanagement on this part will be at the end very costly on the field... Go regularly on your Economical Forecast to see where you're heading...

- **Sponsors:** The first economical step is to choose a sponsor in sponsors menu. It will give you a weekly income and also bonuses for winning games.
- **Stadium:** Your Stadium is your first source of income. If you want to grow up, you have to expand your stadium... The most profitable way is to maximize executive (10% of regular seats) and VIP (10% of executive seats) when building new seats. Stadium could be fulfilled whatever your division level is.

Stadium



The stadium is the main source of income for your club. When you start the career as Team Manager your stadium will consist of 5000 regular seats.

There are 3 different categories of seats available on all 4 stands.

Stand	Regular seats	Executive seats	VIP seats
Home sideline	40000	4000	400
Visitor sideline	40000	4000	400
Clock	25000	2500	250
Opposite the clock	25000	2500	250

Price per seat and maintenance

Category	Buying price	Income	Maintenance/w
Regular seats	300	40	2
Executive seats	1000	200	8
VIP seats	3000	700	120



Don't overspend at the beginning on things like Transfer Market or Coach Market or you'll be doomed really soon... Start by having a strong economy before going further...



PART 2



PREPARE YOUR TEAM

• YOUR ROSTER

✓ *Roster*

In your team menu, you can see your full roster divided in 4 parts (Offense, Defense, Special Team and Youth Academy). Players are ranked by position. You have a limit of 70 players in your roster (not including Youth Academy); otherwise, you'll face some penalties.


Playerlist									
Hint: download player list as CSV comma separated, decimal is dot or as CSV semicolon separated, decimal is comma or as PDF									
You have 62 senior players on your roster, the allowed maximum is 70. You have 6 players in your Youth Academy.									
Offense Defense Special team									
Name	Country	Age	BPos	Rat	Mor	PC	Contract til season	Notice	
Kukrit Sarit		22	QB	☆☆	100 %	98 %	✓ 3		
Oscar Rigaud		25	QB	☆☆☆	100 %	98 %	✓ 3		
Sam Bouchard		26	QB	☆☆	100 %	97 %	✓ 3		
Zachary Soulié (YA)		18	QB	☆☆	100 %	38 %	✓		
Carl McPherson		23	WR	☆☆	100 %	97 %	✓ 3		
Dorian Perret		27	WR	☆☆	100 %	98 %	✓ 3		
Fabien Pasquier (YA)		16	WR	☆☆	100 %	48 %	✓		
Fabrice Dupond		30	WR	☆☆☆	100 %	97 %	✓ 3		
Tristan Giles		25	WR	☆☆	100 %	98 %	✓ 3		
Yann Portier		19	WR	☆☆☆	100 %	97 %	✓ 3		
Alphonso Bingham		23	RB	☆☆	100 %	99 %	✓ 3		
Léon Gillot		20	RB	☆☆	100 %	99 %	✓ 3		

✓ *Player Detail*

A player has some physicals and non physicals skills values which define his ability to play (all values are on a 50 scale, 50 being the best). He has also experience (his ability to use his skills on the field) and talent (his room for progress in each skill) on a 5 stars scale, with 5 the best.

At the bottom, you see also his rating for every field position (on a 5 stars scale also) and if he has a Special Trait (bonus for one or several positions which is added to his skill during games).

Finally, you can manually switch his position at the top without penalties for 28 days if you think that the guy would be better on another spot in the field.

Player Kukrit Sarit  - New York Bulldogs ID: 255984

Browse roster:

Age22
Wage\$ 1,000
Contract exp. Season 3

Morale100.0 %
Intelligence36.8
Experience★★

PositionQB *
Rating★★
Talent★★

Free Position change 'til 2012-01-30

Physical
Non-physical

Strength32.2
Speed20.4
Agility14.6
Physical condition98.0 %

Positioning11.5
Tackling12.2
Carrying13.4
Kicking11.5
Footwork11.3
Teamwork26.3

Vision13.3
Blocking12.7
Catching12.4
Punting13.3
Passing16.2
Team chemistry100.0 %

Train skill
Percentage of fitness training
Train fitness

vision

70 %

speed

Rating

QB★★
WR★★
RB★★
FB★★
TE★★
OL★★

DL★★
LB★★
CB★★
SF★★

K★★
P★★
G★★
KR★★

Special traits: This player has no special traits
✓ Kukrit Sarit is healthy.



Starting at 30, a player thinks at each season rollover of retiring at the end of the season.

• DEPTH CHART

Your Depth Chart defines how your players will be picked for the game. You have to fill each position with your players, otherwise your team will play randomly and for sure you don't want that to happen!!!

The game engine picks in your Depth Chart from Top to Bottom so put on top your best players!!! You have to do that for each position. A player can play in several positions if you haven't enough players to fill each position. You have a limitation of 55 players in your Depth Chart.

Several positions need many players depending on the formation you will use. But you need at least 1 QB, 2 HB, 1 FB, 2 TE, 4 WR, 2 OT, 2 OG, 2 OC, 1 NT, 2 DT, 2 DE, 2 MLB, 2 OLB, 4 CB, 1 SS, 2 FS, 1 K, 1 P, 2 G, 2 KR in order to fulfill each formation available in RZA...

Depth chart

Select position

Offense:

QB

HB

FB

TE

WR

OT

OG

OC

Defense:

NT

DT

DE

MLB

OLB

CB

SS

FS

Special Team:

K

P

G

KR

Set:

Standard *

add new depth chart

Players on this depth chart: 55

Your roster:

Name	Age	Pos	used as	RAT	MOR	PC	Contr.	Exp	Notice
Zachary Soulié (YA)	18	QB		☆☆	100 %	38 %			✓
Sam Bouchard	26	QB	QB	☆☆	100 %	97 %	3		✓
Oscar Rigaud	25	QB	QB	☆☆☆	100 %	98 %	3		✓
Kukrit Sarit	22	QB		☆☆	100 %	98 %	3		✓
Florent Noel	30	CB	CB	☆☆☆	100 %	98 %			✓

Your depth chart for QB:

Name	Age	Pos	RAT	MOR	PC
Oscar Rigaud	25	QB	☆☆☆	100 %	98 %
Sam Bouchard	26	QB	☆☆	100 %	97 %



Don't forget to add substitutes in your Depth Chart for substitutions and ingame injuries purpose...

• PLAYBOOK

Your playbook is your game plan. You can input strategies for every situation during the game. You start with an automatic playbook with the most important thing and you'll be able to improve it with some times in order to be more effective in the field...

✓ *Offensive Playbook*

This playbook will define how you're going to play when you're in offense. You can define your strategy by down, quarter, distance to first down, goal line, time... Many options are available to allow you to create a strategy as deep as you want!

As for your Depth Chart, the rules are picked by the game engine from top to bottom until one is found which suits to the current playing situation.

Playbook

Offense

Show defense

Set:

Standard *

add new playbook

Check your playbook:

Quarter:

1

Down:

1

Yards to 1st down:

1

Distance Goalline:

1

Offense Score:

0

Defense Score:

0

Clock (less than):

00:01

Check

sort by execution order

sort by quarter

copy rules

export rules

import rules

delete rules

quarter

on down

yards to go

distance to GL

score

clock

formation

pass/rush

direction

any

any

any

any

any

any

Big I formation

pass

only left flank

Set

Quarter	Down	to go	Distance GL	Score	Clock	Offense formation	Playtype	Playdirection		
OT	any	any	< 25	any	any	Big I formation	fieldgoal	only left flank	☑	✗
OT	4	any	< 40	any	any	Pro set	fieldgoal	all directions	☑	✗
4	any	any	< 35	leading 1-3	60 s	Big I formation	fieldgoal	only left flank	☑	✗
4	any	any	< 35	leading 4-6	60 s	Big I formation	fieldgoal	only left flank	☑	✗

✓ **Defensive Playbook**

The Defensive Playbook is also a major tool in order to obtain results in RZA... Without it you'll always play in 4-3-4 defense and give a lot of yards to your opponent... You have to define defensive system against each offensive formation for passing and rushing game. Scouting your opponent might help you to define if you'll favor rush or pass formation against each Offensive Formation...

The defense learns also from the game and if you picked rush against I Formation and the guy is always playing pass, your defense will enter in pass defense mode.

sort by execution order

sort by quarter

copy rules

export rules

import rules

delete rules

quarter

any

on down

any

yards to go

any

Distance Goalline

any

score

any

on formation

Big I formation

use pass formation

3-3-5

use rush formation

3-3-5

prefer

pass

blitz LB %

0

blitz SF %

0

Set

Quarter	Down	to go	Distance	Goalline	Score	Offense formation	Defense formation pass	Defense formation rush	prefer	LB Blitz %	SF Blitz %		
						any	Big I formation	3-3-5	5-3-3	rush	0 %	0 %	
						any	I-formation	3-3-5	5-3-3	rush	0 %	0 %	
						any	Pro set	3-3-5	5-3-3	rush	0 %	0 %	
						any	Shotgun 2 WR	3-3-5	5-3-3	rush	0 %	0 %	
						any	Shotgun 4 WR	Dime 4DL MLB 4CB 2SF	5-3-3	pass	0 %	0 %	
						any	Wishbone	3-3-5	5-3-3	rush	0 %	0 %	



Use the Playbook checker at the top of the Playbook menu to test each situation and find holes in your Playbook... Don't forget also to check the match reports to find any Playbook issue!



PART 3



GOING ON THE FIELD

Now that you have handled the basics of your team, it's time to go on the field to begin your quest of RZA victories and glory!

• GAME SETTINGS

Before going to a game you have to input your settings (**must be done at least 1 hour before the game time**). You have to choose which Depth Chart and Playbooks you're going to use, how you handle substitutions, your game intensity and your orders for each down and also Fieldgoal/Punt situation.

- **Depth Chart:** Basically, you have only one Depth Chart available, but with a Supporter Account, you can create several Depth Charts and have to decide which one is the best fit for your next game.
- **Substitutions:** In RZA, substitutions could be handled by many ways. You choose first an Energy Level. If players are going behind it during the game, they'll be substituted. But you can also define when substitutions will begin during the game or decide to do no substitution on some positions.
- **Playbook:** Same as for the Depth Chart, you have to define your Offensive and Defensive Playbook for the game (only one available for non-supporters).
- **Play Intensity:** You have 3 levels available. In Relaxed mode, players will play at 80% of their skills but will save some physical condition. In Normal mode, they'll play accordingly to their skills. Finally in Match of the Year (MOTY) mode, they'll enhance their skills but will take harder PC hit! (You can play this mode only once per season for each type of game).
- **Punt/Fieldgoal Settings:** You can define here the max distance from where you'll try Fieldgoals instead of Punts and also your strategy on 4th downs.
- **Down Orders:** For each down, you define your pass/rush balance (from around 90% rush to 90% pass), the direction of your offense and formations for pass and rush.

Orders for game **Strasbourg Blues @ New York Bulldogs** on 2012-01-06 21:00

Depth chart set

Which depth chart set you want to use?	Friendlies *
At which level of Fitness / Energy you want start to substitute your players?	< 75 %
How do you want to handle substitutions? ?	<input checked="" type="radio"/> Based on Fitness / Energy only <input type="radio"/> Don't substitute all game long <input type="radio"/> Based on playbook rules
Don't allow substitutions for this positions, no matter what the other settings are! ?	<input type="checkbox"/> QB <input type="checkbox"/> FB <input type="checkbox"/> RB <input type="checkbox"/> WR <input type="checkbox"/> TE <input type="checkbox"/> OL <input type="checkbox"/> DL <input type="checkbox"/> LB <input type="checkbox"/> CB <input type="checkbox"/> SF <input type="checkbox"/> K <input type="checkbox"/> P <input type="checkbox"/> G <input type="checkbox"/> KR

Playbook

Which offense playbook set you want to use?	BOTS *
Which defense playbook set you want to use?	BOTS *

Play intensity ?

How do you want to prepare your team?	normal *
---------------------------------------	----------

Punt / Fieldgoal-Settings

Try Fieldgoal instead punting on 4th down when distance ?	< 25 yards
Go for 4th down when yards to go ?	never

1st down orders ?

Rush / Pass distribution	pass and rush
Direction	all directions
Pass formation	I-formation
Rush formation	Shotgun 2 WR

2nd down orders ?

Rush / Pass distribution	prefer rush
Direction	all directions
Pass formation	Pro set
Rush formation	Big I formation

3rd down orders ?

Rush / Pass distribution	mainly rush
Direction	all directions
Pass formation	Wishbone
Rush formation	Shotgun 4 WR

4th down orders ?

Rush / Pass distribution	mainly pass
Direction	all directions
Pass formation	Big I formation
Rush formation	Shotgun 4 WR



When doing your basic game settings, save them! If you forgot to define Game Settings for a game, the engine will pick your default settings instead of making you play like a BOT team...

• GAMECENTER

The Gamecenter is what you're looking for! You'll have a taste of the game experience! Here, you can follow your games live and also check the play by play and game stats. Studying these two features is essential for picking your mistakes and improving your strategy.

Gamecenter - Game ID: 103694

Your access level is **GC-Premium**

Kickoff: 2012-02-07 21:00:00 (Conference Championship)

As Live
Stats

Team

Packer Repeat

@ New York Bulldogs

Q1
Q2
Q3
Q4
OT
FT

0
0
0
7
-
7

13
10
7
7
-
37

Attendance: 144300

Quarter: **Q1** Q2 Q3 Q4 OT

15:00 Coin toss won by Packer Repeat, decide to kick off
15:00 **Stephan Hornsby (K)** kicks the ball for 58, **Senol Weber (KR/L)** tackled by **Pierre Phelan (G/R)**, this was a 25 yards return, offense is on the field now, 1 and 10 on own 39
14:50 1 and 10 to go on own 39, **Gaétan Brault (OC)** snaps the ball to **Oscar Rigaud (QB)**, who hands off to **Wilfried Berthier (HB/L)**, this seems to be a run over the left tackle, the blockers crushed the Defense Line, **Wilfried Berthier (HB/L)** tackled by **Bergiton Kubelka (MLB)**, forward progress: 5 yards (Pro set vs. 3-4-4)
14:19 2 and 5 to go on own 44, **Gaétan Brault (OC)** snaps the ball to **Oscar Rigaud (QB)**, hands off to **Lorenzo Thirion (FB/R)**, he starts running over the center, **Bill Hook (DE/R)** breaks through, and gets tackled by **Kim Dunning (SS/L)**, forward progress: 16 yards, New first down (Shotgun 4 WR vs. Dime 4DL MLB 4CB 2SF)
13:46 1 and 10 to go on opp 40, **Gaétan Brault (OC)** snaps the ball to **Oscar Rigaud (QB)**, **Oscar Rigaud (QB)** selected **Jean - Claude Renou (TE/L)** as target, the receiver can not catch this inner left pass, incomplete, no progress (Shotgun 2 WR vs. 3-3-5)
13:38 2 and 10 to go on opp 40, **Gaétan Brault (OC)** snaps the ball to **Oscar Rigaud (QB)**, **Oscar Rigaud (QB)** selected **Fabrice Dupond (WR/R)** as target, this outer right pass goes to the receiver, who catches the ball, **Fabrice Dupond (WR/R)** tackled by **Chase Heflin (CB/L)**, forward progress: 4 yards (Big I formation vs. 4-4-3)
13:02 3 and 6 to go on opp 36, **Gaétan Brault (OC)** snaps the ball to **Oscar Rigaud (QB)**, **Thibaud Busson (HB/R)** gets the ball, this seems to be a run over the right guard, **Gaétan**

Formation breakdown

PAC				
Offense	Defense	Rush / Yards / AVG	Pass / Yards / AVG	Sacked / Yards / AVG
Big I formation	5-3-3	5 / -3 / -0.6	1 / 0 / 0	0 / 0 / 0
Pro set	3-3-5	0 / 0 / 0	1 / 0 / 0	0 / 0 / 0
Shotgun 2 WR	3-3-5	0 / 0 / 0	4 / 3 / 0.8	0 / 0 / 0
Shotgun 2 WR	5-3-3	16 / 85 / 5.3	0 / 0 / 0	0 / 0 / 0
Shotgun 4 WR	Dime 4DL MLB 4CB 2SF	0 / 0 / 0	6 / 15 / 2.5	0 / 0 / 0
Wishbone	5-3-3	18 / 58 / 3.2	0 / 0 / 0	0 / 0 / 0
NYB				
Offense	Defense	Rush / Yards / AVG	Pass / Yards / AVG	Sacked / Yards / AVG
Big I formation	4-4-3	11 / 66 / 6	7 / 56 / 8	0 / 0 / 0
I-formation	4-3-4	2 / 11 / 5.5	1 / 52 / 52	0 / 0 / 0
I-formation	3-4-4	6 / 35 / 5.8	0 / 0 / 0	0 / 0 / 0
Pro set	4-3-4	5 / 25 / 5	0 / 0 / 0	0 / 0 / 0
Pro set	3-4-4	17 / 102 / 6	4 / 15 / 3.8	0 / 0 / 0
Shotgun 2 WR	3-3-5	7 / 34 / 4.9	12 / 22 / 1.8	0 / 0 / 0
Shotgun 4 WR	Dime 4DL MLB 4CB 2SF	3 / 35 / 11.7	3 / 17 / 5.7	0 / 0 / 0

• GAME TYPES

✓ *League*

The league is the basic competition of the game based on NFL rules. You play in the worst division in the region you have chosen when registering your team. Your goal is to win your division (or be one of the two top teams not division winners of your conference) during the regular season in order to clinch a playoff berth. Then, you'll try to reach the Superbowl of your league and win the trophy.

The two Superbowl contenders are automatically promoted while the two Conference Championship finalists play a relegation game against teams ranked between 25 and 28th of the next higher level. Teams ranked from 29th to 32nd are automatically relegated.

✓ *Supercup*

Every team joins the Supercup. Teams are split randomly into groups of 16. The 48 best teams overall are going into the Playoffs and fight for the Supercup Crown.

✓ *Champ of Champs Cup*

The two Superbowl contenders of each league are qualified for the Champ of Champs Cup next season. They are playing in a Knock Out competition format, trying to reach the Global Bowl.

✓ *Friendly Games*

- **Friday Free Friendly Games:** You can play a friendly each Friday which will allow you to test some stuffs and also to win some additional cash for your team and some experience and team chemistry for your players. As the maximum capacity for a Friday Friendly is around 35.000 seats, try to play at a team stadium with at least that number of seats as the ticket income are split equally between the two teams.
- **Other Friendly Games and Friendly Cup:** You can also play Friendly Games each day you have no scheduled games or joining Friendly Cups. These games will cost you Credits but don't bring money or experience to your team.

You can use the Challenge menu to help you find friendly games!

PART 4

TRAINING YOUR TEAM

• TRAINING

In order to improve your team, you have now to train your players. Training sessions take place on Wednesday and Sunday. For each player, you have to define a non physical training, a physical training and the percentage allowed to the fitness training (e.g. if you decide to do with 70%, your player will train for 30% on non physical and for 70% on physical). You have to define the training for your Offense, Defense, Special Team and Youth Academy.

How far a player can increase is based on his talent (Speed, Strength and Agility have random caps which you'll see with an exclamation mark (yellow: near the cap, red: reached the cap)). How fast he can increase is based on Teamwork. Intelligence and Teamwork can't be trained.

Training

Offense

Defense

Special team

Youth academy

Quick settings

Offense

Name	Age	BPos	Rat	Mor	PC	Notice	Train skill	Percentage of fitness training	Train fitness
Kukrit Sarit	22	QB	★★	100 %	100 %	✓	passing	90 %	strength
Oscar Rigaud	25	QB	★★★	100 %	92 %	✓	passing	90 %	agility
Sam Bouchard	26	QB	★★	100 %	94 %	✓	passing	90 %	strength
Carl McPherson	23	WR	★★	100 %	95 %	✓	catching	90 %	speed
Dorian Perret	27	WR	★★	100 %	95 %	✓	catching	90 %	speed
Fabrice Dupond	30	WR	★★★	100 %	93 %	✓	catching	90 %	agility
Tristan Giles	25	WR	★★	100 %	96 %	✓	catching	90 %	speed
Yann Portier	19	WR	★★★	100 %	93 %	✓	catching	90 %	speed
Alphonso Bingham	23	RB	★★	100 %	96 %	✓	carrying	90 %	speed
Léon Gillot	20	RB	★★	100 %	96 %	✓	carrying	90 %	speed
Senol Weber	19	RB	★★	93 %	97 %	✓	carrying	90 %	speed

• YOUTH PLAYERS

✓ *Youth Pull*

Depending on your Youth Academy level, you have to choose one guy between a given number of youngsters each week (Wednesday and Sunday). The picked one will join your Youth Academy (or Senior Team if you want but that's not the best deal).

✓ *Youth Academy*

The Youth Academy is composed of your youngsters younger than 20. You can train them each week and you have also additional points to give them in order to improve their skills. Depending on your level of Youth Academy, you can promote some youngsters to your senior team during the season. **If players getting older that 20 are not promoted, they will leave your team!** Youngsters are salary free but you can only have a limited number of them in your Youth Academy.

Youth Academy							
Your Youth Academy is extended to the maximum.							
This gives you the ability to coach 22 youngsters at the same time, you can send 6 of them to your senior team per season. You can choose 1 out of 6 youngsters on your weekly youth pull.							
Your weekly maintenance costs are at \$ 210,000 .							
You used 2 out of 6 chances to add youngsters to your Senior Team. You have 8 players in your Youth Academy.							
No Training Points left, just wait until the next training update happens.							
Name	Country	Age	BPos	Rat	Mor	PC	Notice
Dan Blanchet		18	P	★★	100 %	62 %	Transfer to Senior Team
Extra Training:	No points left						
Zachary Soulié		18	QB	★★	100 %	38 %	Transfer to Senior Team
Extra Training:	No points left						
Pierre – Henri Viguier		17	LB	★★	100 %	50 %	Transfer to Senior Team
Extra Training:	No points left						



PART 5

GOING FORWARD



When you have reached a “financial sustainability” of your team thanks to income from your stadium, sponsors... **(Check your economical forecast closely)**, you can go forward and invest in some big assets for helping your team going a step forward!

- **FACILITIES**

Each facility will provide you a 10% bonus during training sessions. It allows you to customize your training sessions as each facility is made only for a limited amount of skills. You can only activate two facilities at the same time. So, pick them wisely...

Facilities					
This page allows you to purchase and activate several facilities, accessories and related stuff to improve your players performance. Except for the Offseason camp you can only activate 2 of the items at the same time. Deactivated but owned and ready built facilities consume 75 % of the maintenance per week. The table shows the full value.					
	Construction costs	Weekly maintenance	Description		
Mountain	\$250,000	\$5,000	The mountain training improves your players Physical Condition and Carrying skills. The mountain is built by construction experts and requires 7 days to build.	Demolish	Activate
Video room	\$200,000	\$10,000	The video room is where the players review games and plays. They improve their Tactical skills of Vision and Positioning. The initial construction requires 7 days.	Demolish	Activate
Weight room	\$250,000	\$10,000	The weight room improves players Strength, Blocking and Tackling. The initial construction requires 7 days.	Demolish	Activate
Target centre	\$400,000	\$20,000	The Target centre helps you increase your players Catching, Passing and Vision (Vision for QB only). The initial construction needs 7 days.	construction will finish on: 2012-02-20	
Red Zone practice area	\$400,000	\$20,000	The Red Zone practice area helps you increase your players Tackling and Positioning. The initial construction needs 7 days.	Purchase	

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Hide Results

\$ 31,696,615

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Forum 0

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Pinboard 0

Chat 0

Fri, 17 Feb 2012 19:09:59 GMT

Season 2 Day 77

0 hints

Friends online 0

• STAFF

Your staff is composed of a Medical Staff and some Consultants. You begin with level 1 staff and can go up to level 20

✓ *Medical Staff*

- **Physiotherapist:** The physiotherapist helps your players' recovery faster from injuries.
- **Psychologist:** The psychologist helps your players gaining morale. It is a great boost after a streak of losses...

✓ *Consultants*

- **Public Relations:** The Public Relations helps you selling more tickets for games, more items into your Fanshop and also obtaining more lucrative sponsorship contracts.
- **Playerscout:** The higher level your scout is the more accurate scout report are. You are allowed also to scout more players per week with better scout.

• COACHES

Your coaches give you bonuses for training and improve the skills of your players during the game. **Be careful, coaches are really expensive and can throw your team into huge financial troubles if you have not enough income each week!!!**

- **Head Coach:** You need absolutely a Head Coach to take benefits from your coaches. A CP defines the level of a coach. A coach has also a level of experience (which defines how close he is from his expected coach level) and a level of consistency (a low level gives more variation positive or negative on coach effect than a high level). Experience is the only thing in which the coach could improve.
- **Assistant Coaches:** There are 11 spots for AC but you have only 550CP to distribute among coaches. An AC can go from 51 to 100CP so you can only have at maximum 10 AC. You have to choose which positions you want to improve the most. The AC level is limited by your HC level. So if your HC is only 60CP, your ACs can't be better than that.

• FANSHOP

You can build a Fanshop to raise extra income for your team. You have to define price for each item and buy enough quantities of each one to avoid sell out. So be careful with the delivery time.

Fanshop

Statistic

on Stock

88,249

ordered

0

Selling price

30

Set

Cheerleader Calendars

Purchase			
Quantity	Price/unit	Days til Delivery	
1,000	20	3	Order
10,000	19	5	Order
50,000	18	7	Order
100,000	17	10	Order

Warn if stock including orders is lower than

10000

Store

Open orders

Quantity	Price/unit	Available on
No open orders		

Foam Fingers

Purchase			
Quantity	Price/unit	Days til Delivery	
1,000	20	3	Order
10,000	19	5	Order

Open orders

Quantity	Price/unit	Available on
No open orders		

Hide Results

\$ 31,696,615

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Forum 4

Mail 0

Pinboard 0

Chat 0

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Season 2 Day 77

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Friends online 0

• TRANSFER MARKET

In order to improve your team, you can enter the Transfer Market and search for new stars for your team! You can also sell here your players you don't desire anymore... The transfer market works as a bid war between RZA managers.

Transfer market						
Name	Age	from	Deadline	Price	Highest bid by	History
Armando Méndez	19	 Dreigiau Cymreig	2012-02-17 20:15:46	1,000		show
Costinel Lazar	27	 Free agent	2012-02-17 20:17:08	131,487		show
Jobst Müller	20	 Dreigiau Cymreig	2012-02-17 20:17:37	1,000		show
Arron Wong	20	 Dreigiau Cymreig	2012-02-17 20:19:52	1,000		show
Jarvis Pack	27	 Dreigiau Cymreig	2012-02-17 20:22:01	16,000	SpringHeel Jacks	show
Louis Van de Byl	18	 Verburch5	2012-02-17 20:24:05	5,000	Fenton City Bulldogs	show
Lucas Bakker	22	 Verburch5	2012-02-17 20:24:43	1,000	Hameln Rats	show
Lucas Van Buskirk	29	 Verburch5	2012-02-17 20:25:14	1,000		show
Robbe Van Buskirk	30	 Verburch5	2012-02-17 20:25:37	1,000		show
Théo Vormeer	18	 Verburch5	2012-02-17 20:26:32	1,000		show



Don't forget to scout the players to know more about them (such as talent) and their real ratings. Because the ratings you can see when clicking on a player are only approximate. Players under 21 will join your Youth Academy

• HR DEPARTMENT

Players are paid according to their highest skill (recalculated each season rollover). However, you can go with the HR Department and offer contracts to your players which will set up their salaries for a given time and allow you some long-term economy. Moreover, with a HR Department, you can negotiate a contract with a Free Agent without offer when it lasts less than 24 hours before the bid deadline. **You can't go back to the skill salary system when you enable the HR Department. You have a limited number of tries to convince your players to resign a contract and a player without a valid contract for the next season will walk out free during the season rollover. Be careful!**



PART 6



MANAGING THE OFFSEASON

It is crucial to manage your offseason well in order to avoid big trouble for the upcoming season. When you're out of competition, you have still many things to do before the next season.

• DRAFT BOARD

First, you have to order your draft in order to pick the best rising stars available! You have to order them from top to bottom. You can also add a round where you want your draftee to be picked... As the draft could be quite complicated for a newbie, I advise you to read closely the manual on this point in order to avoid big disappointments!

It's also nice to scout the draftees to really see their level!

Draft board									
The draft gives each team a chance to get high valued players.									
You need to sort the players you want to draft. Just move the players into your order. You will draft against the other members of your league based on the place you finish your league in the actual season.									
Since you are a supporter you can download all players as <input type="button" value="CSV comma separated, decimal is dot"/> or as <input type="button" value="CSV semicolon separated, decimal is comma"/> .									
Day of the draft: 2012-02-23 ▾.									
sort by:									
<input type="button" value="Rating ASC"/>		<input type="button" value="Rating DESC"/>		<input type="button" value="Position ASC"/>		<input type="button" value="Position DESC"/>		<input type="button" value="Age ASC"/>	
<input type="button" value="O - D - S"/>		<input type="button" value="D - O - S"/>		<input type="button" value="S - O - D"/>		<input type="button" value="S - D - O"/>			
		Pascual Delgado	K	★★★	20 years old	<input type="button" value="Details"/>	<input type="text"/>	<input type="button" value="Save"/>	any round ▾
		Mateo Domínguez	P	★★★	21 years old	<input type="button" value="Details"/>	<input type="text"/>	<input type="button" value="Save"/>	any round ▾
		Jared Muravyev	P	★★★	22 years old	<input type="button" value="Details"/>	<input type="text"/>	<input type="button" value="Save"/>	any round ▾



Whatever their age is, draftees join your first team

- PLAYING FRIENDLY GAMES

You can still play free Friendly games on Fridays but also on Tuesdays and Sundays (the max capacity for these games is around 50000 seats). You'll earn some extra income to keep your economy afloat. You can challenge teams two days maximum before the date of game...

- MANAGING HR DEPARTMENT AND YOUTH ACADEMY

Be careful on the end of contracts for your players and youngsters to avoid losing them!!!

- BUILDING

Keep an eye on your economy before engaging a lot of money into building or transfers are you're quite short on income during the offseason.

- SEASON ROLLOVER

During the season rollover, players and coaches get 1 year older. They'll decide about retirement. Promotion/relegation happens and the new schedules are revealed.

- SPONSORS

After the Season Rollover, don't forget to choose another sponsor for the upcoming year!



PART 7

SOME RZA HINTS...



- **YOU MUST READ!**

Don't pass on Manual and FAQ. You'll find all the information on the game, positions, skills and so on... It's mandatory if you want to succeed in RZA! If you have any trouble, ask in the Forum or the RZA Mentors...

- **GAME SETTINGS**

It's only an advice, but the running game is more efficient when you have a low level team... You can play passing game too, but I would say don't abuse of it and never try medium and deep passes when you're beginning or you're going to lose...

- **TRAINING**

Don't focus on only one skill when training players. A player need at least (whatever the position) one physical, one tactical and one non physical skills to play correctly. Moreover, spreading the training points, you'll face lower salaries. Don't forget that it's not true for speed and strength. You can train these one as much as you want or you can!!!

I advise you at the beginning to focus on training "exclusively" Physical Condition... Your player should be at least at 95% or you would play pretty bad...

• SOME OF THE PRIMARY SKILLS PER POSITIONS

- **Quarterback:** Vision/ Intelligence/ Strength/ Passing
- **Wide Receiver:** Positioning/ Speed/ Agility / Catching
- **Running Back:** Positioning/ Speed/ Agility / Carrying
- **Full Back:** Positioning/ Speed/ Strength / Blocking
- **Tight End:** Positioning/ Strength/ Catching/ Blocking
- **Offensive Lineman:** Positioning/ Strength/ Footwork/ Blocking
- **Defensive Lineman:** Vision/ Strength/ Footwork/ Tackling
- **Linebacker:** Vision/ Positioning/ Strength/ Tackling
- **Cornerback:** Vision/ Speed/ Tackling
- **Safety:** Vision/ Speed/ Tackling
- **Punter:** Punting/ Strength
- **Kicker:** Kicking/ Strength
- **Gunner:** Speed/ Tackling
- **Kick Returner:** Speed/ Carrying

I hope that this little guide will help you enjoy your RZA experience!!!