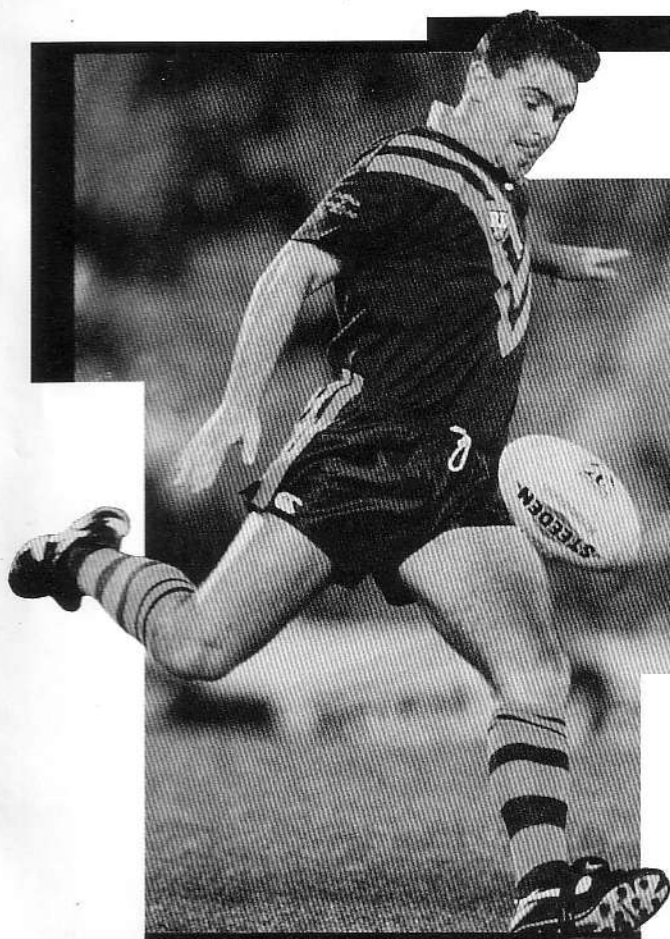


ARL 96 RUGBY LEAGUE



CREATIVE ASSEMBLY



PC CD-ROM

EA
SPORTS
ELECTRONIC ARTS

"Australian Rugby League is the most realistic rugby simulation ever seen. The development team have done everything possible to reproduce the letter of the law and the spirit of the game. However, as our ultimate aim was to create the most exciting game imaginable, some of the finer points of rugby law have been omitted. So don't expect to use Australian Rugby League as a textbook guide to the real thing. Instead, get ready to experience all the skill, speed and action of the world's toughest team sport."



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CONTROL SUMMARY

CONTROL	ATTACK	DEFENCE
Direction Control	• Direction of Running • Passing Direction • Type of Kick	• Direction of Running
Fire 1	• Kick (with Direction) • Struggle in Tackle	• Change Player
Fire 2	• Pass (with Direction) • Play the Ball	• Tackle
Fire 3 (or Fire 1 & 2 on 2 Button joysticks)	• Speed Burst/Hand Off	• Speed Burst

IN A LEAGUE OF ITS OWN

Rugby League was born on August 29th 1895. On that day an historic meeting took place in the Yorkshire town of Huddersfield between representatives of 21 Rugby Union teams from the north of England. They voted to resign from the Rugby Football Union and form their own Northern Rugby Union, with its own set of aims and objectives. First among these was to compensate players for earnings lost when playing rugby. The official London-based Rugby Football Union had objected to this, but players in the industrial north found it impossible to dedicate themselves to the game when they were missing out on much-needed income. For the southern dilettantes this wasn't a consideration; they continued to hold fast to the principles of amateurism for another 100 years, until 1995 when the reality of life in the 20th century finally closed in and they bade amateurism farewell.

The newly formed Northern Rugby Union set about revising the rules of the game to make it more attractive for paying spectators. The scoring system was rationalised to make try-scoring more important than kicking, and the line-out was abandoned. Then in 1906 the number of players per side was reduced to 13, two forward positions being sacrificed to make the game more open. The final piece of the jigsaw came when rucks and mauls after the tackle were abandoned in favour of a two-man scrum known as the play-the-ball; the game still recognisable as Rugby League, with an identity distinct from Rugby Union, had been established.

The new code soon began to attract interest from abroad and in 1907 a combined New Zealand/Australian touring side visited Britain, followed by an all-Australian squad the next year. Some of the best Australian players on the tour were snapped up by British club sides, a trait which continues to this day, and so names such as Albert Rosenfeld and Lance Todd entered Rugby League folklore. In 1910 a British side ventured abroad for the first time, facing the Australians on their home turf. By now the game had taken root in the Australian consciousness and quickly supplanted Australian Rules Football as the premier sport in both New South Wales and Queensland.

Such is the level of dedication to the Rugby League code in Australia that the ARL Premiership has become by far the strongest league in the world, and the Australian national side an almost unbeatable force. Arguably, it is in Australia that Rugby League has achieved its full potential as a game that can thrill and enthrall, a swift-paced, hard-tackling game that combines outstanding skill and physical resilience like no other. Prepare yourself for the awesome spectacle that is Australian Rugby League.

AT THE OPTIONS SCREEN



At the **Option Screen**, you can press **Enter**, **Fire** on the joystick when the **tick** is highlighted, or **Click** on the mouse (we'll call it clicking from now on) when the **tick** is highlighted to move on. You can move **up** and **down**, **left** and **right** with the joystick, the **mouse** or the **cursor keys** on the keyboard.

If you do not have a joystick or mouse, use the **tab key**, and **shift** and **tab** together, to move **clockwise** or **anti-clockwise** around the screen options, then use your **cursor keys**, with

arrows on them, to move through the options.

This is where you customise the game to suit your mood. Move **up** or **down** to highlight an option, and then **left** or **right** to scroll through choices.

Throughout the game, you will often find a slider option, letting you run down the list of options that won't fit on the screen. You can click on the **top** and **bottom** of the slider to move the options, or hold **down** on the slider itself, dragging it **up** and **down** and moving the options with it. When you've made your selections, **click** on the **tick** and you're taken to the **Control Setup screen** or **Team Selection screen**, depending upon your Play Mode. To go **backwards**, **click** on the cross. The Options available are:

PLAY MODE

Take your pick from Friendly, Optus Cup, Euro. League, Origin, International, Optus Finals, Euro. Finals, Practice, Demo, View Replay and Load Game.

FRIENDLY

This is the default option. A one-off tussle between the two teams of your choice. Sea Eagles and Roosters are currently selected, but you can move down to the Team 1 and Team 2 options to take your pick from all the available teams. Move **left** or **right** to select your team.

OPTUS CUP

The Australia League competition. Select which of Australia's Rugby League playing teams to control at the **Team Selection screen** (see Selecting Teams). For further details, see League Play.

EURO LEAGUE

As above, but in this Play Mode the league solely comprises European teams. For further details, see League Play.

ORIGIN

Different from the other Cup competitions in that you don't get to select the teams. This is a three-match series in which the cream of New South Wales and Queensland's Rugby League players face-off to decide which State is superior. Choose this Play Mode and **click** on the **tick**; the **Origin Series screen** appears listing the three fixtures. **Click** on the **tick** for the **Control Setup screen** (see Choosing Controllers). After an Origin game, **clicking** on the **tick** returns you to the **Origin Series screen**.

N.B.: In the case of a draw in this fiercely competitive contest, the previous winners retain their hold on the title.

INTERNATIONAL

An International series consists of a knockout Cup competition between eight national sides. Select the nations to play one another at the **Team Select screen** from the eight nations available, whether human or computer controlled (see Selecting Teams). If you choose less than this number the remaining teams are chosen by the Computer. After team selection **click** on the **tick** for the **International screen**. This shows the eight teams drawn in four quarter-final matches. **Click** on the **tick again** for the **Control Setup screen** (see Choosing Controllers). After an International fixture, **click** on the **tick** for the **Results screen**, and once more to reveal the next set of fixtures.

OPTUS FINALS

Another knockout Cup competition, the eight teams are from twenty possible, whether human or computer controlled. The computer choosing any unfilled positions. Once chosen, the **Optus Finals screen** reveals the Quarter-Final ties. **Click** on the **tick** for the **Control Setup screen** (see Choosing Controllers). Following each round of the Finals (except the final itself of course), **click** on the **tick** for a look at the **Results** of all the matches and a **second time** for the next set of fixtures.

Note: In the Optus Finals there are two sets of Quarter-Finals: Major and Minor. The winners of the Major matches go straight into the Semi-Finals, but the winners of the Minor Quarter-Final ties are first drawn against the losing Major Quarter-Finalists in an intermediate round of the contest.

EURO FINALS

A far less complex contest than its Antipodean cousin, in the Euro. Finals you choose only four teams to play one another in a two-round knockout Cup competition; teams are chosen at the **Team Select screen** (see Selecting Teams). From there, **click** on the **tick** for the **Euro. Finals screen** which lists the fixtures (all two of them!) and **click** on the **tick** once more for the **Control Setup screen** (see Choosing Controllers). Following the semi-final round you can advance onto the final with the same series of button presses as in the Optus Finals.

PRACTICE

This is as per Friendly, a one-off tussle between two teams of your choice. However, in Practice Mode you can adjust the performance of your team individually (or as a whole team) to be as high

(or low) as you like. This will enable you to hone your skills and refine your techniques without the challenge of the full strength competition. It can also make the game a greater challenge for the experienced player playing the inexperienced player, by introducing handicaps. Afterwards, you can reset or restore previous team default values.

DEMO

With this option selected, simply **click** on the **tick** for a **demo game** between the two nominated teams.

LOAD GAME

Click on the **tick** for the **Load Game** screen. There are slots available for up to 20 games to be saved. Move **up** or **down** to highlight a slot, and then **click** to **load** the game. For details of how to save games, see End of Game.

VIEW REPLAYS

See Pause Screen.

TEAM ONE/TEAM TWO

This option is only available in Friendly, Practice and Demo play mode. Move **left** or **right** to select a team from the list of assembled rugby-playing teams.

HALF LENGTH

Rugby is a game of two equal halves of 40 minutes. We give you the option of playing 2, 3, 4, 5, 7, 10, 15, 20, 30 or 40 minutes halves.

GAME TYPE

Action or Simulation. Move **left** or **right** to make your selection.

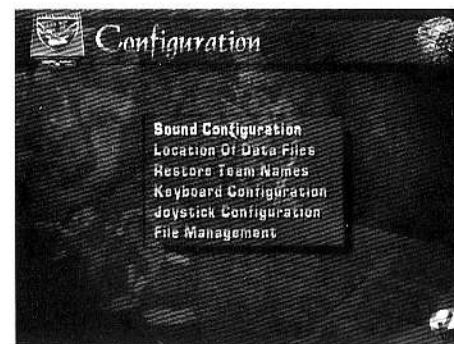
In an Action game knock-ons, late tackles, offsides and illegal kick-offs don't get called by the ref.. In fact, no one gets any penalties at all. The players don't tire as the match progresses, so their speed and strength don't deteriorate. This means you have faster speed bursts, less successful tackles and more breakthroughs. In a Simulation game, there is more realistic action and a steadier pace. The effects of tired legs on the players' running and tackling ability is reproduced, and the referee plays by the book. Action is the default setting.

SHOW CLOCK

The clock appears in the **top left** of the screen. You can have it displayed Always, at Key Points in the game or at the End of Half.

CONFIGURATION

SOUND CONFIGURATION



This allows you the option to alter sound controls and volume levels. Sound **ON** or **OFF**.

- Commentary, **click** to turn commentary **ON** or **OFF**.
- Fatty Commentary, **click** to turn 'Fatty' commentary **ON** or **OFF**.
- SFX **click** to turn SFX **ON** or **OFF**.
- Crowd SFX **click** to turn crowd SFX **ON** or **OFF**. Sound Level Adjustment/Test.

- Commentary move from **left** to **right** to adjust commentary volume **down** or **up**. **Click** on test button to test sound level.
- SFX. move from **left** to **right** to adjust SFX **down** or **up**. **Click** on test button to test sound level.
- Crowd Volume move from **left** to **right** to adjust crowd volume **down** or **up**. **Click** on test button to test sound level.
- Master Volume (DOS Only) move **left** to **right** to adjust all game sound volumes **down** or **up**.

VIDEO CONFIGURATION (DOS ONLY)

General Play allows you the choice to play ARL in high resolution 640/480 or low resolution 320/200. **Click** to choose **high** or **low**.

Replays allows you the choice to view replays in high resolution 640/480 or low resolution 320/200. **Click** right to choose **high** or **low**.

Player Numbers allows you to choose if and when you want players numbers to show during play, and can also be changed during the match. The choices are Player in Possession (of the ball)- **F1**, Human Control (who's being controlled by human players),- **F2**, All Players- **F3** or None At All- **F4**.

LOCATION DATA FILES

An option which allows you to change where replays, games and other configuration data are saved.

RESTORE TEAM NAMES

If you change player names you can use this option to restore them to their original default names.

KEYBOARD CONFIGURATIONS

Press the key you wish to assign to the described action.

JOYSTICK DETECTION (DOS ONLY)

Detects the number of joysticks you have plugged in, and whether they are multigrip or not.

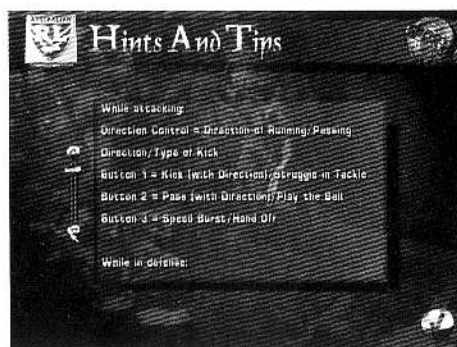
JOYSTICK CONFIGURATION

This option helps you to decide which button performs which action.

FILE MANAGEMENT

This option allows you to delete saved games/replays.

HINTS AND TIPS



Select this option to reveal the Control Summary and tips on the game.

QUIT TO DOS/WIN 95

To leave Australian Rugby League, **click** on the **tick** with this option highlighted. You're asked to confirm this decision; move **left** or **right** to highlight **Yes** or **No** and **click**.

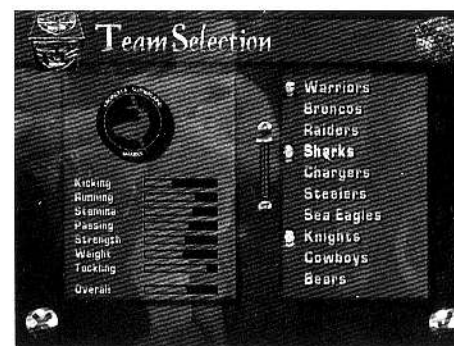
SELECTING TEAMS

TEAM SELECTION SCREEN

The Team List is on the **right** and the first team is highlighted. The number of teams you have to choose from depends upon the Play Mode.

On the **left**, the **Statistics Window** displays the highlighted team's club flag and its strengths and weaknesses in seven skill categories: kicking, running, stamina, passing, strength, weight and tackling. There is also a final overall category. In each case the longer the bar, the better the performance in that aspect of the team's play.

TO SELECT A TEAM



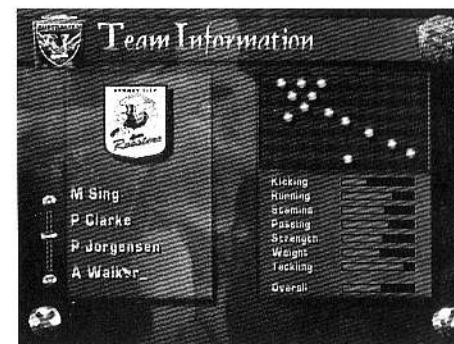
Move **up** or **down** to highlight any one of the assembled national teams from the Team List.

Click to select a team for human control and a face icon appears beside the team name to indicate that the team is controlled by a human player. **Click** a **second time** if the computer can control teams and a computer icon appears beside the team name. Either way, further **clicking** de-selects the team.

LEAVING TEAM SELECTION

When you've finished selecting teams, **click** on the **tick**.
In a Final competition, you see the match fixture tree (see Final Play).

TEAM INFORMATION SCREEN



In the **Players Window** is a list of the thirteen players about to take the pitch. The Full Team option above the player names is selected, the whole team is highlighted on the pitch diagram and the Full Team skill ratings displayed in the **Stats Window**. Skill rating categories are exactly as they were on the **Team Selection** screen. Move **up** or **down** to select **Forwards** or **Backs**. For a look at individual player skills, move **up** or **down** through the list of player names in the **Players Window**. A selected player's position is

highlighted on the pitch diagram and his skill ratings displayed in the **Stats Window**. The skill ratings change accordingly, allowing you to analyse the strengths and weaknesses of individual players, key groups of players, or the whole team.

LEAVING THE TEAM INFORMATION SCREEN

Click on the **tick** to return to the **Team Selection** screen.

LEAGUE PLAY

In Australian League play, all the teams play one another once and then have three random games to determine which one will carry off the league championship title. An Australian League is made up of all 20 teams available from the **Team Selection screen**. In the European League there are only twelve teams and each team plays one another once. If the user chooses less than this, the remaining slots are filled by teams controlled by the Computer.

When you've finished selecting teams for your league, **click** on the **tick** to leave the **Team Selection screen**. Next, the **League Standings screen** shows you all the teams that make up the league; user-selected teams appear complete with human faces.

Click and the **League Fixtures screen** displays the matches for week 1 of the championship. If you have one or more teams selected for player control, **clicking again** takes you to the **Control Setup screen** (see Choosing Controllers). Otherwise, with all the teams under Computer control you are presented with the **Results screen**.

AFTER A LEAGUE GAME

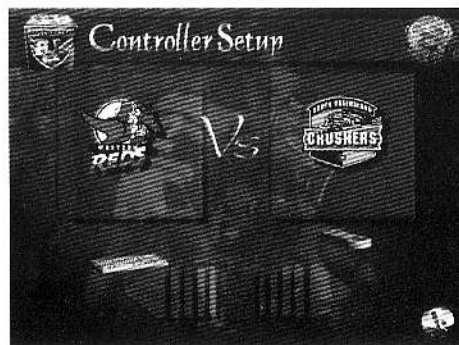
On leaving the **End of Game screen**, you will be presented with results and scores. **Click** on the **tick** to move on.

FINAL PLAY

AFTER A FINAL GAME

On leaving the **End of Game screen**, you will be presented with fixtures, results and scores. **Click** on the **tick** to move on.

CHOOSING CONTROLLERS



At the **Control Setup screen**, the keyboard icon (if you have less than four joysticks connected) and joystick icon (if any are connected) occupy the neutral position in the centre of the screen.

TO ASSIGNED CONTROLLER

Use the cursor keys to move **left** or **right** to move the keyboard icon under the name of the team you want to control, or move the joystick **left** or **right** to move its icon. If a team is assigned no controller icon, it is controlled by the computer.

When you're happy with your choice of team and control method, **click** for the **Game Setup screen**.

THE GAME SETUP SCREEN



The Game Setup options are as follows:

START GAME

Click and you're on the pitch.

CONTROL SETUP

Move **up** or **down** to highlight this option and **click** for the **Control Setup screen** (see Choosing Controllers). **Click again** when you're ready to return to the **Game Setup screen**.

TEAM ONE STATS

Clicking here takes you to the chosen team's **Information Screen** (see Team Information Screen). Once there, **click** to return to the **Setup screen**.

TEAM TWO STATS

Access Team 2 Stats exactly as you did Team 1 Stats.

CONFIGURATION

See previous Configuration.

EXIT GAME

Move **down** to **Exit Game** and press **click**. You're asked to confirm this decision; move **left** or **right** to highlight **Yes** or **No**, and then press **click**.

Yes takes you back to the **Options** screen, while **No** returns you to the **Game Setup** screen.

ON THE PITCH

PLAYING THE GAME



Rugby League is played by two teams of thirteen players. The object of the game is to ground the oval ball over the opposition goal line for a **try**, worth four points. The ball can only be moved forward by kicking or by a forward run from the player in possession. When passed from hand to hand between players, the ball must go behind the ball carrier. After a **try**, the scoring team follows up with a **conversion** attempt, kicking the ball between the upright posts for an additional two points. The

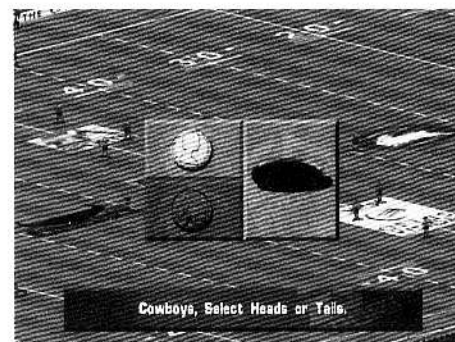
other methods of scoring are **penalty kicks** worth two points and **drop goals**, which are worth one point.

The players are divided into **forwards** and **backs**. These aren't merely attacking and defensive positions - in Rugby League the whole team is involved in attacks and everyone must defend the goal line when not in possession of the ball. The **forwards** are bigger and more powerful; they form a pack in **scrums**. **Backs** must be fast runners and good at handling the ball. When possession is won from a **scrum**, the ball is played out to the **backs** who will pass it wide and try to beat the opposition using their pace.

In this fast-moving, free-flowing game, the ball changes hands often. The team in possession must move the ball upfield quickly by kicking or passing the **ball down-the-line**. The team with the ball have six **tackles** in which to make as much ground as possible, and hopefully score. On the fifth **tackle** the referee signals that the next **tackle** is the last; if the team in possession aren't in a position to score, they may try to kick the ball upfield to make extra ground. If the team in possession can't kick and the player with the ball is **tackled**, a **handover** occurs and the opposition are given the ball.

For an explanation of the words in **bold type** and many other expressions associated with the game, see the Glossary of Rugby Terms at the back of the manual.

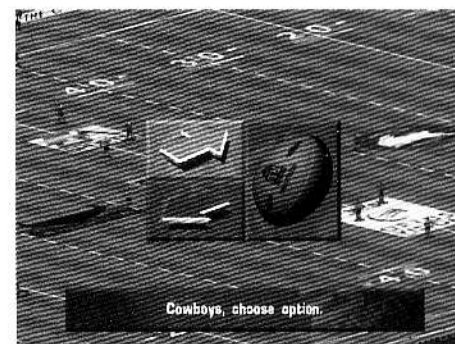
COIN TOSS



At the beginning of every match, the two team captains meet in the centre of the pitch and the referee tosses a coin to decide who kicks off. The **Coin Toss** window appears and the player given the call moves **up** or **down** cursor keys to choose **heads** or **tails**. To stop the spinning coin, press the **Kick** button, **Pass** button or **Speed Boost** button.

Note: When you're playing against the computer, the user-controlled team is always given the call.

IF YOU WIN:

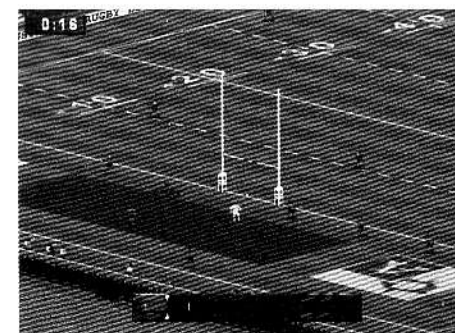


The **Selection options** appear. You can elect to play **upfield** or **downfield**. Move to highlight one of the two options and then select it by **pressing** the **Kick** button.

IF YOU LOSE:

You kick possession away. First you have to wait to see which end your opponent chooses to defend.

THE KICKING METER



Gauge the strength and direction of the kick off, as well as any penalty kicks to touch or on goal, using the **Kicking Meter**.

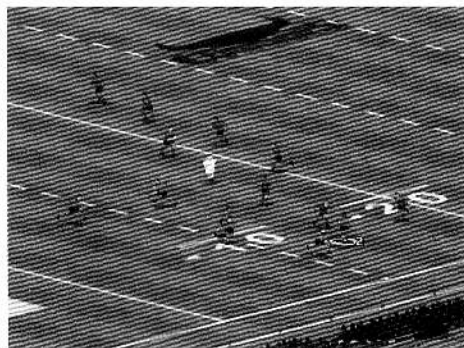
Use the cursor keys to position the kicker, and then **press** the **Kick** button or the **Pass** button to **start** the power bar in motion. **Press** the same button for a **second** time when the power bar has reached sufficient strength. The **third** button **press** determines the accuracy and nature of the kick,

Kick for low kick, Pass for medium kick and Speed Burst for high kick.

On the **third button press**, stop the power bar's descent as close to the Accuracy Point as possible. The kick is then launched into the air.

The Accuracy Point is the mark at which you need to stop the power bar as it descends; the stronger the kick, the more rapidly it descends. Any deviations away from the Accuracy Point are punished by an inaccurate kick. The control bars either side of the Accuracy Point allow you to veer the kick **left** or **right**; the stronger the kick, the narrower the control bars become.

INTO ACTION

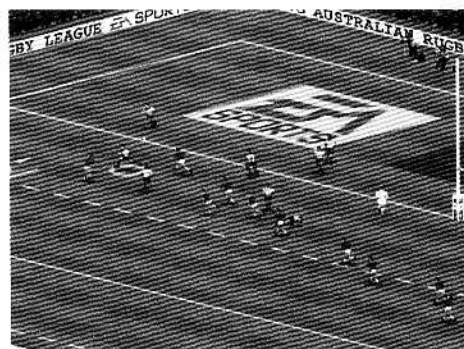


From the kick off, any player can run with the ball, preferably toward the opposition goal line. A user-controlled player stands on a coloured highlight, which becomes solid when the player has possession of the ball.

Move **up**, **down**, **left** or **right** to control the direction of the player with the ball.

Press the **Speed Burst button** (or the **Kick button** and the **Pass button** on a two button joystick) to give the player with the ball a burst of speed.

PASSING



Unless the player you're controlling is very fast, he doesn't get very far before the opposition move in to tackle him. If you actually want to make progress up the field, you'll have to start passing the ball from team-mate to team-mate. Press the **Pass button** to pass the ball, and move **left** or **right** to control the direction of the pass. The length of time that the button is held determines the strength of the pass. You take immediate control of the player receiving the ball.

To fake a pass, press the **Pass button** without moving.

KICKING

DROP OUT

If a defending player kicks or carries the ball over the dead-ball line or touches

down in his own in-goal area, play is restarted with a drop-out from between the defending team's goal posts.

If an attacking player is responsible for putting the ball dead over the goal-line, or if he infringes in the in-goal area, play restarts with a drop-out on the 20m line.

Use the **kicking meter** to control drop-outs (see The Kicking Meter).

FINAL TOUCH

Extra distance can be gained by kicking the ball into touch, which results in a scrum taken parallel to where the ball went out of play. The ball must bounce infield before it goes into touch; if it goes out 'on the full' the scrum occurs where the ball was kicked. At the subsequent scrum the non-kicking team get the feed.

After the fifth tackle, if there's little chance of a scoring opportunity, it's a good idea to kick the ball upfield to gain extra distance, as long as it doesn't go out on the full.

Press and hold the **Kick button** and move in the direction of the touch line. Release the **Kick button** to kick the ball to touch or, if you're close enough, an attempted drop goal.

Note: In Rugby League you can only kick the ball directly into touch when awarded a penalty, controlled using the **kicking meter** (see The Kicking Meter). The kicking team then restarts play with a tap-kick where the ball went into touch.

GRUBBER KICK

If the opposition are close by, they might charge down a kick into the air. A grubber kick along the ground gives you the opportunity to run past the opposition and hopefully regain possession.

Press and hold the **Kick button** and move in the direction of play (**left** or **right**). Release the **Kick button** to grubber kick the ball forwards.

UP AND UNDER

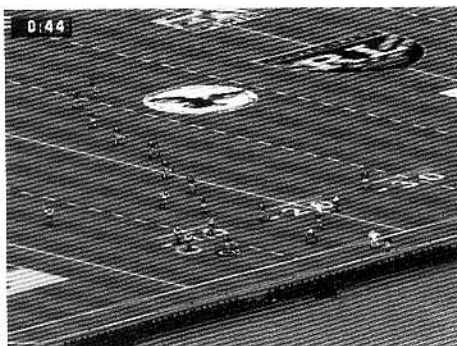
Press and hold the **Kick button** and move against the direction of play (up or down) for a very high kick with little territory gain.

DEFENDING

However good you are at controlling the player with the ball, eventually you're going to concede possession to the opposition. Then it's up to you to stop them scoring, and win the ball back to mount your own attack.

The cornerstone of good defensive Rugby is good, hard tackling. If your players let the opposition break through tackles, they can gain yards and easily take up scoring positions.

Press the **Kick button** to switch control to the player nearest the ball.



Press the **Speed Burst** button (or the Kick button and the Pass button on a two button joystick) for speed burst to chase the ball carrier. Press the **Pass** button and the user-controlled player dives for a tackle. The nearer you are to the target player, the more effective the tackle.

THE PLAY-THE-BALL



In Rugby League the attacking team has five play-the-balls to make as much ground as possible (and hopefully score). After the fifth the referee signals the 'fifth tackle' and the team with the ball generally kick upfield to earn extra distance. If caught in possession on the sixth tackle, a handover occurs and the defending team are given the ball at the point of tackle.

After each completed tackle, the attacking player stands and plays the ball back to a team-mate (called the 'acting half-back') using the sole of his boot. The player who will receive the ball takes up position behind the tackled player. To play the ball to the acting half-back, press the **Pass** button while directing the joystick in the desired direction.

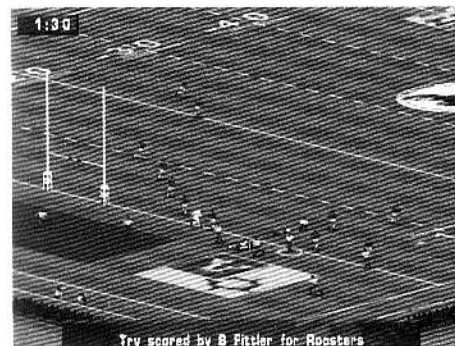
As soon as the ball has been played, you take control of the player who receives the ball. Don't go trying to run the entire length of the pitch the moment the ball is played to you - pass it to one of your team-mates before an opposition player buries you.

SCORING

The point of all your approach play is to get into a position to score. In Rugby, points can be accumulated by two basic methods: kicks and tries.

TRIES

To score a try, worth four points, a player must ground the ball in his opponent's goal area (that's the area behind the goal posts, between the goal line and the dead ball line).



When you cross the opposition goal line, press the **Kick** button, the **Pass** button or the **Speed** button to ground the ball for a try.

After a try and conversion attempt, play returns to the centre spot for the kick off (see Kicking Off).

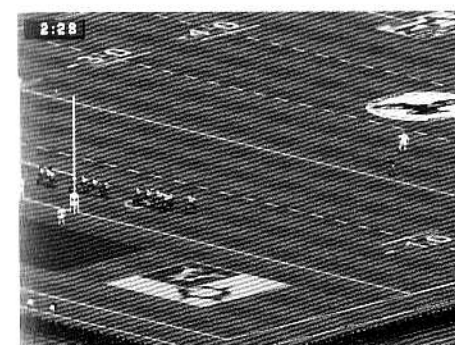
KICKS



Although not as spectacular as tries, the points scored by kicking will be essential to the result of the game. For a kick to count, the ball must go between the upright goal posts, above the level of the cross-bar. Too wide or too low and it's tough luck.

There are three different scoring kicks:

CONVERSIONS

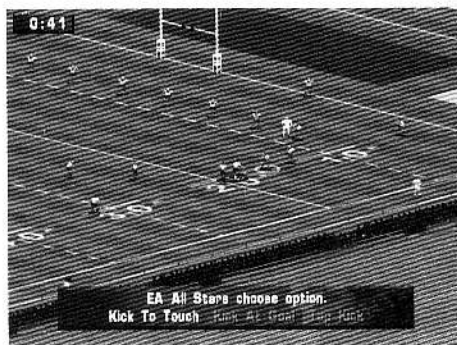


After every try, the scoring team gets the chance to kick for goal and earn themselves an extra two points. The ball is automatically positioned parallel to where the ball was grounded and the opposition line up on the goal line; they cannot move forward until the kick has been taken. The kicker comes up to take the kick which is controlled using the **kicking meter** (see The Kicking Meter).

After a conversion, whether successful or not, play returns to the centre spot for the kick off (see Kicking Off).

EA SPORTS Tip: If the goal posts are out of sight you can still kick the conversion, but make certain that you hit the Accuracy Point dead on. You can make the conversion attempt easier by grounding the ball as near to the posts as possible when you score a try.

PENALTY KICKS



When awarded a penalty, you're given the option to kick for touch, kick for goal or tap kick (see Infringements). You select these by highlighting the text and **pressing any action button**. A converted penalty is worth two points.

The ball is automatically placed where the offence occurred and the opposition retreat 10 metres; they cannot move forward until the kick has been taken. The kicker comes up to take the kick which is controlled using the kicking meter (see The Kicking Meter).

After a successful penalty kick, play is restarted from the centre spot.

After an unsuccessful penalty attempt, if the ball goes dead in-goal play restarts with a drop out from the 20m line.

DROP GOALS

Drop goals are worth only one point, but they can be vital in close contests. A drop goal comes from open play, with players crowding around you and the opposition anxious to take you down. As there's no chance to run-up, drop goal attempts need to be closer to the goals than penalty kicks or conversions.

Any player can attempt a drop goal. To execute a drop, manoeuvre the player with ball into the best position using the keys or joystick. **Press the Kick button** and the player kicks in the direction of the sticks.

After a successful drop goal, play is restarted from the centre spot.

After an unsuccessful drop attempt, play continues.

THE SCRUM



Both sets of forwards form a scrum. The ball is put into the scrum by the scrum-half of the non-offending team, and then it's the job of the forwards to gain possession by raking the ball back into their half of the scrum.

Press the Kick button or the **Pass button** to throw the ball in between the two sets of forwards. Now move to control the movement of the scrum. **Press** in the direction of play to push, and **left** or **right** to turn the scrum.

When possession has been won, the scrum-half moves into the best position behind the scrum to distribute the ball to the backs. **Press the Kick button** or the **Pass button** to release the ball to the scrum-half at the back of the scrum.

INFRINGEMENTS

A penalty is awarded to the non-offending team for infringements the referee observes. Technical infringements includes off-sides. Penalties are also awarded for dangerous play, such as late or high tackles and violent conduct. The penalty is always taken from where the offence took place and the offending team must immediately retreat 10 metres.

When you're awarded a penalty, you're given three options: kick to touch, kick at goal or tap kick. Move **left** or **right** to highlight an option, and then **press the Kick button** or the **Pass button** to select. If you kick for goal and are successful you score two points. If you kick for touch the ball is kicked out over the touchline and play is restarted with a tap kick 10m in from where the ball went out of play. A tap kick can be taken from the point where the penalty was awarded if there is no advantage to be gained from kicking (e.g. within 10m of the opposition goal line).

Having chosen to kick, play restarts with the ball at the point of the infringement, and the player lined up as if to kick for goal. If left this way, the resultant kick is a place kick for goal. If you move the player **left** or **right** so that he's no longer lined up with the goal, the player punts the ball in the direction he's facing.

OFF-SIDE

In Rugby League, a player is in an off-side position if he's forward of a team-mate who has the ball, or of the team-mate who last played the ball. Players who find themselves off-side raise their arms above their heads to indicate that they don't want the ball, and run back on-side.

Off-side is not given unless the player is interfering with play.

KNOCK-ON

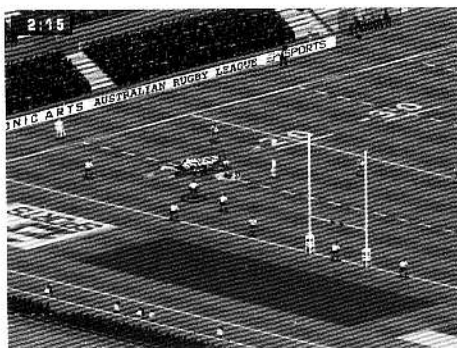
If a player fails to hold a pass and knocks it forward along the ground with a hand or arm, a scrum is awarded against the offending player.

FORWARD PASS

In Rugby League, all passes have to be played behind the ball carrier. A forward pass results in a scrum to the non-offending team.

PAUSE SCREEN

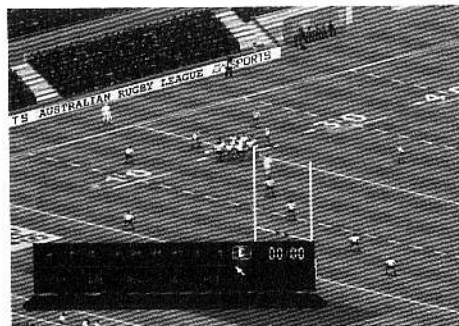
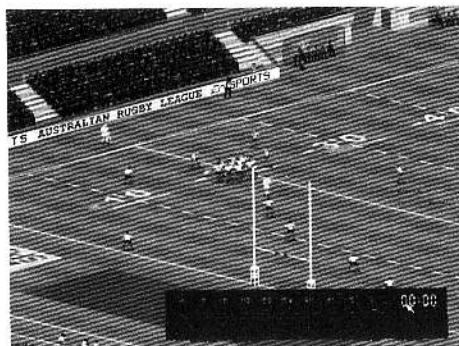
You can **pause** the game at any point by **pressing the space bar**. However there is a more



RESUME GAME

Click with this option highlighted and it's back to the action.

VIEW REPLAY



active way of pausing the game.

Pause the game at any time after the kick off by pressing **Escape**. The **Game Setup** screen appears with the following additional options:

Move **up** or **down** to **View Replay** and then **click** for the **View Replay** screen. The game is paused ready to replay the recent on-pitch action. There's an **Editing Suite** panel that can be placed out of the way of the action, showing the replay controls.

Move **up** or **down** highlight a Replay Bar option, and **click** to activate the selected option.

From **left** to **right** the Replay options are: Return to Pause Menu, Play (normal speed), Single Frame Advance, Play (half speed), Fast Forward, Fast Rewind, Rewind (half speed), Single Frame Reverse, Rewind (normal speed) and Edit.

Highlight **E** and **click** to reveal the **Replay Editor**. Move **left** or **right** to highlight an Edit option, and **click** to activate the selected option. From **left** to **right** the Edit options are: **Cut**, **M1**, **M2**, **In** and **Out**.

SAVE REPLAY

To preserve an edit or Instant Replay for posterity, highlight **Save Replay** and **click**. The **Save Replay** screen appears. There are 10 replay slots; to occupy a slot, move **up** or **down** and simply type in a name for your replay footage. The **Not Used** message changes to the date on which the replay was saved and the name you typed in. For info on viewing a replay at a later date, see Play Mode - View Replays.

Click to return to the **Pause Menu**.

FOUL RECORD

Highlight Foul Record and **click** for the **Foul Record** screen. The number of infringements committed by both teams is recorded in several categories: illegal tackles, knock-ons, forward passes, off-sides, time wasting and total fouls.

When you've decided who has the dirtiest team, **click** on the **tick** for the **Pause Menu**.

SCORE RECORD

Highlight Score Record and **click** for the **Score Record** screen. Listed are the number of tries scored, conversions/attempts, dropped goals and penalties/attempts. At the bottom are both of the teams total scores.

Having celebrated your success (or lack of it), **click** on the **tick** to return to the **Pause Menu**.

POSSESSION RECORD

Move **up** or **down** to Possession Record and **click**; the **Possession Record** screen opens. The Possession bar shows one team's superiority over the other in terms of the time spent with the ball. The **Territorial Advantage** bar demonstrates whether one team managed to camp out in the opposition half or not. The **Possession Record** screen also details the number of Scrums won by either side.

To return to the **Pause Menu**, **click** on the **tick**.

HALF TIME

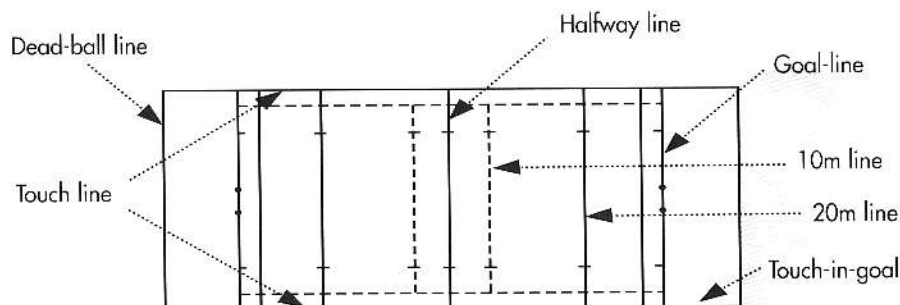
At half time the players leave the pitch for slices of oranges. The **Half Time Screen** then opens displaying the current score; **click** on the **tick** for the **Game Setup screen**, which has the same options as when the game is paused (see Pause Screen).

END OF GAME

When the match is done, when the battle's lost and won, the players race to the dressing room for a steaming hot bath. The **Results Screen** then gives you the final score; **click** on the **tick** for the **Game Setup screen**. This is as per the **Pause Screen**, except in League games where Continue League replaces Exit Game at the top of the screen.

Clicking on the **tick** takes you to the **League results screen** from where you can return to your sequence of League games (see League Play). After League game, you are given the chance to save the sequence of games to continue at a later date. At the **Save Game screen**, use the **up/down** cursor keys to highlight one of the 20 Save Game slots and then type in a name on the keyboard. The **Not Used** changes to the date on which the replay was saved and the name you typed in. For information on continuing a saved game at a later date, see Play Mode - Load Game.

THE FIELD OF PLAY



10m LINE

A broken line 10m from the halfway line, parallel to the goal line. When the ball is kicked off every player in the defending team must be behind this line. From the kick off the ball must travel at least as far as the 10m line.

20m LINE

A line 20m from and parallel to the goal line.

DEAD-BALL LINE

Out of bounds line at the back of the in-goal area.

GOAL-LINE

Line at either end of the pitch where the goal posts are positioned and over which the ball must be grounded to score a try.

HALFWAY LINE

A line parallel to the goal lines halfway down the pitch from where the ball is kicked off.

IN-GOAL

The area at either end of the pitch between the goal line and the dead ball line where the ball must be grounded before a try is awarded.

IN-TOUCH

The out of bounds area over the touch line on either side of pitch.

IN-TOUCH-IN-GOAL

The ball goes over the touch line in-goal.

TOUCH-IN-GOAL

The part of the touch-line that extends behind each goal-line.

TOUCH LINE

The lines running down either side of the pitch that divide it from the surrounding touch area.

A GLOSSARY OF RUGBY TERMS

BACKS

The players in the back division are the halfback, three-quarters, wingers, five-eighth and full back. They must try to out-pass and out-pace the opposition backs when in possession and so need to be fast runners, supremely fit and extremely good at handling the ball.

CONVERSION

The try-scoring team can earn themselves an additional two points with a successful conversion. A conversion can be taken anywhere on a line parallel to where the ball was grounded. In Rugby League all scoring kicks must go over the cross-bar and between the goal posts.

DROP GOAL/FIELD GOAL

During open play an attacking player kicks the ball between the upright posts of his opponents goal. The ball must be dropped from the hands and kicked after the first bounce. This is worth one point.

DROP KICK

The ball is dropped from the hands and kicked on the first bounce. Used as a means of restarting play and as an additional scoring option.

FEEDING

Putting the ball into a scrum. It goes into the middle of the tunnel between the two sets of forwards. Although having the put-in is an advantage, the ball must not be put-in towards your own set of forwards.

FORWARDS

The forwards must win possession from scrums. They need to be big, strong, powerful players with the courage to dive in where arms and feet might be flying. When the ball has been won it is passed out to the backs.

FULL BACK

The full-back is the last line of defence when every other player has been beaten. He must be able to catch high balls and tackle ferociously to prevent a try from being scored.

GRUBBER KICK

A short kick along the ground designed to kick through the opposition.

HALF TIME

The first forty minutes of the game are over; both teams leave the field of play for ten minutes and change ends when play resumes.

HANDOVER

After six tackles the team in possession of the ball must hand it over to their opponents at the position where the last tackle occurred.

KICK AT GOAL

This is an attempted kick from a penalty, worth two points if it successfully goes between the two uprights above the level of the crossbar.

KICK-OFF

Each half of the game commences with a kick-off from the centre of the pitch. The kick must cross the opposition 10m line and every player on the kicker's team must stay behind the kicker until the ball is struck.

OFF-SIDE

When a player is stranded further up the pitch than a team-mate who has played the ball, he is off-side. He is unable to legally touch the ball or interfere with play.

PASSING DOWN-THE-LINE

The team in possession pass the ball laterally to their team-mates in an attempt to get around the opposition. The quickest runners on a Rugby League team are generally the backs, and the quickest backs usually occupy the wing positions on the extreme left and right of the pitch.

PENALTY

Awarded for infringements of the laws (see Infringements). Results in a kick to touch, tap kick, or kick at goal. If a penalty kick is successful, it is worth two points.

PLAY-THE-BALL

A two-man scrummage used to decide possession after a completed tackle. The tackled player faces the opposition goal-line, puts the ball on the ground and quickly plays the ball back with the sole of his boot to a team-mate offering support. Every other player on the attacking side must retreat 5m and every other defending player must withdraw to a distance of 10m.

SCRUM

Short for Scrummage. A method of deciding possession following an infringement. Both sets of forwards bind together and lock heads with the opposition. The non-offending team has the **put-in** and then the forwards attempt to push their opponents off the ball. The team that wins the scrum gains possession of the ball and plays it out to the backs.

HALFBACK

This is one of the most important positions in Rugby League, as the scrum-half links the forwards with the backs. The scrum-half also distributes the ball when won from scrums.

TACKLING

A player is tackled when he is held by an opponent and brought to the ground. A tackle must be below the height of the shoulders, and shirt pulling is penalised.

TOUCH-DOWN

When a defending player touches the ball down in his own goal area, play is restarted with a drop-out towards the attacking team from between the posts.

TRY

Placing the ball down in your opponents goal area, worth four points.

UP AND UNDER

A kick that goes very high up into the air, but gains little ground going forward. Used to put the full back under pressure and get team-mates in position to threaten the defence.

CREDITS

- Development by: The Creative Assembly
- Lead Programmer: Tim Ansell
- Programmers: Clive Gratton, Jon Slater
- Artists: Will Hallsworth, Alan Ansell
- Music: Rainbow Productions
- Executive: Paul Rayner Brown
- Composed by: Richard Britain
- Guitars by: Big Jim Sullivan
- Sound FX: Bill Lusty
- Executive Producer: George Fidler
- Producer: Mike de Plater
- Technical Producer: David Burton
- Product Manager: Darren MacBeth
- Licensing: Alan de Plater
- Documentation: Mark Casey, Matthew Miles Griffiths
- Documentation Design: Anita Legg
- Lead Tester: Robert Charlish
- Testers: Matt Price, Julian Glover, Darren King,
Darren Tuckey, Darren Potter
- Quality Assurance: Simon Romans
- Play by play Commentary: Ray Warren
- Video Commentary: Paul Vautin
- Special Thanks To: Brad Fittler, Wayne Beavis, Sports
Direction, Andy Johns.

In dedication to the memory of Angelo Cusumaro who pioneered the video game industry in Australia.

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World Wide Web: Access our web site at <http://www.ea.com>

FTP: Access our FTP Site at <ftp.ea.com>

If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:
Electronic Arts Pty. Ltd., Po Box 432
Southport QLD 4215, Australia.

In the **United Kingdom** contact:
Electronic Arts Pty. Ltd., Po Box 835
Slough SL3 8XU, UK
Phone: (753) 546465

In **Australia:** Gameplay, Hints, and Tips Line Phone: 1 902 262 062 (\$1.00 per minute) ITMS
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