

EA SPORTS™
ELECTRONIC ARTS



 **RUGBY**
RUGBY
WORLD CUP
1 9 9 5 **WORLD CUP 1995**

English Manual
IBM® PC CD-ROM

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Introduction

The story goes something like this. In 1823, at Rugby Public School for Boys in the heart of England, there was an eager pupil named William Webb Ellis. One day, during a traditional football kickabout, William decided to do something a little different. Not content with simply kicking the ball, he picked it up with both hands and ran. The other players set off in hot pursuit and tried to wrestle the ball away from him. And thus rugby football was born.

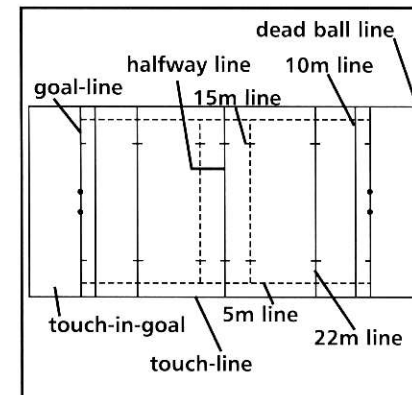
The game soon became popular at other English public schools, and from there spread on to universities. By 1846 the first standardised rules had been written, the oval ball introduced and rugby football was forever sundered from the Association game some call soccer. In 1871 the first meeting of the Rugby Football Union took place in London, while English colonialism was helping to spread rugby far and wide across the globe.

For all the game's international popularity, it took over 100 years for the first Rugby World Cup tournament to be organised. New Zealand re-emphasised their traditional dominance with the oval ball by becoming the first winners in 1987, and four years later Australia made it an Antipodean double when they defeated their English hosts in the final.

So what does the 1995 Rugby World Cup have in store? The return to the fold of host nation South Africa means that one of rugby's great powers is back to challenge the best of Europe and Australasia. It looks set to be the most exciting tournament to date, but if you can't make it to the tip of Africa (and let's be honest - it's a heck of a trek), you can re-create every pass and tackle, every ruck and maul for yourself with *Rugby World Cup 1995*. It's the most complete recreation ever of the world's toughest team sport, brought to you by the one and only EA SPORTS™.

Glossary of Rugby Terms

General Terms



- Halfway line** A line parallel to the goal lines halfway down the pitch from where the ball is kicked off.
- Touch line** These lines run down either side of the pitch and mark its boundaries from the surrounding out of bounds area.
- Touch-in-goal** The section of the touch-line that extends behind each goal-line.
- Goal-line** A line at either end of the pitch over which the ball must be grounded to score a try. The goal posts are located in the centre of this line.
- 5m line** A broken line 5m inside the pitch boundary. At line-outs, the players must retreat 5 metres from the touch line before the ball is thrown back into play.
- 10m line** A broken line 10m from the halfway line, parallel to the goal line. When the ball is kicked off every player in the defending team must be behind this line.

- 15m line** A broken line 15m from the touch line. At line-outs, the players participating in the line-out must line up between the 5m and 15m lines.
- 22m line** A line 22m from, and parallel to, the goal line. When the ball goes out of touch-in-goal or following a touch-down, play restarts from here.
- Advantage** A minor infringement has occurred, yet the referee is happy to let play continue whilst the team offended against are in possession of the ball.
- Dead-ball line** The out of bounds line at the back of the in-goal area.
- Half time** Half of the game's over; the players remain on the pitch and change ends.
- In-goal** The area at either end of the pitch between the goal line and the dead ball line where the ball must be grounded before a try is awarded.
- In-touch** The ball is out of bounds over the touch line on either side of pitch.
- In-touch-in-goal** The ball goes over the touch line in-goal.
- Line-out** When a ball is kicked or run into touch, the forwards line up parallel to one another between the 5m and 15m lines. The team not responsible for the ball being in touch has the 'throw-in', except after a penalty kick to touch. At the line-out the ball must be thrown straight down the middle of the line of players, who leap to catch it.
- Off-side** When a player is stranded further up the pitch than a team-mate who has just played the ball, he is off-side. The player is unable to legally touch the ball or interfere with play. Off-side players put their hands in the air to indicate they don't want the ball, and attempt to move back on-side.
- Penalty** Awarded for infringements of the laws (see *Infringements*). Results in a kick to touch, a scrum, or kick at goal. If a penalty kick at goal is successful, it is worth three points.
- Pitch** Field of play. Area bounded by, but not including, the goal lines and touch lines.
- Put-in** Putting the ball into a scrum. The ball goes into the middle of the 'tunnel' between the two sets of forwards. Although having the put-in is an advantage, the ball must not be played towards your own set of forwards.
- Scrum** Short for Scrummage. A method of deciding possession of the ball following a minor infringement. Both sets of forwards bind together and lock heads with the opposition. The non-offending team has the 'put-in' and then the forwards attempt to push their opponents off the ball. The team that wins the scrum gains possession of the ball and plays it out to the backs.

- Touch-down** This has nothing at all to do with American Football. When a defending player touches the ball down in his own goal area, play is restarted with a kick towards the attacking team from the 22m line. If you have taken the ball into your own in-goal area, play is restarted with a scrum on the 5m line with the opposition given the put-in.

Tactics

- Maul** When a player (generally a forward) is being tackled, he may opt to start a Maul. He turns his body away from the opposition, shielding the ball while other forwards 'bind' themselves on to him. Mauls are used to gain ground by forcing your way through the opposition. At the same time the ball is worked free so that it can then be passed out to the backs.
- Passing down the line** The team in possession pass the ball laterally to their team-mates in an attempt to get around the opposition. The quickest runners on a Rugby team are generally the backs, and the quickest backs usually occupy the wing positions on the extreme left and right of the pitch.
- Ruck** When the ball is on the ground and open play has ended, players from both teams bind on to one another and attempt to win possession of the ball. The ball can only be touched with the feet. When it emerges from the ruck, it can be passed out to the backs.

- Tackling** A player is tackled when he is held by an opponent and brought to the ground. A tackle must be below the height of the shoulders, and shirt pulling is penalised. The tackled player must release the ball immediately.

Positions

- Backs** The players in the back division, numbered 9-15, include the scrum-half and the full-back. They must try to out-pass and out-pace the opposition backs when in possession, or kick the ball if they can't find a way through. Backs need to be fast runners, supremely fit and extremely good at handling the ball.
- Full Back** At number 15, the full-back is the last line of defence when everyone else has been beaten. He must be able to catch high balls, dodge opposition tackles and make long, accurate kicks.
- Scrum Half** Playing at number 9, this is one of the most important positions in Rugby. The scrum-half links the forwards with the backs. A little like the Quarterback in American Football, the scrum-half distributes the ball when won from scrums, rucks, mauls and line-outs.
- Forwards** The forwards, numbered 1-8, must win possession from scrums, rucks, mauls and line-outs. They need to be big, strong, powerful players with the courage to dive into a ruck where arms and feet might be flying. When the ball has been

won it is passed out to the backs, or the forward in possession attempts to barge his way through the opposition.

Scoring

- Try** Placing the ball down in your opponents goal area, worth five points.
- Conversion** The try-scoring team can earn themselves an additional two points with a successful conversion. A conversion can be taken anywhere on a line parallel to where the ball was grounded. In rugby, all scoring kicks must go over the cross-bar and between the goal posts.
- Drop kick/
Drop goal** During open play an attacking player kicks the ball between the upright posts of his opponents goal. The ball must be dropped from the hands and kicked after the first bounce. This is worth three points.
- Kick at goal** This is an attempted kick from a penalty. Like a drop goal it is worth three points if successful.
- Kicking**
- Kick-off** Each half of the game commences with a kick-off from the centre of the pitch. The kick must cross your opponent's 10m line.
- Drop-out** This is a kick from the 22m line by the defending team. A drop-out is awarded when the ball goes into touch behind the goal line or is touched down by a defending player when the attacking team was responsible for the ball going over the goal-line.
- Grubber kick** A short kick along the ground designed to kick through the opposition.
- Kick to touch** There are two ways to do this. From behind your own 22m line you may kick directly into touch without the ball bouncing on the ground. When beyond your own 22m line, the ball must bounce at least once before it goes into touch. If it goes directly into touch, a line-out occurs from where the kick was taken, rather than where the ball went out of play.
- Kick into space** Kicking up the pitch into a space occupied by the least number of opposing players.
- Up and Under** A kick that goes very high up into the air, but gains little ground going forward. Basically used to get teammates in position to offer support.

At the Options Screen



From the title screen, press **Enter**; the Options Screen appears. This is where you customise the game to suit your mood. Press the cursor keys **up/down** to highlight an option, and then **left/right** to scroll through choices.

When you've made your selections press **Enter**; you're taken to the Control Setup screen or Team Selection screen, depending upon your Play Mode.

The Options available are:

Play Mode

Take your pick from Friendly, League, World Cup, World Cup 1995, Demo, Load Game and View Replays.

Friendly: This is the default option. A one-off tussle between the two teams of your choice. England and Ireland are currently selected, but you can press the **down** cursor key to the Team 1 and Team 2 options to take your pick from all the teams available.

League: Create your own league of eight teams from all those available, and see who can carry off the League title. Teams are chosen from the Team Selection screen (see *Selecting Teams*).

World Cup: Teams play off against one another in four qualifying

groups before entering the knockout stage. All the teams are available for selection at the Team Selection screen (see *Selecting Teams*).

World Cup 1995: This is exactly the same as the previous option, except that only those teams which qualified for the 1995 Rugby World Cup are available to you. Again, all your choices are made from the Team Selection screen (see *Selecting Teams*).

Demo: With this option selected, simply press **Enter** for a demo game between the two nominated teams.

Load Game: Press **Enter** for the Load Game screen. There are slots available for up to 20 games to be saved. Use the **up/down** cursor keys to highlight a slot, and then press **Fire 1** to load the game. For details of how to save games, see *End of Game*.

View Replays: Press **Enter** here for the Load Replay screen. Use the **up/down** cursor keys to highlight one of the 10 replay slots and then press **Fire 1** to select it. Pressing **Enter** returns you to the Options screen.

Team One/Team Two

This option is only available in Friendly and Demo play modes. Use the **left/right** cursor keys to select a team from the list of assembled rugby-playing nations.

Half Length

Rugby is a game of two equal halves of 40 minutes. We give you the option of playing 2, 3, 4, 5, 7, 10, 15, 20, 30 or 40 minutes halves.

Game Type

Action or Simulation. Press the cursor keys **left/right** to make your selection.

In an Action game knock-ons don't get called by the ref. The players don't tire as the match progresses, so their speed and strength don't deteriorate. In a Simulation game, however, the effects of tired legs on the players' running and tackling ability is reproduced. Simulation is the default.

Temperature

The choices here are Warm, Cold, Freezing, Random, Very Hot and Hot. Hot weather saps the players' strength, while colder weather adversely affects the handling of the ball.

Pitch

The options are Damp, Wet, Drenched, Random, Bone Dry and Dry. Heavy ground is more difficult to run on, while hard, dry ground makes those bone-crunching tackles all the more jarring.

Off-sides

Press the cursor keys **left/right** to toggle this option On/Off. The referee penalises players who interfere with play while standing in an off-side position (see *Infringements*). Turning this option Off cuts down on the number of stoppages during the game.

Show Clock

The clock appears in the top left of the screen. You can have it displayed Always, at Key Points in the game or at the End of Half.

Commentary

Use the **left/right** cursor keys to toggle this option On and Off.

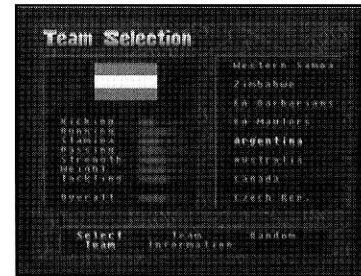
Sound

The sound options are for All, None, Music Only and SFX (Sound Effects) Only.

Quit to DOS

To leave Rugby World Cup 1995, press **Enter** with this option highlighted. You're asked to confirm this decision; use the **left/right** cursor keys to highlight Yes or No and press **Fire 1**.

Selecting Teams



If your selected Play Mode is League, World Cup or World Cup 1995 (see At the Options Screen), press **Enter** and you're taken to the Team Selection screen.

Team Selection Screen

The Team List is on the right and the first team is highlighted. The number of teams you have to choose from depends upon the Play Mode.

On the left, the Statistics Window displays the highlighted team's national flag and its strengths and weaknesses in seven skill categories: kicking, running, stamina, passing, strength, weight and tackling. There is also a final overall category. In each case the longer the bar, the better the performance in that aspect of the team's play.

To select a team:

With Select Team highlighted at the bottom of the screen, press the cursor keys **up/down** to highlight any one of the assembled national teams from the Team List. Press **Fire 1** to select a team for human control and a blue icon appears beside the team name. Press **Fire 1** a second time and the computer controls the team; an appropriate icon appears beside the team name. Press **Fire 1** for a third time to de-select the team.

Press **Fire 2** and the computer randomly selects teams to complete the League table or World Cup qualifying groups.

At the bottom of the screen, Team Select is highlighted. To take a look at the Team Information screen, cursor key **right** to highlight Team Information. Press **Fire 1** now for a closer examination of the highlighted team's strengths and weaknesses.

Cursor key **right** again to select Random. This option allows you to complete a League or World Cup table with computer controlled teams more quickly. To take advantage of this option, press **Fire 1**.

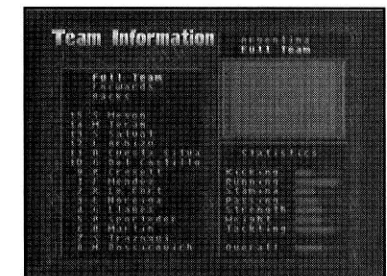
Leaving the Team Selection screen

When you've finished selecting teams, press **Enter**.

In a League competition, the League Standings screen appears with blue icons next to the teams you've selected (see *League Play*).

If you opted for either of the World Cup Play Modes, the Group Tables screen appears (see *World Cup Play*).

Team Information Screen



In the Players Window is a list of the fifteen players about to take the pitch. The Full Team option above the player names is selected, the whole team is highlighted on the pitch diagram and the Full Team skill ratings displayed in the Stats Window. Skill rating categories are exactly as they were on the Team Selection screen.

Press the cursor keys **up/down** to select Forwards or Backs. For a look at individual player skills, cursor key **up/down** through the list of player

names in the Players Window. A selected player's position is highlighted on the pitch diagram and his skill ratings displayed in the Stats Window. The skill ratings change accordingly, allowing you to analyse the strengths and weaknesses of individual players, key groups of players, or the whole team.

Leaving the Team Information Screen

Press **Enter** to return to the Team Selection screen.

League Play

	PT	Ho	Gr	Le	Te	Pt
Argentina	0	0	0	0	0	0
Czech Rep.	0	0	0	0	0	0
England	0	0	0	0	0	0
France	0	0	0	0	0	0
SOUTH AFRICA	0	0	0	0	0	0
Sweden	0	0	0	0	0	0
Tonga	0	0	0	0	0	0
United States	0	0	0	0	0	0

In league play, all the teams play one another twice to determine which one will carry off the league championship title. A league is made up of eight teams. If the user chooses less than eight, the remaining slots are filled by randomly chosen teams controlled by the computer.

When you've finished selecting teams for your league, press **Enter** to leave the Team Selection screen. Next, the League Standings screen shows you all the teams that make up the league; user-selected teams appear complete with their icons.

Press **Enter** and the League Fixtures screen displays the matches for week 1 of the championship. If you have one or more teams selected for player control, pressing **Enter** again takes you to the Control Setup screen (see *Choosing Controllers*). Otherwise, with all eight teams under computer control you are presented with the Results screen.

After a League Game

On leaving the End of Game screen, the results of the week's fixtures are displayed on the League Results screen. Press **Enter** and the updated League Standings screen gives you a clearer picture of the current state of the championship.

Press **Enter** to leave the League Standings screen for the Save Game screen. This is followed by the next set of fixtures.

World Cup Play

Group A	PT	Ho	Gr	Le	Te	Pt
Argentina	0	0	0	0	0	0
Canada	0	0	0	0	0	0
England	0	0	0	0	0	0
France	0	0	0	0	0	0

In both World Cup play modes the teams are divided into four qualifying groups of four teams. Press the cursor keys **up/down** to scroll through the four groups. All the teams in a group play one another, and after three rounds the top two teams from each group go forward to the knockout stage of the World Cup. The number of user-controlled teams depends on the number chosen at the Team Selection screen (see *Team Selection Screen*). Choose less than sixteen, and the remaining slots are made up of randomly chosen, computer-controlled teams.

From the Team Selection screen, press **Enter**. The World Cup Group Tables screen appears with the selected teams divided into groups. You can only play matches involving the user-controlled teams chosen at the Team Selection screen. Press **Enter** again and the World Cup Fixtures screen has a list of all the first round matches.

Press **Enter** and the Control Setup screen opens ready for the first user-controlled game. Here you can opt to control either team (see *Choosing Controllers*).

After a World Cup Fixture

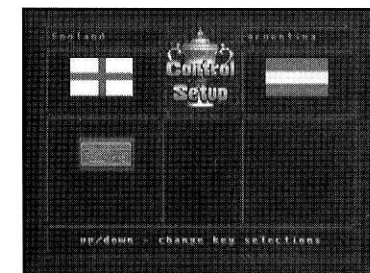
Press **Enter** to leave the End of Game screen. The World Cup Results screen shows you how things went for all the teams. Press **Enter** now to see how these results have affected team standings at the World Cup Group Tables screen.

Playoffs

When the group matches have all been completed, the Fixtures and Group Tables screens are replaced by the World Cup Playoffs screen.

Press **Enter** and decide which team to control in the next fixture at the Control Setup screen (see *Choosing Controllers*).

Choosing Controllers



At the Control Setup screen, the keyboard icon and joystick icon (if connected) occupy the neutral position in the centre of the screen.

To assign a controller:

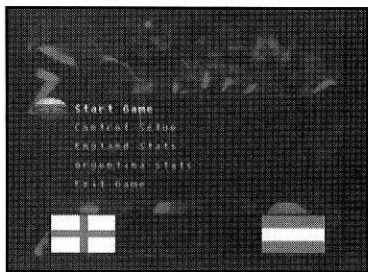
Press the cursor keys **left/right** to move the keyboard icon under the name of the team you want to control, or press the joystick **left/right** to move its icon. If a team is assigned no controller icon, it is controlled by the computer.

Choosing Keyboard Control Method

If you opt for keyboard control, you can alter the configuration of keys used to control the action. The current hot keys are highlighted on the keyboard in red. Press the cursor keys **up/down** to look at the alternative options.

When you're happy with your choice of team and control method, press **Fire 1** on the keyboard for the Game Setup screen.

The Game Setup Screen



The Game Setup options are as follows:

Start Game

Press **Enter** and you're on the pitch.

Control Setup

Press the cursor keys **up/down** to highlight this option and press **Fire 1** for the Control Setup screen (see *Choosing Controllers*). Press **Fire 1** again when you're ready to return to the Game Setup screen.

(Team 1) STATS

Pressing **Fire 1** here takes you to the chosen team's Information Screen (see *Team Information Screen*). Once there, press **Enter** to return to the Setup screen.

(TEAM 2) STATS

Access Team 2 Stats exactly as you did Team 1 Stats.

Exit Game

Press the **down** cursor key to Exit Game and press **Fire 1**. You're asked to confirm this decision; cursor key **left/right** to highlight Yes or No, and then press **Fire 1**. Yes takes you back to the Options screen, while No returns you to the Game Setup screen.

On The Pitch

Playing the Game

Rugby Union is played by two teams of fifteen players. The object of the game is to ground the oval ball over the opposition **goal line** for a **try**, worth five points. The ball can only be moved forward by kicking or by a forward run from the player in possession. When passed from hand to hand between players, the ball must go behind the ball carrier. After a try, the scoring team follows up with a **conversion** attempt, kicking the ball between the upright posts for an additional two points. The other methods of scoring are **penalty kicks** and **drop goals**, which are worth three points.

The players are divided into **forwards** and **backs**. These aren't merely attacking and defensive positions – in rugby the whole team is involved in attacks and everyone must defend the goal line when not in possession of the ball. The forwards are big and powerful; they form a pack in **scrums**, **rucks** and **mauls**. Backs must be fast runners and good at passing. When possession is won from a scrum, the ball is played out to the backs who will pass it wide and try to beat the opposition using their pace.

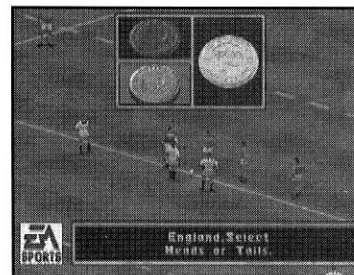
In this fast-moving, free-flowing game, the ball changes hands often. The team in possession must move the ball forward quickly by kicking it **into space** or **into touch**. They can also pass the ball **down-the-line**. To win the ball from the opposition, the player in possession must be tackled fairly and the ball won from the ruck that follows.

For an explanation of the words in **bold** type and many other expressions associated with the game, see the *Glossary of Rugby Terms* at the front of the manual.

Rugby Union is a fast-paced, frenzied, highly strategic game that's not for the faint-hearted. More so because, although

at least as physically demanding as American Football, it's played with the minimum of protective clothing. And what's even more amazing is that the exponents of this physical, brilliant game are amateurs. They play purely for the love of the sport and receive no payment for their appearances. It's this kind of commitment and dedication that's needed to excel at *Rugby World Cup 1995*.

Coin Toss



At the beginning of every match, the two team captains meet in the centre of the pitch and the referee tosses a coin to decide who kicks off. The Coin Toss window appears and the player given the call presses the **up/down** cursor keys to choose heads or tails. To stop the spinning coin, press **Fire 1**.

Note: When you're playing against the computer, the user-controlled team is always given the call.

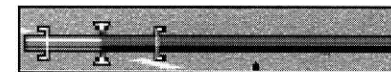
If you win:

The Selection options appear. You can elect to play upfield, downfield or to kick off the first half. Use the cursor keys to highlight one of the three options and then select it by pressing **Fire 1**.

If you lose:

You have to wait and see whether your opponent chooses an end to defend or to kick off. If they kick off, you have the choice of ends; if they choose ends, you have no choice but to kick off.

The Kicking Meter



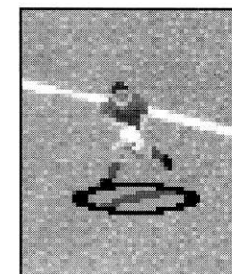
Gauge the strength and direction of the kick off, as well as any penalty kicks to touch or on goal, using the Kicking Meter.

Use the cursor keys to position the kicker, and then press **Fire 1** or **Fire 2** to start the power bar in motion. Press the same button for a second time when the power bar has reached sufficient strength. The third button press determines the accuracy and nature of the kick:

On the third button press, stop the power bar's descent as close to the Accuracy Point as possible. The kick is then launched into the air.

The Accuracy Point is the mark at which you need to stop the power bar as it descends; the stronger the kick, the more rapidly it descends. Any deviations away from the Accuracy Point are punished by an inaccurate kick. The control bars either side of the Accuracy Point allow you to veer the kick left or right; the stronger the kick, the narrower the control bars become.

Into Action

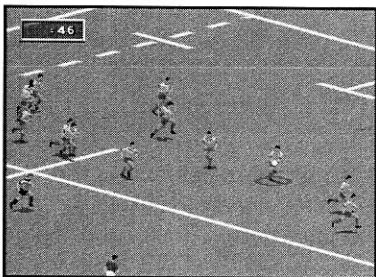


From the kick off, any player can run with the ball, preferably toward the opposition goal line. A user-controlled player stands on a coloured highlight, which becomes solid when the player has possession of the ball.

Press the cursor keys **up/down/left/right** to control the direction of the player with the ball.

Press **Fire 1 + Fire 2** to give the player with the ball a burst of speed.

Passing

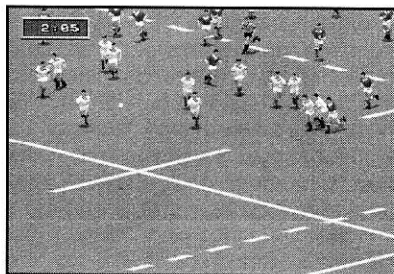


Unless the player you're controlling is very fast, he doesn't get very far before the opposition move in to tackle him. And unless you're very lucky, you've a good chance of losing possession of the ball in the tackle or ensuing ruck. Much better to keep up the attacking pressure by passing the ball to a team-mate.

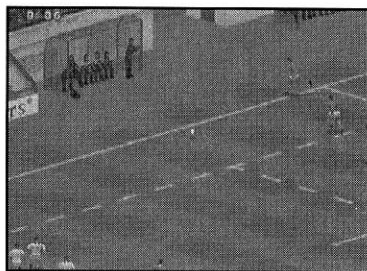
Press **Fire 2** to pass the ball, and press the cursor keys **left/right** to control the direction of the pass. The length of time that the button is held determines the strength of the pass. You take immediate control of the player receiving the ball.

To fake a pass, press **Fire 2** without touching the cursor keys.

Tactical Kicking

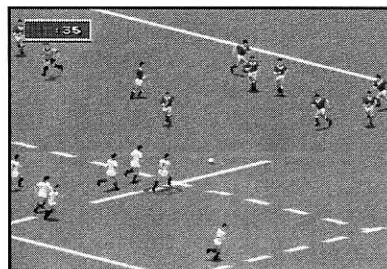


Into space If the player with the ball isn't in a good position to make a pass, or if he's caught near his own goal line and needs to clear the ball, kick into space upfield. Press **Fire 1**. The result is a kick into space or, if you're close enough, an attempted drop goal.

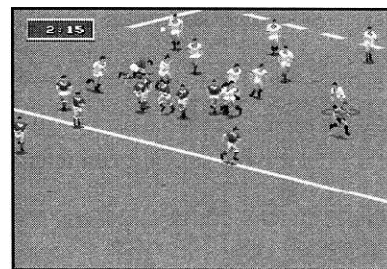


For touch Kicking into space immediately concedes possession. A more advanced technique is to kick the ball upfield, but to make certain it goes out of play over the touch line. This is called kicking for touch, and results in a line-out (see Set-Piece Plays) from which you have a 50/50 chance of retrieving the ball.

Press and hold **Fire 1** and press the cursor keys in the direction of the touch line. Release **Fire 1** to kick the ball.

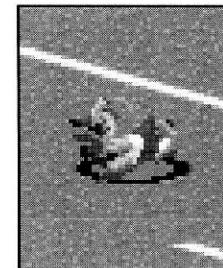


Grubber kick If the opposition are close by, they might charge down a kick into the air. A grubber kick along the ground gives you the opportunity to run past the opposition and hopefully regain possession. Press and hold **Fire 1** and press the cursor keys in the direction of play (**left/right**). Release **Fire 1** to grubber kick the ball.



Up and Under Press and hold **Fire 1** and cursor key against the direction of play (**up/down**) for a very high kick with little territory gain.

Defending



However good you are at controlling the player with the ball, eventually you're going to concede possession to the opposition. Then it's up to you to stop them scoring, and win the ball back to mount your own attack.

The cornerstone of good defensive Rugby is good, hard tackling. If your players let the opposition break through tackles, they can gain yards and easily take up scoring positions.

Press **Fire 2** to switch control to the player nearest the ball.

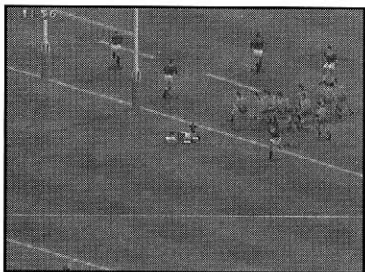
Press **Fire 1 + Fire 2** for speed burst to chase the ball carrier.

Press **Fire 1** and the user-controlled player dives for a tackle. The nearer you are to the target player, the more effective the tackle.

Scoring

The point of all your approach play is to get into a position to score. In Rugby, points can be accumulated by two basic methods: kicks and tries.

Tries



To score a try, worth a big five points, a player must ground the ball in his opponent's goal area (that's the area behind the goal posts, between the goal line and the dead ball line).

When you cross the opposition goal line, press any button to ground the ball for a try.

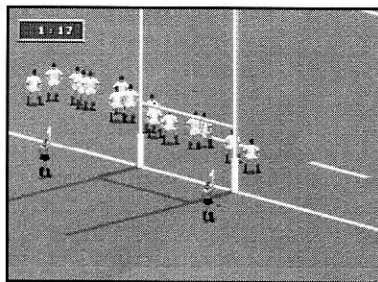
After a try and conversion attempt, play returns to the centre spot for the kick off (see *Kicking Off*).

EA SPORTS Tip: The most spectacular tries are scored by the backs, passing the ball wide and using their speed to sprint through the opposition defence. But forwards can also score, using their power to burst through from close range. You can force the ball over the goal line in a scrum or maul, and then ground the ball when it becomes available. Another way to beat the opposition is to kick the ball into the goal area and then race against the defenders to be the first to reach it.

Kicks

Although not as spectacular as tries, the points scored by kicking will be essential to the result of the game. For a kick to count, the ball must go between the upright goal posts, above the level of the cross-bar. Too wide or too low and it's tough luck.

There are three different scoring kicks:



Conversions After every try, the scoring team gets the chance to kick for goal and earn themselves an extra two points. The ball is automatically positioned parallel to where the ball was grounded and the opposition line up on the goal line; they cannot move forward until the kick has been taken. The kicker, usually the full back, comes up to take the kick which is controlled using the kicking meter (see *The Kicking Meter*).

After a conversion, whether successful or not, play returns to the centre spot for the kick off (see *Kicking Off*).

EA SPORTS Tip: If the goal posts are out of sight you can still kick the conversion, but make certain that you hit the Accuracy Point dead on. You can make the conversion attempt easier by grounding the ball as near to the posts as possible when you score a try.

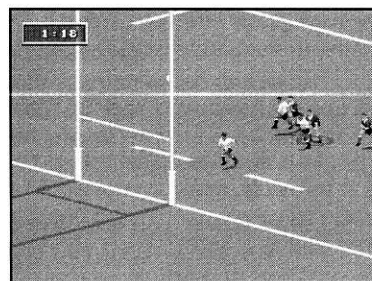
Penalty Kicks When awarded a penalty, you're given the option to scrum, kick or tap kick (see *Infringements*). If you think you're within range, press **Fire 1** or **Fire 2** to kick for goal. A converted penalty is worth three points, and in games where good defensive play makes it almost impossible to score a

try, kicked penalties usually decide the eventual winner.

The ball is automatically placed where the offence occurred and the opposition retreat 10 metres; they cannot move forward until the kick has been taken. The kicker, usually the full back, comes up to take the kick which is controlled using the kicking meter (see *The Kicking Meter*).

After a successful penalty kick, play is restarted from the centre spot.

After an unsuccessful penalty attempt, play continues.



Drop Goals Like penalties, drop goals are worth three points. The big difference is that a drop goal comes from open play, with players crowding around you and the opposition anxious to take you down. As there's no chance to run-up, drop goal attempts need to be closer to the goals than penalty kicks or conversions.

Any player can attempt a drop goal. To execute a drop, manoeuvre the player with ball into the best position using the cursor keys. Press **Fire 1** and the

player kicks in the direction of the sticks.

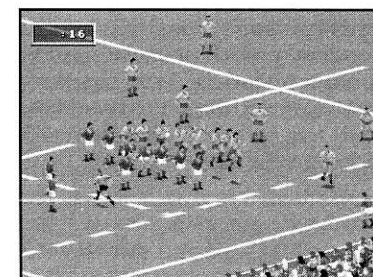
After a successful drop goal, play is restarted from the centre spot.

After an unsuccessful drop attempt, play continues.

Set Piece Plays

Rugby World Cup 1995 incorporates a number of set piece plays used to decide possession of the ball: the line-out, the maul and the scrum.

Line-Out



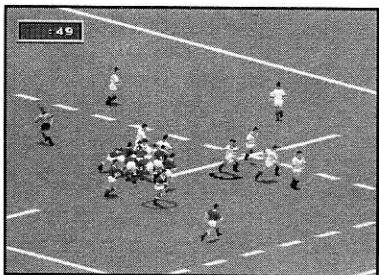
When the ball is kicked into touch, the forwards line up parallel to one another between the 5m and 15m lines. A player from the non-kicking side stands in touch, ready to throw the ball in.

You can only kick directly into touch from behind your own 22m line. If you kick for touch beyond this line and the ball bounces before it goes out of play, the line-out occurs where the ball went dead. If the ball goes directly out of play without bouncing, the line-out is taken from a point level with the kicker. The difference can be as much as 50 metres!

Press **Fire 1** or **Fire 2** to launch the ball into the line-out. Cursor key **down** for a short throw and **up** for a long throw.

The players leap to catch the ball and then pass it out to the backs.

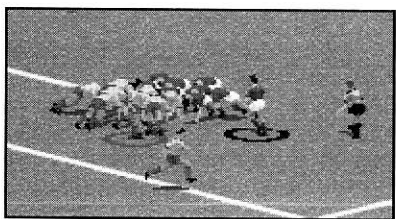
The Maul



When a player (generally a forward) is being tackled, he may turn his body away from the opposition, shielding the ball while other forwards 'bind' themselves to him, forming a maul. Mauls are used to gain ground by forcing your way through the opposition. At the same time the ball is worked free so that it can then be passed out to the backs.

To release the ball from a maul, press **Fire 1** or **Fire 2**.

The Scrum

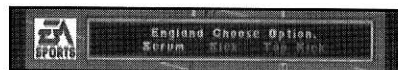


When the ball fails to emerge from a ruck or maul, or if the non-offending team chooses to scrum from a penalty, both sets of forwards form a scrum. The ball is put into the scrum by the scrum-half of the non-offending team, and then it's the job of the forwards to gain possession by raking the ball back into their half of the scrum.

Press **Fire 1** or **Fire 2** to throw the ball in between the two sets of forwards. Now use the cursor keys to control the movement of the scrum. Press in the direction of play to push, and **left/right** to turn the scrum.

When possession has been won, the scrum-half moves into the best position behind the scrum to distribute the ball to the backs. Press **Fire 1** or **Fire 2** to release the ball to the scrum-half at the back of the scrum.

Infringements



A penalty is awarded to the non-offending team for every infringement that the referee observes. Technical infringements include off-sides, knock-ons and forward passes. Penalties are also awarded for dangerous play, such as late or high tackles and violent conduct. The penalty is always taken from where the offence took place and the offending team must immediately retreat 10 metres.

When you're awarded a penalty, you're given 3 options: to scrum, kick or tap kick. Press the cursor keys **left/right** to highlight an option, and then press **Fire 1** or **Fire 2** to select.

If you choose to scrum, you have the put-in. If you kick, you can kick for touch or kick for goal and perhaps score three points. If you take a tap kick, a player plays the ball to himself on the floor and is then immediately able to run with it or spread the ball wide to the backs.

Having chosen to kick, play restarts with the ball at the point of the infringement, and the player lined up as if to kick for goal. If left this way, the resultant kick is a place kick for goal. If you move the player left or right so that he's no longer lined up with the goal, the player punts the ball in the direction he's facing.

Off-Side

In Rugby, a player is in an off-side position if he's forward of a team-mate who has the ball, or of the team-mate who last played the ball. Players who find themselves off-side raise their arms above their heads to indicate that they don't want the ball, and run back on-side.

Off-side is not given unless the player is interfering with play.

Knock-on

If a player fails to hold a pass and knocks it forward along the ground with a hand or arm, a scrum is awarded against the offending player.

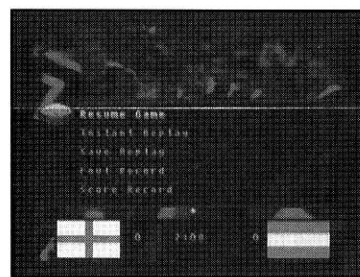
Forward Pass

In Rugby, all passes have to be played behind the ball carrier. A forward pass results in a scrum to the non-offending team.

Time Wasting

Take too long over a line-out or penalty, and the referee may penalise your team for time wasting by awarding a scrum to your opponents. This law is designed to prevent a team gaining an unfair advantage by running down the clock.

Pause Menu

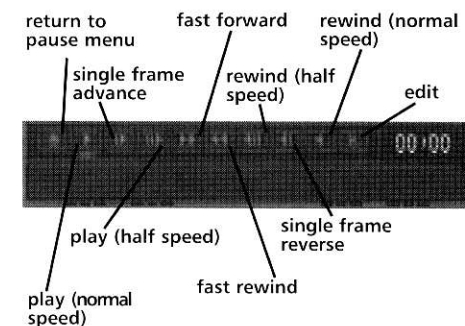


Pause the game at any time after the kick off by pressing **Esc**. The Game Setup screen appears with the following additional options:

Resume Game

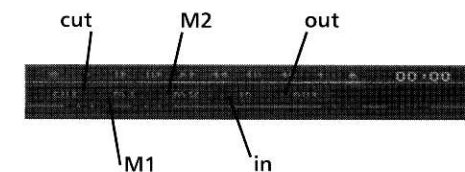
Press **Enter** with this option highlighted and it's back to the action.

Instant Replay



Press the cursor keys **up/down** to Instant Replay and then press **Fire 1** for the Instant Replay screen. The game is paused ready to replay the recent on-pitch action. There's a control pad icon top left showing the replay controls.

Use the **left/right** cursor keys to highlight a Replay Bar option, and **Fire 1** to activate the selected option. From left to right the Replay options are: Return to Pause Menu, Play (normal speed), Single Frame Advance, Play (half speed), Fast Forward, Fast Rewind, Rewind (half speed), Single Frame Reverse, Rewind (normal speed) and Edit.



Highlight **E** and press **Fire 1** to reveal the Replay Editor. Use the **left/right** cursor keys to highlight an Edit option, and **Fire 1** to activate the selected option. From left to right the Edit options are: Cut, M1, M2, In and Out.

To Edit a replay, use M1 to mark the first frame of the footage to be edited. Now advance or rewind the play using the appropriate Replay Bar option and then use M2 to mark the end of the footage. Next, select either In to remove the marked footage from the replay (discarding the rest of the Instant Replay), or Out to preserve the marked footage as replay material. Finally, use Cut to confirm your edit.

When you've had enough, press **Enter** to return to the Pause Menu.

Save Replay

To preserve an edit or Instant Replay for posterity, highlight Save Replay and press **Enter**. The Save Replay screen appears. There are 10 replay slots; to occupy a slot, use the **up/down** cursor keys and simply type in a name for your replay footage. The 'Not Used' message changes to the date on which the replay was saved. For info on viewing a replay at a later date, see *Play Mode - View Replays*. Press **Enter** to return to the Pause Menu.

Foul Record

ENGLAND		ARGENTINA	
0	Illegal Tackles	0	
0	Knock On	0	
0	Forward Passes	0	
0	Offsides	0	
1	Time Wasting	0	
4	TOTAL	0	

Highlight Foul Record and press **Fire 1** for the Foul Record screen. The number of infringements committed by both teams is recorded in several categories: illegal tackles, knock-ons, forward passes, scrums collapsed, off-sides, time wasting and total fouls.

When you've decided who has the dirtiest team, press **Enter** for the Pause Menu.

Score Record

ENGLAND		ARGENTINA	
0	Tries	0	
0/0	Conversions	0/0	
0	Dropped Goals	0	
0/1	Penalty Kicks	0/3	
0	TOTAL	0	

Highlight Score Record and press **Fire 1** for the Score Record screen. Listed are the number of tries scored, conversions/attempts, dropped goals and penalties/attempts. At the bottom are both of the teams' total scores.

Having celebrated your success (or lack of it), press **Enter** to return to the Pause Menu.

Possession Record

ENGLAND		ARGENTINA	
Possession			
Territorial Advantage			
0	Scrum Won	0	
0	Line-Out Won	0	

Cursor key **up/down** to Possession Record and press **Fire 1**; the Possession Record screen opens. The Possession bar shows one team's superiority over the other in terms of the time spent with the ball. The Territorial Advantage bar demonstrates whether one team managed to camp out in the opposition half or not. The Possession Record screen also details the number of Scrums and Line-Outs won by either side.

To return to the Pause Menu, press **Enter**.

Half Time

At half time the players gather around the centre spot. The Half Time Screen then opens displaying the current score; press **Enter** for the Game Setup screen, which has the same options as when the game is paused (see *Pause Screen*).

End of Game

When the match is done, when the battle's lost and won, the players race to the dressing room for a steaming hot bath. The Results Screen then gives you the final score; press **Enter** now for the Game Setup screen. This is as per the Pause Screen, except in League or World Cup games where Continue League/World Cup replaces Resume Game at the top of the screen.

Pressing **Enter** takes you to the League/World Cup results screen from where you can return to your sequence of League/World Cup games (see *League/World Cup Play*). After League/World Cup games, you are given the chance to save the sequence of games to continue at a later date. At the Save Game screen, use the up/down cursor keys to highlight one of the 20 Save Game slots and then type in a name on the keyboard. The 'Not Used' message changes to the date on which the game was saved. For information on continuing a saved game at a later date, see *Play Mode - Load Game*.

Credits

IBM PC CD ROM version by: **The Creative Assembly**
 Programming: **Tim Ansell, Clive Gratton**
 Art Director & 2D Artwork: **Will Hallsworth**
 3D Modelling: **Alan Ansell**
 "Live" Commentary System: **The Creative Assembly**
 Commentator: **Derek Hobson**
 Original Compositions: **David Bliston & Ian Livingstone (For Cry)**
 Produced & Remixed by: **Chris Nicholls**
 Engineer: **Steve Lloyd**
 Guitars: **Kier Stewart**
 Sound FX: **Bill Lusty, Ashley Richardson**
 Executive Producer: **Joss Ellis**
 Associate Producer: **Rupert Easterbrook**
 Product Manager: **Nick Channon**
 Documentation: **Neil Cook**
 Documentation Design: **Tracey Innes**
 Print & Production: **Heather Clarke**
 Technical Specialist: **David Burton**
 Test Group Supervisor: **Graham Harbour**
 Lead Tester: **Julian Glover**
 Testers: **Mark Bergan, Lawrence Doyle, Darren King, Matt Price, Darren Tuckey**
 Quality Assurance: **Fraser Silvey**
 Special thanks to: **Simon Etchells, John Griffiths, Al King, Rex King, John Ward, James Gilbert (Rugby Footballs) Ltd.**

"Rugby World Cup 1995 is the most realistic rugby simulation ever seen. The development team have done everything possible to reproduce the letter of the law and the spirit of the game. However, as our ultimate aim was to create the most exciting game imaginable, some of the finer points of rugby law have been omitted. So don't expect to use ***Rugby World Cup 1995*** as a textbook guide to the real thing. Instead, get ready to experience all the skill, speed and action of the world's toughest team sport."