

WORLD CLASS RUGBY - 5 NATIONS EDITION

World Class Rugby - 5 Nations Edition 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/Atari ST

Place the disk in the internal drive and reset the computer. Leave the program disk in the drive except when loading or saving data. Note: the disk supplied requires a double-sided drive; if you have an early ST with a single-sided drive return the game disk only to Audiogenic for replacement.

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** and press *Return*, then type **RUN** and press *Return*. Leave the game disk in the drive except when loading or saving data.

Spectrum 48/128k

On a 128k machine use the loader. On a 48k machine type **LOAD""** and press *Enter*.

Amstrad CPC

To load the program from tape press *Control* and *Enter* simultaneously. Disk users should type **RUN"RUGBY** and press *Enter*.

CONTROLS

World Class 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 Spectrum or Amstrad you can also use the keyboard - the key options are displayed on the screen at the start of the game. IBM PC users should 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:

	Spectrum	C64	Amiga/ST	Amstrad
Pause game	T	Run/Stop	P	T
Quit match/half	Q*	Q	Q	Q*
Activate replay	TRUE VID	@	F10	F9
Slow motion replay	n/a	S	S	n/a
Save replay	EDIT*	CBM	F9	F7*
Select blimp view	INV VID	n/a	B	n/a
Select 2D or 3D view	n/a	n/a	ESC	n/a
Select radar	R	n/a	R	R
Move radar	R	n/a	E	R

* On Spectrum/Amstrad you must pause, then press the quit key. On 128k Spectrum or Amstrad one replay can be saved in memory during the game (press the key immediately after viewing the replay). After the game save the replay to tape/disk from the menu section.

On the Amiga and ST you can choose between automatic and manual control of scrums and rucks with F1 (Team 1) and F2 (Team 2).

VIEWING MODES AND REPLAYS

On Amiga and ST 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 (also Spectrum 128); **Action Replays** re-run the action (also Spectrum/Amstrad 128 and C64); you can change the view of the pitch during a replay by pressing the appropriate key.

PLAYER CONTROL - WHEN YOU 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/ST 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/ST only*).

Line-Outs

If the ball goes into touch during the normal course of play, play restarts with a line-out. The team putting in can choose a special play - press fire again to throw the ball. The length of the throw depends on the position of the dot in the bar below the hooker.

Press the fire button to make the player in the best position jump for the ball - if he makes a good contact he will palm the ball to the scrum half or hooker. If the hooker receives the ball the special move is not carried out, but you can immediately attack the opponent's blindside.

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 fly-half 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.

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/ST only*).

Kick-Off

Similar to drop-outs, except that dummy kicks are not allowed. If the ball goes into touch without bouncing, the opposing team are awarded a scrum in the centre of the field (*not Spectrum/Amstrad*).

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 or ST the message 'Press fire to kick' will be displayed - any other joystick movement displays the special moves menu.

Mark!

If a stationary player in his own 22 catches the ball from a kick by the opposing team he may call "Mark!" by pressing fire. In this case a free kick is awarded and the ball is kicked as in a Drop-Out (*Spectrum/Amstrad/C64*) or the special move boxes appear (*Amiga/ST*).

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 when 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.

Number 8 Move (scrums only)

The No.8 peels off the back of the scrum with the ball. The flankers follow in close support.

Scissors Moves

There are two scissors moves available. Their aim is to switch the direction of attack, thereby confusing the defence.

Dummy Scissors

This move is identical to the scissors move except that the final pass is not made.

Miss One

The fly half will perform a long pass (missing the inside centre) to the full back who then attempts to break through the defensive line.

Loop

On passing to the inside centre the fly half will make a run to take a return pass on the other side.

Drop Kick (scrums & line-outs only)

The ball is played back to the fly half who will use the crosshairs to kick. This can be a punt, a kick for goal, or a kick for touch.

OTHER GAME FEATURES

Advantage Rule

If the defending team commits a foul the referee will wait to see if the attackers gain a territorial advantage - otherwise a penalty is awarded.

Knock-Ons

If a player fails to collect the ball and knocks it forward a scrum is awarded to the opposition (*Amiga/ST 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

Stamping offences occasionally occur in rucks and scrums and are often penalised by sending-off. Repeated foul tackles can also result in dismissal.

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. On the Amiga or ST select a substitute using the joystick; on other computers substitutes are used in order.

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, but 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 England 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 select the friendly option and choose the two teams which are to play. Alternatively you can play in a complete Five Nations Competition, or a World Cup competition. Once a competition has started there are certain changes you cannot make - for example you cannot change player skills, 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. Of course, you can call for a replay at any time. Replays can be saved to tape/disk (on the Spectrum/Amstrad replays are saved only from the menus - during the game you can choose to save any one replay in memory). Use the **Show Replay** option to view a replay that you have loaded. On Atari/Amiga. The 'Replay File' option allows you to enter the filename under which subsequent replays will be saved.

Editing Teams

Amiga/ST: 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 two 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.

Spectrum 128/Amstrad 6128: Highlight the player you wish to edit and press fire. Select the item you wish to change and press fire.

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