



XBOX 360

NRL
RUGBY
LEAGUE
LIVE 2

The logo for NRL Rugby League Live 2. It features the NRL shield logo at the top, which contains a stylized white football. Below the shield, the words 'RUGBY LEAGUE LIVE' are written in a bold, italicized, silver font with a black outline. The number '2' is significantly larger, rendered in a textured, gold-colored font, and is positioned to the right of 'LIVE'. The entire title is set against a dark green background with horizontal motion blur lines.



WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to www.xbox.com/support.

Important Health Warning About Playing Video Games

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 who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause 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 should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Help & Support

For Warranty Claims and Technical Support, please contact:
Home Entertainment Suppliers Pty Ltd.

115 Bonds Road, Riverwood, NSW, 2210 Australia.

p: 61 2 9533 3055 w: www.hes.net e: support@trublu.com.au

8.30am to 5.00pm Monday to Friday.

Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to **www.xbox.com/live** to learn more.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a highspeed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to **www.xbox.com/live/countries**.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service. And set time limits on how long they can play. For more information, go to **www.xbox.com/familysettings**.

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GETTING STARTED

Main Menu

Rugby League Live 2 consists of various game modes and options which can be selected from the main menu.

Casual

Free for all mode. Play with friends or against the AI. Casual mode also allows online co-op or competitive game play.

Ranked Online

Play competitively online to cement your standing on the global leader boards.

Competition

Play the major Rugby League competitions or edit an existing competition. Competition mode also allows online co-op or competitive play.

Career

Manage, recruit and train your players to your preferred play style over 10 seasons. Franchise mode also allows online co-op play.

Footy Factory

Create the ultimate player or team. Edit existing teams and players.

Training

Practice your ball and team skills in training mode or view tutorials to learn game control.

Accomplishments

Review your game history. View your progress on the online leaderboard.

Options

Adjust gameplay settings, view controls and view credits.

Controls

Attack



TARGETED KICKS

PUNT KICK:

- TARGETING MODE: LT (HOLD)
- AIMING: LS (LEFT / RIGHT)
- POWER UP: A (HOLD)

BOMB KICK:

- TARGETING MODE: LT (HOLD)
- AIMING: LS (LEFT / RIGHT)
- POWER UP: B (HOLD)


CANCEL PUNT / BOMB:

- RELEASE LT


Attack

PLACE KICKS


AIM:

 (LEFT / RIGHT)

KICK HEIGHT:

 (UP / DOWN)

POWER KICK:










 (HOLD)

CONVERSION KICK AFTER TOUCH:

 (LEFT / RIGHT)

PASSES

CUT OUT PASS DEEP LEFT / RIGHT:

1ST:  OR  (HOLD) + 2ND:  OR  (HOLD) + 3RD:  OR  (HOLD) + 

CUT OUT PASS FLAT: DOUBLE TAP BUTTON


DUMMY PASS LEFT:

 (HOLD) + 

DUMMY PASS RIGHT:

 (HOLD) + 

CANCEL CUT OUT PASS:



RELEASE  / 

PASS TO PLAY MAKER:

 + 

SPECIAL ACTIONS

SHOULDER CHARGE:

 +  (TAP + HOLD)

TACTICS

TACTICS DIRECTIONAL PAD:

▲ PUNT SET UP



▼ FIELD GOAL SET UP



2ND USER SWITCHING

SWITCH PLAYER CLOSEST :



SWITCH PLAYER LEFT:



SWITCH PLAYER RIGHT:



SELECT PLAYMAKER:



Defence

SPECIAL ACTIONS

SHOULDER CHARGE:



STRIP BALL:



HOLD DOWN IN TACKLE:



TACTICS

TACTICS DIRECTIONAL PAD:

▲ DECOMPRESS / COMPRESS DEFENCE



▼ WINGERS BACK / UP



◀ SLIDE DEFENCE LEFT



▶ SLIDE DEFENCE RIGHT



PLAYER SWITCHING

SWITCH PLAYER CLOSEST:



SWITCH PLAYER LEFT:



SWITCH PLAYER RIGHT:



SELECT FULLBACK:



Free Ball

PLAYER SWITCHING

SWITCH PLAYER CLOSEST:



SWITCH PLAYER LEFT:



SWITCH PLAYER RIGHT:



SELECT FULLBACK:



Match Display



The playing field consists of the following elements :-

- 1 - Teams
- 2 - Match Time
- 3 - Tackle Count
- 4 - Score
- 5 - Referee
- 6 - Playmaker Marker
- 7 - Attacking Run (Display)
- 8 - Injured Player Marker
- 9 - Tactics Display
- 10 - Ball Carrier
 - Colour indicates player in control
 - Blue bar indicates stamina level
- 11 - Offside Marker
- 12 - Pass Receiver (1st)
- 13 - Pass Receiver (2nd)
- 14 - Pass Receiver (3rd)

General Game Controls

Passing

Rugby League Live 2 features Quick Passing, Deep Cut Out Passing and Flat Cut Out Passing modes.

Quick Passing

Tap Quick Pass to pass to the first receiver. **LB** passes to the first receiver on the left, **RB** passes to the first receiver to the right.

Deep Cut Out Passing

Deep Cut Out Passes are a safe pass to a receiver at the expense of the receiver's forward velocity. Hold **LB** or **RB** and tap **B**, **Y**, or **X** for the 2nd, 3rd or 4th receiver on the left or right side.

Flat Cut Out Passing

Flat Cut Out Passes put the ball ahead of the intended receiver allowing them to run onto the ball with speed, but with the risk of interception. Hold **LB** or **RB** and double tap **B**, **Y**, or **X** for the 2nd, 3rd, or 4th receiver on the left or right side.

Tackles

Tackling encompasses Arm Pin Tackles, Low/Diving Tackles, Shoulder Charges, Hit ups, Fending/Break Tackles and Ball Stripping.

Holding down a tackle button after the tackle is complete will hold the opponent down.

Arm Pin Tackles

Perform an Arm Pin Tackle by holding **B**. Arm Pin Tackles prevent the ball carrier from Offloading the ball but are easier to fend than low tackles.

Sprinting while performing the Arm Pin Tackle may result in a head high tackle. To reduce the chances of this occurring, release **RT** (sprint) before performing the Arm Pin Tackle.



Low Tackles

Perform a Low Tackle by holding **A**. Low Tackles are harder to Fend or Evade than Arm Pin Tackles but leave the ball carrier's arms free for Offloads.

Diving Tackles

Tap **Y** to perform a last ditch Dive Tackle.

Shoulder Charge

Click & Hold  and  to perform a Shoulder Charge. A successful big hit will cause the recipient to lose a large amount of stamina. Shoulder Charges also increase the likelihood of a ball spill.



Hit Ups

Hit Up into a tackle by neither Fending or Break Tackling when in possession. Hit Ups wear down your opponent's stamina. They also protect the ball reducing the chance of a spill. Use Hit Ups in your defensive half to protect possession and chip away at the opposition's stamina.


Stamina

Sprinting and being on the end of Hit Ups and Shoulder Charges will have a large impact on Stamina. Low Stamina affects a player's ability to not only run, but tackle and be disciplined in formation.

Fending / Break Tackles

Push up on the  to Fend and down on the  to Break Tackle. Fends target defenders ahead while Break Tackles target players to the rear. The Fend/Break Tackle input can be held but tapping will give the player a bonus. Fending carries a small risk of spilling the ball if the action is unsuccessful.

Ball Stripping



In certain one-on-one tackles it is possible to attempt a Ball Strip. When you see a struggle for the ball press  to attempt a Ball Strip. Struggle for too long and a penalty may be given.



Kicking

Kicking includes Kick Off, Conversion Kicks, Kick to Touch/Line Drop Out, Punt Kicks, Bomb Kicks, Grubber Kicks, Toe Kicks, and Chip Kicks.

Kick Off/ Kick to Touch/ Line Drop out

Kicking is a 2 step process. Firstly the kick needs to be lined up, the kick then needs to be executed. A kick meter appears on the screen.

Use the  to aim the kick taking into account wind speed and direction as indicated by the arrows. Moving the  forward or back will lower or raise the trajectory of the kick.

Power up the kick by pressing . The kick meter has a blue zone and a yellow/red zone. Release the  button while the indicator bar is in the blue zone as close to the yellow zone as possible.

Releasing the **A** button at the end of the blue zone will result in an accurate and powerful kick. Releasing the **A** button in the yellow/red zone will result in an increasingly inaccurate kick.

Conversion

Position the tee by using the **L**. Confirm the position by pushing **A**. Players will 'fade' conversions based on their kicking foot. Left-footers fade the ball left to right and right-footers fade the ball right to left. Once the tee is positioned, executing the conversion kick is done in the same manner as a regular kick.

Afterside can be applied to the ball in the air by pushing the **L** left or right.



Punt Kicks

Hold **LT** to display the kick target. Aim the Punt with **L**. Hold **A** to increase the power of the kick and release **A** to Punt. To cancel the Punt release **LT**.

Bomb Kicks

Hold **LT** to display the kick target. Aim the kick with **L**. Hold **B** to increase the power of the kick and release **B** to Bomb. To cancel the Bomb release **LT**.

Grubber Kicks

Tap **A** for a short Grubber. Hold and release **A** for a longer Grubber. Direct the Grubber Kick with the **L**. Grubbers are most useful when executed close to the try line. *Tip. Direct the ball through the defensive line so you or a team mate can dive onto the ball to score.*

Competition

Competition mode allows you to play the major Rugby League competitions or a custom edited competition. Competition mode also allows online co-op or competitive play.

Start a competition by either selecting 'Begin New Competition' or selecting an existing saved competition. Press **A** to proceed.

New Competition

Select competition type and press **A** to proceed to the Select Teams screen.

Highlight a team you wish to control and press **X** to confirm your selection. Repeat to add more teams you wish to control in your competition.

- Replace teams in your current competition with teams from other League's by pressing the **Y** button

Once you have selected teams to control for your competition press **A** to proceed to the Competition Options screen.

Adjust options for Match Length, Injuries, Difficulty, Wind, Rules, Interchanges and Fixture Type. Press **A** to proceed to the Competition Hub.

Once in the hub, the Competition Schedule will be displayed. Press **LB** or **RB** to change competition hub view. Sort view by Round or Team, view the Competition Ladder, or Team Statistics.

The hub will give you the option to Play Match, Simulate Match or Simulate All AI.

- Press **A** to play the currently selected match and proceed to the competition lobby. You can choose to view or play a match for a team you have not selected to control. In this case, once you enter the match lobby you can either select a team to control or simply choose to be a spectator.
- Press **X** to simulate the match. Once the match has been simulated the results will be displayed. Press **X** for a detailed match report.
- Press **Y** to simulate all AI matches in the currently viewed round. To view detailed results for any simulated match in the round, select the match and press **A**.

Toe Kicks

Hold **A** to Toe Kick a loose ball. Toe Kicks are useful when you do not want to pick up the ball when under pressure. *Tip. Use Toe Kicks when you believe that you have a speed advantage over your opponents.*

Chip Kicks

Tap **B** to perform a Chip Kick. Chip over the defensive line if the opposition is moving quickly towards you. Direct the ball so you or a team mate can run onto it while the defenders check their runs and turn to pursue. *Tip – Chip kicks are a good offensive tool to catch the defence off guard.*

Field Goals

Hold **B** to power a Field Goal Kick. The kick will travel in the direction the player is facing so always try to position the player facing and close to the goal.

Tries

To perform a Try tap **X**. Double tapping **X** will result in a diving Try. Holding **X** will make the player dive onto a loose ball. Diving tries can increase the chance of causing a ball spill.

Sidesteps

Sidesteps are a great way to get a defender off balance. Push left or right on the **R** to perform a Sidestep in the desired direction. A Sidestep followed by another in the opposite direction will perform a Shimmy. *Tip Try using Sidesteps and Shimmies in combination with Fends and Break Tackles to improve your chances of evasion.*

Send Offs and Sin Bin

Players can be sent off for continuous High Tackles. Players will receive warnings from the referee before being sent off. Players can be Sin Binned for continuous Held in Tackles. Players will receive warnings from the referee before being sent off.

Pause Menu

Press **START** button during game play to display the in game 'Pause' menu. From the pause menu select either Resume, Team Management, Controller Setup, Game Setup, Audio, Restart or Quit.



Resume

Select to return to match.

Team Management

Select to make changes to the team line-up or assign roles.

- **Team Line-up** - Highlight the player you wish to change and press **A**. Select a player currently on-field or on the interchange bench and press **A** to confirm the change. Once there is a break in play the two players will swap positions. Repeat the process for further interchanges. Once the maximum allowable interchanges have been reached, the option to interchange will be grayed out and no longer available. Press **B** to return to the previous menu.
- **Assign Roles** - Highlight the player under the role to be modified and Press **A**. Select a new player to assign to the role and Press **A**. Press **B** to return to the previous menu.

Controller Setup

Select if another player wants to join one of the teams or if you wish to swap teams. Press **Y** for controller settings. Modify settings for Vibration function and auto player selection.

If you select to play a match, you will enter the Competition lobby. The Competition lobby functions in the same way as the Casual game lobby. You can select a team to control, invite friends to play and adjust controller settings. Once you have made your selections press **A** to proceed to the Jersey Select screen.



Select a Jersey for each of the teams in the match and press **A** to proceed to the prematch screen.

From the prematch screen, select from either Play Match, Team Management or Return to the Competition Hub.

Once the game is complete, the results will be displayed.

When all matches in the round are completed, proceed to the next round by pressing **Y**.

Game Setup

Select to adjust settings for camera angles, camera switching, replays, cut scenes, and attacking run display.

Audio

Select to adjust audio settings for sound effects, commentary, music and crowd.

Restart

Select to restart the match.

Quit

Select to quit the match and return prematch menu.

Injuries


If one of your players is injured, an icon is displayed on screen under the player. To resolve the injury, you must pause the game and interchange the player via the Team Line-up options. Interchanging an injured player off the field will count towards the maximum number of interchanges allowed.


GAME MODES

Casual

Rugby League Live 2 combines casual and online gameplay.

- Casual Online - From the Casual Mode Lobby you can choose to invite a friend to play online. Press the  button to display your friends list and send an invite. Press  to continue.
- If you do not want friends joining your game, toggle online/offline with the .

Proceed to setting up your casual game. Select either the home or away side by moving your controller icon to the relevant side of the lobby screen and press  to proceed. Leave your controller centered away from either team to view an spectator match.

Select a competition and a team for both the home and away sides. Press  to proceed.

Select the jerseys for your team then press  to proceed to the Prematch configuration.

Select from Play Match, Match Settings, Team Management or Return to Main Menu.

- Play Match – Select to proceed to the match.
- Match Settings – Select to adjust settings for Match Length, Stadium, Weather, Time of Day, Wind, Injuries, Difficulty, Extra Time, Golden Point, Rules, Interchanges, Sin Bin, or Send Offs.
- Team Management - Select to adjust Team Line-Up and assign player roles.
- Return to Main Menu – Quit the casual match and return to the main menu.
- Casual Online - When setting up a casual match and after you have invited a friend to play online, you can proceed to setup the match while waiting for your friend to join. Once your friend has joined and they have opted to challenge you, you will receive a notification of their team and jersey selections. Both players must ready up at the Prematch screen.
- If your invited friend does not join then you can still proceed to your match and play against the AI.

Career

Career mode allows you to manage, recruit and train your players to your preferred play style over 10 seasons. Career mode also allows online co-op play. Take care in managing your club budget because if your funds run out you will not be able to complete your 10 year franchise.

Start a Career by either selecting 'Begin New Career' or selecting an existing saved career. Press **A** to proceed.

Select the primary league you would like to base your career on, then select a team you wish to focus on. Press **A** to proceed. You will then have the option of including any various annual pre season and mid season matches in your career. Once your selections are made press **A** to proceed to the Career Settings screen.

Adjust various career options including Match Difficulty, Injuries, Recruiting Difficulty, Match Length, and Currency.

Once options are set press **A** to proceed to the Sponsors and Budgets screen and select a sponsor for your club. Press **A** to proceed to Budgets screen.

Set staffing budgets for various positions within your club. Assigning more funds to a particular coaching area will see improved performance on field in that particular area. Once budgets have been set, press **A** to proceed to the Career Hub.

The career hub consists of a number of areas which can be utilized to help manage and control your career game.

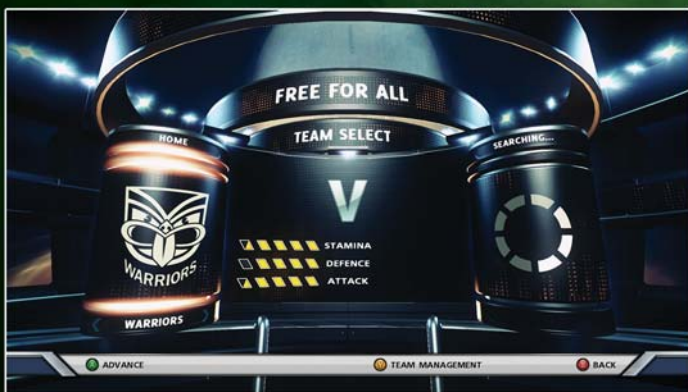


Ranked Online

Ranked online mode allows you to play competitively with other players online. Ranked online mode also allows you to use your custom players and teams online. Custom players created in the Footy Factory can also be shared amongst players online.

Select Ranked Online from the Main Menu and proceed to the Lobby. There are three different match making options.

- **Licensed Only** – Select to use only official default licensed teams.
- **Restricted Free for All** – Select to play against custom and licensed teams. If a custom team plays against a licensed team, the custom team will use the attributes of the licensed team.
- **Free for All** – Select to play other custom teams. Anything goes when playing in this mode. May the best team win! *(note: This option is only available if you have created a custom team)*



Once a match type is selected, press **A** to proceed to the team select screen. While selecting a team, the game will search for an opponent to play against. Press **Y** to make final adjustments to team line up and player roles before entering the match. Press **A** when you are ready to proceed and wait for your opponent to join. Once your opponent joins, the game will begin.

Sharing Players in Ranked Online

If you play online with your Custom team, your created players will be shared with your opponents in the Footy Factory. Shared players are added to the Recent Opponents league in the right hand pane of Team Management.

- **Management Day / Match Day** – Indicates current status of your season. Use a Management Day to manage your team, review team settings and complete various management tasks. Select to advance forward to match day. Once a designated Match day is reached, select Simulate Match to simulate the match or Play Match and proceed to Match Lobby. The Career Match Lobby functions in the same way as the casual match lobby.

- **View Fixture Ladder** – View fixtures by team or round. View Career competition ladder.

- **Team Management** – Adjust your teams training programme. Programmes include Balanced, Kicking, Attacking, Defensive, and Endurance. Focusing on certain areas during training will see improvements on field. Team Management also allows adjustment of Team Line-up and assignment of Roles. Your players form/status is also indicated by the coloured symbol beside their name.

- ↑ At Peak Form
- ↗ Improving
- No Change
- ↘ Minor loss of form
- ↓ Loss of form
- + Injured
- S Suspended

- **Team Statistics** – View team and player statistics for all clubs and players in the career competition.

- **Inbox** – View news and information. Includes tribunal reports, sponsor updates, rep side selections, injury reports and any other relevant news.

- **Corporate** – View club finances, sponsors, memberships and attendance numbers.

- **Records** – View your career highlights.

At the end of each season a number of events will occur.
These include :

- Retirees – A list of players who are retiring from the game will be displayed.
- Year Overview – An opportunity to view season position, wins and losses, finance history, and ladder history.
- Set Sponsor – Select a sponsor for funding the next season in your franchise.
- Staffing Budgets – Set staffing budgets for the next season in your career.
- Player Negotiations – The overview screen will display how much money you have spent and how much you have left to spend on your current team line up. It also displays the number of players you have for each position along with the salary breakdown by position. As you finalize accounts, return to the Overview screen to ensure you have your team balance right.
- View on-contract players, off-contract players, search for players off-contract, or compare players before offering contracts.

Once you have made offers and are happy with your team, press **A** from the Overview screen to proceed.

The AI will simulate team changes for the non top 25 salaried players. A summary of player changes will be displayed. Press **A** to proceed to the next year in your career.

Footy Factory

Utilize the Footy Factory to create the ultimate player or team and edit existing teams and players.

Player Creator

Create a new custom player.



- Info – Define your players first name, last name, commentary name, preferred role, height, weight, preferred hand and preferred foot.
- Edit Appearance – Customize your player look and modify a host of features including head, hair, face, eyes, brows, ears, nose, mouth, cheeks, jaw, neck, chin, body, strappings, tattoos, and accessories.
- Edit Attributes – Set your player skill level by adjusting the various skill attributes. You have a limited number of points per player to distribute over the various skills. Setting a particular skill over 74 results in a multiplier penalty. 75 – 79 costs x2 points, 80 – 84 costs x5 points, 85 – 89 costs x8 points, 90 – 94 costs x 12 points, while 95 – 99 costs x18 points.

Custom Players

Edit or delete customised players. Players you have created, along with customised players that have been shared with you will be available for editing or deleting.

Training

Select to practice your ball and team skills in training mode or view tutorials to learn game control.

Training

Select to practice Kicking, Placed Kicking, Fending/Evasion, Passing, and Tackling skills.

Tutorials

Select to view tutorials on gameplay and player control.

Accomplishments

Review your game history. View your progress on the online leaderboard. Select from Statistics and Badges, Leaderboards, or Sync Profile.

Statistics and Badges

Select to view your statistics along with badges earned.

View Leaderboards

Select to view rank based on All Modes, Ranked Aggregate, Ranked Licensed, Ranked Restricted Free for All, or Ranked Free for all.

Sync Profile

Select to synchronise your offline statistics and achievements with your online profile.

Team Creator

Start up your own club, create your own squad or enlist players from other teams.

- Team Details – Define your team name, nickname, abbreviated name, home ground, team logo, jersey type, jersey detail, and displayed jersey.
- Validate for Online – Confirm that your team configuration meets requirements for online play.

Team Management

Select to modify existing default and customized teams.

- Select a league, followed by team to modify. Clone players from other teams, move players to the Free Agent list or delete them from the game. Changes to licensed teams will result in a new custom team being automatically created based on your changes. Select your new team from custom teams and press  to edit team details as described above in Team Creator.

Adding Players Shared Online

In addition to adding existing players or your own created players to your custom team, you can also add players created by other people you have played against online. In Team Management, shared teams appear in the Recent Opponents league in the right hand pane. You can select players to add to your own custom team from these shared teams.

Options

Select to view controller configurations, adjust gameplay and audio settings, game setup and view credits.

Controls

Select to view Attack, Defence or Free Ball controls.

Game Setup

Select to adjust settings for Camera View, Camera Switching, Replays, Cutscenes, and Attacking Run Display.

Audio

Select to adjust volume settings for Sound Effects, Commentary, Music or Crowd. Select which music tracks you would like to include in the game.

Gamma

Adjust gamma settings to improve visual display.

Credits

Select to view game credits.

Hints and Tips

- RLL2 features a number of exciting new gameplay mechanics including Punt & Bomb kicks and Cut Out Passing. Read the tutorials then test them out in Training mode.
- Deep in your defensive zone use Hit Ups to wear down your opponent's stamina and protect the ball.
- Fending is less safe than a Hit Up and has a small chance of a ball spill.
- Diving tries have a small risk of spilling the ball.
- Players will 'fade' conversions based on their kicking foot. Left-footers fade the ball left to right and right-footers fade the ball right to left.
- Use After Touch to affect a conversion kick's trajectory. After Touch is more effective with the direction of the kick's fade.
- The player's stamina is represented by the size of the sprint meter. This will shrink over the course of a match.
- Sprinting while performing an Arm Pin tackle risks a High Tackle.
- The kick meter's blue zone represents a player's best kick in accuracy and distance. The yellow-red zone represents decreasing kick distance and accuracy.
- Keep holding the tackle button to hold down a player in a tackle.
- Players can queue passes. Tap the pass options just before the pass is received to quickly move the ball on.
- Momentum is critical to breaking tackles. Ensure you are sprinting when fending.

Credits

BIG ANT STUDIOS CEO Ross Symons Development Director Mike Merren Technical Director Matt Ellison Producer Andy Symons Associate Producer Mark Davis Lead Programmers Tomas Lundell, Blair Holloway Lead Artist Daniel Hoult Programmers Andrew Burch, Antony Marshall, Ben Warwick, Blake Preston, Natasha Spranklin, Shaun Stamper, Tom Rimington, Warren Spence, Micheal Larkin Graphics Programmer Brooke Hodgman Additional Programming David May, Stuart Cameron, David Serafim, Matt Gibson, Technical Artist Ben Millwood Artists Anthony Fordham, Craig Bowler, Daniel Riddle, David Morrissey, Duncan Fraser, Luke Elphick Additional Art Josh Caratelli, Adam Briggs, UI Design/Art Mark Traynor UI Artists Clare Spoelstra, Titania Suryadilaga Animators Dara Ung, Tony Norman, Dru Muller Design Francis Tran Quality Assurance David Doe, Jarrod Shaffer, JoJo Abdullah Play Testing Antony Symons, Jacob Thomas Systems Administrators Scott Pederick, Matt Stewart Special Thanks Daniela Markovic, Frank Colautti, Jordyn Rose Griffiths, Kirsty Millwood, Tegan Spence, Natalie, JoJo and Teagan Symons, Murray Newham (ARL/Melbourne Storm), Kim Williams (ARL/Melbourne Storm), Kevin Proctor (Melbourne Storm), Jesse Bromwich (Melbourne Storm), Siosaia Vave (Melbourne Storm), Fiona, Sam and Isobel Merren, New Arrivals Alexander Christopher Ellison, Robert Jack Spence **Deakin Motion Lab Studio** Director Kim Vincs Motion Capture Supervisor Lead Character Animator Daniel Skovli Lead Motion Capture Artist Character Animator Peter Divers Motion Capture Artists Richard Burt, Tim Bowman, Michael Kortum, Simen Eira, Zachariah Moimoi, Herschel Gideon, Steve Liki, Edward Faamausili, Jesse Parete **MUSIC** Plea for Sanctuary From Greenthief's 2009 EP 'Anicca' Performed by Julian Schweitzer, Gwen Warnick, David Callaghan Written by Julian Schweitzer Cultures From Greenthief's 2011 EP 'Retribution' Performed by Julian Schweitzer, Gwen Warnick Written by Julian Schweitzer This Madness From the 2010 album 'Reactions' Performed by Sons of Rico Written by A. MacRae / A. Weston Courtesy of Firestarter Music From the 2010 album 'Reactions' Performed by Sons of Rico Written by A. MacRae / A. Weston / G. Sarangapany Courtesy of Firestarter Music Teenage (2011) Performed by New Saxons Written by Timothy Green Banshee From the 2011 Teleprompter EP Written & Performed by Teleprompter Danger Time Performed by Fixed Error Written by James Orr Courtesy of On Ice Productions Dancefloor Psychotic From the 2011 album 'Makeshift Remedies' Performed by Fixed Error Written by James Orr Courtesy of On Ice Productions Together We Can Make a Difference From the 2012 album 'Red Flags' Performed by The Charge Written by Ashley Jones & Ben Cuthbert Follow Me Down From the 2012 album 'Red Flags' Performed by The Charge Written by Ashley Jones & Ben Cuthbert **TRU BLU GAMES** Managing Director Sebastian Giompaolo Executive Producer Andrew Lavorgna Associate Producer Michael Muratore Instruction Manual Daniel Kajfes Packaging Design Wayne Hazel QA Testing & Support Jack Chen, Colin Leung, Renee Tondut, Bianca Giompaolo, Adrian Capkunovski, Lucas Mendizza, Nicholas Mirabilio, Patrick Nolan, Tim O'Brien, Jiyong Park, Mike Ding, Marco Zhang, Ben Howse, Jeremy Rose **NRL** www.nrl.com Director of Commercial & Marketing Paul Kind Licensing Manager Elisabeth Vitale Sponsorship Manager Cameron Dearsley RL Statistician Kevin Prince **RFL** www.therfl.co.uk Sponsorship & Account Executive Emma Haworth Marketing Executive Emma Shaw Internet Manager Matthew Trumble Marketing Manager Phil Williams Sound Design James Langford Audio Engineer Mark Tanner (**Mark Tanner Sound**) Commentary Voice Talent Andrew Voss, Phil Gould Referee Voice Talent Matt Cecchin Commentary & Referee Audio Recorded at Mark Tanner Sound Player Photography Colin Whelan (**Action Photographics**), William Booth (**Photosport**), Ross Smart (**Bulldogs Player Photography**) Australian Stadia Photography Daniel Kajfes, Michael Muratore UK Stadia Photography Ste Jones (**KT8 Photography**) Thanks to all Clubs, Media and Marketing Managers. Thanks to all the kit suppliers. Special Thanks Shane Wakley, Kane Grzasko. **European cover image** of Jamie Jones-Buchanan supplied courtesy of Bernard Platt.

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