



RUGBY 08



⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation 2 system.
Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.


COMPLETE CONTROLS

Experience all of the passion and excitement of the 2007 Rugby World Cup. By mastering these game controls you can take the helm of your favorite national team in an all-new Rugby World Cup mode, and challenge the best teams and players ever assembled in a six-week tournament for global supremacy. Command every scrum with enhanced push and rotation controls, and make easy lineout throw-ins with a simplified control scheme. The world is yours for the taking in *EA SPORTS™ Rugby 08*.

NOTE: For controls on defending, scrums, rucks, and more, see pages 3-4.

ATTACKING

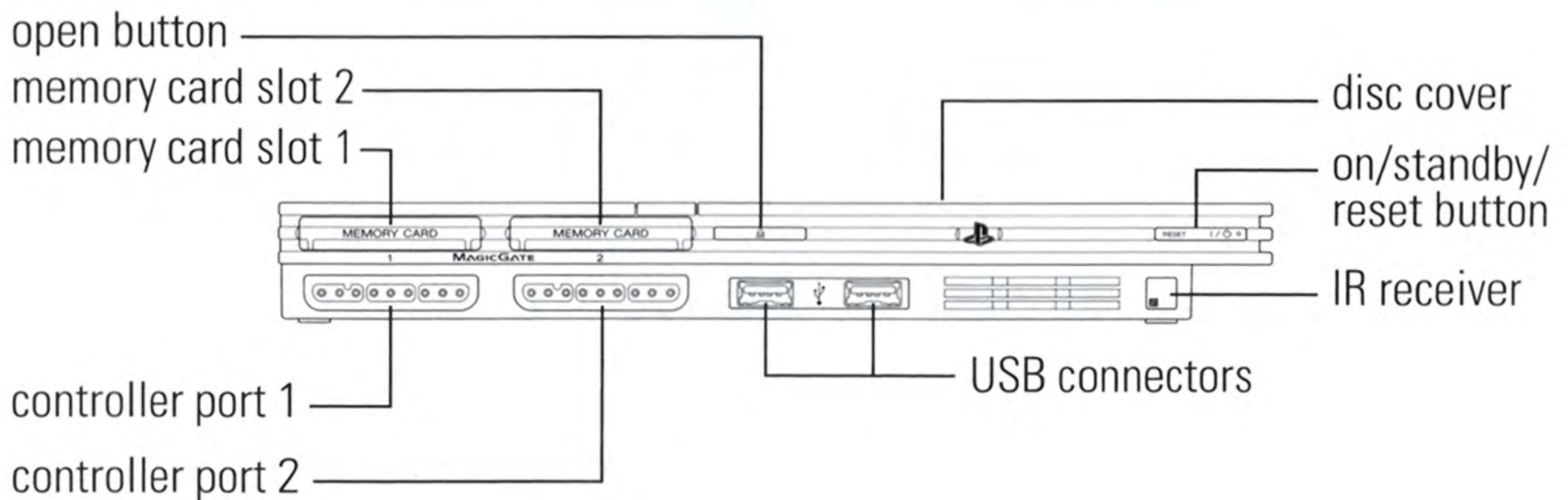
Run	left analog stick
Sprint	R2 button
Pass left/right	L1 button/ R1 button (hold for longer pass)
Offload pass (when prompted)	X button
Score try	X button
Long pass left/right	L1 button (hold)/ R1 button (hold)
Dummy pass	L1 button then tap R1 button (or vice versa) before pass is executed
Quick pass left/right	L1 button/ R1 button (tap before pass is received)
Sidestep	right analog stick (90° from running direction)
Hand off	right analog stick (180° from running direction)
Shoulder charge	right analog stick (in running direction)
Dive on loose ball	X button
Defensive touchdown	O button (when behind own goal-line)

NOTE: Press the  button during a match to access the Pause menu.



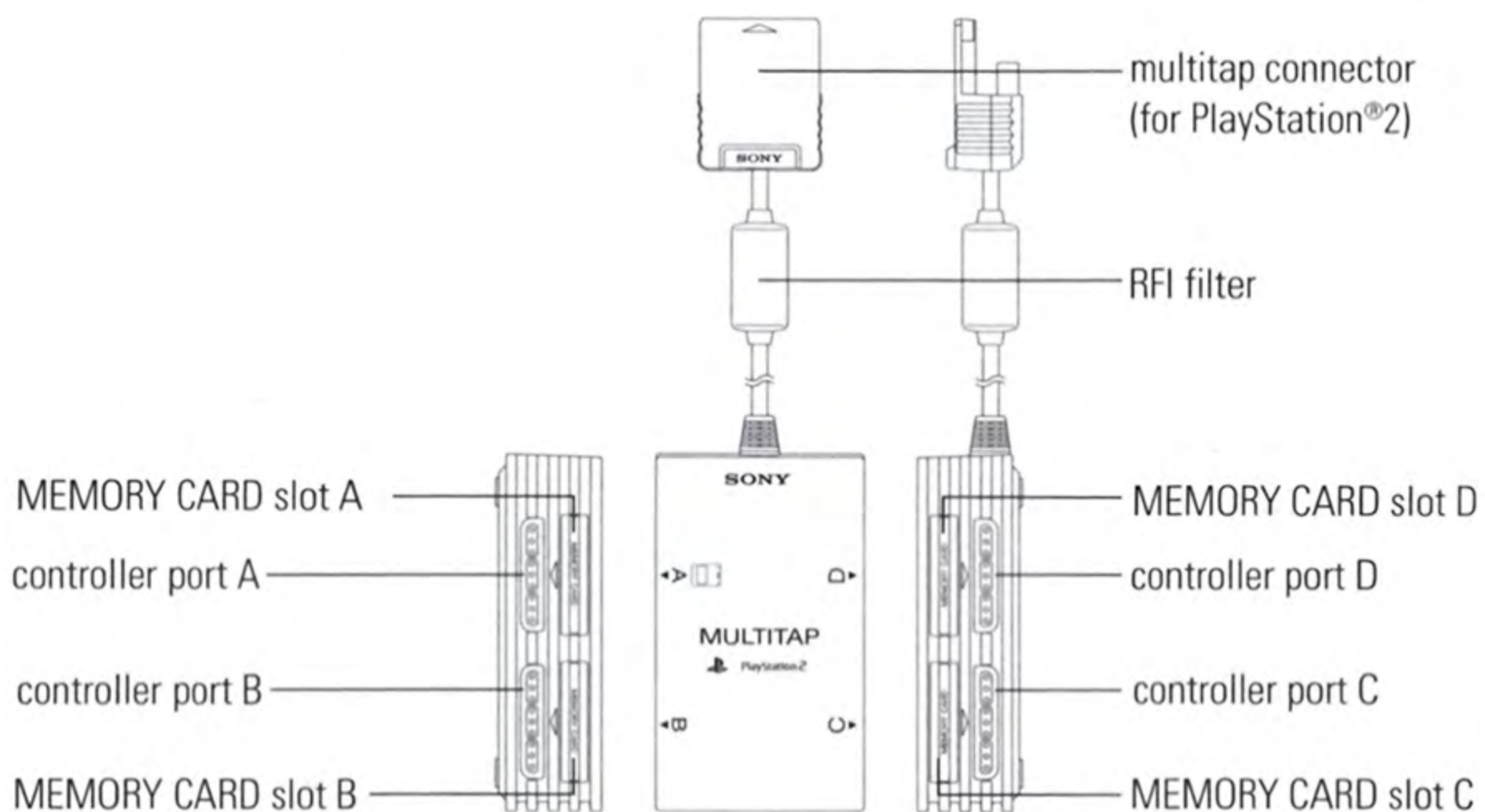
WWW.EASPORTS.COM

GETTING STARTED



1. Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system.
2. Check that the system is turned on (the on/standby indicator is green).
3. Insert the *EA SPORTS Rugby 08* disc in the system with the label side facing up.
4. Attach game controllers and other peripherals as appropriate.
5. Follow the on-screen instructions and refer to this manual for information on using the software.

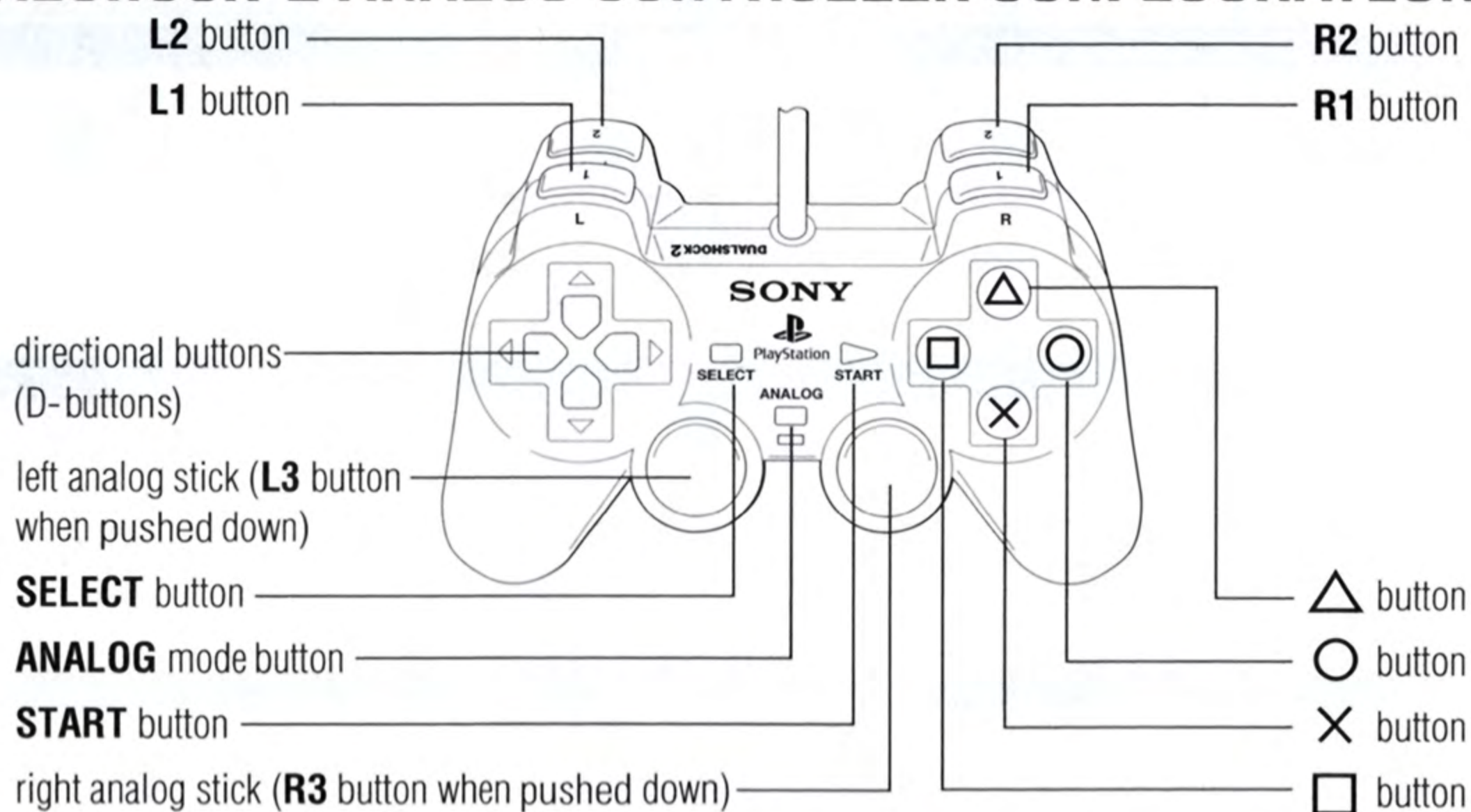
NOTE: When using the multitap (for PlayStation®2), a controller must be connected to controller port 1-A.



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STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



COMPLETE CONTROLS (CONT.)

DEFENDING

Run	left analog stick
Sprint	R2 button
Change player	L2 button
Tackle	Run into opposition player
High tackle	R1 button (hold, then run into opposition player)
Dive tackle	× button
Jump to catch kick	○ button
Dive on loose ball	× button
Call a mark (before catching opposition's kick behind your 22m line)	□ button
Execute set play formation at any time: Standard/Kick/Wide/Tight	D-button

SCRUMS

Hook	□ button
Drive	left analog stick
Collapse scrum	R3 button

ATTACKING

Ready set play	D-button
Feed	× button
Angle feed left/right	right analog stick ←/→
Pass to backs	L1 button/ R1 button
Pick-up and run	□ button/○ button
Scrum half kick	△ button

RUCKS

Bind player	X button
Use hands	R3 button (tap)
ATTACKING	
Ready set play	D-button
Pick-up and kick	△ button
Pass to the backs	L1 button/ R1 button
Pass to the forwards	L2 button/ R2 button
Pick-up and run	□ button/○ button
DEFENDING	
Kill ball	R3 button (hold)

MAULS

Drive	left analog stick
Bind player	X button
ATTACKING	
Ready set play	D-button
Kick	△ button
Pass to the backs	L1 button/ R1 button
Pass to the forwards	L2 button/ R2 button
Second row run	□ button/○ button
DEFENDING	
Collapse maul	R3 button

LINE-OUTS

Throw-in or intercept throw to front/middle/back	X button/○ button/△ button
Angle throw left/right	left analog stick ←/→

KICKING

Move the left analog stick to direct kicks. Hold the relevant kick button to power up the kick.

Punt	X button
Grubber/Soccer	△ button
Up and under	□ button
Drop goal attempt	○ button
PLACE KICKS AT GOAL	
Aim kick	left analog stick
Start/stop kick gauge	X button
TAP KICKS	
Tap and run (after penalty or free kick)	X button/□ button/○ button

SETTING UP THE GAME

USER PROFILES

Keep track of your personal stats and accomplishments with a User Profile. An active User Profile saves career achievements and statistics to your memory card (8MB)(for PlayStation®2).

TUTORIAL AND PRACTICE

Before hitting the pitch get tactical advice on basic moves and controls with the *EA SPORTS Rugby 08* tutorial. You can also perfect your tactics and drills on the practice ground.

ON THE PITCH

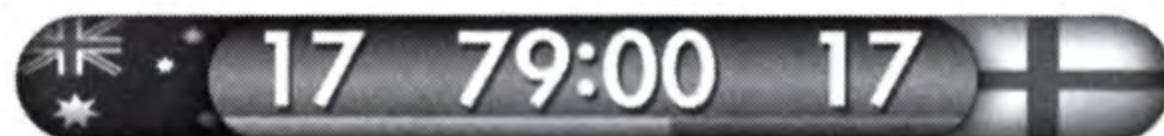
NEW CAMERA CONTROL

With all-new Truck and Zoom camera angles zero in on all the action like never before. Choose your camera angle via the Camera Setting screen to zooming in on breakdowns or pre-kicks during the game's biggest moments.

NEW DROP GOAL SHOOTOUT

The IRB has introduced a drop goal shootout to settle tied matches after extra time. You must nominate five players still on the pitch to take one kick each. You can attempt a drop goal from anywhere behind the 22-meter line. The team with the most drop goals wins.

MATCH MOMENTUM



The momentum gauge displays each team's grip on the match. Try and build attacking momentum to retain possession—you're less likely to concede a turnover the longer you keep the ball. Momentum is affected by home advantage, previous tournament results, a player with the Command Special Ability, and team skill.

NEW ADAPTIVE OPPOSITION DEFENSE

The opposition not only resists your drive and attempts to wheel the scrum to gain possession, but also tightens up their defense when the action moves nearer the goal-line.

NEW ENHANCED SCRUM AND MAUL CONTROL

Now you can drive a scrum upfield at any angle in attack or resist the drive and wheel the scrum in defense.

- To drive the scrum upfield, press the left analog stick in your chosen direction.
- To try and resist it, press the left analog stick in the opposite direction to the drive.
- To wheel the scrum, press the left analog stick 90 degrees to the attacking team's drive.
- If you are being driven back, try to rotate the scrum 90 degrees.

SCRUM AND MAUL ENERGY

The outcome of a scrum or maul is not only determined by player skill and stamina, but also by player energy levels. An energy bar above each team displays how much energy they are expending in the scrum or maul. The team in possession gains ground with a drive if their energy level is greater than the opposition's. The defending team prevents the drive if their energy level is greater. Should both bars empty, you can't continue the drive or wheel the scrum. If you are in possession and run out of energy, you must release the ball as soon as possible or the referee may award a scrum against you.

Just as in a scrum, players expend energy in a maul. However, if you bind new players, it increases your maul energy. Once the maul has formed, you can bind up to four additional players.

To help your cause try to balance the amount of players in the maul and the speed with which you bind them against the rate you lose energy. Bind all four players too soon and you may exhaust your energy bar too quickly and be overpowered. If you leave it too long, you could lose yardage as you are driven back.

SET PLAYS

During scrums, rucks, and mauls, you can execute pre-assigned set play formations in attack and on defense.

ATTACKING SET PLAY SELECTION

Before a match, choose four attacking set plays from a wide range of options and assign them to the D-button.

The Classic Set Play



Key To Set Play Diagrams

- | | |
|-------------------------------|--------------------------------|
| Solid white circle | Player's starting position |
| Empty white circle | Player's end position |
| Solid blue line | Running path of support player |
| Solid yellow line | Running path of ball carrier |
| Dotted blue line | Player running to position |
| Dotted yellow line | Ball in air (pass) |
| Dotted green line (not shown) | Ball in air (kick) |

SCRUM

You can select one of your set plays before or after the feed. Execute it just before, during or even after you drive the scrum.

1. Press the D-button in the appropriate direction to get ready for your set play.
 - The triangular marker above the scrum half's head flashes red while players run to their starting positions. When the marker turns green, you can execute your set play.
2. If you successfully hook the ball, press the **L1** button/**R1** button to execute the set play. The scrum half releases the ball from the scrum.
3. If your set play has a running pattern variation, button icons briefly appear over a player's head. To select a running pattern and to decide who you will control at the end of the play, quickly press one of these buttons.

RUCK AND MAUL

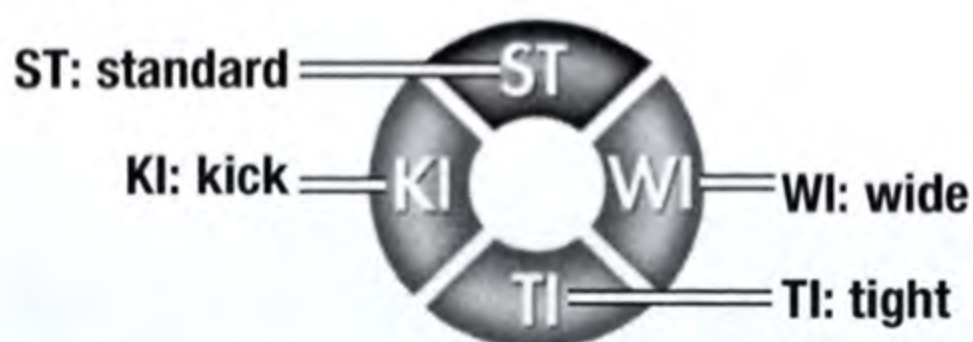
Once you win the ball in a ruck (and before you release it), select an attacking set play as with a scrum. If you lose the ball and are put on the defensive, you can quickly change your defensive set play formation before the ball is released.

NOTE: Once you have possession in a maul, it cannot be turned over as in a ruck or scrum.

DEFENSIVE SET PLAY FORMATIONS

You have four defensive set play formations to choose from. You can execute one at any time during the match and it remains in force until you change it.

Defending team's set play indicator



NEW LINE-OUT CONTROL

You can choose between a simple two-button line-out control scheme or master the more advanced controls for tactical depth.

To execute a line-out using advanced controls:

1. Press the left analog stick to throw the ball at the line-out. To release a short throw to the front receiver, press the left analog stick **↑**. To throw the ball to your middle or your back receiver, press the left analog stick **↓** then press the left analog stick **↑** to release the ball. The further you press the left analog stick **↓**, the further your throw.
2. Press the appropriate receiver button to trigger your receiver (front: **X** button; middle: **○** button; back: **△** button). When you defend a line-out trigger your chosen receiver try to and intercept the throw.
 - You may need to trigger your receiver before you release your throw so he meets it at the right time.
 - Press and hold the **L1** button just before you release the ball to execute a lob throw or press and hold the **L2** button to release a bullet throw.
 - To angle your throw towards your line, press the left analog stick towards the line on your release. However, the further you press the left analog stick, the more likely it is that you will concede a free kick.

KICKING FOR GOAL

THE DROP GOAL

It's now easier than ever to rack up points between the posts with the new drop goal meter.



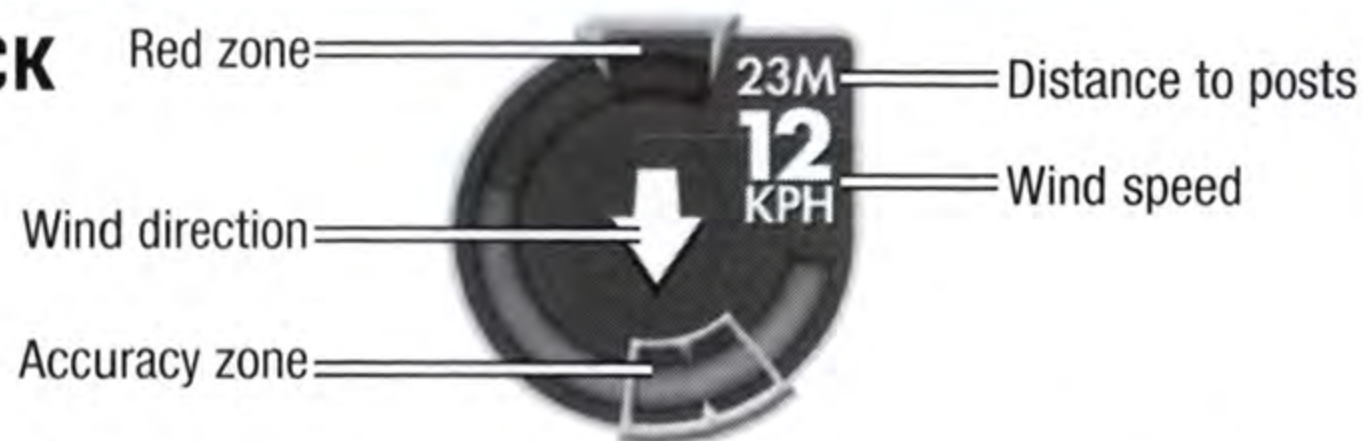
Accuracy zone (distance, angle, and the kicker's ability all determine the size of the accuracy zone)

To execute a drop goal:

1. Press and hold the **○** button to initiate the kick. The energy level in the drop goal meter begins to fill. The meter will not appear if your kicking angle to the posts is too acute.
2. Release the **○** button when the meter reaches the center of the accuracy zone for the perfect kick. To increase your chance of success, ensure the kicker is stationary when he takes the kick.

NOTE: Select MY RUGBY > GAME SETTINGS > DROP GOALS and choose ASSISTED or CPU to either get help with your drop kicks or let the computer take control for you.

THE PLACE KICK



Steady your nerves, take your time, and use the kick gauge to sail the ball between the posts.

1. Check out distance, wind speed, and direction, and then direct your kick by pressing the left analog stick.
2. Press the **X** button to trigger the kicking gauge, then judge your kick power—the more the meter fills up with energy, the harder the ball is kicked.
3. Press the **X** button again to stop the meter and send the gauge back towards the accuracy zone.
4. Press the **X** button again to stop the gauge in the center of the zone for maximum accuracy. If you power the kick into the red zone, it may give you the extra distance you need but it's tougher to nail its accuracy.

NOTE: The better your kicker's Goal Kicking ability, the bigger the accuracy zone and the slower the gauge returns to the accuracy zone.

PLAYER ATTRIBUTES

Player Attributes such as Speed and Tackling make up a player's core skills. A player must have high ratings in his key Attributes to form a team chemistry combination with his teammates (see *Team Chemistry* below).

OUT OF POSITION

If a player plays at a position he is unfamiliar with, his effectiveness is diminished and he is more prone to make errors. He also cannot contribute to team chemistry combinations (see *Team Chemistry* below). These players are marked with an exclamation mark next to their position in the Starting XV screen.

IMPACT PLAYERS

Impact Players, marked by Star icons, possess outstanding Attributes, so use their strengths to control the match. You must play an Impact Player in one of his listed positions to take advantage of his exceptional skills. You cannot have more than five of your Impact Players on the field at once.

PLAYER SPECIALITIES AND SPECIAL ABILITIES

Each player possesses a specialty (such as Runner or Playmaker). His speciality icon appears underneath his name in the Starting XV screen, giving you a quick indication of his main strength.

Some players excel in certain skills. They possess Special Abilities (such as Passer or Tackle Breaker). A player must have a Special Ability to form a team chemistry combination with his teammates (see *Team Chemistry* below). Special Abilities appear on a player's Statistics screen.

ROLES

View the players who currently fill the six team roles (such as Captain or Kickoff Taker) in the top right-hand corner of the Starting XV screen. A number below a role shows you the player currently assigned to it.

TEAM CHEMISTRY

To help your team play to their potential, you must maximize your team's chemistry.

When you choose your starting lineup, try to select players who complement the Attributes and Special Abilities of their teammates. Such players form team chemistry combinations. For example, two props and a hooker can form a combination, as can a scrum half, a fly half, and a center. To form a combination, it is essential that teammates have high ratings in their key Attributes and at least one Special Ability that complement each other.

Each player in a combination boosts the Attributes of his combination teammates. The higher your team chemistry rating, the bigger the boost.

NOTE: To contribute to team chemistry, a player must not play out of position.

On the Starting XV screen, a player who is part of a team chemistry combination is marked in green when you highlight him. The more combinations the player is involved in, the brighter the green. Teammates who form combinations with him are also marked in green.

Players with certain Special Abilities (such as Defensive Organizer) do not need to be part of a team chemistry combination to boost your team chemistry rating.

TEAM CHEMISTRY AND PLAYER SWAPPING

Pay attention to existing chemistry combinations when you swap players in and out of your starting lineup.

FORM AND MORALE

Keep an eye on a player's tournament Form and Morale, since they change over time and impact his Attributes.

FORM

During a tournament, each player is given a Form rating based on his recent performances, so you can see at a glance who's on fire and who's off the boil. The higher his rating, the better his Form and the more likely he will play to the best of his ability.

MORALE

Morale impacts the performance of your squad as a whole and the performance of individual players. If your players are happy and confident as a unit, they are more likely to perform well. Your recent results, combined with injuries and suspensions, make up your squad's Morale level.

Factors which affect an individual player's Morale are his injury status, disciplinary record, the Morale of your squad as a whole, whether you have included him in the 22-man lineup, and whether you have played him out of position.

NOTE: An injury or suspension to an Impact Player has a significant effect on team Morale.

NOTE: If you forfeit a tournament match, any decrease in your players' Form and Morale is doubled.

SAVING AND LOADING

Before exiting a game mode or a menu where changes have been made, be sure to save your progress to a memory card in MEMORY CARD slot 1. All unsaved information will be lost otherwise. You can also save or load manually by accessing the LOAD/SAVE screens (via My Rugby).

TOURNAMENTS

You can also save and load tournaments from the Tournament Main menu screen. Tournament files are not automatically saved, so be sure to save your progress manually.

GAME MODES

NEW CHALLENGE MODE

Tackle classic scenarios taken from World Cup history and unlock exclusive World Cup video rewards.

Each challenge has three primary objectives that you must meet. Fulfill at least one objective in each pool match to progress to the quarter final. Complete all three objectives in one attempt to win a gold medal. Complete two to win silver and one to earn bronze.

NOTE: You don't need to complete all three tasks at once—you can replay a match and focus on meeting a different objective. However, this won't get you a coveted gold medal.

Once you win gold in a challenge, a bonus objective appears. Complete it to win a platinum medal. Collect all 38 platinum objectives to unlock another video reward.

CHALLENGE MODE REWARDS

There are three ways to unlock World Cup video rewards:

- Complete a number of platinum objectives across all challenges to unlock rewards along the way.
- Win a gold medal in a World Cup finals match to unlock the highlight video for that year.
- Complete all objectives across all challenges to unlock an exciting bonus video.

TOURNAMENTS

Lift the silverware in the Tri Nations, RBS 6 Nations, Super 14, Guinness Premiership, and European Trophy tournaments or take on the world's best in the World League.

WORLD LEAGUE

Begin your coaching career with a squad from Division 3. You must meet your coaching target, play the transfer market, and contest a Knockout Cup each season.

TRANSFER MARKET

To gain promotion, you must play as hard in the transfer market as you do on the pitch. Sort the talent from the dead wood before a transfer window opens and be ruthless when it does.

TRANSFER POINTS

Your Balance shows you the amount of Transfer Points you have to spend on new players. Win matches and finish the season as division champions to amass Transfer Points. Try and get a good Cup run going to earn as many bonus Transfer Points as you can.

TEAM SALARY

You must have enough salary points at the end of the season to cover salaries or your career is over. Your Team Salary and Transfer Point status is displayed after each of your matches and is shown on the Squad screen.

NOTE: Keep tabs on your player salaries and your current Balance so that you are ready to exploit the two windows when they open each year. You can make as many transfers as your funds allow during the transfer windows.

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