

**EA**  
**SPORTS™**

# **RUGBY**

## **2004**

EVERYONE  
**E**  
CONTENT RATED BY  
ESRB



**WARNING: READ BEFORE USING YOUR  
PLAYSTATION® 2 COMPUTER ENTERTAINMENT  
SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- ❖ This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- ❖ Do not bend it, crush it, or submerge it in liquids.
- ❖ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ❖ Be sure to take an occasional rest break during extended play.
- ❖ Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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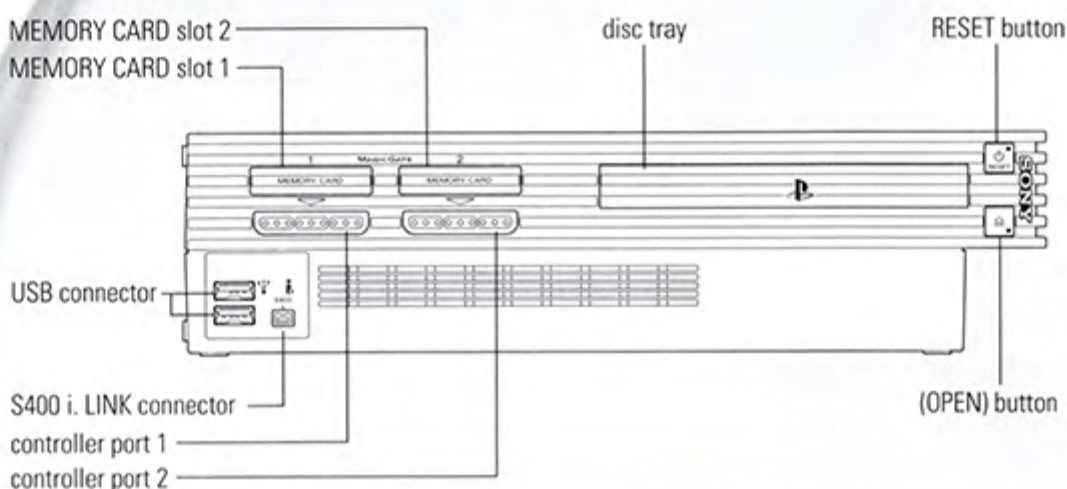


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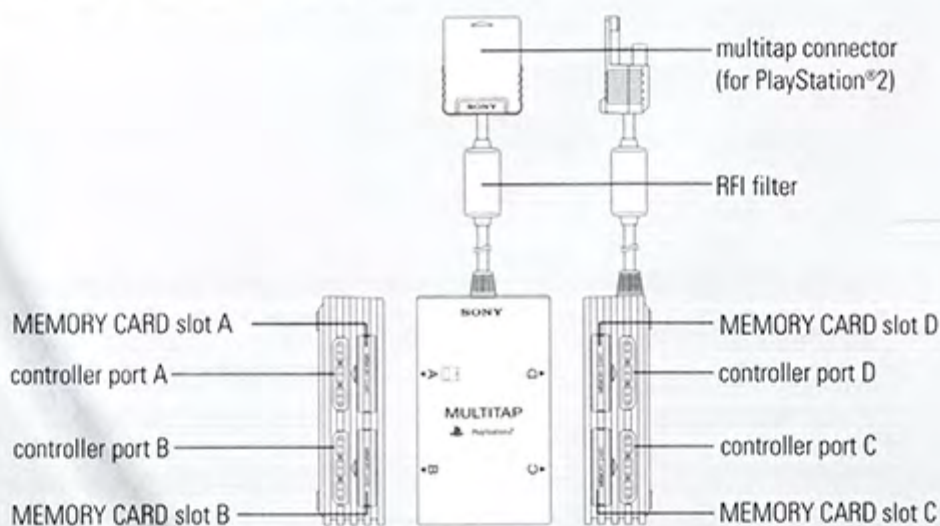
# GETTING STARTED

## PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the *EA SPORTS™ Rugby 2004* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

**NOTE:** When using the Multitap (for PlayStation®2), a controller must be connected to controller port 1-A.

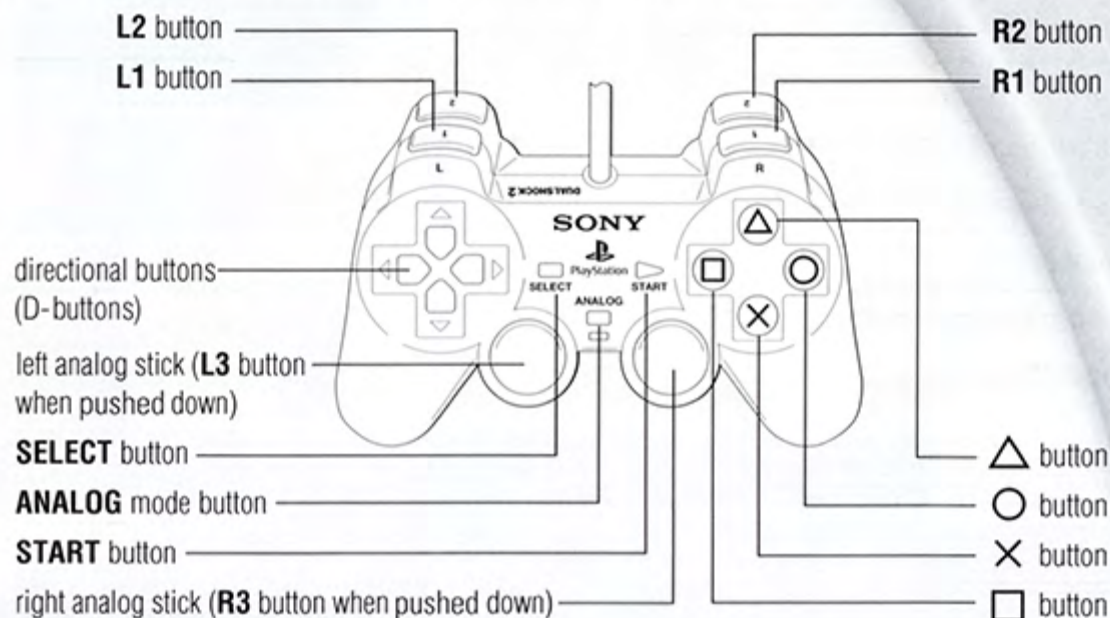


**NOTE:** Up to four players can play *EA SPORTS Rugby 2004* using the multitap.

# COMMAND REFERENCE



## DUALSHOCK<sup>®</sup> 2 ANALOG CONTROLLER CONFIGURATIONS



## MENU CONTROLS

<b>Highlight</b> menu item	D-button ↕
<b>Change</b> highlighted item	D-button ↔
<b>Select/Go</b> to next screen	× button
<b>Cancel/Return</b> to previous screen	△ button

**For more info** about this and other titles, visit EA SPORTS™ on the web at [www.easports.com](http://www.easports.com).



# BASIC CONTROLS

These are the controls for the basic actions performed in open play during a match.

❖ For information on ALL game controls, > *Complete Controls* on the next page.

## GENERAL GAMEPLAY

<b>Run</b>	D-button or left analog stick
<b>Punt/Drop kick/Dive tackle</b>	⊗ button
<b>Up-and-under</b>	Ⓚ button
<b>Grubber kick</b>	△ button
<b>Hand-off/Defensive touch down/Dive on ball</b>	Ⓞ button
<b>Pass left/right</b> (tap for short pass/hold for long pass)	L1 button/R1 button
<b>Sprint</b>	R2 button (hold down)
<b>Sidestep/Change controlled player</b>	L2 button
<b>Pause game</b>	START button

- ❖ When you're within diving distance of the opposition's in-goal area, press the ⊗ button, Ⓚ button, Ⓞ button, or △ button to score a try.
- ❖ Pick up the ball by running over it when it is loose.
- ❖ Perform a normal tackle by running into the player in possession.

# COMPLETE CONTROLS



When you play *EA SPORTS Rugby 2004*, controls perform different actions in a match depending upon the current phase of play. For example, different options are available to you when you have the ball in open play and when you are involved in a ruck or a maul. The tables below explain which controls come in to play during these different periods of the game.

## OPEN PLAY

### GENERAL MOVES

Run	D-button or left analog stick
Sprint	R2 button (hold down)

### WITH THE BALL

Short pass (left/right)	L1 button/R1 button
Long pass (left/right)	Hold L1 button/R1 button
Dummy pass	L1 button, then R1 button or R1 button, then L1 button (before ball is released)
Sidestep	L2 button
Punt/Drop kick	⊗ button
Up-and-under	⊠ button
Grubber kick	△ button
Hand-off	⊙ button
Try	⊗ button, ⊠ button, ⊙ button, △ button (within diving distance of the opposition's in-goal area)



**TIP:** Try attempts can fail if opposing players are too close to the ball carrier.

### WITHOUT THE BALL

Pick up ball	Run over loose ball
Defensive Touch Down/Dive on ball	⊙ button
Tackle	Run into player in possession of ball
Dive tackle	⊗ button
Change controlled player	L2 button



## KICKING IN OPEN PLAY

Punt/Drop-kick	⊗ button
Up-and-under	Ⓚ button
Grubber kick	Ⓛ button
Direction/Distance	D-button/left analog stick

❖ In order to get on the end of a kick, follow the directional arrow.

## SET PLAY KICKS

Kick	⊗ button
Direction	D-button/left analog stick ⇔
Distance	D-button/left analog stick ⇕
Elevation	right analog stick ⇕

❖ "Set Play" kicks refer to kickoffs, drop-outs, and punts resulting from penalties and free kicks.

## GOAL KICKS

Power	Press ⊗ button twice
Elevation	D-button/right analog stick ⇕
Direction	D-button/left analog stick ⇔
Curl kick left/right	L1 button/R1 button

## KICK METER



Sweet Spot

For a kick at goal, there are four steps to follow in order to hit the target:

- ➔ Press the D-button/left analog stick ⇔ to position the flight arrow and aim the kick.
  - ➔ To change the curl of the ball, press the L1 button or R1 button.
  - ➔ Press the D-button/left analog stick ⇕ to adjust the elevation of the kick.
  - ➔ To kick the ball, press the ⊗ button to start the kicking meter. Press the ⊗ button again when the meter hits the sweet spot.
- ❖ The direction of curl is determined by the kicker's dominant foot.
- ❖ The speed of the kicking meter and size of the flight arrow are dependent upon the kicking ability of the player. When using players with less ability, the speed of the meter and size of the arrow increase, reducing the chances of an accurate kick.



## TAP KICKS

Tap, pick up and run forward	⊗ button
Tap, pick up and pass left/right	L1 button/R1 button



## PACK PLAY (SCRUMS, RUCKS, AND MAULS)

### SCRUMS

Feed/Initiate move	⊗ button
Angle feed	R3 button
Pack push	D-button/left analog stick ⇔
Initiate drive	⊙ button
Wheel left/right	L1 button/R1 button
Hook	⊠ button
Collapse scrum	Tap R3 button
Flankers peel off scrum left/right (when the ball is won by the opposing team)	L2 button/R2 button

**NOTE:** Angling a feed and hooking/pushing too early are illegal moves and could result in the concession of a free kick.



### TIPS:

Removing your flankers too early significantly reduces pack weight, increasing the chances of your pack being driven back.

Timing your push to perfection significantly increases your chances of winning scrums against the head.

## SET PLAY SELECTION IN SCRUMS

When a scrum is awarded you can choose from a variety of offensive and defensive set plays, depending upon whether you have the put in.

- Press the D-button to select a play, then press the **X** button to select.
- When a scrum has formed, press the **X** button (if you are putting the ball in), the **Y** button plus the D-button/left analog stick **↔** to drive and, if necessary, the **Z** button to hook the ball back to your scrum-half.
- To begin the set play you selected, press the **X** button.

**NOTE:** The scrum must be relatively stationary to enable the scrum-half to initiate a move.

### HOOKING

This is the best method of winning possession of the ball in scrums. When the ball is hooked (dragged back), it is automatically transferred to the back of the scrum by your forwards, allowing the scrum-half to pick it up and use it. It is especially important to hook when involved in scrums against the head (when the opposition puts the ball in).

### WHEELING

You can "wheel" the scrum to control the point where the ball exits. For example, if you have possession and are near the goal line, you can wheel it to one side so your scrum-half has less distance to dive over for a try. Alternatively if the opposing pack has possession you can wheel the scrum up to 90 degrees (wheeling past 90 degrees is illegal) in order to make the ball more accessible to your players when it exits or maneuver it so that the opposing scrum-half receives the ball in an area where it is difficult to set up an attacking move. Wheeling is also a good tactic when your scrum is put under pressure by a superior opposition pack.

### ***RUCKS (ATTACKING)***

Pick up & pass to backs left/right	L1 button/R1 button
Pick up & pass to forwards left/right	L2 button/R2 button
Pick up & run left/right	<b>Z</b> button/ <b>Y</b> button
Scrum half kick	<b>A</b> button

- ❖ If you take too long to free the ball from a ruck, the referee awards a scrum to the opposition.



### **RUCKS (DEFENDING)**

Kill ball	Hold R3 button
Bind extra player	Ⓚ button
Withdraw players	Ⓛ button

❖ Killing the ball in a ruck is a useful tactic when short on defense. On offense, grabbing the ball is a good way of gaining possession as well. However, both are illegal and, if caught, could result in a penalty and a caution for the player involved.

### **MAULS (ATTACKING)**

Pack push	Directional button/left analog stick ⇄
Initiate drive	Ⓞ button
Pick up & pass to backs left/right	L1 button/R1 button
Pick up & pass to forwards left/right	L2 button/R2 button
Second row pick up and run left/right	Ⓚ button/Ⓞ button
Collapse	R3 button
Scrum half kick	Ⓛ button

### **MAULS (DEFENDING)**

Pack push	Directional button/left analog stick ⇄
Collapse	R3 button

**NOTE:** You must keep the ball moving in a maul or your team will be penalized.

### **LINE OUTS**










Throw to nearest/middle/furthest receiver	Hold and release × button/Ⓞ button/ Ⓛ button
Make nearest/middle/furthest receiver jump	D-button ↓, ⇄, ↑
Angle throw	R3 button

- ❖ The resulting play depends upon the option selected before the line out.
- ❖ Angling a throw is illegal and could result in a free kick.

## SET PLAY SELECTION IN LINE OUTS

❖ For an explanation of line outs, > *Glossary* on p. 24.








### TO CARRY OUT AN OFFENSIVE LINE OUT:

1. Press the D-button (and the  button) to select an attacking line out play from the available options.
2. Hold the button that corresponds to the player you wish to receive the ball ( button,  button, or  button). Depending upon the option you have chosen, the move displayed for that button will be played out.
3. Press the D-button , , or  to make the intended receiver jump.
4. Release the throw button to coincide with the jump. If the throw is well timed, the player wins the ball and the selected line out play takes place.



**TIP:** Confuse the opposition by changing the receiver (swapping the D-button you are pressing) while waiting to throw the ball.

### TO CARRY OUT A DEFENSIVE LINE OUT:

1. Press the D-button (and press the  button) to select a defensive line out play from the available options.
  2. Hold the button that corresponds with the intended move ( button,  button, or  button). Depending upon the option you have chosen, the move displayed for that button will be played out if possession is gained from the line out.
  3. Press the D-button , , or  to make one of the players highlighted in the selected line out play challenge for the ball.
- ❖ When defending line outs, it is a good idea to select a catcher one man in front of the opposition's receiver to increase your chance of intercepting the ball.



# SETTING UP THE GAME



## SELECT USER PROFILE

Select a custom User Profile and "Get in the Game."

## CREATING A NEW USER PROFILE

- **To create a new profile**, select **EMPTY** from the User Profile overlay and press the **X** button. Create for User Profile name and select **DONE** when you have finished. Confirm at the prompt and your profile is created.

## MAIN MENU

**PLAY NOW:** Get onto the pitch as quickly as possible (> *Play Now* below).

**GAME MODES:** Take part in one of the many available club and international tournaments (> *Tournaments* on p. 17), or hone your skills on the Training Pitch (> *Training Pitch* on p. 20).

**OPTIONS:** Change game settings to suit your preferences (> *Options* on p. 20).

**ROSTER MANAGEMENT:** Create and edit new players (> *Roster Management* on p. 21).

**HALL OF FAME:** View your achievements and tournament successes (> *Hall of Fame* on p. 23).

**EA SPORTS EXTRA:** View the *EA SPORTS Rugby 2004* credits.

**NOTE:** Default options are listed in **bold** in this manual.

## PLAY NOW

Select **PLAY NOW** from the Main menu to play a game between teams of your choice in any stadium.

- In the Select Teams screen, press the D-button  $\leftrightarrow$  to highlight the home and away sides. Press the **L1** button or **R1** button to cycle through the teams. Each team's abilities are displayed under their name. When you have selected the desired teams, press the **X** button.

## STADIUM SELECT SCREEN

- Press the D-button  $\updownarrow$  to skip between match options: Stadium, Pitch Type (choices are dependant upon the Stadium selection), Weather, Temperature, Wind and Half Length. Press the **L1** button/**R1** button to cycle between choices; select **CONTINUE** when you're happy with the location and conditions.

## CONTROLLER SETUP SCREEN



The Controller Setup screen allows you to select which team you wish to control and how many players are playing on each user-controlled team. If there is more than one player, you can choose to play co-operatively or in opposition. Depending on your choice, press the D-button ⇄ to position your controller icon to the left (home team) or right (away team) and press the ⓧ button to confirm. Your in-game indicator color is displayed behind the controller icon.

- ❖ A team without a controller icon underneath it when you exit the screen is controlled by the CPU.

From the pre-match screen, you can start the game, tinker with your TEAM line-up and tactics (> *Team Information* below), adjust game OPTIONS (> *Game Options* on p. 20) or QUIT and return to the menu screens.

## TEAM INFORMATION

- Choose TEAM to change your tactics, starting line-up, or current kicker. Select DONE to exit.

### CHANGE TACTICS

Choose to play a BACK-dominated game (> *The Running Game* on p. 14 for an example of how this kind of tactic could be played out), a FORWARD-dominated game (> *The Kicking Game* on p. 15 for a typical example of this style of game) or select a **BALANCED** game that draws on both of the above.

### CHANGE LINE-UP

Each player's Number, current Position and Stamina are displayed next to his name. Press the L1 button or R1 button to cycle through further stats and abilities.

### POSITIONS

**PR**= Prop (Loosehead/Tighthead), **HK**=Hooker, **SR**=Second Row, **FL**=Flanker (Blind-side/Open-side), **N8**=Number Eight, **SH**=Scrum Half, **FH**=Fly Half, **WG**=Winger (Left/Right), **CT**=Center (Inside/Outside), **FB**=Full Back, **RP**=Replacement, Blank=Player is not in the starting lineup or on the bench





## PLAYER ATTRIBUTES

**Speed:** How fast a player can run; **Acceleration:** Speed with which player can turn a jog into a sprint; **Agility:** Ability to change direction and sidestep at pace; **Handling:** Safe hands when catching; **Passing:** Speed and accuracy of passing; **Kicking:** Ability when kicking out of hands; **Goal Kicking:** Ability when kicking a static ball; **Tackling:** How well a player can tackle; **Strength:** A player's power; **Rucking:** How effective a player is in the loose; **Scrummaging:** How good a player's scrummaging technique is; **Hooking:** Ability at hooking the ball from the scrum; **Line Outs:** A player's effectiveness at a line out; **Discipline:** Ability to abide by the laws of the game; **Aggression:** How aggressive a player is on the field.

## SPECIAL ABILITIES

**Command:** Boosts team momentum; **Passer:** Teammates' sprinting rate and handling improves; **Playmaker:** Success rate of set plays improves; **Scoring:** Performs well in key attacking plays; **Goal Kicker:** High success rate at goal kicking; **Tactical Kicking:** Excels at kicking for position; **Crash Ball:** Excels at breaking the gain line; **Tackle Breaker:** Increases chances of breaking the tackle; **Tackling:** More chance of winning the ball in a tackle; **Ball Winner:** Increased likelihood of winning the ball in the loose; **Defensive Org:** The team's defensive abilities improve; **Scrummager:** The team's scrummaging rating improves; **Jumper:** Increases chances of winning line outs.

- To switch two members of your squad, highlight the first player you wish to move and press the **X** button. Then highlight the second player and press the **X** button once more. The players are swapped.
- To change your current kicker, highlight the member of the current first team you wish to hand the responsibility to and press the **X** button.
- ❖ The players in your starting lineup are numbered 1-15, substitutes are 16-22 and reserves (who can not be used in a match) are 23-30.

## OPTIONS

- Select **OPTIONS** to change (or disable/enable) game volumes, the Radar feature, player Names, and Vibration.



# PLAYING A MATCH

Before the match begins, the conditions (Pitch/Weather/Wind) and lineups are displayed.

## TEAM MOMENTUM

Located between the team names in the top left of the screen, the momentum meter displays which team is currently in the ascendancy in the match. It is affected by such factors as the presence of a commanding player, home advantage, previous results and the opposition. In order to build your team's momentum, you must constantly recycle possession while your opponents try to destroy it with big hits and by finding touch. The higher your momentum, the more chance you have of retaining possession at the breakdown point.

## INJURIES AND DISCIPLINE

Even the best-laid plans can be affected by factors beyond your control. For more information on injuries and cautions during a match, > *Injuries* on p. 17 and *Disciplinary Factors* on p. 17.

## THE ADVANTAGE RULE

When an infringement occurs in a match, the referee often plays an 'advantage' (> *Glossary* on p. 24 for a description of this rule). When an advantage is being played, a message appears on screen and a flashing icon appears beside the name of the team it is in favor of. A yellow icon indicates a minor infringement that results in a scrum, while a red one highlights a serious breach that leads to a penalty.



**TIP:** When an advantage is being played in your favor it is a good opportunity to take more risks than usual, because the play is pulled back if it doesn't work.

## HALF TIME/FULL TIME SCREENS

➤ At half time and full time in matches, press the button to see who scored your points, your goal-kicking success rate, and your disciplinary record. Press the button at half time to view the state of your team or make some substitutions. Press the button to continue.

## TACTICS

### THE RUNNING GAME

If your team has fast-running backs and sure-handed players, the best way to score is to make sure the forwards feed the ball quickly to these experts. Dummies, feints, sprinting, and hand-offs are the key elements of the lightning-fast running game. For years this style of play was termed "Southern Hemisphere" rugby, thanks to the skill that the New Zealand and Australian teams exhibited. Recently however, this geographical distinction has become blurred as other nations catch up and adapt. The running game produces fast-flowing, exciting and often very high-scoring games.

When your player has possession, there are a number of options available to you to bypass defenders:

- Press the **R2** button to sprint away from a static defense, or press the button to hand-off attempted tackles.
- Look for gaps in the defensive line. Press the **D**-button to wrong-foot the opposition by quickly changing the direction in which you are running.
- Change the direction of your passing by switching between the **R1** button and **L1** button.



- Bypass receivers on your team by holding the **R1** button or **L1** button. This is a good way of quickly moving the ball and using the overlap to outflank the opposition.
- Confuse tacklers by throwing a "dummy," a move made when a player fakes a pass in one direction but holds onto the ball. Press the **R1** button, then press the **L1** button before the ball is released (or vice versa). The longer you wait to press the second button, the more convincing the dummy is.

## THE KICKING GAME

The kicking game is a game of percentages that relies upon forcing the opposition to make errors. It's best employed by teams with capable kickers and a heavy pack. A kicker often kicks the ball into the opposition's territory while his forwards use their strength to recover it. Good kickers can also put the ball into touch close to the opposition's goal, thus placing the defending team under pressure. Drop-goals and penalties, resulting from forced mistakes from the opposition, further bolster the armoury of teams using the kicking game.

### KICKING FOR TOUCH

Generally a good method of gaining ground, kicking for touch has a number of different consequences depending upon the type of kick and how the ball leaves the field (i.e. whether it bounces before crossing the touchline, indirectly into touch, or leaves the pitch "on the full," directly into touch).

<b>TYPE OF KICK</b>	<b>INDIRECTLY INTO TOUCH</b>	<b>DIRECTLY INTO TOUCH</b>
<b>Kick in open play/free kick (within 22-m line)</b>	Territorial gain only	Territorial gain only
<b>Kick in open play/free kick (outside 22-m line)</b>	Territorial gain only	No gain
<b>Penalty</b>	Territorial/Possession gain	Territorial/Possession gain

**NOTE:** If you gain possession of the ball outside your 22-metre line, then run behind it and kick directly to touch, no ground is gained.

**NOTE:** If the ball is carried out of play, a line out is awarded to the opposition.

## THE TIGHT GAME

The tight game keeps the ball close to the pack and is best employed by teams with strong forwards, a powerful scrum, and an accurate kicker. Short passes off the base of the ruck to charging forwards enable a team to plough their way up the middle of the pitch and control the ball for long periods of the game while continuous big hits weaken the opposition's defense.

### WHEN YOUR PLAYER HAS POSSESSION IN A RUCK:

- Tap the **L2** button or **R2** button to pass short to your waiting forwards.
- Press the **□** button and **○** button to make the scrum-half pick the ball up and run with it.
- When a forward runs onto a short pass, press the **○** button to charge into a tackle.
- Press the **▲** button to attempt to gain a good field position from a scrum-half kick.
- ❖ Select a full line out and form a maul once in possession.



## PAUSE MENU

⏸ During the game, press the **START** button to access the Pause menu.

**RETURN TO ACTION:** Resume the current game.

**TEAM INFO:** Change your Tactics, Line-Up and Kicker (> *Team Information* on p. 12).

- ❖ Tactics can only be changed once a scrum or a line out has been awarded.
- ❖ You may replace up to seven players during a single game. To make a substitution, wait for a break in play and select **TEAM INFO** from the Pause menu, followed by **CHANGE LINE-UP** (or press the **⏏** button when selecting a set play). Highlight the player in the current line-up you wish to replace, then select the player in the Subs list (numbers 16-22) you want to bring into the match in the same way.
- ❖ When one of your players is injured during play, the Injured Player Sub screen automatically appears, listing all the possible replacements. To replace the injured player (shown at the bottom of the screen), choose a substitute to come into the game.

**ACTION REPLAY:** Watch a replay of the match in progress (> *Replay Controls* below).

**CHANGE CAMERA:** Select your preferred view when playing the game. Press the **L1** button or **R1** button to choose from **SIDE**, **ABOVE 1**, **ANGLED**, **ABOVE 2**, **SKYSIDE**, **LOCKED**, or **CLASSIC** views.

**MATCH STATISTICS:** View an up-to-date record of scoring and disciplinary information from the game so far.

**GAME OPTIONS:** Change selected game options (> *Options* on p. 20).

**QUIT:** Exit the current game and confirm to return to the menu screens (if you quit a Tournament mode game you automatically forfeit the match).

## REPLAY CONTROLS

The Replay function in *EA SPORTS Rugby 2004* allows you to watch match action from any angle, allowing you to concentrate on a particular player or a specific aspect of play.

<b>REPLAY FUNCTION</b>	<b>CONTROL</b>
Play/pause	⊗ button
Frame rewind/forward	L2 button/R2 button
Slow rewind/forward	L1 button/R1 button
Fast rewind/forward	⏮ button/⏭ button
Toggle camera angles	D-button ↔
Move camera	left analog stick
Tilt/pan camera	right analog stick
Hide control summary	SELECT button
Exit replay	⏏ button





# TOURNAMENTS

Choose an available club or international competition to take part in. To load a previously saved competition from your memory card (8MB) (for PlayStation®2),

> *Loading Tournaments* on p. 23.

## TOURNAMENT FACTORS

### INJURIES

Players can get injured during matches, making a strong squad that much more important. When a player is injured, his name is grayed out and he cannot be selected.

### DISCIPLINARY FACTORS

Players committing serious offenses are at risk of being cautioned. If a player receives a yellow card he is 'sin binned' (removed from play) for a period of 10 minutes. If two yellow cards are shown to the same player, or he commits an offense that is serious enough to warrant a straight red card, he can play no further part in the game and his team cannot bring on a player for him. Red-carded players have to serve a one-match suspension.

## WORLD LEAGUE

Take a club side from total obscurity to ultimate glory in the World League. Starting with a modest squad of players you must win big to afford bigger and better players and progress through the three divisions. Juggle injury and suspension problems with dips in form and morale while wheeling and dealing in the transfer market. After playing each team in your division twice you must gain a top-2 spot to gain promotion.

### WORLD LEAGUE SETUP OPTIONS

**HALF LENGTH:** Choose between 5, 10, 20, and 40 MIN.

**DIFFICULTY:** Select an EASY, NORMAL, or HARD level of difficulty (> *Play Options: Skill Levels* on p. 20 for further information).

**TRADES PER SEASON:** Decide how many players you are allowed to trade each season (1-5).

### WORLD LEAGUE HUB SCREEN

The World League hub screen charts the progress of every team in the league as well as allowing you to save the current competition and review the results so far.

**SQUAD INFORMATION:** View the current status of your team, including each player's Maintenance point value, and switch players between the 1st team, substitutes and reserves (> *Change Line-Up* on p. 12).

**PLAYER RECRUITMENT:** Trade players with other World League teams (> *Player Recruitment* on p. 18).

**SAVE GAME:** Save your progress to a memory card (> *Saving & Loading* on p. 23 for further information).

**RESULTS:** View all the World League results to date. Press the D-button ⇄ to cycle through the results, and press the L1 button or R1 button to toggle between divisions.

**TEAM STATISTICS:** View your club's stats and progress.

**PLAYER STATISTICS:** View current scoring and disciplinary data for your squad.

**TRADE HISTORY:** View a list of all the players you have bought and sold to date.



**STANDINGS:** Check out the current league tables.

**PLAY NEXT MATCH:** Play the next fixture.

**QUIT:** Confirm at the prompt to exit the current Tournament.

## PLAYER RECRUITMENT

Depending upon your selection in the World League setup options, you can trade between one and five players during each season (as well as up to 30 during the close season). In doing so you must be aware of the number of Trade/Maintenance points you possess.

**Trade Points:** The number of points required to buy a player (you do not receive anything for the player traded out). You begin your first season with 12 but can add to this total with every tie, win, and try scored.

**Maintenance Points:** Think of these as wages. You must have enough Maintenance points at the end of the season to cover the combined Maintenance point value of all your players or the game is over.

**NOTE:** You are informed of how many new Trade/Maintenance points you have earned, your total Trade and Maintenance points, and your current team value after every game. These totals can also be found in the Squad Information screen.

### TO MAKE A TRADE:

1. Select PLAYER RECRUITMENT from the World League hub screen.
2. Press the D-button to choose an available team, then press the **X** button.
3. Press the D-button **⇧** to select a player from the chosen team, then press the **L1** button or **R1** button to scroll through information on the highlighted player. His current Cost (Trade Points) and Maintenance Point value appear beside his name.
4. To trade the highlighted player, press the **X** button. Your club's team sheet appears.
5. Press the D-button **⇧** to choose the current player you wish to replace, then press the **X** button again. The players are traded.

## OTHER TOURNAMENTS

### WORLD CUP

The World Cup is contested by all the rugby-playing nations. The first phase is split into five groups. The five group winners go through to the knockout stage automatically, while the five runners-up in each group and the third-placed team with the best overall record play three play-off matches. The winners of these three matches also take their place in the second phase, which consists of three rounds of knockout matches until a single team emerges as the World Champions.

### SIX NATIONS

Take part in this annual European competition that comprises England, Scotland, Wales, Ireland, France, and Italy. Each plays the other teams in the competition once and the side that gains the most points over their five games is crowned the Six Nations Champions.





## TRI NATIONS

Contest this prestigious southern hemisphere tournament featuring Australia, New Zealand, and South Africa. The three teams play each other twice, home, and away in order to gain the best record. The side with the most points after their four matches wins the competition.

## TOUR

Tour the globe and take on all-comers with the British Isles (a squad made up of players from the England, Scotland, Ireland, and Wales national teams).

## SUPER 12

Sample the southern hemisphere's premier club competition, featuring sides from Australia, New Zealand, and South Africa. Each team plays the others once with the top four teams qualifying for the semifinals. The winners of these matches clash in the final.

## EUROPEAN TROPHY

The Super 12's northern hemisphere equivalent features 24 teams split into six groups. After home and away matches between each team in every group, all the top-placed teams and the two best-placed runners-up qualify for the deciding knock-out stage.

## TOURNAMENT SETUP OPTIONS

**Schedule:** Select 2003 if you want to play actual 2003 fixtures. Otherwise choose **RANDOM**.

**Game Mode:** Select **SIMULATION** for a more realistic experience, taking into account squad selection and allowing warm-up matches or if you just want to hit the pitch without any of the headaches, choose **ARCADE** for a pure unadulterated rugby experience featuring a multi-user team option.

**Warm-Up Matches (Tour only):** Select **YES** if you wish to prepare for the trials ahead.

**Half Length:** Choose between 5, 10, 20, and 40 MIN.

**Skill Level:** Choose an **EASY**, **NORMAL**, or **HARD** level of difficulty.

- You are presented with a list of all the teams taking part in the competition. Press the D-button to highlight and view the statistics of competing teams. To control a team, highlight it and press the **R1** button or **L1** button once to place it under User control (press again to change back to CPU control). The remaining teams are CPU-controlled opponents.
- If you have selected **TOUR** this screen is replaced with the tour destination selection screen. Press the **L1** button or **R1** button to choose **NEW ZEALAND**, **SOUTH AFRICA**, or **AUSTRALIA** and then press the **X** button.
- From the Squad Select screen, you can manually select the members of your squad. Each position has only a limited number of vacancies. To automatically select the recommended squad for your team, choose **AUTO FILL**. Select **RESET** to start picking players again. Once you have a full squad (30 players) select **CONTINUE** to move to the Tournament Hub screen.
- To view the highlighted player's details, press the **○** button.

**NOTE:** The Squad Select screen only appears when taking part in an international tournament (World Cup, Tour, Six Nations, or Tri Nations) in **SIMULATION** mode.



## TOURNAMENT HUB SCREEN

The Tournament Hub screen charts the progress of every team in the current tournament as well as allowing you to save the current competition and review the results so far.

**NEXT MATCH:** Play the next fixture (the result appears immediately if no User teams are involved). For information on how to start a game, > *Play Now* on p. 11.

**SQUAD:** View the current status of your team and switch players between the 1st team, substitutes and reserves (> *Change Line-Up* on p. 12).

**FIXTURES:** View the current Tournament's fixtures (by pressing the **L1** button or **R1** button to skip between pools if necessary).

**STANDINGS:** View the current status of the Tournament (in Six Nations/Tri Nations this information is available in the Tournament Hub screen).

**STATISTICS:** View current scoring and disciplinary data for your squad (Super 12 and European Trophy only).

**SAVE GAME:** Save the current Tournament to a memory card.



**QUIT:** Confirm at the prompt to exit the current Tournament.

## TRAINING PITCH

Use the Training Pitch to sharpen your skills and increase your tactical understanding of rugby.

### TRAINING MENU

Select areas of the game you need practice in from the Training Menu. Work on your SCRUM, LINE OUT, GOAL KICK, SET PLAYS, or GENERAL PLAY (open play scenarios). Select CHANGE CAMERA to choose an alternative view of the action or QUIT to return to the menu screens.

- Press the D-button  to select the aspect of play you wish to work on and press the  button.
- To pause a particular area of training, press the **START** button. The Pause menu allows you to RESET the current exercise, go back to the TRAINING MENU and choose an alternative aspect of play or QUIT the current session and return to the menu screens.

## OPTIONS

The Options screen allows you to alter game settings to suit your own playing preferences. You can configure the following options,

### PLAY OPTIONS

**PLAY NOW SKILL LEVEL:** Set the difficulty in Play Now games to EASY, **NORMAL**, or HARD.

**SKILL LEVELS:** When you select **EASY**, the opposition is more straightforward to play against and many attacking set play moves (hooking, driving and jumping) are played out automatically. Selecting **NORMAL** offers full control over set plays but the opposition pose a bigger threat, both individually and collectively. Upon choosing **HARD**, all opposition players will play to their optimum abilities and teams play as more of a unit, so make sure your game plan is up to scratch.

**OFFSIDES:** Choose to turn the offside rule **ON/OFF**.

**VIBRATION:** Turn the Vibration feature **ON/OFF**.

**AUTOSAVE:** Select **ON** to save your settings and challenge tracking.

**INJURIES:** If you wish to play without picking up injuries, select OFF. Default is **ON**.



## SOUND OPTIONS

➤ **SOUND:** Press the **X** button to toggle music volume **ON/OFF**.

➤ **MUSIC:** Press the **X** button to toggle music volume **ON/OFF**.

## DISPLAY OPTIONS

➤ **CENTER SCREEN:** Press the D-button or left analog stick to ensure the screen is in a central position.

## SELECT USER

Load or create a new User Profile (➤ *Select User Profile* on p. 11).

## DELETE USER

Select this option to delete a User Profile.

# ROSTER MANAGEMENT

Create new players using Roster Management. Either start from scratch or use an existing player as a template by selecting **BASE COPY** and selecting a player from the current database.

## PLAYER CREATION



### TO CREATE A PLAYER'S APPEARANCE AND POSITIONS:

➤ Press the D-button to select a feature to edit then press the **L1** button or **R1** button to cycle through the options.

**NOTE:** The image on the screen adopts any new appearance selection. You can select three positions for each player.

### TO ENTER A NAME:

1. Select **EDIT NAME**.
  2. Press the D-button and the **X** button to enter characters.
  3. Select **DONE** to enter the current name.
- ❖ Select **DELETE** to remove the last character in the name.

#### TO ASSIGN A COMMENTARY NAME FOR YOUR PLAYER:

1. Select ASSIGN SOUND.
2. Press the D-button  $\updownarrow$  (or press the L1 button or R1 button to scroll up and down a page at a time) to find a name you wish the commentator to use for your player.
3. With the chosen name highlighted, press the  $\otimes$  button.

#### TO SELECT A NATIONALITY:

1. Highlight the current nationality and press the  $\otimes$  button. A list of countries appears.
2. Press the D-button to highlight the nationality you wish your new player to be and press the  $\otimes$  button.

#### TO ASSIGN ATTRIBUTES TO YOUR PLAYER:

1. Select PLAYER ATTRIBUTES.
2. Press the D-button  $\updownarrow$  to highlight each attribute and press the L1 button or R1 button to decrease/increase its rating.
3. Select DONE to confirm or RESET to clear all scores to 50.

#### TO CHOOSE YOUR PLAYER'S SPECIAL ABILITIES:

1. Select SPECIAL ABILITIES.
  2. Press the D-button  $\updownarrow$  to highlight the ability you want to assign to your player and press the  $\otimes$  button (press the  $\otimes$  button again to unassign it).
  3. Select DONE to confirm or RESET to clear all check boxes.
- ❖ You can assign a maximum of three special abilities to each player.

### ADDING A CREATED PLAYER

#### TO ADD YOUR PLAYER TO THE GAME'S DATABASE:

1. Select ADD TO DATABASE.
  2. Press the D-button and press the  $\otimes$  button to select a team.
  3. Press the D-button  $\updownarrow$  and press the  $\otimes$  button to add the new player to the highlighted team. If the team is already full, highlight the player you wish to replace and press the  $\otimes$  button. The replaced player moves to one of the three User Teams.
- ❖ Repeat this process if you wish the player to belong to both a club side and an international team.

### EDITING A CREATED PLAYER

For information on editing players, > *Player Creation* on p. 21.

### DELETING A CREATED PLAYER

1. Select DELETE PLAYER.
2. Press the D-button  $\updownarrow$  to highlight the created player you wish to delete, then press the  $\otimes$  button and confirm at the prompt. The player is deleted from the database.





## HALL OF FAME

The Hall of Fame contains a record of your best performances and achievements in each of the difficulty levels along with a list of your Tournament successes so far. The better you do, the more Tournaments and teams are unlocked.

**User Records:** View a list of your top performances in various aspects of the game.

**Challenge Tracking:** Keep track of how many of the set tasks you have achieved.

**Tournament Victories:** Check out how many teams you have won each Tournament with.

**Trophy Cabinet:** Take a tour of your trophy room and view the fruits of your labor.





## SAVING AND LOADING

### SAVING PREFERENCES

With a memory card (8MB) (for PlayStation<sup>®</sup>2) inserted in MEMORY CARD slot 1, preferences are AutoSaved each time they are changed.




### SAVING TOURNAMENTS

You can save your Tournament progress in the Save Game screen.

1. Select SAVE GAME in the tournament hub screen. The Save Game screen appears.
2. Press the D-button  to highlight the saved game slot you wish to save the current Tournament to and press the  button.
- ❖ If you choose to overwrite a previously saved game, you must select YES to confirm that you wish to replace the existing data.
3. The game saves. Press the  button to return to the Save Game screen and the  button to return to the hub screen.

### LOADING TOURNAMENTS

#### TO LOAD PREVIOUSLY SAVED TOURNAMENTS:

1. Select LOAD GAME in the Game Modes screen. The Load Game screen appears.
2. Press the D-button  to highlight the saved game slot from which you wish to load the saved Tournament and press the  button.
3. Confirm at the prompt. The game loads.
4. Press the  button to continue playing the saved game.



# APPENDIX

## PLAYING RUGBY: RULES

**NOTE:** For an explanation of the terms used below, > *Glossary* below.

The game of rugby is played by 2 teams of 15 players, divided into forwards and backs. The object of the game is to carry the ball over the opposition's goal line and ground it to score a try. The scoring team then has the chance to kick a conversion. A team can also score by kicking drop-goals and penalties.

The team in possession moves the ball forwards by carrying or kicking it. All passes between players have to be back passes. The defending team is allowed to tackle the ball carrier but direct blocks on other players are not allowed. When a player is tackled, unless he managed to pass the ball before he was brought down, the usual result is a maul or ruck. Other "Set Play" methods of contesting possession include scrums and line outs.

Infringements of the rules are penalized by the referee, although he has a great deal of latitude in whether to allow play to continue. If the non-offending team has possession, the referee usually plays an "advantage." However, for the more technical offences, such as (deliberate) forward passes and knock-ons, offsidcs, failing to free the ball in rucks or mauls, or collapsing a scrum, the referee simply gives the ball to the opposition at the spot where the infringement took place.

## GLOSSARY / GENERAL TERMS

**5-Metre Line (1):** A broken line parallel to and measured from each touchline, used to position players for line outs.

**5-Metre Line (2):** Just to be confusing, there's also a 5-metre line parallel to the goal line! A scrum is formed on this line when there is any confusion about which team grounded the ball in-goal or when a try is prevented by the ball being held off the ground.

**10-Metre Line:** A broken line parallel to and measured from the halfway line. At kick-offs the receiving team must be behind this line.

**15-Metre Line:** A broken line parallel to and measured from the touchline. During line outs, participating players must line up between the 5-metre and 15-metre lines.

**22-Metre Line:** A line measured from the goal line. The defending team restarts from this line whenever the ball is kicked or carried out of touch in-goal by an attacking player or after a touch down.

**Advantage:** The referee awards advantage to a team in possession when the opposing team has committed an infringement of the rules. Play continues, but if the team in possession fails to capitalise, the referee stops play and awards a penalty appropriate to the original infringement.





**Dead-Ball Line:** The line at the back of the in-goal area, beyond which tries are disallowed.

**Goal Line:** A line at either end of the pitch over which the ball must be grounded to score a try. The goal posts are located at the centre of this line.

**In-Goal:** The area at either end of the pitch between the goal line and the dead-ball line. The ball must be grounded in the opponent's in-goal area for a try to be scored.

**In-Touch:** When the ball goes out of bounds over either touchline, it is in touch.

**Mark:** To make a mark and win a free kick, a defending player must cleanly catch the ball on or behind his 22-metre line directly from an opponent's kick and shout "Mark!". He is not allowed to do this from a kick-off.

**Put-In (⊗ button):** The act of throwing the ball into a scrum. The ball is thrown into the tunnel formed between the two front lines of forwards. As with a line out, the ball has to be thrown straight, but the side with the put-in has the advantage and usually retains possession.

**Touch Down (⊙ button):** Unlike in American football, a touch down is not a scoring play. A touch down in rugby happens when a player grounds the ball in his own in-goal area. This is a defensive move and has two outcomes: if the defending player carried the ball into the in-goal area, a scrum takes place on the 5-metre line whereas if the opposition carried the ball, the defending team kicks the ball from their own 22-metre line.

**Touchline:** Boundary lines at each side of the pitch, marking the edge of the in-bounds play area.

## TACTICS

**Passing (L1 button/R1 button):** The ball carrier may pass the ball to any team-mate to avoid being tackled. Only passes that travel backwards are legal.

**Dummy Pass (L1 button swiftly followed by R1 button or vice versa):** The ball carrier pretends to throw a pass in an attempt to deceive the opposing team.

**Handing-Off (⊙ button):** The ball carrier may fend off an opponent with his open palm and his arm held straight, thus stopping him from succeeding with a tackle.

**Dive Tackle (⊗ button):** A ball carrier is tackled when an opponent brings him to the ground. A tackle must be below shoulder height and shirt pulling is not allowed. The ball carrier must immediately release the ball and cannot throw, kick or otherwise pass the ball once he is downed. The ball can be recycled by a team-mate.

**Attempt to tackle the ball carrier (run into player in possession):** This occurs when a ball carrier is caught by the opposing team but held upright rather than dragged to the ground. In this situation, the ball is less likely to be recycled and the defending team may gain possession.



**Ruck:** When the ball is loose on the ground, players from both teams bind on one another and attempt to win possession of the ball using their feet to drag and kick it back towards their team. When the ball leaves the ruck it can be passed and open running play starts once more.

**Maul:** When tackled, a player can start a maul. He turns towards his own goal line and shields the ball while his team bind on him to keep him on his feet and push him towards the opponent's goal line. The ball may be passed hand-to-hand (as always, no forward passes are allowed) and can be passed out of the maul to another player. The opposition do their best to push the ball carrier in the other direction.

**Line Out:** When a ball goes into touch, each team's forwards line up in two "queues" between the 5-metre and 15-metre lines. Generally, the team that didn't put the ball into touch throws the ball back into play (after a penalty kick to touch, possession is kept by the kicking team), while the forwards try to gain possession. The ball must be thrown straight between the lined-up forwards but can be thrown long or short.

**Scrum:** A method of deciding possession following a minor rules infringement. Both packs of forwards bind together facing each other and the non-offending team has the put-in. The forwards push and try to gain possession of the ball at their feet and move the ball to the rear of the pack. Once there, the ball is picked up and open running play recommences.

**Penalty:** The referee may award a penalty against a team that commits a rules infringement. The team who gains the penalty can kick at goal, into touch, force a scrum or just take a kick tap penalty (a nominal kick) to restart the game with possession and then run with the ball. The infringing team must retreat 10 metres and the team in possession must take the kick without excessive delay or a free kick will be awarded against them.

**Free Kick:** A free kick can also be awarded after a rules infringement. The choices for the non-offending team include those awarded for a penalty apart from that of a penalty kick at goal. As with penalties, the team in possession must take the kick without excessive delay.

## SCORING

**Try** (⊗ button/⊞ button/⊙ button/⊕ button): A player grounding the ball beyond his opponents' goal line scores a try worth five points. One or both of the player's hands must be in contact with the ball when it touches the ground for the try to count.

**Conversion** (⊗ button): After a try, the scoring team can attempt to kick a conversion. This may be taken any distance from the goal line, but must be parallel to where the try was touched down. A successful conversion will earn an additional two points. Like all goal kicks, the ball must go over the crossbar and between the uprights. The kick must be taken without excessive delay or it is forfeited.

**Drop-Goal** (or Drop-Kick) (⊗ button): During open play, the ball carrier may kick the ball at his opposing team's goal. The ball is dropped from his hands and kicked. If the kick is successful it is worth three points.

**Penalty Kick** (at Goal) (⊗ button): When the referee awards a penalty to a team, they may choose to take a kick at goal. The ball is placed where the referee indicates the kick should be taken. A successful penalty kick is worth three points.





## KICKING

**Kick-Off** (⊗ button): Each half of play commences with a kick-off from the centre of the pitch. The ball must cross the opposition's 10-metre line or the opposing team can either force a retake or put in to a scrum on the centre spot.

**Drop-Out** (⊗ button): This kick from the 22-metre line is awarded when the ball goes into touch beyond the goal line or is touched down by a defending player after the attacking team has carried the ball over the goal line.

**Grubber Kick** (ⓐ button): A short kick along the ground taken with the intention of getting the ball past the opposition. The kicker may catch the ball, pick it up and continue running with it or may kick it again. If an opponent gets to the ball first he can do exactly the same thing. The shape of a rugby ball makes this action a bit of a gamble!

**Kick to Touch** (⊗ button): The ball carrier deliberately kicks the ball out of play to prompt a line out. If the kicker is inside his team's 22-metre line, the ball can be kicked directly into touch. Beyond this line, the ball must bounce at least once before it goes into touch—if it doesn't bounce, the line out takes place parallel to where the kick was taken rather than where the ball went into touch. The aim is to move the ball towards the opponent's end of the field with a chance of recovering it.

**Kick into Space** (⊗ button): A kick up the pitch into a space sparsely occupied by players. This results in a race for the ball that the kicker hopes his team will win!

**Up-and-Under** (ⓐ button): A high kick that goes up rather than forwards, while the kicking team rush forwards to get under the ball. The chances of the kicker's team recovering the ball are better with an up-and-under than with a kick into space.

## INFRINGEMENTS

**Forward Pass:** A rules infringement where the ball is passed to a player in front of an imaginary perpendicular line drawn from the touchline to the passer. A scrum is awarded to the opposing team.

**Knock-On (or Knock Forward):** If a player uses his hand or arm to propel the ball forwards, deliberately or not, it is a rules infringement. The opposing team is awarded a scrum.

**Offside:** A player is offside when he is ahead of the ball carrier on his team. This is a common rules infringement and is usually ignored if the offside player (a) attempts to get back onside or (b) doesn't get involved in, or interfere with, play. Offside players generally raise a hand to indicate that they are aware of the infringement and don't intend to take part in play until they are back onside.



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