

XBOX 360.



LIVE 2





WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. www.xbox.com/support.

Important Health Warning: Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause “photosensitive epileptic seizures” while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

Help & Support

For technical support, please contact:

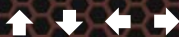
Home Entertainment Suppliers Pty Ltd. ABN 39 000 712 265
115 Bonds Road, Riverwood, NSW, 2210 Australia.
p: 61 2 9533 3055 w: www.hes.net e: support@hes.net
8.30am to 5.00pm Monday to Friday.

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GENERAL MENU NAVIGATION

Navigate Menu Options



Select / Advance



Cancel / Return



CONTROLLING THE GAME

Attack



Contest



CONTROLLING THE GAME

Defense



Loose Ball



PLAYING THE GAME

Offensive Controls

- Movement - Control the direction of your player with the left stick. Hold down **RT** while moving to make your player sprint. As your player sprints he loses stamina, make sure you manage how much stamina you use.
- Kicking - Tap or hold **A** to drop punt the ball. You can drop punt the ball in any direction. The longer you hold **A** the further the ball will travel. Holding down **A** too long will result in a miskick.
- Handball - Tap **X** to handball the ball. Handballs are automatically directed to the nearest player. You can handball the ball when you are tackled to prevent stoppages and penalties.
- Torpedos - Hold **LT** to modify any kick into a skill kick. Holding **LT** while kicking forward will perform a torpedo kick. Holding **LT** while kicking on a 90 degree angle will perform a snap or check-side kick depending on direction. When performing a skill kick, a power bar will appear. Time your kick and release **LT** when the indicator is in the blue section of the power bar to improve kick accuracy. Skill kicks are harder to perform so make sure you get your timing right.
- Goal Kicks, Clearance Kicks, and Soccers - The **B** button can perform goal shots and clearance kicks depending on where you are on the field. Press **B** near the goals to automatically shoot at the goals while pressing **B** when in the field will clear the ball forward. Hold **B** down when approaching a ball on the ground to soccer kick it.
- Set Goal Shots - When you are awarded a free kick near the goals, you can elect to take a set goal shot by pressing **B**. While in the set goal shot mode your kicks are affected by wind. Adjust your aim by panning the camera with the left stick, then hold the right stick back to charge your kick and flick it forward to release. Flicking the right stick left or right will add additional curve to the ball.

PLAYING THE GAME

Defensive Controls

- Tackling – Press **A** to perform a tackle. Your player will perform a tackle at any time, even when he is out of range of the opposing ball carrier. Get in close and aim your tackles precisely for best results. To help tackling press and hold **LT** to home your player in toward the ball carrier, then press **A** to perform the tackle.
- Hip and Shoulder – Press **X** to hip and shoulder. You can hip and shoulder players with or without the ball. Be careful not to give away penalties by hip and shouldering players who are not near the ball.
- Player Select – Tap **LB** to cycle between available players. Use the right stick to select a player directly. You can also swap players during mark contests.

Mark and Ruck Contests

- Mark Contests – Press **A** to mark the ball during a mark contest. Press **A** right when the ball is coming in to have a better chance at marking the ball. A vibration is felt if vibration hint is enabled indicating the ideal time to mark the ball. Pressing **A** when the mark indicator has stopped shrinking will also give you a better chance at marking the ball. Successfully marking the ball depends on your both position and your timing. Ensure that you are as close to the ball as possible.
- Spoiling – Use the right stick to spoil the ball in a desired direction. Spoiling the ball is easier to do than marking the ball. Successful spoils are also dependent on positioning and timing.
- Rucks – Ruck contests are similar to mark contests but you cannot mark the ball. While the ball is in the air, use the right stick to tap the ball to your teammates. Winning ruck contests depends on your position and timing as well as strength and height of your Ruckman.


Tactics

You can change and set your team's tactics before and at any time during the match. To change a team's tactics during a game, pause the game and go to the tactics screen. Change how your team will play both offensively and defensively. Cycle through the options in each category to adjust the tactics. Choosing tactics that compliment your teams strengths and play style is the key to success.

PLAYING THE GAME

Pause Menu



During gameplay press  to pause the game and display the pause menu.

- Return – Exit the pause menu and return to the game.
- Options – Select to adjust options for Gameplay, Audio, Visual, Camera, or Controller.
- Instructions – Select to view instructions on controls, tutorials and match display.
- Interchange – Select to switch player positions and use your substitute players.
- Team Tactics – Select to make changes to your offensive and defensive team tactics.
- Side Select – Select to change which team you are playing on. Controller options can also be adjusted from the side selection pause menu option.
- Restart – Select to restart the current game.
- Quit – Select to quit the current game. Quitting forfeits the game to the opposition.

PLAYING THE GAME

Match Display

| | | | | | | |
|--------|-----|------|---|---|---|-----|
| 2:46 | 1st | 2:46 | S | G | B | 1st |
| SYD | 24 | SYD | 0 | 4 | 0 | 24 |
| GEEL | 44 | GEEL | 4 | 1 | 2 | 44 |
| TISSOT | | | | | | |

SCORE BOX

- Displays the critical information of the progress of the game. Time remaining and the current score.

2 MINUTE WARNING

TIME WARNING

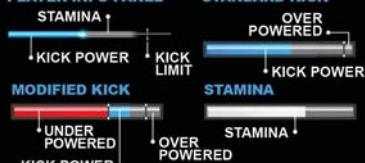
- Appears when there is either 5, 4, 3, 2, or 1 minutes of gameplay remaining.



PLAYER INFORMATION

- Displays the information of your currently selected player with a few key stats.
- The white line represents your player's stamina, as you hold down sprint or use evade it will drain.

PLAYER INFO PANEL



KICK METER

- When you are kicking the ball, the white line in the player info display represents your player's Kick Meter.
- The Kick Meter charges as you hold down your kick, the bigger the charge the bigger the kick.
- Kicking outside the error margins will result in a miskick.

- Normal kicks will have a single error margin mark, modified kicks will have two.

NOTE: YOU CAN TURN THE ON FIELD KICK METER ON/OFF VIA THE OPTIONS > VISUALS MENU



PLAYER INDICATOR

- A triangle above a player's head will indicate the player you currently control on the field



BALL CARRIER INDICATOR (WHITE FILL)

- A triangle with a white fill above your player's head indicates when you have the ball.

PLAYING THE GAME

Match Display



INJURY INDICATOR

- This sign will appear above your player's head when they are injured. Injured players do not perform at their best.



FATIGUED INDICATOR

- This sign will appear above your player's head when they are fatigued. Make sure to give these players a rest on the bench.



GOAL DIRECTION ARROW

- The arrow in front of your controlled player on the field indicates the direction of your goals.



BALL DISTANCE MARKER

- This appears during marking contests and indicates how far away the ball is. The smaller it gets, the closer the ball.

MINIMAP ICONS



- HOME TEAM
- BALL (BLINKING)
- ✕ AWAY TEAM
- TARGET PLAYER
- ▽ CURRENTLY CONTROLLED PLAYER
- TARGET PLAYER (LOCKED)

IN GAME MINI MAP

- Displays the position of all the players on the field. The home team are circles, the away team are crosses.



RECEIVER INDICATOR

- A fellow teammate with a circle or green dots surrounding him indicates that he is an available target for a kick or handball pass.



RECEIVER LOCK INDICATOR

- When you have locked on to a receiver, the green dots will change to a green circle.



2m: PLAYER NAME
POTENTIAL RECEIVING PLAYER



2m: PLAYER NAME
LOCKED RECEIVING PLAYER

EDGE OF THE SCREEN RECEIVER NOTIFICATIONS

- When targeting a receiver, their relative field position and distance will be displayed on the edge of screen. Player names can be turned off.



HOLDING THE BALL

28 FF PLAYER NAME

NOTIFICATION PANELS

- These pop up during the game explaining an umpire's decision when a penalty, stoppage or otherwise is called.



WIND

2kph

WIND INDICATOR

- Displays the direction and speed of the wind.



CURVE KICK

FLICK FORWARD TO ACTIVATE

SET SHOT NOTIFICATION PANELS

- These pop up when you are in the Set Shot mode.
- They explain the controls you need to use to perform a Set Shot.

PLAYING THE GAME

Main Menu



- Single Match – Play a single game between two teams.
- Online – Play a quick match against a random player, or create a private match and invite a friend. Quick Match games are ranked and appear on the online leaderboard.
- Career Manager – Play career mode over 15 years. Create your own custom player and select a team to control during your career.
- Competition – Play a Toyota AFL Premiership, VFL, NAB U18 Championship, TAC U18 Cup, or International League competition.
- Footy Factory – Create a new player, or edit existing players and teams.
- Instructions – View game instructions, tutorials and controls
- Options – Adjust gameplay, audio, Visual, Camera and Controller options.
- Credits – View game credits.

SINGLE MATCH

Play a single match competitively or cooperatively with up to 4 players locally.

- **Controller Select** – Select which side you wish to play (home or away). Leaving the controller set to the middle position will create an AI match. Players can also set their preferred controller settings for player switching and vibration.
- **Team Select** - Players can select from AFL teams, VFL teams, NAB U18 Teams, TAC Cup, or Bonus teams. Use **LB** or **RB** to select League, Team or Guernsey, and then use the directional pad to cycle through the different options available. Once the home team is selected, press **A** to set the away team settings.
- **Match Menu** - Review and change your match settings before starting the game.
 - **Play Match** – Select to begin the match.
 - **Side Select** – Select to change the team you want to control.
 - **Team Select** – Select to change the teams in the match.
 - **Team Line-up** – Select to view and change player positions.
 - **Tactics** – Select to adjust offensive and defensive tactics for both teams in the match.
 - **Match Options** – Select to adjust options for Stadium, Quarter Length, Ball Type, Lighting, Wind, Weather, Injuries and Rules.
 - **Game Options** – Select to adjust game play, audio, visual, camera and controller options.
 - **Instructions** – Select to view controls, tutorials or match display instructions.









ONLINE

Challenge friends and other players via an online game. Select from either Quick Match, or Create a private match.

- Online Options - Select from either quick match, create private match, view leader board, or check invitations.

Quick Match

Select Quick Match to search for a random online player. Once a player is found, you will be notified that an opponent is ready to play.

- Join the game by moving your controller icon to the play column. Multiple players can join by moving their controller icon to the play column. Adjust controller options by pressing . Once a player joins, press  to view their player card.
- Press  to proceed to the team select screen and select your League, Team and Guernsey settings.
- Press  to proceed to the online match menu and adjust the settings. (refer to quick match for detailed instructions on Match Menu options.
- Press  to begin the match. The game will wait until your opponent is ready to play.
- Once you have completed the match the final results screen will be displayed. Press  to view player statistics. Press  to view man of the match details. Press  to return to the online main menu.

ONLINE

Private Match

Select Private Match to invite a friend to play online against.

- Press **Y** to invite a friend. Select gamertag or press **Y** to enter gamertag.
- Once your friend accepts the invitation, assign your controller and proceed to the team select screen.

The match will then proceed in the same manner as a quick match.

View Leaderboards

Select to view online leader boards. There are three different boards available. Press **LB** or **RB** to change boards. Press **⊕** to sort board results.

- Top – View all online players rankings,
- Friends – View your friends rankings only.
- Me – View your own online ranking and statistics

Check Invitations

Select to view any online messages and private match requests. Select an invite and join a private match.

CAREER MANAGER

Select to play career mode over 15 years. To begin a new career you require a custom player.

If you don't have a custom player you will automatically enter the player creator where you will need to create your player.

Customise the appearance of your football player. Changing the height, weight, or position, of a player will have an impact on a players attributes.

Customise settings for name, surname, nickname, birth day, height, weight, position, footedness, player number, team, default Guernsey, shoes, or appearance.

- Appearance - Select to adjust the appearance of your players head, hair, face, eyes, brows, ears, nose, mouth, cheeks, jaw, chin, neck, tattoos, and bandages. There is also the option to randomise the player look, and have the player automatically created.

Once you have a custom player you can setup your career competition.

- Select a League and a team from that league to manage during your career. Press **A** to adjust career options.
- Adjust options for gameplay difficulty, management difficulty and quarter length.
- Press **A** to start your career and proceed to the career management menu. Manage your career via the various menu options.




CAREER MANAGER

Career Management Menu

- Next Match - Select to proceed to the next match featuring your team in the round.
- Manage Team - Select to adjust team line-up, training schedules, manage injured players, and manage tribunal hearings.
 - Team Line-up - Choose your team line-up. Select a player then select a second player to swap their positions. Assign a player as captain by selecting the player and then pressing **Y**. Players perform better in their preferred position which is indicated by the position names in brackets next to the player name. You can automatically optimise the line-up by pressing **X**.
 - Training - Improve your players attributes by choosing a category and then training an individual attribute. Setting a training schedule will auto train your players each week. Players can be trained as individuals, in groups or as a team. Press **X** to set a training schedule.
 - Injuries - Decide whether to send a player to the physio or hospital for treatment. Access other teams to see their injury stats. Sending players to the physio gets them back in the game sooner but increases the chances of their injury reoccurring.
 - Tribunal - The tribunal enforces disciplinary actions on players who have broken the rules. Here you can appeal or make an early plea against a suspension. If you plead guilty early, it can result in a reduced sentence. If you appeal and fail, you can get an increased suspension. View other teams to see what other players have been suspended.
- Office - Select to view your inbox, manage staff or manage finances.
 - Inbox - Read emails and take important action on behalf of your team.
 - Staff - Spend more on your staff to gain extra benefits for your club and players. Manage staff salary to retain good staff.

CAREER MANAGER

- Finances - Increasing membership costs discourages new membership signups but increases cash earned per member. Membership costs are lower for more popular and successful clubs. Manage merchandise costs to encourage members to buy merchandise. Press  to view detailed finances per round.
- Footy Record - Depending on your competition setup, select to view stats, fixtures, ladder, players details and career history.
 - Fixture - Select to view the current results for matches played in the round.
 - Player Browser - Browse through the different teams and players. Select a player to view a detail profile of each player.
 - Stats - Select to view individual statistics for Disposal, Marks, Stoppage, Frees, General, and Scoring.
 - Career History - Select to view your personal career history and edit your custom career player. View history for matches played, wins, losses, draws, win percentage, finals won, and competitions won.
- Manager Settings - Select to adjust season options including Quarter length, Management difficulty, gameplay difficulty, and team line-up selection method.
- Game Options - Select to adjust options for Gameplay, Audio, Visual, Camera, and Controller.
- Save - Select to save your career progress.
- Instructions - Select to view instructions for Controls, Tutorials and Match Display.

COMPETITION

Competition mode lets you play through a full season in any league. Select to play a Toyota AFL Premiership, VFL, NAB U18 Championship, TAC U18 Cup, or International League competition.

- Select a League and teams to control from that league. Press **X** to select or deselect teams. For each team you select, you will need to play the game in every round that the team appears in. The more teams you select the more games you will need to play. Any rounds that feature teams which you have not selected to control will be automatically simulated.
- Once teams to control are selected, Press **A** to proceed and adjust competition options.
- Adjust options for gameplay difficulty, quarter length, game type, draft and fixture.
- Press **A** to start the competition and proceed to the competition hub.



Manage your competition via the various menu options.

- Play Game - Select to play the next game in the competition.
 - Select a Guernsey for both home and away teams. Press **A** to proceed to the game.
- Team Line-up - Select to make adjustment to the team line-up.
- Team Tactics - Change how your team will play both offensively and defensively. Cycle through the options in each category to adjust the tactics. Choosing tactics that compliment your teams strengths and play style is the key to success.
- Fixtures - Select to view all the upcoming and past matches in your current competition.
- Ladder - Select to view the season ladder.
- Stats - Select to view individual statistics for Disposal, Marks, Stoppage, Frees, General, and Scoring.
- Competition Options - Select to adjust options for quarter length, game difficulty, injuries, suspensions, and team line-up.
- Save - Select to save your competition progress.
- Instructions - Select to view instructions for Controls, Tutorials and Match Display.

At the end of your competition once all games have been played the final results table will be displayed.

FOOTY FACTORY

Select to edit teams, swap players between teams or reset to default.

- Team Editor - Select to edit players from any league. Choose a league followed by a team. Select a player to edit. Once you edit a licensed player, your new player will replace the original licenced player.
- List Management - Select to switch a player into different positions and teams. To swap players firstly select a team, then highlight a player by pressing **A**. Find the other player you wish to swap and press **A** to confirm the swap.
- Reset to Default - Select to reset all customisations back to default.

INSTRUCTIONS

Select to view instructions for Controls, Tutorials, and Match Display.

- Controls - View controls for Attack, Contest, Defence, or Loose Ball.
- Tutorials - View tutorials for basic offensive controls, basic defensive controls, basic mark and ruck contests, basic tactics overview, and advanced kicking controls.
- Match Display - View in game on screen symbols and indicators.

OPTIONS

Select to adjust options for gameplay, audio, visual, camera and controller.

- Gameplay - Adjust difficulty for gameplay, and set interchange modes
 - Game Difficulty - Select from very easy, easy, medium, hard, or legend.
 - Interchange - Select from various interchange modes. 'Full Auto' mode provides full automatic control of interchanges, 'Manual' provides full manual control, 'Injuries' provides interchanges only when a player is injured.
- Audio - Adjust settings for sound effects volume, music volume, crowd volume, and commentary volume.
- Visual - Adjust settings for replays, wind indicator, player names, and on field power gauge.
- Camera - Adjust settings for camera position and camera distance.
- Controller - Adjust controller options for auto or manual player select, vibration on and off, and contest vibration hint.

CREDITS

Home Entertainment Suppliers Pty Ltd www.hes.net **Managing Director** Sebastian Giompaolo **Third Party Relations** Bianca Giompaolo **Legal Counsel** Leon Franklin **Instruction Manual/Art Co-ordinator** Daniel Kajfes **Packaging Design** Wayne Hazel **Senior QA** Jack Chen, Colin Leung, **Quality Assurance Testing and Support** Adrian Capkunovski, Nicholas Mirabilio, Patrick Nolan, Tim O'Brien, Jiyong Park, Mickael Sintrat, Rean Shi, William Newman, Jason Lo, Kane Mistry **Producer** Daniel Visser **Lead Programmer** Shayne Ford **Programming and Design** Jason Bakker, Krister Monsvik, Russell Dilley, Adrian Harrison, Tom Rimington, Stephen Anderson, Gary Fulvio, David May, Adrian Coates, Peter Litwiniuk, Ryan Tait, Matthew Pearce, Aaron Balthazar, Sean Ryan **Lead Artist** Paul Skinner, **Art and Design** Shannon Trottman, Jacob Thomas, Alex Andreadis, JJ Garcia, Shane Warild, Ryan Erickson, James Rowlands **Animation and Design** Chuan-Keng Wei, Richard Dennison, Gabe Fekete **Quality Assurance** Ryan Keable, Mathew Roelofs, Ryan Thomas, Shane Collier, Ashleigh Wilson, Raymond Clifton-Dobing **Office Manager** Colin Visser **Motion Performers** Marcus Wagner, Jason Kelly, Patrick Hayes, Lachlan Hood **Interns** Troy Baker, Mark Barrie, Joshua Chazikantis, Matthew Godfrey, Micheal Thompson, Jacob Exner, Aaron Wong **Extra Special Thanks** April Ruby and Kylie, Emma Betty and Lexie Trottman, Rena Shi and Yoshi, Jess Brunner, Yu-Shan Huang and Wei Family, Harrison Family, Yvonne and Violet, GERALYN Pia and Miles, Marylou Lovely and Sophia, Sabrina Fan, Virginia and Tim Tafa, Rachel Wu, Bridy Lochie and Tommy Fulvio, Kate Millett, and Shayne's Mum. **Voice Talent** Dennis Cometti, Tom Harley **Commentary Recording** Mad Cat Sound, Jack Setton, www.madcatsound.com.au, Mark Tanner Sound, NSW. Brainestorm Productions, Perth www.brainestorm.com Kemikal Recordings, Daniel Seguna **Music House of Dreams** Performed by Bliss n Eso Licensed courtesy of Mushroom Music Publishing | Illusive Sounds. **Avalanche** Performed by British India Licensed courtesy of Mushroom Music Publishing | Liberation Music. **The Shining** Performed by Joelistics Licensed courtesy of Mushroom Music Publishing. **Footy Footy** Performed by King Gizzard and the Lizard Wizard Licensed courtesy of Mushroom Music Publishing. **Sense of Self** Performed by City Calm Down Licensed courtesy of Mushroom Music Publishing | I Oh You. **This Is Your Life** Performed by SteelBirds Licensed courtesy of SteelBirds. **Seize The Day** Performed by Low Speed Bus Chase Licensed courtesy of Low Speed Bus Chase. **Last One's Standing** Writers: Dennis Cometti James McKenna Billy Schleifer From the album 'I Am' available for purchase via www.mckennaband.com & iTunes. **Australian National Anthem** Australian Army Band Corps Copyright Commonwealth of Australia. **AFL Club Songs Player Photography** Sean Garnsworthy (Slattery Media), Lachlan Cunningham (Slattery Media), Michael Willson (Slattery Media), Kristina Soljo Colin Whelan (Action Photographics) **Stadia Photography** Daniel Kajfes, Neil Naujok, David Robles **AFL** www.afl.com.au **General Manager - Commercial Operations** Darren Birch **Consumer Business Manager** David Elliot **Licensing Manager** Jessica Hatz **Licensing Account Manager** Anthony Palmer.

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