E.T.'s RUGBY LEAGUE

Since I was a young boy my dream was to one day play football. I had dreams and goals and now those dreams have come true. I have been playing first grade Rugby League for nearly ten years and I still love every moment. If you have ever been to a Rugby League match you will know how exciting it can be. Now comes the next best thing. E.T.'s Rugby League.

E.T.'s Rugby League is the game everyone can play. All ages, for guys and girls. It tests your skill, your reflexes and your knowledge, but most of all, it's heaps of fun. When I'm not playing on the football field you'll find me playing this great new game. It's so good I've put my name on it!

Andrew Ettingshausen

Rugby League has developed into one of the most exciting and action packed sports in the world. It is demanding, quick and punishing.

It gives us great pleasure to bring to computer game players "E.T.'s Rugby League", the only official Rugby League game in the world today.

Through consultation with the Rugby League experts our programmers have captured every detail, in an attempt to challenge even the most knowledgable League fans.

E.T.'s Rugby League will have you panting with each strategic move, it will test all of your reflexes and player strengths in the lead up to Grand Final Day.

Can your skills win you the League?

Sega-Ozisoft would like to extend their thanks to Andrew Ettingshausen (E.T.), Australian Rugby League, and the NSW Rugby League for their support and endorsement of E.T.'s Rugby League.

Kevin Bermeister
SEGA-OZISOFT
Managing Director

SEGA Questor OziSoft

INTRODUCTION

ET RUGBY combines superb graphics and realistic animation with gameplay so true to life you'll be on the edge of your seat cheering! All the key aspects of Rugby League as played in Australia are included – tackles, play-the-ball, scrums, fouls, penalties, tries, conversions, offside and drop goals.

Choose from the many preset moves as you plan your winning strategy. With one eye on the radar you can see what's happening anywhere on the pitch – or, if you prefer, switch to the innovative 'blimp' view for a smaller scale display which increase the visible playing area by four times!

All the teams from the 1992 Winfield Cup are represented, and you can play friendly matches or a complete Winfield Cup competition.

ET RUGBY – no other game looks like it, or plays like it!

• Superb graphics with life-like animation and high-speed arcade action.

• It's all there – tackles, scrums, play-the-ball, penalties, conversions and more.

• Choice of three viewing modes: normal, 3D-perspective, and blimp view – all with action replays*.

• Radar display of the entire pitch helps you plan your strategy.

• Smooth eight-way scrolling follows the action.

• Sophisticated 'artificial intelligence' guides computer controlled players.

• Up to four can play simultaneously (on Amiga with suitable adaptor).

• Atmospheric sound effects and music.

*Amiga and PC only.

E.T.'S RUGBY LEAGUE

E.T.'s Rugby League simulates most of the features of a real rugby game. This manual does not attempt to explain the rules of rugby in detail – if you are new to rugby you are advised to read a book on the game.

LOADING INSTRUCTIONS

Amiga

Place the disk in the internal drive and reset the computer. Leave the program disk in the drive except when loading or saving data.

IBM PC

Place the program disk in drive A and type RUGBY, then press Return. Any updated information will be in a file called README.TXT To view this file enter TYPE README.TXT and press Return.

Commodore 64

To load the game from tape hold down the shift key and press Run/stop. To load from disk type LOAD"*",8,1 and press Return, then type RUN and press Return. Leave the game disk in the drive except when loading or saving data.

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CONTROLS

E.T.'s Rugby is best played using one or more joysticks. The player you are controlling moves in the direction you move the joystick. Different controls are used for scrums and other setpieces – refer to the relevant sections for details. On the PC you can also use the keyboard – to change the default keys choose the Select Inputs icon: refer to the file README.TXT for full details of the control options.

During the game there are various keys that allow you to access game features:

	PC	C64	Amiga
Pause game	Scroll Lock	Run/Stop	P
Quit match/half	Ctrl-Esc	Q	Q
Activate replay	F10	@	F10
Slow motion replay	F8	S	S
Save replay	F9	CBM	F9
Select blimp view	B	n/a	B
Select 2D or #d view	V	n/a	ESC
Select radar	R	n/a	R
Move radar	n/a	n/a	E

On the Amiga/PC you can chose between automatic and manual control of scrums and rucks with F1 (Team 1) and F2 (Team 2). Press 1 (Team 1) or 2 (Team 2) to request a substitution.

GAMEPLAY

PLAYER CONTROL – WHEN YOUR HAVE THE BALL

The player you control is shown by a marker above his head. When more than one person is playing on the same side (Amiga only) then the markers are shown in different colours. Use the joystick to move around the field – if the ball is free the player will automatically pick it up. To jump to catch the ball press fire and select a direction (Amiga only).

OTHER GAME FEATURES

Advantage Rule

If the defending team commits a foul the referee will award a penalty to the opposition unless they are in a strong position to score a try.

Knock-Ons

If a player fails to collet the ball and knocks it forward a scrum is awarded to the opposition (Amiga/PC only).

Offside

In open play a player is offside if he is in front of the ball when it is kicked, touched, or carried by one of his team-mates. Offside can also occur during setpieces. A player under human control who is offside is indicated by a flashing marker above his head. Playing the ball or making a tackle whilst offside will result in a penalty being awarded.

Sending Off & Sin Bin

Occasionally a serious offense will occur which will be punished by sending the player to the Sin Bin for a cooling-off period (either 5 or 10 minutes in a full-length game, but less in shorter games). The length of time in the Sin Bin depends on the seriousness of the foul. For extremely vicious fouls the referee may decide to send a player off for the rest of the game.
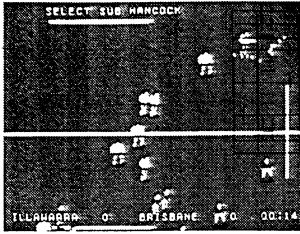
Injuries and Substitutions

Each player's fitness will decline during a game, depending upon that player's involvement. If fitness falls below a certain level the player must leave the field. Select a substitute using the joystick.

MENU OPTIONS

There are numerous menu options. Use the joystick to choose an icon, then press the fire button to select it. Most options are self-explanatory, by the following notes will prove useful.

Team Control

If you wish to control a team you must change the name of the coach from Computer. At the start of the game all teams except Cronulla-Sutherland are computer-controlled.
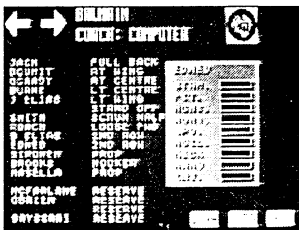
Play Options

If View Computer is selected then matches between two computer teams are displayed on the screen. Otherwise the result is calculated by the computer.

Match Options

To play a single match either select the friendly option and choose which two teams from the Winfield Cup are to play, or select the Test option. Alternately you can play in a complete Winfield Cup competition. Once a competition has started there are certain changes you cannot make – for example you cannot change player skill, or the team coach. To abandon a competition select the New option.
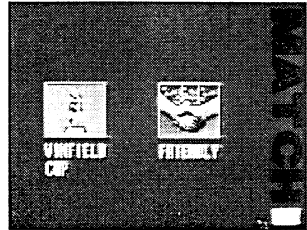

Equal Skills

When selected all teams have players with similar abilities.

Video

If the Auto-Replay option is selected replays will automatically be displayed after tries, penalty goals, and field goals. Of course, you can call for a replay at any time. Replays can be saved to disk – the 'Replay File' option allows you to enter the filename under which subsequent replays will be saved. If you do not change the default file name you may unintentionally overwrite files you have saved previously.


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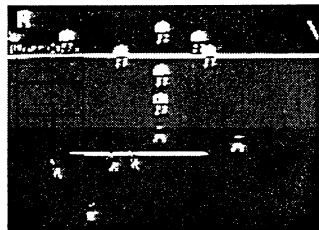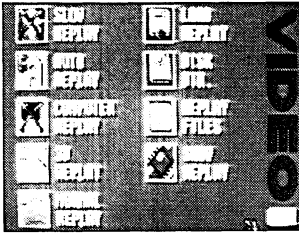
Editing Teams

Amiga/PC: Position the pointer over a player's name and press fire to display the factors which affect his performance (Stamina, Fitness, Injury, Weight, Speed, Agility, Kicking, Handling and Height). To change any of these move the pointer to the relevant bar and press fire until the required value is shown. UNDO will restore these factors, but not the player names, to the initial default values (to edit a player name point at the name shown above the skill factors). To eliminate cheating, once the first match of a competition has been played you cannot edit the skill factors. To swap players around select the first player, select the SWAP icon, then select the second player.

Commodore 64: Player names are not shown and abilities are fixed. However you can swap players between positions by selecting them in turn using the cursor and the fire button.
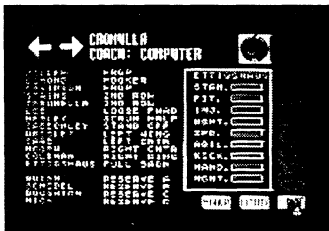
Drop-outs

A drop-out is a drop-kick taken by the defending team (for example, if the ball is grounded in the goal area). When both teams are in position and the Stand-Off is ready to kick, a panel will appear in the bottom left of the screen, with a crosshair which controls the power and direction of the kick. The vertical line controls direction – press fire to select the direction, at which point the horizontal bar will start to move. Continue to hold down the fire button, then release it at the appropriate time to select the required kick strength – the higher the bar the more powerful the kick.

If the ball goes into touch without bouncing, then the opposing team are awarded a penalty in the centre of the field.

Press and hold down the fire button after kicking to increase the loft of the ball. If the joystick is held in the direction of play when the ball is kicked then a dummy kick is performed (Amiga only).

Kick-Off

Similar to drop-outs, except that dummy kicks are not allowed.
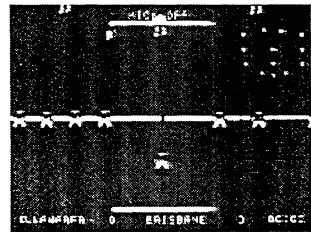
Conversions

After a try is scored a conversion is attempted. Use the radar to help judge the strength and direction of the kick.

Penalties

If a penalty is awarded you have the option of kicking for goal or into touch, or performing a special move. On the Amiga the message 'Press fire to kick' will be displayed – any other joystick movement displays the special moves menu.

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Dead Ball Area

If a player in his own dead ball area catches the ball on the full from a kick by the opposing team he is automatically awarded a tap kick from the 22m line. Special move boxes will appear.

SPECIAL PLAYS

Most moves are triggered by the scrum half and are automatic. However, a move may be terminated by holding down fire when a player is in possession.
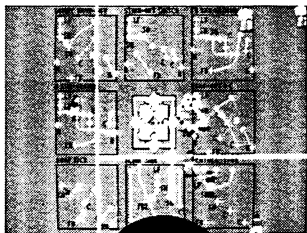
Blind Side (scrums only)

The fullback goes down the blindside with the left winger in support. The fullback will make his run then the ball is thrown into the scrum, so the ball should be held for a short time to allow him to reach an effective position.

Featherstone (scrums only)

The Loose Forward off the back of the scrum with the ball.

Drop-Off

The Inside Centre and Stand-off switch with the Outside Centre and Winger. The Inside Centre will drop-off the ball to the Outside Centre.

Dummy Drop-Off

This move is identical to the 'Drop-Off' move except that the pass is not made.

Winger Run Around

The ball is played to the Inside Centre. The Stand-Off will run behind him to receive the ball, then pass to the winger.

Stand-Off Switch

The ball is played to the Stand-Off. The Full Back will fake a run on the blind-side in order to deceive the defence.

Full Back Run Around

Similar to the Winger move, except that the ball is played to the Full Back instead of the Winger.

Passing the Ball

Press fire, and before releasing the button, select a direction. When you release the fire button the ball will be passed to the player in that direction who is in the best position to receive the ball. However, if you change your mind, or wish to deceive the opposition, you can perform a dummy pass by centring the joystick before releasing the button. If the button is held down longer a long pass will be made, missing one of the players in the line (Amiga/PC only).

Kicking

If you select a forward direction the player will kick the ball instead of passing. The strength of the kick depends on the length of time you hold down the fire button. The direction is determined primarily by which of the three forward joystick directions you select, but this direction is modified by the position of the small dot on the bar below the player – therefore the ball can be kicked at almost any angle.

If you press the fire button again as the ball is kicked and hold it down you can increase the loft of the ball after you have kicked it – this technique can be used for all kicks including setpieces. To score a field goal kick the ball over the opponent's crossbar.
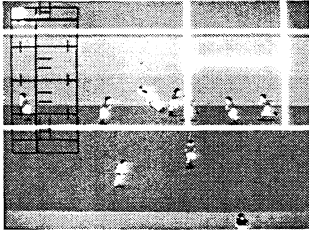
Grounding the Ball

If you are in possession in your own dead

ball area you can ground the ball by selecting a backward pass. A dropout will result.

Scoring a Try

Press fire whilst in the opponent's dead ball area – or press fire and push the joystick in the direction of play to dive over the line.

PLAYER CONTROL – WHEN NOT IN POSSESSION

The player you are controlling may not be on the screen. In this case an arrow at the edge of the screen indicates where your player can be found – refer to the radar if you want to know more.

Tackling

Press fire to dive in the direction you are running to tackle a player with the ball. If nothing happens this is because you are too far away to tackle.

Changing to a Different Player

On pressing the fire button, control passes to the player who is in the best position to intercept the attacker or ball. If another player is desired press the fire button again or re-centre the joystick.

Setpieces

If your side is putting in at a scrum you can choose a special play. A menu will appear on the screen, – move the joystick in the appropriate direction and press fire to select your choice of play (no visible indication appears on the screen as this could be

helpful to an opponent). The special plays are described in the next section.

Play-the-Ball

When a man is tackled he must play the ball. Press fire to backheel the ball to a free player. If you do not play the ball within a reasonable time the tap back will occur automatically.
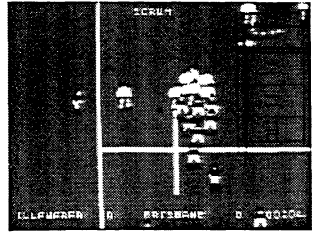
Scrums

Scrums are frequently called for by the referee. The team whose scrum it is can choose a special play, then when fire is pressed again the ball is automatically thrown in. Move the joystick from side to side rapidly to push forward, and up or down to move the ball (provided your team has it under control).

The coloured arrows which indicate the position of the ball show which team is winning.

The number of players in the pack and their weight determines how easy it is to push back the opposition – but stamina is also taken into account. Stamina decreases the longer the scrum continues. If the ball reaches the back of the scrum, or the scrum is about to collapse the ball is released to the scrum half.

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VIEWING MODES AND REPLAYS

On the Amiga and PC there are several ways to watch the action, including a choice of 2D or 3D pitches; Blimp View gives a smaller scale view of the action which allows you to see more of the pitch.

All versions offer Action Replays which re-run the action; you can change the view of the pitch during a replay by pressing the appropriate key.
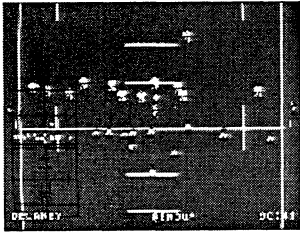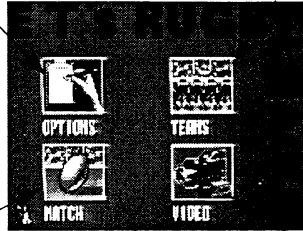
MAIN MENU

Options
Select this to change play options & weather conditions.

Teams
To modify player names and choose number of players.

Match
Select this to play.

Video
Select this to enter video option screen.

VIDEO MENU

Slow Replay
Select this before play to watch replays in slow motion.

Load Replay
Select this to load a previously saved game.

Auto Replay
Select this for automatic replay after a try.

Disk DIR
Select this to get a directory of save game disk.

Computer Replay
Select this to watch computer controlled team replays.

Replay Files
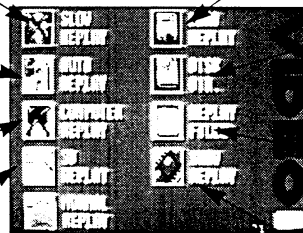Select this to propose a replay to watch.

3D Replay
Select this to watch replays in 3D.

Normal Replay
Select this to watch replay in default mode.

Show Replay
Select this to activate Loaded Replay.

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MATCH MENU

Winfield Cup
Select this to enter
Winfield cup round.

Friendly
Select this to play a
game between two
teams of your choice.
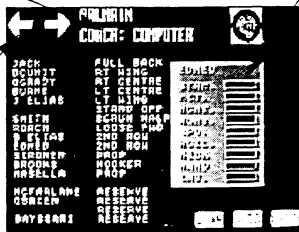

TEAMS MENU

Coach
Change word
"computer" to any
name to play that team.

Player
By pressing the button
here you may edit a
players name.

Arrows
Browse through teams
by selecting these.

Swap
Select this to move one
player to another
position.

Undo
Select this to return to
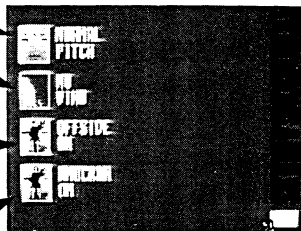default settings.

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CONDITIONS

Weather

In a friendly match you may select the weather type and the strength of the wind.

Offside

Selecting this toggles the offside rule on or off.

Knock-On

Selecting this toggles the knock-on rule on or off.

Play Mode

You may select normal play or team play. In team play mode two players operate the one team.

Skill Level

Select from 1 to 7.

Skills

Equal skill is a team average. Individual allows separate player skills.

Time

Select from 4 to 40 minute halves.
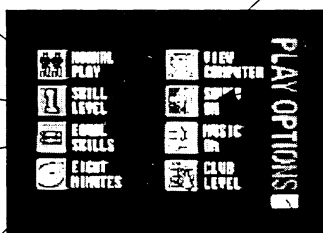
View Computer

Select this to view computer controlled matches in any round.

Sound

Select this to toggle sound on or off.

Music

Select this to toggle music on or off.

Level of Play

Select this to toggle between club or test level.