

 XBOX 360.



# RUGBY WORLD CUP 2011



INSTRUCTION  
MANUAL



505  
GAMES

## WELCOME TO THE OFFICIAL IRB RUGBY WORLD CUP 2011 GAME!

Rugby can appear to be complicated for the uninitiated but you can experience the joys of Rugby and score your first try using just these fundamental controls.

- Move your player around the pitch using the left stick
- Pass the ball left and right by pressing **LB** or **RB**
- Touch the ball down over your opponent's goal line to score a try by pressing **A**
- Tackle an opponent by running into them or pressing **A** to dive at them
- Change your player on defence by pulling **B** to get closer to the ball
- Sprint faster by pulling and holding **RT**

*Note: For more advanced instructions about the game, please refer to the FULL CONTROL SUMMARY section of the manual. Here you will find many extra tricks and tactics to help you become an attacking force on the pitch and a true Rugby expert.*

Also, at anytime during a match, press **START** to access the in-game pause menu. Select the 'Controls' option within the pause menu to view control summary information whenever you need it.

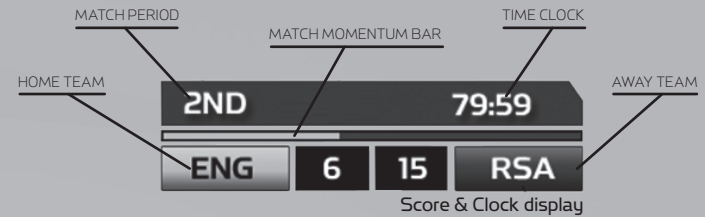
## UNLOCKING YOUR GAME-IMPORTANT

In order to access online features and new licensed Rugby World Cup 2011 team kits (for use in Full Tournament, Place-Kick Shootout and Online Play) you will need to enter an unlock code.

Please visit <http://www.rwc2011game.com> to obtain the necessary code.

You will be prompted to enter this code the first time you start up the game. Alternatively, you can enter the code at a later time by pressing **V**, or selecting the **Xbox LIVE** option, when you are in the Main Menu. Once the correct code has been entered you will receive confirmation that new content has been unlocked.

## IN GAME INFORMATION



SCORE & CLOCK DISPLAY



PLAYER NUMBER

SPRINT ENERGY LEVEL

STAMINA LEVEL

PLAYER NAME

STAMINA LOST



## FULL TOURNAMENT

### THE WEBB ELLIS CUP AWAITS!

Select your favourite Rugby nation and battle through the pool and knockout stages against the top teams in international Rugby in the official **Rugby World Cup 2011 New Zealand** Tournament. Experience victory in the Final and lift the Webb Ellis Cup to become World Champions!

Choose to play the authentic Rugby World Cup 2011 schedule or randomise the pool stage draw each time you setup a new Tournament. Randomising the pools gives you the chance to play through the Tournament over and over again with a different pathway to glory each and every time you play.

The Full Tournament mode features the 20 countries who will take part in the Tournament in New Zealand. You can play with anywhere between 1 and 20 human controlled teams, and with anywhere between 1 and 4 players simultaneously taking part in the action during each match.

You can choose to play each match in the competition yourself, or alternatively, you can select to simulate your team's next match instead.

When in the Tournament hub screen you can press **Y** to access menu options. Here you can find options such as Squad Management, Standings, Fixtures & Results, Statistics or you can choose to Save to ensure you have stored your Tournament progress.

Once your team has played a match you will be presented with the Latest Results screen which gives you a recap of all the most recent scores from around the competition.

If you make it as far as the semi-finals stage, a loss will see your team participate in the Bronze Final match to decide 3rd place in the Tournament, while victory will book you a place in the ultimate match of the Tournament in the Rugby World Cup 2011 Final.

Should you find yourself in a knockout stage match which is tied at full time, authentic Rugby World Cup 2011 tie-break rules come into play. Firstly, two extra-time periods of 10 minutes are played each way, then if scores are still tied the match will go to a third 'Sudden Death' extra-time period of 10 minutes. If there is no score in the 'Sudden Death' period the game is then decided by a Place-Kick Shootout using the IRB's official Rugby World Cup goal kicking competition rules.



## ADDITIONAL GAME MODES



### INTERNATIONAL TEST

Set up a single international Rugby test match with any two of the Rugby World Cup 2011 teams, and with the stadium, conditions and match settings of your choice.

### WARM-UP TOUR

Choose a tour and travel to a region of the Northern Hemisphere or the Southern Hemisphere and play a series of matches against countries participating in Rugby World Cup 2011.

### PLACE-KICK SHOOTOUT

Pick any two teams and jump into an authentic goal kicking competition as featured in the official tie-break rules of the Rugby World Cup 2011 knockout stages.

### Xbox LIVE

Search for an online opponent to test your skills against in an online match, or alternatively, host a session and invite a friend to play a match against you.

*Note: You must be signed into Xbox LIVE with a gamer profile which has a valid Xbox LIVE Gold enabled account, in order to access online features.*

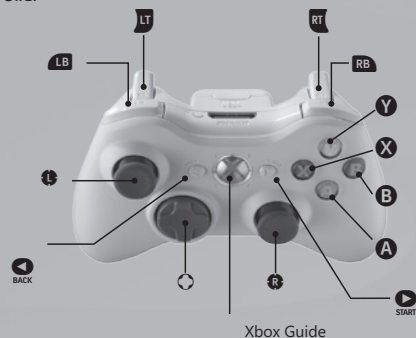
### OPTIONS

From here you can adjust the game settings, review the controls, modify how the game saves and loads and see who made the game. You can also Edit Teams.

From Edit Teams you can enter 'Squad Management' and modify any team's line-up, set play selections, and captain and kicker preferences. You can also enter 'Edit Players' if you would like to modify any player's name, details, positional preferences, or attributes and abilities.

# FULL CONTROL SUMMARY

Xbox 360 Controller



## PAUSE GAME

PAUSE GAME	
Access Pause Menu	

## KICKOFFS / RESTART KICKS / PENALTY PUNTS / FREE KICK PUNTS

KICKING TO START OR RESTART PLAY	
Aim Kick Targeting Arrow	left stick
Kick / Punt	

## OPEN PLAY

OPEN PLAY - WITH THE BALL	
Move Player	left stick
Sprint	(pull and hold)
Score Try (remain on feet)	(tap when in attacking in-goal area)
Score Try (dive on ground)	(hold when in attacking in-goal area)
Pass Left / Right	
Quick Pass Left / Right	(tap before ball is caught)
Cut-out Pass Left / Right	(hold then release)
Dummy Pass Left / Right	(pull and hold) +
Offload Pass (when prompted)	(while being tackled)
Dive on the loose ball	
Defensive Touch Down	(when in defensive in-goal area)
Quick Penalty (when prompted)	(to take the quick tap-kick)
Quick Lineout (when prompted)	(to take the quick throw-in)
Quick Pickup (when prompted)	(to take the ball before the ruck)

Note: For the purpose of this control summary the following special move controls give an example of where the player with the ball is moving up towards the top of the screen, but should always be performed relative to your player's current running direction on the screen using the right stick.

## OPEN PLAY – SPECIAL MOVES (WITH THE BALL)

Sidestep Left / Right	right stick (left / right)
Shoulder Charge	right stick (up)
Hand Off	right stick (down)

## OPEN PLAY - WITHOUT THE BALL

Move Player and Tackle	left stick (run into opposition ball carrier)
Sprint	(hold)
Change Player	
Guard Control	(hold)
Dive Tackle	
Jump to catch kick	
Dive on the loose ball	
Soccer Kick (the loose ball)	(hold)
Call for mark (when prompted)	(before catching kick behind 22m line)
Quick Pickup (when prompted)	(to take the ball before the ruck)

Note: The Guard Control option allows you to keep your controlled player facing the direction of the ball. Guard Control helps you keep opposition players out in front of you so you can more easily move into position and line yourself up to make that all important try-saving tackle.

## OPEN PLAY – KICKING AND PUNTING (WITH THE BALL)

Punt	
Grubber Kick	
Chip Kick	(tap)
Up and Under Kick	(hold)
Drop Goal Attempt	

## RUCKS

RUCKS - ATTACKING	
Intensify Team's Rucking Effort	(tap, while possession is still contested)
Select Set Play	right stick
Pass to a Back	
Pass to a Forward	
Pick and Drive (with rucking player)	
Scrum Half Pickup	
Scrum Half Kick	

## RUCKS – DEFENDING

Intensify Team's Rucking Effort	(tap, while possession is still contested)
Steal Ball / Intentional Handling	right stick button (tap, while possession is still contested)
Kill Ball / Prevent Release	right stick button (hold, while possession is still contested)

Note: The rucking system includes a ruck intensity mechanic which introduces an added element of risk and reward to the ruck contest. For more information on how it works and what determines possession in the ruck, please read more in the "Additional Information" section of the manual.

## SCRUMS

SCRUMS – ATTACKING	
Feed	<b>A</b>
Hook	<b>X</b>
Drive	left stick
Select Set Play	right stick
Pass to a Back	<b>LB</b> / <b>RB</b>
Number 8 Pickup and Run	<b>X</b> / <b>B</b>
Scrum Half Kick	<b>Y</b>

SCRUMS – DEFENDING	
Hook	<b>X</b>
Drive	left stick
Collapse Scrum	right stick button

## LINEOUTS

LINEOUTS - ATTACKING	
Throw to Front	<b>A</b>
Throw to Middle	<b>B</b>
Throw to Back	<b>Y</b>

LINEOUTS - DEFENDING	
Intercept Throw to Front	<b>A</b>
Intercept Throw to Middle	<b>B</b>
Intercept Throw to Back	<b>Y</b>

## MAULS

MAULS - ATTACKING	
Bind Player (strengthen pack)	<b>A</b> (add maximum of four new players)
Push Maul	left stick (to drive defending team backwards)
Select Set Play	right stick
Pass to a Back	<b>LB</b> / <b>RB</b>
Pass to a Forward	<b>LT</b> / <b>RT</b>
Second Row Run	<b>X</b> / <b>B</b>
Scrum Half Kick	<b>Y</b>

MAULS – DEFENDING	
Bind Player (strengthen pack)	<b>A</b> (add maximum of four new players)
Push Maul	left stick (to resist drive of attacking team)
Collapse Maul	right stick button

## GOAL KICKING

PLACE-KICKING AT GOAL	
1. Aim Kick Targeting Arrow	left stick
2. Start Gauge	<b>A</b>
3. Stop Gauge (at desired power level)	<b>A</b>
4. Stop Gauge (at centre of accuracy zone)	<b>A</b>

*Note: For more information on how to successfully slot the ball between the goal posts, please read more in the "Additional Information" section of the manual.*

## SET PLAYS

SET PLAYS	
1. Select Set Play (on attack at Ruck, Scrum or Maul)	right stick (up / right / down / left)
2. Pass to Fly Half (to initiate play)	<b>LB</b> / <b>RB</b> (depending on Fly Half location)
3. Select Set Play Move (once Fly Half has the ball)	<b>A</b> / <b>X</b> / <b>B</b> / <b>Y</b>

*Note: For more information on how to select and run a set play, or modify your team's selection of set plays, please read more in the "Additional Information" section of the manual.*

## STRATEGY SELECTION

TOGGLE TACTICS	
Change Ruck Support (Balanced / Forwards / Nearest Man)	D-pad (up / down)
Change Defensive Formation (Standard / Tight / Wide / Kick)	D-pad (up / down)

*Note: For more information on Ruck Support and Defensive Formation options, please read more in the "Additional Information" section of the manual.*

## ADDITIONAL INFORMATION

### RUCKS

Once a tackle occurs and the tackler brings the tackled player to ground, support players from each team move quickly into position to bind and form a ruck to contest possession of the ball.

Provided teammates can arrive promptly, the team in possession of the ball before the tackle has a significant advantage and a good chance of retaining the possession; that is unless the defence has a far superior combination of players at the ruck and the possession team offers little resistance.

Possession at the ruck is determined by a collective account of players involved in the tackle, as well as the players who bind to the ruck. Other factors also play a part in determining possession at the ruck such as a player's stamina, special abilities and the team's current match momentum.

However, if the defensive team can manage to get enough support players in position early enough before the attacking team's support players can bind and fully commit to the ruck, then the defensive team may be able to force a quick turnover in the ruck despite the efforts of the opposition to maintain possession. Likewise, the attacking team can maintain and recycle the ball quickly if they can manage to get enough early support to the breakdown before the defensive team can pose a real turnover threat.

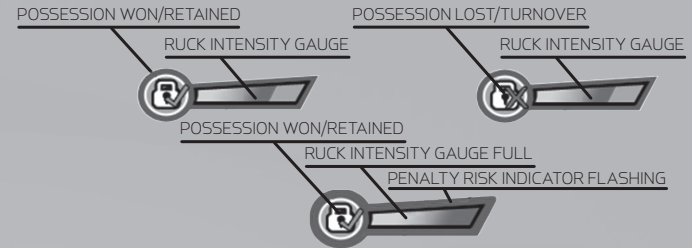
### BALL SECURITY

Once the contested phase of the ruck is over and possession has been decided, padlock icons are displayed to indicate if the ball has been secured, or unsecured in the case of a turnover.

When a player on the attacking team is tackled and his team manages to maintain possession at the ruck, a padlock icon with a green checkmark will instantly appear next to the team's ruck intensity gauge.

In the event that a defensive team wins a turnover at a ruck, then the green checkmark will instantly appear next to that team's ruck intensity gauge, while a padlock with a red cross to indicate that the ball was unsecured will be displayed next to the ruck intensity gauge of the team that lost possession.

### RUCK INTENSITY



The ruck system in Rugby World Cup 2011 includes a ruck intensity mechanic which introduces an added element of risk and reward. This emulates the choice a rucking player has in a real-world Rugby match when they attempt to give their team the slightest of advantages in a ruck contest, or desperately scrounge for possession in the dying moments of an important game while throwing caution to the wind.

As soon as the first player on either team begins to bind, and a ruck forms, you can press **A** to contribute additional effort to your rucking players. This intensity is essentially a bonus which gets factored into the battle your team contributes to each ruck contest that occurs on the pitch.

With each press of **A** your team's ruck intensity gauge displayed next to the ruck will increase based on the number of players committed to the ruck at the time, as well as the collective rucking ability of those committed players.

This allows you to up the intensity of your team's rucking effort when trying to lock up possession on attack or win a crucial turnover on defence. But as is the case in real-world Rugby, regardless of your intensity at the breakdown, possession is never a guaranteed thing.

You will need to be disciplined as overdoing the ruck intensity can backfire and result in your team being penalised. You are at risk of being penalised anytime the ruck intensity gauge reaches its maximum capacity and begins to flash red. This indicates you are now in danger of incurring an infringement from the referee for foul play or handling in the ruck.

The more you over-intensify your team's rucking effort once the gauge is already at the maximum, the more chance of a penalty there is. However, team's with quality rucking players who have high discipline ratings are slightly more likely to avoid drawing the attention of the referee.

Learning to carefully balance and moderate the use of ruck intensity though can boost your team's chances of recycling possession or winning a turnover and ultimately improve your chances of victory. For example, if your team is down on points near the end of a closely fought match, you may want to take more risks than you usually would, since securing the ball could give your team a fighting chance to snatch victory from the clutches of defeat.

*Note: If possession has already been decided, and the contested phase of the ruck is over, you will no longer be able to contribute additional intensity to your team's rucking effort as the ball has already been secured by one team or another.*

## QUICK PICKUPS

Once a tackle is made and either an attacking team player or a defensive team player is close enough to take the ball from the tackled player before support players from both teams arrive to form the ruck, then that player is given the brief opportunity to pick up the ball, gain possession and resume play.

Should your team have the opportunity for a quick pickup following a tackle, a button prompt will be momentarily displayed above the arriving player's head. Press the button to execute the quick pickup, or simply allow a ruck to ensue instead.

*Note: Quick pickups can be a great opportunistic way of gaining possession, but they can also be fraught with danger as a player fresh from picking up a ball can find themselves prone to taking a heavy hit and potentially conceding a knock on. Weigh up the risk when the quick pickup chance arises.*

## MAULS

When your team is in possession at a maul the effectiveness of your team's efforts to push the maul forward to gain territory is determined by the attributes, stamina and collective strength of the players who form and join the maul.

Once the maul is formed, up to a maximum of four additional players can be added to each team. As each attacking player is added he contributes a momentary boost of energy and momentum, the same applies to a defensive player joining the maul, however, he contributes to his team's efforts to prevent the attacking team gaining any ground.

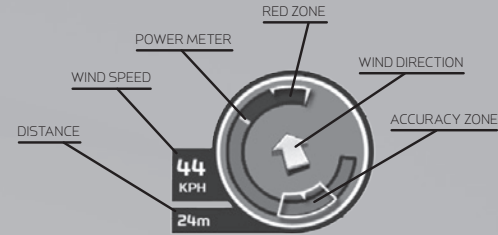
*Note: the quicker you bind players to the maul the more short-term effectiveness they will provide to your team's efforts, however, if you can manage to balance the timing of binding additional players to the maul it can have a longer lasting impact and may result in further territory gain if you are on the attack.*

## SCRUMS

The team who can hook and win the ball first at the feet of their front row, once the ball is fed into the scrum, is the team that is given the advantage at the scrum. The distance the possession winning team can then drive back the opposition, or the defensive team can wheel the scrum, depends largely on the battle of strength, scrummaging ability and the current energy levels of both teams' packs.

*Note: The more fatigued players are during play, the less effective they will be for their team when engaged in rucks, scrums and mauls or when making a run or chase in the later stages of the match.*

## GOAL KICKING



When kicking at goal from a place-kick in a penalty, conversion or shootout scenario, you are presented with a goal kick gauge display on-screen. This display conveys important factors to consider when lining up for your kick attempt such as distance to goal, windspeed and direction relative to your view of the goal.

Once you are satisfied with the aiming of the kick targeting arrow it's time to power up for the kick. Press **A** to start the gauge filling up in a clockwise direction, the more the gauge fills, the more powerful the kick attempt will be.

Press **A** again to stop the gauge at the desired level of power. Note that the red zone at the top of the gauge will give your kick added power the further you stop the pin towards the end of the gauge, however the trade-off is that red zone power may compromise the accuracy of the kick.

Following the button press to select your desired power level, the pin will return back towards the bottom of the gauge in an anti-clockwise direction. The arc-shaped bracket at the bottom of the gauge is the accuracy zone. Press **A** again once the pin has reached the centre of the accuracy zone in order to ensure your kick travels as straight as possible along the path you originally set with the targeting arrow back when you were aiming the kick.

The more highly skilled a goal kick taker your player is, the slower the rate at which the gauge will rise and fall, and the larger the accuracy zone will be on the gauge. This helps to make goal kick attempts with a talented goal kicker slightly easier than with a lower rated goal kicker.

## SET PLAYS

When your Scrum Half has access to possession of the ball at a ruck, scrum or maul you are able to run a set play provided the Fly Half and other necessary backline players are available to get into position for set plays at that time, or in that particular location on the pitch.

If any of your team's selection of set plays are available, a prompt will appear at the bottom of the screen indicating which direction to press the right stick in order to select the set play.

Once a set play has been selected the cursor above your Scrum Half will begin to flash red while players ready themselves. As soon as the players are in position for the start of the set play the cursor above your Scrum Half will turn bright green.

Now to set the play in motion you must pass the ball to your Fly Half who is always positioned on the open side of the field.

Once the Fly Half has caught the pass, you will be presented with one or more set play move options in the form of button prompts which appear above the heads of players in your backline. Press the button which corresponds with the player with whom you wish to execute a set play move.

*Note: If you want to see an overview diagram of the moves available within each of your team's set plays, or reconfigure your team's current selection of set plays, access Squad Management before entering a match and select the 'Set Plays' option.*

## STRATEGY SELECTION



During a match you can use the directional pad at anytime to access your team's strategy selection panel to view either your current Ruck Support strategy or Defensive Formation strategy.

Changing your Ruck Support strategy allows you to toggle between the following options by pressing up or down on the directional pad during play:

**BALANCED:** Forwards will bind to the ruck unless a back is in a better position to support

**FORWARDS:** Only forwards will bind to the ruck

**NEAREST MAN:** The closest available forward or back will always bind to the ruck

Changing your Defensive Formation strategy allows you to toggle between the following options by pressing left or right on the directional pad during play:

**STANDARD:** Regular defensive positioning along the offside line

**TIGHT:** Players position themselves closer to the breakdown along the offside line

**WIDE:** Players spread out further along the offside line from the breakdown

**KICK:** Regular defensive positioning but wings drop back from the offside line

## MATCH MOMENTUM BAR

During a Rugby match there is a dual-colour dynamic bar display within the score panel in the top-left of screen which reflects the current match momentum of each team. As a team strings together multiple phases of possession, and gains territory, their portion of the momentum bar will grow. Should a team have possession while dominating the opposition on match momentum, they are less likely to concede turnovers at breakdowns.

## SQUAD MANAGEMENT

When viewing your team's line-up within Squad Management, the following player position abbreviations are used to describe a player's current position, preferred position, or his place in the squad:

PR: Prop	N8: Number Eight	WG: Wing
HK: Hooker	SH: Scrum Half	FB: Fullback
SR: Second Row	FH: Fly Half	R: Reserve
FL: Flanker	CT: Centre	

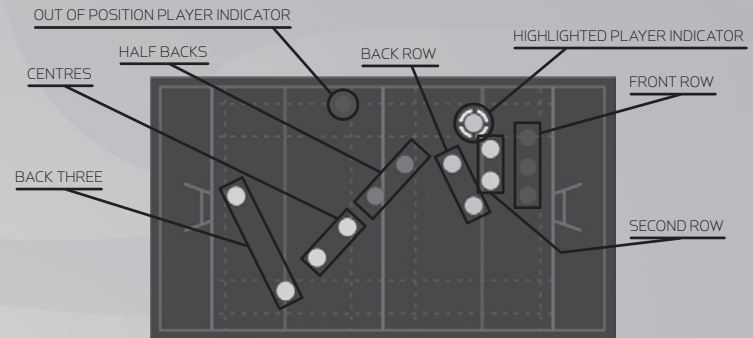
When making changes to your team's line-up it is important to ensure that players you assign to the starting 15 are playing in positions that match their positional preferences. To view all of a player's preferred positions highlight a player in the squad list and press the right stick button to view his profile.

If a player is currently not playing in one of his preferred positions he may not be able to play to his full potential, or as well as a player who has the necessary skill set and proficiency for that specific position.

The position map at the top of the squad list will display a flashing red outline around his current place in the team to indicate if he is currently considered out of position.

*Note: Check the position map when making changes to your line-up, or when replacing fatigued or injured players during a match, to help ensure that you are placing players in suitable positions and giving your team the best possible chance of being an effective and cohesive force on the field.*

## POSITION MAP





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